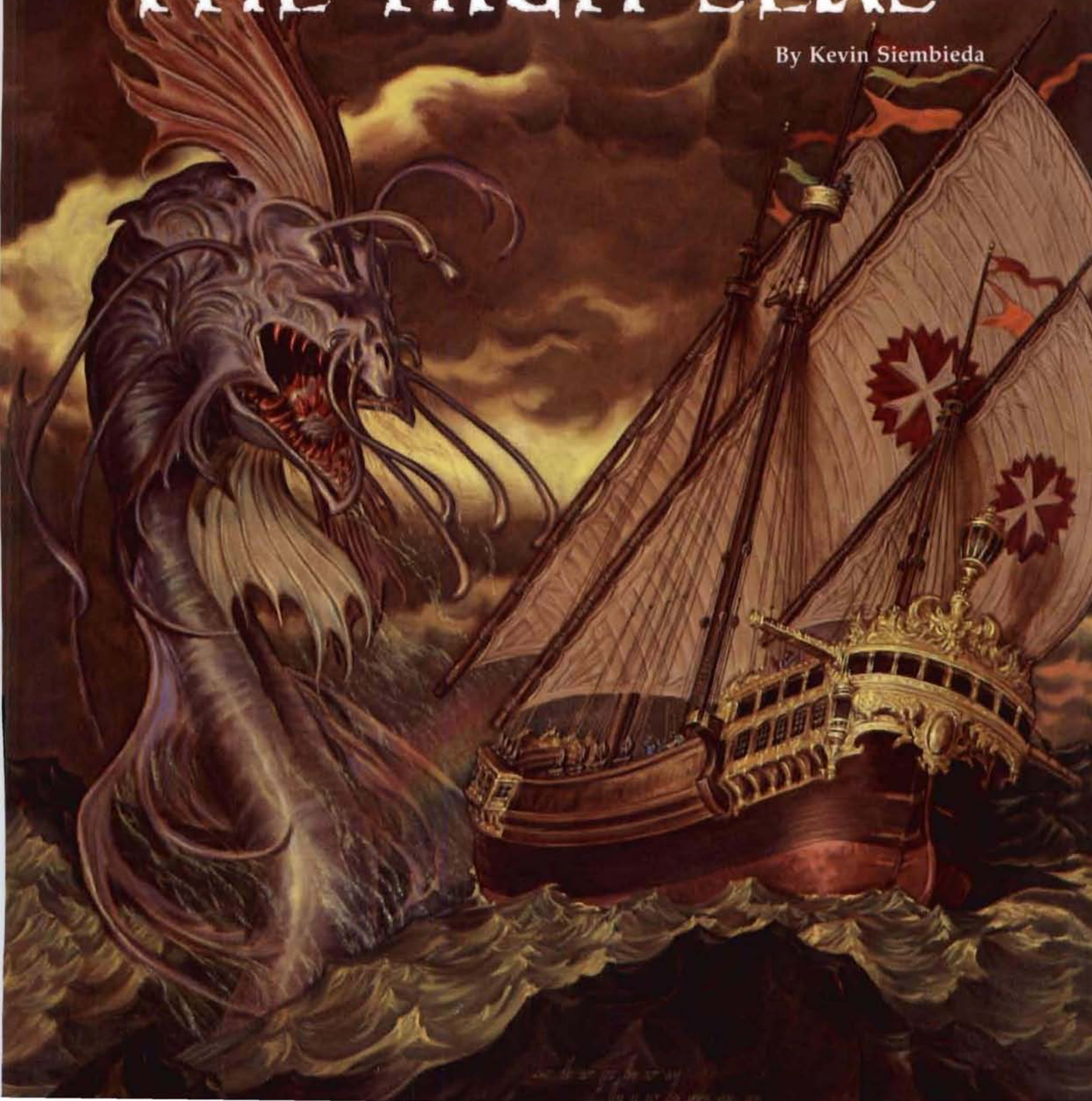


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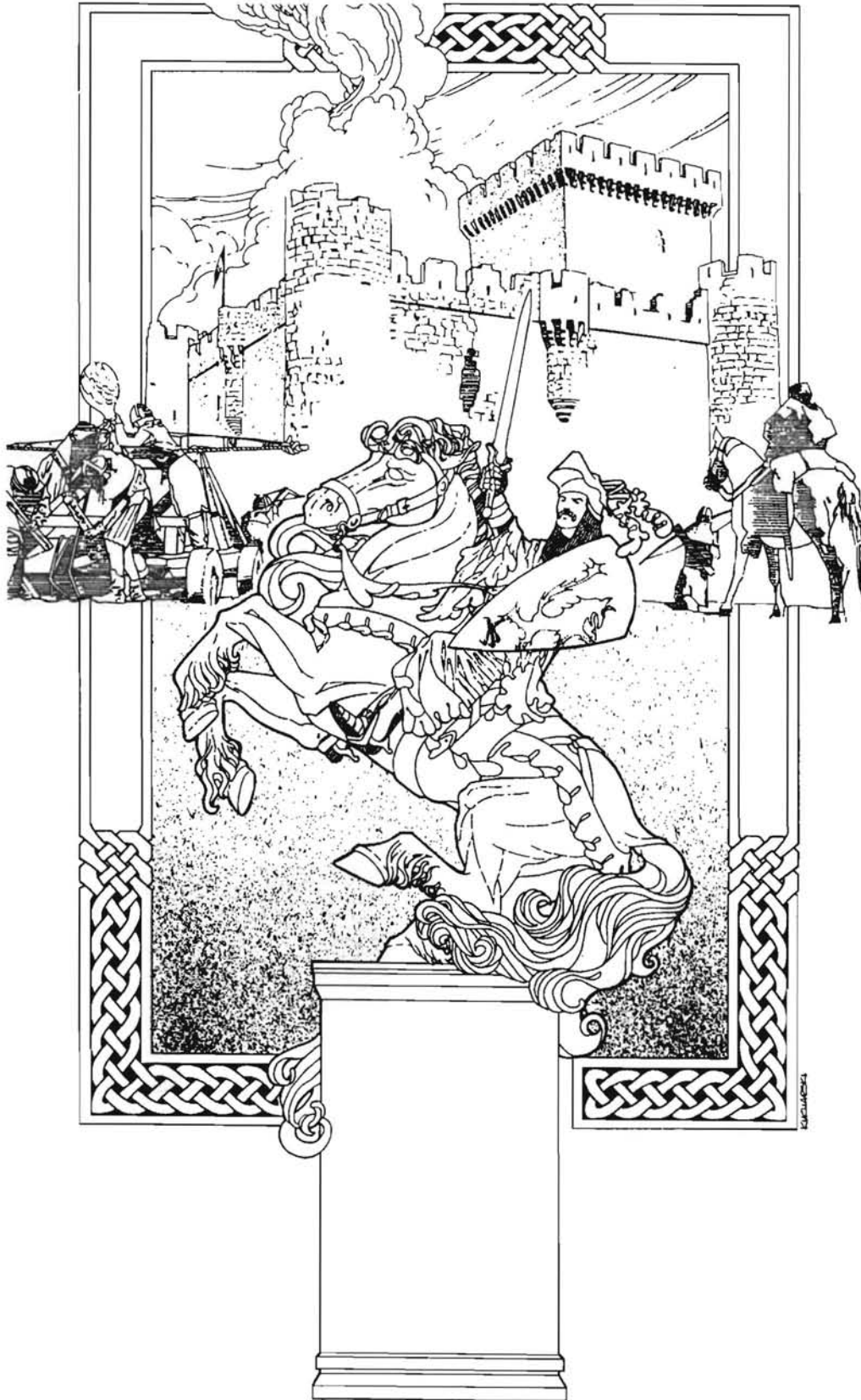
PALLADIUM RPG BOOK III ADVENTURES ON THE HIGH SEAS

By Kevin Siembieda



THE PALLADIUM RPG BOOKIII:

ADVENTURES ON THE HIGH SEAS



Decidated to Alex, without whom's friendship I would be lost.

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Fourth Printing — November 1992

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THE PALLADIUM RPG BOOKIII:

ADVENTURES ON THE HIGH SEAS

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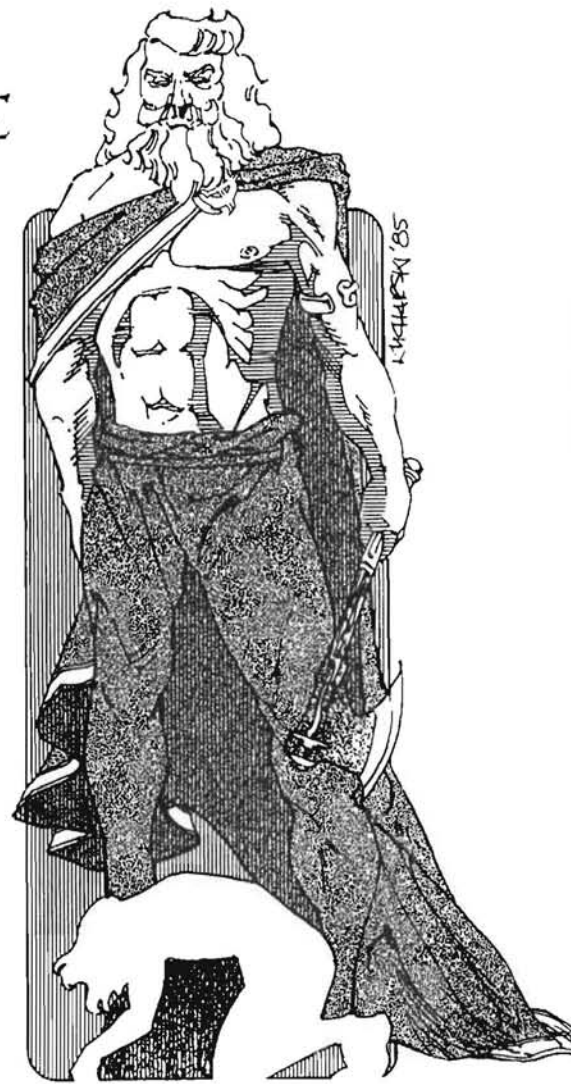
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ABOUT THE PALLADIUM RPG BOOK III

Welcome to the newest addition to the Palladium RPG fantasy system. For many of you this book has been long in coming, suffering from repeated delays. However, I think you will find it worth the wait.

Within the following pages you have the Palladium world brought more into focus as we explore its many islands. The island descriptions provide players and game masters alike with new lands of adventure to explore and conquer. Intermingled with the islands are adventure scenarios, random encounter tables, cities and towns. Islands are our focus because they are what breeds adventures on the high seas.

Palladium RPG Book III is also an important *addition* to the original Palladium game book. New skills, new occupational character classes, new magic items, curses, redefinition of the summoner and diabolist, and other material, are presented to expand your games. While much of the additions are listed as optional, none of it is fluff or filler. They are optional to avoid forcing game masters and players into suddenly having to retool their regular campaign. However, I think that most of the new material can be slipped in with ease.

Fans of the Palladium RPG can look forward to a renewed emphasis on our fantasy game with more frequent and timely releases of adventures and supplements beginning next year. Two products being kicked around are the Great Northern Wilderness and The Baalgor Wastelands, so keep your eyes peeled and enjoy.

GAME MASTER'S NOTE ON AGE

The effects of physical and mental changes from aging really don't apply to playing characters who are usually young and active adventurers. However, the effects or modifications of age often apply to non-player characters. The problem will arise when the G.M. rolls up an old, yet powerful character or villain. For example: By straight rolls, an 82 year old, 10th level, human wizard, could have as many as 70 hit points and move with the grace of a gazelle. Not likely.

This problem occurs with all the races. Granted, a 400 year old elf is far from being frail or elderly (he's about the equivalent of a 40 year old human), but a 700 year old, or older, elf is getting on in years (about equal to a 70 year old human).

The question, then, is how does one modify a character's attributes for the passage of age? The following should provide a pretty good rule of thumb for all races based on their proportional age. All statistics are in human standards.

I.Q./Intelligence: Loss of one point of I.Q. for every 4 years beyond the age of 60 is likely (50% chance; roll for every 4 years). There is also a chance (20%) of becoming feeble-minded. Again, roll once for every four years beyond 60. If feeble-mindedness sets in, reduce all skill abilities by 10%. All effects of enfeeblement rolls are accumulative. Not all elderly characters become feeble or lose any measure of I.Q., thus the percentile roll.

M.E./Mental Endurance: Reduce M.E. by one point for every five years beyond the age of 60.

M.A./Mental Affinity: Not affected.

Physical deterioration is much greater than mental, and the most obvious.

P.S./Physical Strength: Reduce P.S. by one for every 4 years after the age of 50 until the P.S. is half its original number.

P.P./Physical Prowess: Reduce P.P. by one for every 4 years after the age of 50 until the P.P. is half its original number. Skills requiring prowess, agility, and dexterity, such as picking locks, picking pockets, juggling, and so on, are reduced by 5% per every 4 years beyond the age of 60. Weapon Proficiency (W.P.) bonuses are reduced by half at the age of 60, and again at 80.

P.E./Physical Endurance: Reduce the P.E. by one for every 4 years beyond the age of 50 until the P.E. is half its original number.

Reduce hit points by 5 for every four years beyond the age of 60.

P.B./Physical Beauty: Reduce by one for every 4 years beyond the age of 50 until it is half the original number.

Speed: Perhaps the most dramatic change is in the character's speed. Reduce by 30% at the age of 50, another 30% at 60, and another 30% at the age of 70.

NEW SKILLS AND DESCRIPTIONS

NEW ELECTIVE SKILLS (optional)

Concealment is the practiced ability of hiding something on one's body or in hand usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width, and weigh 10lbs or less. The smaller and lighter the item, such as a knife, gem, small sack, scroll, etc., the easier it is to conceal. Larger items such as a book or club or statue (or other similarly larger and heavier objects) are more difficult to conceal on one's person for obvious reasons. Giant size characters can add six inches to the size and six pounds to the weight. Penalty of +5% applies to items over 7 inches (remember 14 inches maximum) because it is a more difficult size. Items larger than 14 inches are impossible to conceal.

Juggling: The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any (usually small) objects, and keep them continuously in the air. This skill is an elective skill exclusive to the Prestidigitator. The level of quality and diversity of this juggling O.C.C. skill, is of an expert calibre and not a hobby or passtime. As an expert skill, the practitioner develops a superior sense of coordination, manual dexterity, and reflexes which provide the following *abilities and bonuses*.

1. **Three attacks per melee with a thrown weapon.** This can include darts, knives, throwing axe, javelin, small spear, club, and other small items appropriate for throwing. It does not include swords, maces, ball and chain, pole arms, staves, chairs or other objects. Add one additional throwing attack at fourth level and another at levels eight and eleven. (That's a total of six throwing attacks by 11th level). *The throw attack* takes the place of normal hand to hand combat per melee. This means the character can either attack by throwing missile weapons OR by engaging in hand to hand combat; he CAN NOT do both in the same melee round.

2. **Automatic parry:** Even though he is NOT a man of arms, the practice in the use and juggling/manipulation of small arms, and great manual dexterity, provides an automatic parry. However, the automatic parry applies ONLY when a knife, throwing axe, spear, or light small object, like a torch, is used.

3. **Bonuses:** +1 to strike with any thrown/missile weapon. +1 to parry. These are both in addition to hand to hand or W.P. skill.

4. **Number of Items Juggled:** Up to six objects/items at level one, plus ONE for each additional level of experience.

Palming: Simply the ability to pick up and seemingly make a small object, such as a coin, key, playing card, knife, etc., disappear by hiding or concealing it in one's hand. Adds a bonus of +5% to pick pocket skill.

Sleight of Hand: Another skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks or gimmicks of sleight of hand is to distract the observer(s) with one hand, and palm or otherwise manipulate an item with the other hand. Sleight of hand also includes a basic level of escape artistry. Techniques include: hand positioning, tensing and relaxing muscles, keeping hand and wrist joints flexible, popping joints in and out, the study of knots (**rope works** skill — add +5% to

escaping from rope/tied bonds), and usually a hidden lock picking tool(s).

Skill Bonus: +5% to palming, +5% to pick pockets, +5% to pick locks, +6% to concealment. All are one time skill bonuses applicable immediately.

Escaping from bonds is limited to normal, non-magical, rope, chains and manacles. To escape from locked chains and manacles, the character must have the pick lock skill as well. Note that a prestidigitator/escape artist does NOT need to see the knots, locks or manacles that hold him. Escapes and lock picking can be done by touch and/or sound as well as sight.

WEAPON PROFICIENCIES (W.P.)

W.P. Grappling Hook: Trained use of a grappling hook for climbing, boarding vessels, tripping an opponent (by hooking the foot, ankle or leg. Does no damage, but knocks victim to the ground and he loses initiative and one attack) and impaling (does 1D6 damage).

W.P. Net: Able to trip an opponent (same as grappling hook), parry and snare. There are two types of snare:

1. *Snaring an opponent's weapon:* The weapon becomes entangled and is pulled out of the person's hand. A natural, unmodified (no bonus) roll of 18, 19, or 20 will disarm an opponent, unless he can roll an equally high, or higher, parry (no bonuses).

2. *Snare one's opponent* by throwing the net over him/her. The intended victim **must** *dodge* or be netted. If caught in the net, the victim is -8 to strike, -10 to parry and dodge. It will require 1D6+2 melees to cut free of the net. If the person dodges or the net thrower misses, it is the net wielder who will suddenly find himself weaponless (it takes TWO hands to throw a net). *Parry* with the net is the same as usual. Using the net as a *whip* type weapon does 1D4.

W.P. Paired Weapons: Users of paired weapons can: 1. Strike and parry simultaneously, or 2. Can do twin, simultaneous strikes against the same target. Both weapons hit, but is considered ONE attack, and only roll once to strike, not twice. The defender can only parry *one* of the weapons unless he too is using two weapons (or weapon and shield) and *has* the W.P. Paired Weapons skill. 3. Strike two different targets (or strike on and parry the other), simultaneously. 4. Parry two attackers. In other words, warriors skilled in paired weapons can often perform *two actions* for every *one attack per melee*. BUT every time they use twin actions they LOSE their automatic parry.

Weapons are limited to the one-handed types and can be used in any combinations; for example, two short swords, or short sword and broadsword, sword and knife, mace and ball and chain, etc. *TWO-handed weapons can not be used as a paired weapon.*

W.P. Siege Weapon: An understanding in the use and mechanics of siege weapons.

W.P. Targeting: This is a practiced skill in the use of *thrown* weapons and bow weapons. This weapon proficiency adds bonuses to the following weapon categories: knives (thrown), throwing axe, spears/forks (thrown), sling, short bow, long bow, and cross bow. W.P. Targeting adds a bonus of +1 to strike at levels 2, 4, 7, 10 and 13. This bonus applies only to the weapon categories previously listed and then **ONLY** when that weapon is thrown (of course arrows and bolts are fired from a bow and not actually thrown). It also increases the effectiveness range by 20ft for every level of experience; 10ft for knives, darts, and throwing axes.

Concealment: Prestidigitator (+10%), thief (+5%), and assassin (+5%).

Juggling: Prestidigitator (+30%). The thief and assassin *may* also select the juggling skill, but it will count as TWO skills and there is no O.C.C. bonus.

Palming: Prestidigitator (+15%), thief (+10%), assassin (+5%), pirate (+8%), merchant (+6%), bard/actor (+3%), sailor (+3%), mercenary (+3%). Any other O.C.C. may also select palming, but will get NO O.C.C. bonus.

Sleight of Hand: Prestidigitator (+20%), thief (+5%), assassin (+5%), bard/actor (+2%), pirate (+3%), mercenary, soldier and sailor (+2%).

Tumbling: Exclusive to the Tumbler O.C.C.

W.P. Grappling Hook: All men of arms.

W.P. Net: All men of arms.

W.P. Paired Weapons: All men of arms and prestidigitator, but counts as TWO skill except for the Gladiator and Prestidigitator (for which it counts as one skill).

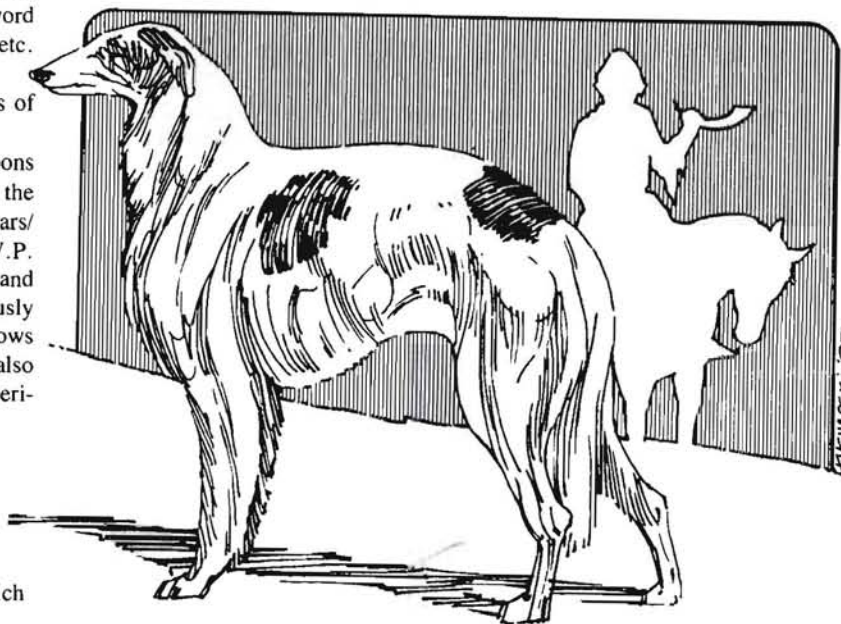
W.P. Seige: All men of arms.

W.P. Target: All O.C.C.s

NEW SECONDARY SKILLS (optional)

Astronomy: Is a skill similar to the very basic **sense of direction** except that it is a more exact science. Through mathematical calculations, positions of the sun, stars, moon and time of seasons; one can accurately pinpoint exact locations, time of day or night, distance from one point to another, estimated rate of travel/speed, and time of arrival. **Astronomy is a MUST have skill to be a seafaring navigator.** The percentile indicates the rate of success. A failed roll means a serious miscalculation in whatever projection was being made (direction, time, distance, etc). Roll for each category.

Animal Husbandry: This area of knowledge provides the character with a general knowledge of the care, feeding and behavior of domestic animals. This includes cattle, sheep, goats, horses, ducks, chickens, and other similar creatures. The percentile number indicates the degree of knowledge one has about animals and their care. Reduce percentile by 1/2 when dealing with a wild animal that's similar to a domestic counterpart, such as a wild boar is to a pig.



NOTES ABOUT THE NEW ELECTIVE SKILLS

Most of the new elective skills are limited to specific O.C.C.s. Which O.C.C.s, and occupational bonuses, are as follows . . .

Acrobatics: Exclusive to the Acrobat O.C.C.

Breeding Dogs: Is the art of raising, mating/breeding, taming and training, domestic and wild canines. Trainers must roll three out of four successful rolls to accomplish their specific task, whether it be to tame a wild canine, train for specific specialty such as bloodhounds or combat, and so on. A failed roll means that the animal can not be broken of its bad habits and training is generally a failure. Note: These are trained animals/pets not familiars.

Brewing: Is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine. Stronger alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The percentile roll first indicates the chance of success (a failed roll means a ruined batch of booze) and then the quality (the higher the skill percentage the tastier).

Falconry: The art of training and handling falcons, and other birds of prey. The use of these animals is much more limited than many fantasy gamers would believe. Falcons were used specifically for entertainment and hunting game fowl. A standard hunt would entail a game bird, such as quail, pheasant, duck, etc. being flushed out into the air by dog or serpent, and the falcon released to strike it down. For game purposes, let us presume that these predators can be trained to pursue and attack any, visible, flying foe or target, strike it down and return it to its master. Let us further suppose that they can be trained to strike at any "moving" target that they are directed at.

Players take note! Falcons nor any uncaged bird can NOT be taken into underground dwellings or inside buildings without panicking. This is one reason they are always blinded with a leather hood. The other reason is that they instinctively attack any small, moving prey. Furthermore, it is impossible to engage in combat with a falcon on one's wrist or shoulder without injuring the falcon or oneself. Nor are the birds smart enough to fly along with his master.

Trainers must roll three out of four successful rolls to accomplish their specific task. A failed roll means that the animal can not be broken of bad habits and training is a general failure. Note: These are trained animals/pets not familiars.

Fishing: A solid knowledge about edible fishes, cleaning and preparing for eating, as well as a knowledge in the actual catching of fish. Fishing techniques include: use of the fishing pole, hook and line, casting, trolling and others. The percentile roll is the level of skill in bringing in a fish. Three consecutive rolls under the skill level must be made to be successful. A penalty of -20% applies to large deep-sea fish, such as tuna, sailfish, groupers, etc.

Forced March: Is training to enable one to cover great distances on foot at a faster than normal pace. It does not increase speed greatly, but does increase the length of time a **reasonable** pace/speed can be maintained. Increases the normal physical endurance (how long) rate of activity by three times. See Palladium RPG, pg. 2, under speed. Note: Maximum speed on a forced march is 60% of one's normal speed.

General Repair/Maintenance Skill: Not everyone can be a blacksmith or a carpenter, but many are good with their hands and capable of doing satisfactory repairs on fabrics and other items. General repair/maintenance skill includes: sharpening blades/weapons, sewing tears in sails and clothes (it may not look pretty, but does the job), repair furniture, paint, varnish, nail, and other basic woodworking, patching armour (restores 2-12 S.D.C.), etc.

The First Percentile number indicates how mechanically inclined you are and if you can figure out what must be done and how to do it.

The Second Percentile number is rolled to determine success or failure. If failure, the player may try again.

Note: Add a bonus of +1% for every P.P. point beyond 14. Example: P.P. 15, +1%, P.P. 16, +2%, P.P. 17, +3% and so on. The natural physical prowess of some characters can make a significant difference.



Heraldry: A publisher's note: Because we at Palladium Books have received a surprising number of inquiries regarding heraldry or coats of arms, we include a brief description courtesy of Michael Kucharski:

The Arms of a Realm and its monarch are the same and one, and such arms are called "**Arms of Dominion**". As these are the arms of the living symbol of a people, new dynasties abandon their family arms and assume those of the realm. Arms of Dominion mark the public authority of the crown and must not be used by private citizens.

Occasionally, dynasties retain family arms and combine them with The Arms of Dominion. **This is more often done by those given the following:**

- A. Large Territorial Fiefs
- B. Positions at Institution
- C. or Appointments (chamberlain, butler, etc.)

In cases of disputes, the king would give authority to the Lord High Constable and/or the Earl Marshall to judge such matters. Aside from the army, who may bear the kingdom's arms, only the king's heralds, in the performance of their duties, or sometimes greater nobles, wear their master's coat.

FAMILY

A warrior in full armour is unrecognizable, so each should wear a badge, coat, etc., by which he could be identified. When it is a coat/cloak worn over one's armour, it is called his "Coat of Arms". This identifying decoration frequently came to be displayed upon banners, shields, horsecloths, as well as one's coat.

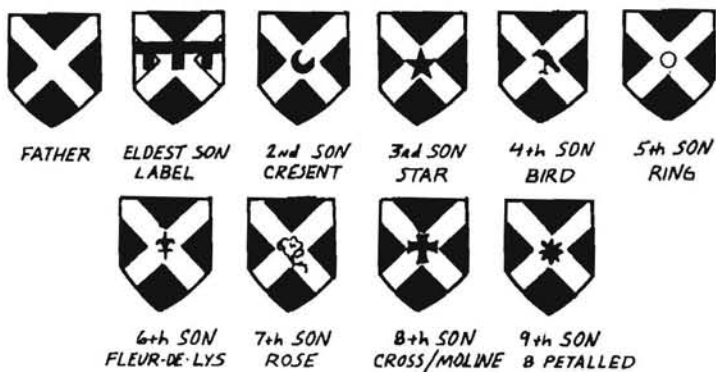
Rules:

1. No two men in the same region could wear the exact same coat of arms (as these were personal symbols, marking an owners' possessions).
2. Even a legitimate son could not wear his father's "arms", but would put a mark upon it altering it slightly (see diagram). Upon the father's death, the eldest inherits the father's coat of arms from him.

Younger sons and their descendants would have to make some sort of permanent change at this time (this is called 'differencing').

1. Changing Colors
2. Changing Colors to Metal and Metals to Color.
3. Adding a New Device or Border or Both.
4. or Any Combination.

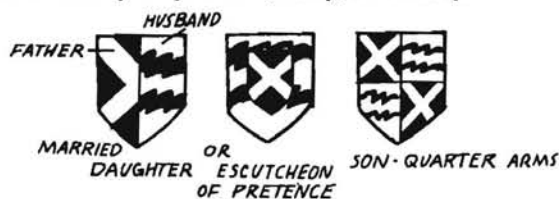
EXAMPLE: LEGITIMATE SONS



Illegitimate offspring must have a special mark of difference or an entirely new coat alluding to sire's. Daughters and wives are allowed to wear their father's coats when they marry. They place their arms besides their husbands on his shield (this is called impaling).

If no sons are born, daughters become heir to the arms, which can be placed in the middle of their husband's shield (this is called "Escutcheon of Pretense"). If a son wishes to use his mother's "arms" without modification, he must also take her surname or he must "quarter his shield"; equally exhibiting the arms its owner has inherited.

If a man has no son, but had several daughters, then all his grandchildren could eventually quarter his arms with their fathers. The shield may be quartered (evenly) indefinitely.



The heraldry skill is really twofold. **First**, it is a political knowledge regarding ruling governments/powers, kingdoms and royal families. The heraldry symbols are often genealogical and political stamps that indicate much to those familiar with world politics and political intrigue. **The second** is the ability to correctly create (or devise) or blazon a heraldic mark in accordance to the rules of the land and court. Note: Punishment for stealing/forgery of another's insignia can be quite severe, and can lead to lengthy imprisonment, torture, or death at the hands of an irate noble, knight or royalty.

The recognition of these political insignia are broken down into three categories: local families, kingdoms (world governments) and devise (the ability to create a correct emblem).

Masonry: A rudimentary understanding in the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, purpose, recognizing the style/mason guild, and approximate age or period of construction. **Special Bonus** of 10% is added to a character's abilities to locate secret compartments/doors.

Mime is actually the artful combination of two other skills, prowl and sign language (new), to create a form of silent entertainment. Characters who choose the mime skill *must* first select both prowl and sign language. The percentile number indicates the overall quality and portrayal of the mime. Special, one time bonuses: +4% to prowl, +5% for sign language.

Public Speaking: Training in the quality of sound, tone, pitch, enunciation, and clarity, in speaking to the public loudly and distinctly. Also includes the practice of good, enticing story, telling, and composition of the spoken word. Adds, as a one time bonus, +2% to ventriloquism and imitate voice skills. The percentile number indicates the overall quality and charisma of the spoken word.

Play Percussion Instrument: This is simply the skill to play drum type, musical instruments. The percentile number indicates the quality of technique and performance.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The first percentile number indicates the ability to climb rope and tie knots. The second percentile number indicates the ability to make and repair rope.

Players should roll once for every 20ft climbed. If a player misses his roll (rolling higher than his success ratio), his character begins to lose his grip and falls. Damage is 1D4 for every 10ft. **Note:** The scale wall skill is not the same as climb rope/rope works skill. Although characters skilled in scaling walls CAN climb rope, they do so with a -20% penalty on their usual scale wall skill.

A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out or likely to unravel when strained.

Sign Language: Because of the many different spoken languages in the Palladium world, a universal sign language has been developed. This means of communication has been widely adopted by merchants, sailors, assassins, thieves, and world travelers. For every 10 words, the sender of the sign language must roll to successfully transmit his message. Likewise, the interpreter must roll to interpret every batch of 10 words. A failed roll means a misunderstanding.

Sculpting/Whittling: The art of molding or carving a three dimensional figure/object out of clay, stone or wood. The percentile number indicates the quality of technique and rendition.

Writing Prose and Poetry: The skill to compose and arrange the written word in the most interesting, effective and enjoyable presentation. To select this skill, one must also have a read/write skill in a particular language. This skill does not provide one with the ability to recite his/her written works with any level of expertise. See public speaking. The percentile number indicates the quality of techniques and rendition.

O.C.C. BONUSES FOR THE NEW SECONDARY SKILLS

Remember, as always, any character can select ANY secondary skill regardless of the O.C.C. or race. However, some O.C.C.s will provide a bonus to the skill's level of expertise (+%). The following is a list of the new skills, and coinciding O.C.C. bonuses where applicable.

Astronomy: (+20%) Navigator/Sailor, (+10%) Scholar and Ranger.
Animal Husbandry: Druid (+20%), Peasant/Farmer (+10%), Squire and Monk (+5%).

Breeding Dogs: Druid, Knight and Nobles (+10%), Peasant/Farmers and Monks (+5%).

Falconry: Druid and Palladin (+10%), Knight, Noble, Monk and Long Bowman (+5%).

Fishing: Druid, Ranger, Sailor and Shaman (+10%), Pirate, Mercenary and Peasant/Farmer (+5%).

Forced March: Can be selected by any O.C.C. standard for mercenary soldier, knight, palladin, ranger and long bowman.

General Repair: Ranger, Acrobat, Tumbler (+7%), Mercenary, Squire, Sailor, Shaman, Druid and Peasant/Farmer (+4%).

Heraldry: Palladin (+15%), Knight, Noble and Scholar (+10%), Diabolist and Monk (+5%).

Masonry: Monk (+10%), Warlock and Thief (+5%), Clergy (+2%).

Mime: Prestidigitator (+8%), Bard, Juggler, Thief and Assassin (+5%).

Public Speaking: Bard/Actor (+25%), Prestidigitator (+15%), Merchant (+10%), Wizard, Summoner, Clergy, Knight, Palladin, and Noble (+6%).

Play Percussion Instrument: All Entertainers (+10%), Mercenary, Sailor and Squire (+4%).

Rope Works: Acrobat and Prestidigitator (+15%), Sailor, Pirate and Assassin (+15%), Mercenary, Soldier and Ranger (+5%).

Sign Language: Prestidigitator and Merchant (+15%), Bard/Actor, Pirate, Sailor, Assassin and Diabolist (+10%), Thief, Mercenary, Ranger, Long Bowman, Gladiator and Clergy (+5%).

Sculpt/Whittle: Diabolist and Summoner (+10%), Sailor, Monk (+5%).

Writing: Bard/Actor, Wizard, Scholar and Monk (+10%), Palladin, Priest/Priestess, and Noble (+5%).

Alphabetical List of Elective Skills

Acrobatics
Concealment
Juggling
Palming
Sleight of Hand
Tumbling
W.P. Grappling Hook
W.P. Net
W.P. Paired Weapons
W.P. Siege
W.P. Target

Secondary Skills

Animal Husbandry
Astronomy
Breeding Dogs
Brewing
Falconry
Fishing
General Repair
Heraldry
Masonry
Mime
Play Percussion Instrument
Public Speaking
Rope Works
Sculpting/Whittle
Sign Language
Writing

NEW ELECTIVE SKILL TABLES

CONCEALMENT

Level	1	15%
	2	25%
	3	30%
	4	35%
	5	45%
	6	50%
	7	55%
	8	60%
	9	65%
	10	70%
	11	75%
	12	80%
	13	85%
	14	90%
	15	95%

JUGGLING

Level	1	20%
	2	30%
	3	40%
	4	50%
	5	60%
	6	65%
	7	70%
	8	75%
	9	80%
	10	84%
	11	88%
	12	90%
	13	92%
	14	94%
	15	96%

PALMING

Level	1	30%
	2	36%
	3	42%
	4	48%
	5	54%
	6	60%
	7	66%
	8	72%
	9	78%
	10	80%
	11	84%
	12	88%
	13	90%
	14	92%
	15	94%

SLEIGHT OF HAND

Level	1	14%
	2	20%
	3	26%
	4	32%
	5	38%
	6	46%
	7	52%
	8	58%
	9	64%
	10	70%
	11	76%
	12	82%
	13	88%
	14	92%
	15	94%

W.P. PAIRED WEAPONS

Special: See skill description.

W.P. GRAPPLING HOOK

Lvl.	S.	P.	Thr.
1	0	0	+1
2	0	+1	0
3	+1	0	0
4	0	0	+2
5	0	+2	0
6	+2	0	0
7	0	0	+3
8	0	+3	0
9	+3	0	0
10	0	0	+4
11	0	+4	0
12	+4	0	0
13	0	0	+5
14	0	+5	0
15	+5	0	+6

W.P. NET

Lvl.	S.	P.	Thr.
1	+1	0	0
2	0	+1	0
3	0	0	+1
4	+2	0	0
5	0	+2	0
6	+3	0	+2
7	0	+3	0
8	0	0	+3
9	+4	0	0
10	0	+4	0
11	0	0	+4
12	+5	0	0
13	0	+5	0
14	0	0	+5
15	+6	0	0

W.P. TARGET

Special: See skill description

W.P. SIEGE

Lvl.	S.	R.
1	0	1
2	+1	0
3	0	2
4	+2	0
5	0	3
6	+3	0
7	0	0
8	+4	4
9	0	0
10	+5	0
11	0	0
12	+6	5
13	0	0
14	+7	0
15	0	0

Effective Ranges of Thrown Weapons

Dart — 30ft
Knives — 60ft
Throwing Axe — 80ft
Spears/Forks — 120ft
Javelin — 200ft

**Does not include increased distance from targeting skill.*

Notes on other Weapons Thrown

Short Sword — 30ft
Large Sword — 15ft
Blunt — 30ft
Pole Arms — 50ft
Ball and Chain — 12ft
Staves — 20ft
½ pound Rocks — 20-40ft



NEW SECONDARY SKILL TABLES

ASTRONOMY

Level	1	12%
	2	20%
	3	28%
	4	36%
	5	44%
	6	52%
	7	60%
	8	68%
	9	76%
	10	84%
	11	80%
	12	88%
	13	92%
	14	94%
	15	96%

ANIMAL HUSBANDRY

Level	1	16%
	2	20%
	3	24%
	4	32%
	5	36%
	6	40%
	7	48%
	8	52%
	9	60%
	10	64%
	11	68%
	12	72%
	13	76%
	14	80%
	15	84%

BREEDING DOGS

Level	1	Care and Feeding.
	2	Breeding and Recognize Quality — 50% (rate of success).
	3	Train for general use as a pet/companion — 80%.
	4	Train for work, specific actions/responsibilities — 60%.
	5	Train for Hunt; retriever or pointer — 60%.
	6	Train for Hunt; bloodhound (track by scent 75%) — 55%.
	7	Train for Combat; +1 to strike, dodge, +4 to damage — 55%
	8	Train for Sport; endurance, speed, jumping; add 3 points to speed and 6 points to hit points — 54%.
	9	Tame wild canines — 30%.
	10	Identify canine tracks — 72%.
	11	Breeding and Recognize Quality — 75%.
	12	Tame wild bear — 40%.
	13	Train tamed bear — 60%.
	14	Superior training, add 10% to the rate of success.
	15	Breeding and Recognize Quality — 86%

BREWING

Level	1	08%
	2	18%
	3	28%
	4	34%
	5	40%
	6	48%
	7	56%
	8	64%
	9	72%
	10	80%
	11	84%
	12	88%
	13	92%
	14	94%
	15	96%

FALCONRY

Level	1	Care and Feeding.
	2	Breeding and Recognizing Quality — 40%
	3	Falcon Training to Hunt/Attack Game Birds — 60%
	4	Falcon Training to Follow Other Commands — 50%
	5	Falcon Training to Attack Larger Creatures/Humanoids — 45%.
	6	Capture, Without Injury, Wild Birds of Prey — 40%
	7	Tame/Train Other Small Birds of Prey — 32%
	8	Breed and Recognize Quality — 75%
	9	Medical Knowledge/Treatment of Birds of Prey — 50%
	10	Capture Exotic, Unnatural Bird Creatures (Draken, Feathered Death, Owl Things and Wing-Tips) — 39%
	11	Medical Knowledge/Treatment of Birds of Prey — 77%
	12	Tame/Train Exotic, Unnatural Bird Creatures — 26%
	13	Capture, Without Injury, Wild Birds — 60%
	14	Tame Gryphon — 20% adult; 32% cub.
	15	Train Tamed Gryphon — 48%

FISHING

Level	1	20%
	2	27%
	3	34%
	4	41%
	5	49%
	6	56%
	7	63%
	8	70%
	9	77%
	10	84%
	11	88%
	12	90%
	13	92%
	14	94%
	15	96%

FORCED MARCH

Special: See skill description

GENERAL REPAIR

Level	1	10/7%
	2	17/14%
	3	24/21%
	4	31/28%
	5	38/35%
	6	45/42%
	7	52/49%
	8	59/56%
	9	66/63%
	10	73/70%
	11	80/77%
	12	87/84%
	13	90/88%
	14	92/90%
	15	94/92%

HERALDRY

	Local Families	Kingdom	Devise
Level	1	10%	15%
	2	15%	21%
	3	21%	27%
	4	27%	33%
	5	33%	39%
	6	39%	45%
	7	45%	51%
	8	51%	57%
	9	57%	63%
	10	63%	69%
	11	69%	75%
	12	75%	81%
	13	81%	87%
	14	84%	90%
	15	87%	93%

MASONRY

Level	1	16%
	2	24%
	3	32%
	4	40%
	5	48%
	6	56%
	7	64%
	8	72%
	9	80%
	10	85%
	11	87%
	12	89%
	13	91%
	14	93%
	15	95%

MIME

Level	1	15%
	2	20%
	3	25%
	4	30%
	5	40%
	6	50%
	7	60%
	8	70%
	9	75%
	10	80%
	11	85%
	12	90%
	13	92%
	14	94%
	15	96%

PUBLIC SPEAKING

Level	1	10%
	2	20%
	3	30%
	4	40%
	5	50%
	6	55%
	7	60%
	8	65%
	9	70%
	10	75%
	11	80%
	12	82%
	13	84%
	14	86%
	15	88%

**PLAY PERCUSSION
INSTRUMENT**

Level	1	16%
	2	24%
	3	32%
	4	40%
	5	48%
	6	56%
	7	64%
	8	72%
	9	80%
	10	84%
	11	88%
	12	90%
	13	92%
	14	94%
	15	96%

ROPE WORKS

Level	1	30/10%
	2	36/15%
	3	42/20%
	4	48/25%
	5	54/30%
	6	60/35%
	7	66/40%
	8	72/45%
	9	78/45%
	10	84/55%
	11	88/60%
	12	90/65%
	13	92/70%
	14	94/75%
	15	96/80%

SCULPTING/WHITTLE

Level	1	10%
	2	30%
	3	50%
	4	60%
	5	70%
	6	78%
	7	82%
	8	84%
	9	86%
	10	88%
	11	90%
	12	92%
	13	94%
	14	96%
	15	98%

SIGN LANGUAGE

Level	1	16%
	2	22%
	3	28%
	4	34%
	5	40%
	6	46%
	7	52%
	8	58%
	9	64%
	10	70%
	11	76%
	12	80%
	13	86%
	14	92%
	15	94%

WRITING

Level	1	12%
	2	20%
	3	28%
	4	34%
	5	38%
	6	40%
	7	54%
	8	66%
	9	72%
	10	80%
	11	84%
	12	88%
	13	90%
	14	92%
	15	94%



THE GLADIATOR AND THE ARENA

Take a moment and think about the wide range of entertainments available to the modern television viewer: extreme violence (cop and adventure programs); the drama of sex, murder and betrayal (soaps, daytime or prime time alike); gambling (game shows); and comedy (sitcoms). Live entertainment is no less varied with spectator sports like football and hockey, horse racing, and rodeos. More exotic (and sometimes illegal) sports include bull fighting, cock fighting and dog racing.

The Palladium World has just one major form of entertainment; the arena.

Arenas are found everywhere on the Palladium World. The largest cities in the Western Empire might have up to a dozen, different, huge stadiums offering a variety of entertainment every night of the week. Smaller towns have more modest arenas and often present shows only on special occasions. But, festival days mean constant entertainment in the arenas virtually anywhere in the world.

The shows are incredibly varied. In a single afternoon the bill of fare might be several singing, dancing and variety acts with magicians and jugglers; trained animals, fights between animals, and the spectacle of animals attacking condemned prisoners. Horse races, foot races, and chariot races; comedy in the form of plays, clowns, and comedians; there are even arenas designed to be flooded for boat races and fights with aquatic animals. Different times and places have different customs. Fads and fashions determine the popularity of events. Gladiator contests are outlawed in the *Eastern Territory*, chariot races are the rage in *Timiro*, and the mob riots over "blood sports" in the *Western Empire*.

Often the entertainment schedule depends on the sponsor. Running an arena is an expensive business. Government owned arenas must constantly work to keep maintenance costs down. Private and church owned arenas are forced to pay huge attendance taxes. Paying crowds and concession stands barely bring in enough to pay for maintenance and protection against vandalism. Most arenas make their profits by selling time to sponsors and small businesses often sponsor a single event. Political leaders ensure their popularity by sponsoring whole shows and distributing free tickets to their supporters.

Singers, clowns, horses and jockeys are easy to come by. The three things that most arenas are constantly looking for are *victims*, *exotic animals*, and *gladiators*.

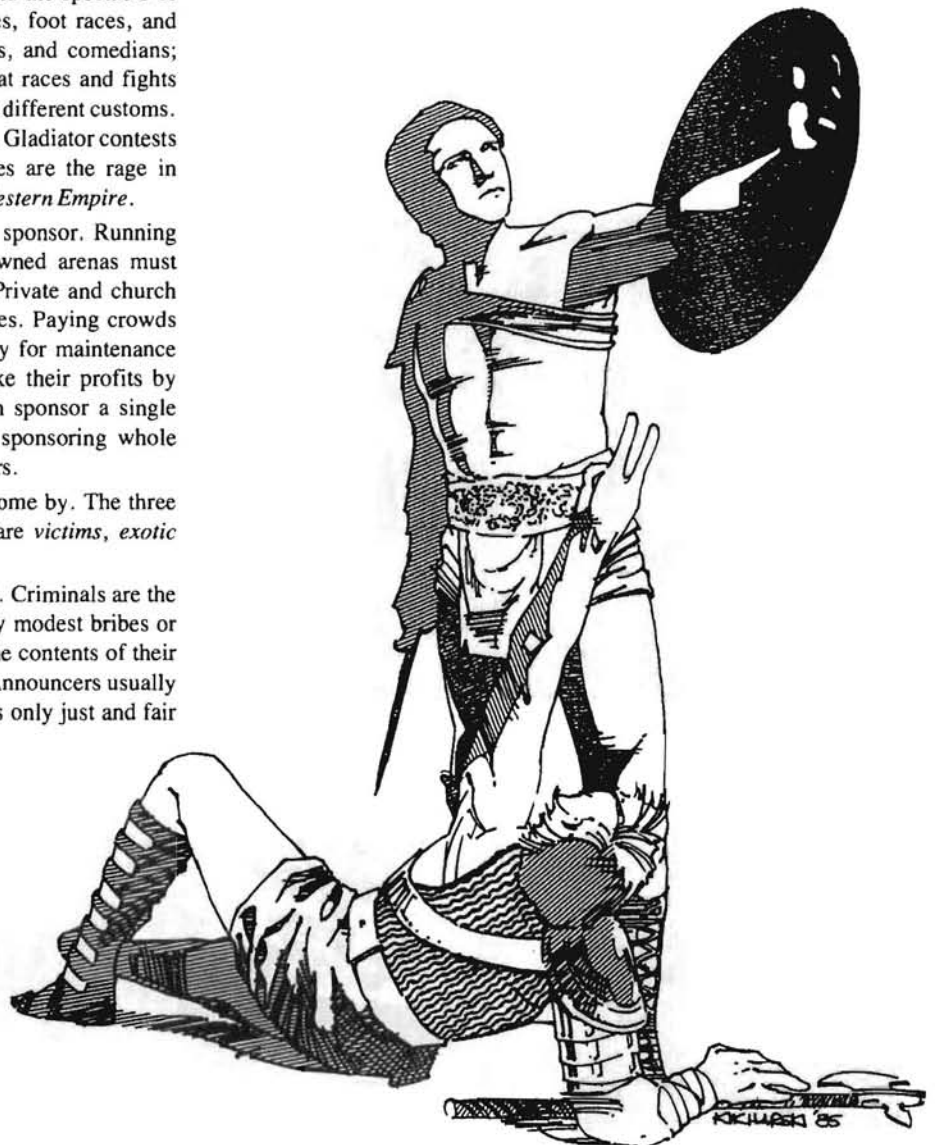
Victims are usually condemned criminals or slaves. Criminals are the preferred victims; first, because they are cheap, only modest bribes or prices need to be paid to the courts and nobles for the contents of their dungeons. Secondly, criminals are crowd pleasers. Announcers usually exaggerate the crimes of the accused so that it seems only just and fair

that they are killed and maimed. The worse the crime, the better the reaction from the crowd. Slaves tend to be much more expensive and much less popular; there's not a lot of satisfaction from seeing some poor, untrained fool getting sliced to pieces. On the other hand, arena promoters will take advantage of bargains where useless, elderly or rebellious slaves are being offered for cut-rate prices.

Exotic animals are always in high demand. The rarer and more deadly the beast, the higher the price. Because of the constant need for new attractions merchant captains are always willing to buy or capture strange creatures. Some ships go so far as to specialize in the transport of particularly large or dangerous live cargo.

Professional gladiators are closer relatives to entertainers than warriors. A real fight between trained professionals is quick and deadly. Modern day olympic fencing is a good example. For the first few minutes two guys stand still, eye each other, and move back and forward to test each other's balance. Suddenly, faster than the eye can follow, they clash! A rapid exchange of blows and then one reels away bleeding. The difference between life and death is a mere fraction of an inch, less than a hundredth of a second. All told you've got maybe three minutes of entertainment and only a few seconds of actual battle.

The typical arena promoter would reject that kind of fight for three reasons. First, an arena has to entertain the crowd from early afternoon when the crowd starts drifting in until the last torch-light climax eight hours later. Filling that time with hundreds of real five minute fights would be expensive and boring.



Secondly, the average arena fan is quite a distance from the action. Imagine sitting in the bleachers of a baseball stadium and watching a realistic fight. No binoculars available either. There's no way you could see any of the real action. Gladiator contests have to be fought with wide, sweeping gestures, roundhouse swings and action. Just so the crowd can see something happening.

Finally, death in the arena, for gladiators at least, is greatly exaggerated. It has to be! People don't want faceless warriors. The crowd needs heroes to cheer for and villains to boo! You can't get heroes and villains overnight. They've got to have exposure. It's the same as with good television, kill a few bit characters for drama, but keep the main characters alive!

In other words, the closest modern equivalent to gladiatorial contests is *big time wrestling*. Hulk Hogan, Mr. T, and Dick the Bruiser would make *great* gladiators. They'd just have to get used to drawing blood and chopping off limbs. Of course, eventually there would be fights to the death between the top gladiators, but a real fight-to-the-death would be something the typical gladiator would face only a couple of times a year.

Gladiators come from all walks of life. Some soldiers and professional fighters are drawn to the fame and fortune of the arena. Young kids, sons of tradesmen and nobles, dream of becoming gladiators (just as today's boys dream of being sports stars). If they're serious, talented (strength, size and reflexes are important), and have the price of tuition they could enter gladiator schools or apprentice programs. Many gladiators start as slaves or convicted criminals condemned to death. By luck and skill a few (maybe one out of every five hundred) manage to survive and eventually gain fame.

TYPICAL ARENA SCHEDULE

Let's give a listen to the Palladium version of Howard Cosell. He's the announcer giving the blow-by-blow, the direct forerunner of a circus ringmaster.

"Let's give a big round of applause to those animal handlers, ladies and gentlemen . . . Remember, even though they've had their tails amputated, those manticores are nasty beasts.

"For the next few minutes we'll have a little mid-show entertainment. While you're watching the fabulous flying turtles (acrobats) let me fill you in on a few of the events we've got coming up later in this afternoon's, action packed schedule.

"A new shipment from the deepest Yin-Sloth jungles has provided our courageous gladiators with some truly challenging competition. First we'll see "Crazy Jack" Umberto as he'll attempt to survive a fight with a genuine chimera. This chimera has already earned a reputation as a man-killer. Since his capture he's killed 8 and crippled another 3. "Crazy Jack" will face this monster armed with nothing more than a half-suit of chain, a short spear and a dagger.

"Later on, if he survives, "Crazy Jack" will lead a six-man team against a really tough bunch of opponents. This will be a real threat ladies and gentlemen, a full dozen lizard men complete with their deadly, poison tipped, native weapons.

"That's not all folks! For our final animal act we're going to bring out the arena's favorite mascot, Old Tansaburon the Fire Dragon! Yessir, that 80 foot ancient red dragon will have his claws full when he tries to take out ten condemned murderers, each in full arms and armor!

"Then we'll have the event you've all been waiting for! "Killer" Moravo, the terror of the Western Empire, is making a bid for the world championship. All that stands in his way is the champ, "The Claw" Tuvinius. The betting is going to be heavy on this one folks, I suggest you get to the windows early.

"It looks like the grounds keepers have finally finished and

we're ready to start our next act. Courtesy of Lord Kimserg, we're going to see Old Lord Jersey finally get his just desserts.

"From the roar of the crowd it sounds like quite a few of Jersey's former tenants have showed up to see him get paid back for years of overcharging and cruelty. Yes, no doubt he got away with monstrous crimes, but he was finally caught and found guilty of forgery.

" . . . And here he comes now! Supposedly, because of his title he has been allowed a full suit of armour. Considering his advanced age, he'll need everything he can get. Hey, what's this? It seems that the Dizzy Brothers, those midgets in the clown costumes, have been selected to execute Jersey!

"This is one of the funniest executions ever! It seems that someone has put Jersey's helmet on backwards! He keeps swinging that sword way over the heads of his attackers! The crowd is going wild . . ."

Old Lord Jersey was found guilty of forgery and sentenced to death in the arena. Supposedly, because of his title he has been allowed a full set of armour for protection. Actually he's so old and feeble that they've decided to turn his execution into a comedy routine. Opposing him will be a set of unarmoured gnomes in clown gear. After about fifteen minutes of various pratfalls and shenanigans the gnomes will trip the old man and hold his head down him in a water tub until he drowns. For a gladiator audience that's the height of humor.



GLADIATOR

Gladiators are trained fighters. They learn all the warfare skills of soldiers, mercenaries and assassins. Yet they are also entertainers. Fighting in the arena has to be done with style; sword strokes aren't just accurate, they're also dramatic. The gladiator must be able to kill on cue, and has to be able to make it look funny, tragic or difficult according to the script. Sometimes the gladiator must act like an incompetent fool, killing the opponent only by accident or dumb luck. Other times it must look like a desperate battle, difficult and dangerous, even when the result is really already decided.

Certain stage tricks are used to make everyone look good. Skins filled with animal blood are used to fake serious injuries, and every gladiator knows how to make a wound that looks serious, but is actually relatively harmless. Gladiators must also train with a variety of arms and armour. At any time they may be called upon to fight with a strange weapon and little or no armour.

Gladiatorial Equipment: Usually provided by the gladiator's promoter or manager, or is issued by the arena. Varies according to the rules of a particular match.

Alignments: Any, but usually Unprincipled, Anarchist, Miscreant or Aberrant. Note: A good character is not likely to make a career as a professional gladiator by choice.

Gladiators and Armour: Gladiators view armour more as costume than protection. The type and color is used as a sort of uniform that allows the crowd to tell different fighters apart. Most gladiators prefer to use a small amount of armour; the arm shield and a light chain vest is most common. Half suit of scale-mail, splint, or plate and chain or plate are also used. Half-suits of armour tend to provide maximum protection of limbs and head while allowing for maximum maneuverability. A gladiator will rarely, if ever, wear a full suit of armour unless it's leather.

Attribute Requirements: I.Q. 8, P.S. 11, P.E. 10, P.P. 12

O.C.C. Skills: Hand to Hand (Gladiator), W.P. Short Sword, W.P. Spear/Fork, W.P. Small Shield, W.P. Large Shield.

Elective Skills: Choose 5 at level one, 2 at level three, 2 at level five, 2 at level seven, 2 at level nine and 2 at level eleven.

Secondary Skills: Choose 6 at level one, 2 at level two, 2 at level four, 2 at level six, 2 at level eight, 2 at level ten, and 2 at level twelve.

Elective Skills

Disguise (+20%)
Horsemanship — General (+5%)
Identify Tracks
Medical (+10%)
Pick Pockets
Scale Walls
Trap/Skin Small Animals
Use Poison (+6%)

Weapon Proficiencies . . .

Any W.P.'s *except* long bow, short bow and crossbow.

Secondary Skills

(Choice of any, but the following have O.C.C. bonuses)

Dance (+8%)
Imitate Voices (+5%)
Play Wind Instruments (+5%)
Recognize Poison (+10%)
Recognize Weapon Quality (+15%)
Sing (+10%)
Speak Additional Language (+5%)
Sign Language (+10%)

Levels of Experience: Gladiator

Level	1	—	0-2,080
	2	—	2,081-4,180
	3	—	4,181-8,180
	4	—	8,181-14,160
	5	—	14,161-24,200
	6	—	24,201-35,000
	7	—	35,001-47,000
	8	—	47,001-67,000
	9	—	67,001-90,000
	10	—	90,001-120,000
	11	—	120,001-160,000
	12	—	160,001-200,000
	13	—	200,001-260,000
	14	—	260,001-340,000
	15	—	340,001-450,000

Hand to Hand Gladiator

Level	1	+3 to Parry <i>only</i>
	2	2 attacks per melee
	3	+2 to Damage
	4	Disarm opponent on a "natural" roll of 18, 19 or 20.
	5	+2 to Strike
	6	3 attacks per melee
	7	+5 to Parry — +3 to Dodge
	8	Stun on 17-20
	9	Kick attack: 1-6 damage
	10	4 attacks per melee
	11	+7 to Parry — +5 to Dodge
	12	Critical strike 18-20
	13	5 attacks per melee
	14	+4 to Damage
	15	Critical strike from behind (×3)

Combat Note: Remember, unlike *Heroes Unlimited*, *The Mechanoids* or *TMNT & Other Strangeness*, hand to hand combat bonuses are not accumulative in the sense that they are added together as one's character grows in experience. Instead, the highest bonus number per that level is taken and *added* to W.P. skill bonuses and attribute bonuses (if any). **Example:** A 4th level gladiator is +3 to parry, +1 to dodge, +2 to damage and has two attacks per melee. These bonuses are added to any W.P. or attribute bonuses. At 7th level the gladiator is +5 to parry (not a +8), +3 to dodge (not a +4), +2 to strike, still +2 to damage and has three attacks per melee (not 5). (As usual these are in addition to any W.P. skill and/or attribute bonuses a character might possess).

This rule applies to ALL characters and O.C.C.'s.

A COMMENT ON SKILLS

True, "professional" gladiators are men of arms trained in exhibitions of combat for entertainment. Unlike other men of arms they are trained to prolong an encounter by toying with an opponent, dodging, parrying and delivering small, superficial wounds. Eventually, this will lead to disabling, serious blows until the opponent yields, collapses or is slain. Consequently, gladiatorial schools/training creates a very specific type of warrior skilled in weapons, combat techniques and showmanship.

The selection of skills reflects their combat orientation. Players may notice that while scale walls is available there is no bonus. Prowl is not available because stealth is not a requirement in the arena. Likewise, common combat skills such as W.P. Bows/Missile Weapons are not viable in gladiatorial games, thus they are not available skills. Scholastic pursuits are generally limited to secondary skills. A gladiator's viewpoint is likely to be; the more weapon and combat skills, the better.



crew is not the same as being a pirate, and such characters keep their thief or assassin O.C.C.

ALIGNMENTS: Anarchist or evil; a pirate can not be a good alignment.

THE PIRATE

The pirate is another one of the more sinister men of arms O.C.C.s. They are seafaring rogues and cutthroats who make their fortune by plundering merchant vessels, kidnapping and extortion. Although they are similar to thieves they are less stealthy and more straight forward and combat oriented.

Pay is usually a small percentage of the plunder (very small percentage, like a 1/2 percent). A larger percentage (2 to 8%) goes to *proven* officers and particularly capable, powerful, valuable or deadly individuals. The captain and his first mate get the largest portion; usually 30 to 40% to the captain and 10 to 20% for his right-hand man.

Fringe benefits include the usual meals, a bunk to lay one's head, travel and, for pirates, a home. On the evil side of things, piracy allows these criminals to vent their foul side, terrorizing ships and towns by vandalizing, stealing, destroying, torturing, raping, maiming and murdering. Some pirates sign on just for these, so-called, fringe benefits.

PIRATES AND ARMOUR

Pirates wear *leather armour* or none at all. Leather armour provides freedom of movement, light weight, and the wearer can swim. Thus, most pirates wear hard leather or studded, the two which afford maximum protection. *Heavy armour* is too restrictive and will send its wearer to a watery grave if knocked overboard. See *Sailors and Armour for details*. However, heavy armour is occasionally worn.

WEAPONS

The cutlass and scimitar are commonly identified with pirates, but almost any, small and medium type weapon can be used. Basically the same restrictions discussed under the sailor section apply. Pirates usually have a wide variety of weapons and armour from vessels they have plundered. As a men of arms O.C.C., the pirates a large selection of W.P. has to choose from.

HAND TO HAND COMBAT ELECTIVES

The pirate is a combination thief and warrior. Some are more warrior than thief and vise versa. Consequently, players can select either hand to hand thief or hand to hand mercenary for their pirate. Occasionally, regular thieves and assassins join a pirate's crew, but being part of the

STANDARD INITIAL EQUIPMENT

One suit of clothes, boots, belt, large sack, small sack, small pouch, cutlass or scimitar, and knife. Amount of gold: 100.

Attribute Requirements: P.S. 7, P.P. 8

O.C.C. Skills: Hand to hand thief *or* mercenary, Swim (+18%), W.P. Grappling Hook.

Elective Skills: Choose 6 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary Skills: Choose 8 at level one, 4 at level four and 4 at level twelve.

Elective Skills

Concealment
Disguise (+2%)
Forgery (+5%)
Horsemanship (general)
Locate Secret Compartments/Doors (+4%)

Medical

Palming (+8%)
Pick Locks (+5%)
Pick Pockets (+10%)
Prowl (+10%)
Read/Write
Scale Walls (+3%)
Sleight of Hand (+2%)
Use Poison (+8%)
W.P. Throwing Axe
W.P. Battle Axe
W.P. Blunt
W.P. Knives
W.P. Net
W.P. Paired Weapons (counts as 2 skills)

Levels of Experience Pirate

Level	1	0-1880
	2	1881-3760
	3	3761-7520
	4	7521-13,200
	5	13,201-21,200
	6	21,201-31,200
	7	31,201-46,200
	8	46,201-66,200
	9	66,201-91,200
	10	91,201-131,200
	11	131,201-171,200
	12	171,201-221,200
	13	221,201-271,200
	14	271,201-291,200
	15	391,201-372,200

Secondary Skills (Choice of any, old and new, but the following have O.C.C. bonuses).

Original (or old) skills as found in the Palladium RPG.

Demon and Devil Lore (+5%)

Play String Instruments (+5%)

Play Wind Instruments (+5%)

Recognize Weapon Quality (+4%)

Recognize Poison (+10%)

Sailing (+10%)

Sense of Direction (+8%)

Sing (+5%)

Speak Additional Language (+15%)

New Secondary Skills Available

Astronomy (+10%)

Fishing (+10%)

General Repair (+4%)

Sign Language (+5%)

Sculpt/Whittle (+5%)

Rope Works (+15%)

THE SAILOR

The sailor, to some people's surprise, is a man of arms trained in the arts of seafaring. This usually includes swimming, sailing, rope works, astronomy and fishing, as well as combat. They are tough and hardy men of adventure who long to feel the ocean spray on their cheeks and wind through their hair. The sailor works hard, plays hard and fights hard. In many respects, the sailor O.C.C. is the most dangerous because they willingly pit themselves against the many dangers of the sea. A ship is vulnerable to attacks from sea serpents, harpies, magic and pirates, as well as the elements themselves. Storms, rough waters, high winds, fog, rocks, ice, heat, cold, lost direction, hunger, loneliness, and despair, are all enemies of seafaring men. However, the mystery, intrigue, foods, sights and adventures of other lands, makes it an exciting occupation that allures the wayward and wandering spirit.

Sailors and salaries: The length of one's assignment and pay will usually vary with each job. Payment is almost always upon completion of the job, meaning travel from point A to point B (and often points C, D, E, F, G, H, . . .) and back to point A. A small advance of 50 to 250 gold is often paid at major ports so that the sailors can enjoy a little relaxation and libation. Merchant ships and special commissions pay the best, but signing on a merchant vessel will always include a lot of loading and unloading of cargo. *Leaving a ship before completion of the full trip means forfeit of pay.* Depending on the circumstances and timing of the departure, the sailor could be branded as unreliable, untrustworthy or dangerous and could lead to confiscation of his personal property, a note of debt for the sum of the advance pay sworn out on him (it must be paid before another ship will knowingly sign him), imprisonment, indentured labor, public humiliation or worse. Note: The captain and his officers are the law at sea, and the sailor is expected to obey completely or suffer the consequences. Remember Captain Bligh?

SALARIES (Average)

Unseasoned Sailor (levels 1 and 2): 250 gold a month.

Seasoned Sailor (levels 3-6): 400 gold per month

Very Experienced Sailor (level 7-up; officer material): 500-800 gold a month.

Hired Officers: 700-1000 gold a month.

Mercenaries, or landlubbers with no experience, usually hired on as cheap muscle for labor or combat. *This can be any non-sailor O.C.C.:* 100-200 gold a month.

Special Hireling: This is somebody specially commissioned for protection or special service. Pay varies greatly depending on the danger and/or rarity and need for the special service. *This can be any non-sailor O.C.C.:* 400-2400 gold per month. (A healer usually gets about 700-1200 gold).

Men of Magic: 1000-4000 gold per month; half that if 4th level or under.

Special Assignment: 100-400 extra per month.

A **typical short voyage** can be a few weeks to two months, and pays the equivalent of a 4 month trip upon completion of the job.

A **typical voyage** will be 4-18 months of travel. Some merchant ships will pay up to 50% more.

Amenities in Addition to Pay: A warm, dry bunk, 3 meals a day, visits to foreign ports.

SAILORS AND ARMOUR

Sailors rarely use armour unless they anticipate an attack. At such times, they may don light armour, rarely heavy. All armour is considered a personal item and must be purchased by the individual character out of his/her own money. Quilt and *leather armour* are the most commonly used because they allow good movement, are lightweight, and the wearer *can swim* in them should he have to.

Heavy Armour limits movement, especially rope climbing, and is certain death if knocked into the water. Heavy armour, including light

chain, will pull its wearer down into the water like a rock. Swimming is impossible. Removing the armour underwater will require 2-12 melees/minutes for chain mail, 10-40 (1D4 x 10) minutes for all others, but a person will *lose consciousness* from lack of oxygen within 5 melees/minutes (and that's being generous).

WEAPONS

The cutlass, a type of short sword, has become the trademark of most sailors; however, a variety of other weapons and W.P.s can be selected. Because hand to hand combat on a ship is limited by space and obstructions, large swords, pole arms, and ball and chain weapons, are not as common as the small types. Common weapons include: short bow, short swords, blunt weapons, short spear, trident, knives, axes and black jack. Remember, a person can use any type of weapon, but has no bonuses to strike or parry without a W.P. for that weapon type. As a men of arms O.C.C., the sailor has a large selection of W.P.s to choose from.

HAND TO HAND COMBAT ELECTIVES

The sailor's hand to hand is identical to *the mercenary* O.C.C.

ALIGNMENTS: Any

STANDARD INITIAL EQUIPMENT

One suit of clothes, boots, belt, small sack, back pack, knife and cutlass. Amount of gold: 100.

THE SAILOR

Attribute Requirements: P.S. 7

O.C.C. Skills: Hand to Hand: Mercenary, Swim (+20%), Rope Works (+15%).

Elective Skills: Choose 6 at level one, 3 at level three, 3 at level eight and 3 at level twelve.

Secondary Skills: Choose 8 at level one, 4 at level four, and 4 at level twelve.

Elective Skills

Disguise

Forgery

Horsemanship (general)

Identify Plants/Fruits

Locate Secret Compartments/Doors

Medical (+2%)

Palming (+3%)

Pick Locks

Pick Pockets (+4%)

Prowl (+4%)

Read/Write

Scale Walls (+5%)

Sleight of Hand

Trap/Skin Small Animals

Use Poison

W.P. Throwing Axe

W.P. Battle Axe

W.P. Blunt

W.P. Knives

W.P. Grappling Hook

W.P. Net

W.P. Paired Weapons (counts as TWO skills)

W.P. Spears/Forks

W.P. Short Sword

W.P. Large Sword

W.P. Staves

W.P. Small Shield

W.P. Target

W.P. Short Bow

W.P. Cross Bow

Secondary Skills (Choice of any, old and new, but the following have O.C.C. bonuses)

Original (or old) skills as found in the Palladium RPG:

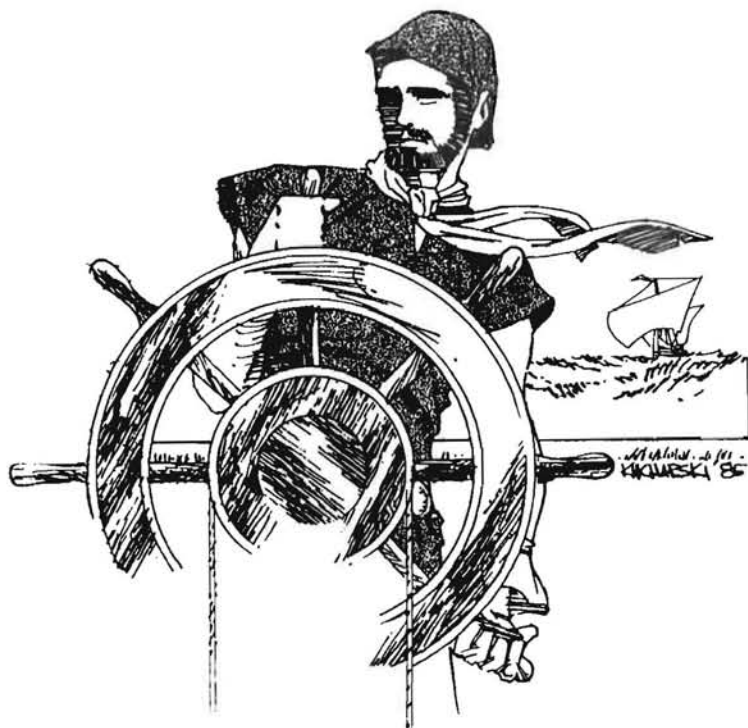
Cook (+4%)
Dance (+5%)
Demon and Devil Lore (+4%)
Play String Instrument (+5%)
Play Wind Instrument (+5%)
Recognize Weapon Quality (+4%)
Recognize Poison (+4%)
Sailing (+20%)
Sense of Direction (+10%)
Sing (+4%)
Speak Additional Language (+15%)

New Secondary Skills Available (Choice of any, but the following have O.C.C. bonuses:

Astronomy (+20%)
Fishing (+10%)
General Repair (+4%)
Sign Language (+10%)
Sculpt/Whittle (+5%)

Levels of Experience Sailor

Level	1	0-1940
	2	1941-2880
	3	2881-5760
	4	5761-11,520
	5	11,521-19,520
	6	19,521-29,520
	7	29,521-44,520
	8	44,521-64,520
	9	64,521-89,520
	10	89,521-129,520
	11	129,521-169,520
	12	169,521-219,520
	13	219,521-269,520
	14	269,521-329,520
	15	329,521-369,520



THE ENTERTAINERS

Acrobat

Tumbler

Prestidigitator (Juggler)

Bard (or Minstrel)

Actor

The Palladium world, like any society, has its minstrels, bards, jesters, acrobats, jugglers, mimes, actors and troubadours. Although each character's skills, abilities and methods of entertainment will vary, even within the same Occupational Character Class (O.C.C.), they are all entertainers.

In the following pages I hope to have provided players with enough freedom to create just about any type of entertainer he or she might desire to play. Mimes, minstrels, dramatic actors, poets and more physical personalities, such as the tumblers and acrobats, are possible. With the addition of the "NEW" Secondary skills, players are able to contrast any of the afore mentioned entertainer types. For example: A player desiring to play a minstrel would fall into the general Bard/Actor O.C.C. category. It would be left up to that player to select, from the available old and new skills, those most appropriate for a minstrel, such as sing, play a couple (if not all) musical instruments, dance, public speaking, perhaps sign language or ventriloquism and other practical skills for daily routine and adventure.

Is an entertainer character really a viable entity in an adventure game? Yes, I believe so. The fun and advantages of the physical entertainers will be quite obvious, while the more cerebral and artistic ones will require a certain amount of thought and ingenuity to really make them work. The entertainer O.C.C.s, especially Bard/Actor and Prestidigitator, add a bit of spice; a change from the more conventional fantasy characters. They are also alter-egos which require a greater degree of role-playing to be most effective. This will challenge some and turn off others, but, in either case, does not validate or invalidate their use. If both game master and player feel comfortable with the O.C.C., then give it your best shot and enjoy. Remember, these are **wandering** entertainers who are as familiar with adventure in the Palladium world as anyone else.

THE ACROBAT and TUMBLER

The acrobat and tumbler are listed together because, except for the main O.C.C. skill of tumbling and acrobatics, they are basically identical.

THE ACROBAT O.C.C.

Acrobats are entertainers who perform feats of strength, agility and daring above the ground on the tightrope, trapeze, high wire, and other towering structures. Stunts performed on the ground and above ground include handstands, rolls, somersaults, cart wheels, leaps and falls. The acrobat has no fear of heights, possesses superior balance and lightning reflexes.

The applications for this character in a more conventional adventure game are fairly obvious. The acrobat's abilities can make him the perfect spy or cat-burglar able to scale walls, climb rope, walk small ledges, and so on. This character can be the equal in speed and skill to any thief or cut-rate assassin. See the "New" acrobatics skill for details regarding this unique Occupational Character Class (O.C.C.).



THE TUMBLER O.C.C.

Tumblers are perhaps most accurately comparable to our modern day gymnast. Like the acrobat, the tumbler performs feats of strength, agility and endurance, but on the ground. The range and number of tumbles, rolls, falls, back-flips, body throws and similar abilities are beyond those of the acrobat whose specialties are aerial feats and daring. Blinding fast combinations of leaps, rolls, cart wheels, back flips and the like are performed with the grace and agility of practiced perfections. Often two, three or four tumblers will perform in unison making for an impressive display of man's (or whatever) physical prowess.

In use as an adventurer, they are tough strongmen able to dish out as well as sustain strenuous physical punishment. The tumbling skills provide a handful of abilities unique to the tumbler alone. See the O.C.C. of tumbling for details of specific abilities and bonuses.

ACROBATS AND TUMBLERS USE OF ARMOUR

The acrobat and tumbler can wear any type of armour, but the use of any chain or heavy metal armours severely impairs movement and can **NOT** be worn while performing most acrobatic or gymnastic feats. The heavy armours, including light chain mail (at least in this case), do not impair movement only because of the weight, but also because the armour is rigid. Restricting the flexibility of movement. Even the best acrobat or tumbler *cannot* tuck, somersault, spin or roll wearing a suit of splint, chain or plate armour. Even if the burden of weight was magically alleviated the metal construction and design simply does not allow for the freedom of movement so necessary in the performance of these acts. Even a specially designed suit of heavy or chain armour would not rectify this problem. **Penalties for wearing heavy armour are:** Reduction of speed by half, prow by $\frac{1}{2}$, -2 to strike, parry and dodge. **Also reduce** all of the following skills by 80%: leaps, balance, climb rope, walk tightrope, pole vault, and scale walls. Tumbles, somersaults, back flips are **IMPOSSIBLE**.

Consequently, an acrobat or tumbler will usually wear studded, hard, or soft leather armour; or quilted, or padded when adventuring or traveling and no armour when performing. No penalties apply to light armour types, excluding light chain (which is too restrictive).

WEAPONS

Although somewhat limited, the tumbler and acrobat do get a fairly large selection of weapon proficiencies. As with ALL O.C.C.s/characters, any weapon can be used at any time, but will not include any W.P. bonuses unless trained in the use of the particular weapon (W.P. skill).

HAND TO HAND COMBAT

The physical orientation of these two O.C.C.s automatically provides them with the hand to hand, non-men at arms as an O.C.C. skill. Remember, although physically fit and fairly good fighters, they are not combat trained in the same respect as a mercenary, soldier, knight, or any other man at arms O.C.C.

ALIGNMENT: Any

STANDARD INITIAL EQUIPMENT

One set of cloth, leotards or costume, back pack and 100ft of rope. Amount of gold: 100.

THE NEW O.C.C. SKILLS: ACROBATICS AND TUMBLING

(Exclusive to the Acrobat and Tumbler O.C.C.)

Acrobatics: Generally skills developed for "aerial" feats of daring, agility and strength such as walking a tightrope, high wire, and stunts performed above the ground. Other abilities include hand stands, rolls, somersaults, cart wheels, leaps and falls. No fear of heights. Special Abilities gained from training.

Excellent Balance: Maintain grip, hold or footing is 60% + 5% per level of experience.

Climb Rope: 50% + 5% per level. This ability is identical to the climbing aspect of the rope work skill.

Pole Vault: 10ft high, plus two feet per each additional level of experience. Success ratio is 50% + 5% per level of experience. Failure means half the height is achieved (and maybe vaulting into a wall or other solid object for 2-8 points of damage, when applicable). Always lands in a tumbling roll unhurt, when successful.

Leaps: 5ft long plus one foot for every other level of experience. 4ft high, plus one foot for every three levels of experience.

Walk Tightrope: This is the ability to walk safely and quickly on narrow ledges, cliffs, rope, high wire, and similar expanses, without falling. Speed is reduced by one third. Roll percentile dice for every 10ft of distance. A failed roll means a slip. Roll again to maintain balance. A second failed roll means a fall. 40% + 5% per level of

experience. **Note:** Non-Acrobatic characters can not walk a tight rope or high wire. Narrow ledges, cliffs, or tree branches and similar expanses, can be slowly walked by non-acrobats, but at a speed reduced by 75%, and are (minus) -5 to strike, parry and dodge, with a base success ratio of 40%. The acrobat suffers no such penalties and can still strike, parry and dodge.

Trapeze: This specialized skill is a familiarity in the use and construction of simple pulleys, swings, hooks, trapezes and grappling hooks, for aerial feats. The actual physical performance includes the ability to hang and swing upside down without disorientation, swing/propel oneself by rope or trapeze, and to accurately direct the swinging motion, speed and landing. 50%+4% per level.

Special Bonuses: These are special, one time bonuses in addition to any O.C.C. bonuses listed or skill abilities. All become available at **second level**.

One additional attack per melee.

+1 to strike, +2 to parry and dodge.

+10% to scale walls

+10% to prowl

+10% sense of direction

Tumbling: This skill builds and strengthens the body for feats of strength, endurance and agility. Abilities include a variety of gymnastic type rolls, leaps, tumbles, falls, cart wheels, somersaults, hand stands, and parallel bar type exercises. These differ from the acrobat in that they are performed on the ground and involve rigorous exhibitions of speed and strength involving elaborate tumbles, back-flips, body throws and so on. Special Abilities gained from this training include: ::

Back-Flip: +5 to dodge by quickly flipping out of harm's way or over one's opponent. Always ends in a tumble and crouched stance. Like all dodges, it takes the place of one attack that melee. However, because the tumbler has flipped a fairly great distance, the attacker also loses one attack, as he must turn around or lunge forward to renew his attack.

Body Block: A tackling dive or tumble which does 1-4 damage and has a 50%+3% chance per level of knocking one's opponent off his feet, making him/her lose initiative and one attack per melee.

Body Throw: A judo type flip of one's opponent that does 1-6 damage, plus the victim loses initiative and one attack that melee. **Note:** The tumbler must be weaponless, using both hands to grab his opponent and throw/flip him to the ground.

Leaps: 5ft long, plus one foot for every other level of experience. 4ft high, plus one foot for every three levels of experience.

Pole Vault: 8ft high, plus two feet per each additional level of experience. Success ratio is 50%+5% per level. Failure means only half the intended height is achieved.

Stilt Walk: To construct and walk on stilts. 50%+5% per level of experience. A failed roll means a fall off the stilts. Roll for every 15 feet walked.

Special Bonuses: These are special, one time bonuses, in addition to any attribute rolls or bonuses. All become available at **second level**.

+2 to damage

Roll 1D4 and add it to the P.E. attribute.

Roll 1D6 and add it to the Speed attribute.

ACROBATS AND TUMBLERS

Attribute Requirements: P.P. 10, P.S. 13

O.C.C. Skills: Hand to Hand (non-men of arms), Acrobatics (for acrobats ONLY), or Tumbling (for tumblers ONLY), Rope Works (+15% for acrobats only).

Elective Skills: Choose 5 at level one, 2 at level three, 2 at level eight and 2 at level twelve.

Secondary Skills: Choose 10 at level one, 4 at level four and 4 at level twelve.

Elective Skills

Disguise

Horsemanship (general)

Medical (+6%)

Palming

Pick Pockets (+5%)

Prowl (+5%)

Read/Write

Scale Walls (+20% — acrobat; +10% — tumbler)

Trap/Skin Small Animals (+2%)

W.P. Throwing Axe

W.P. Blunt

W.P. Knives

W.P. Spears/Forks

W.P. Short Sword

W.P. Large Sword

W.P. Staves

W.P. Small Shield

W.P. Short Bow

W.P. Cross Bow.

W.P. Sling

NEW . . .

W.P. Grappling Hook

W.P. Net

Secondary Skills (Choice of any, old and new, but the following have O.C.C. bonuses)

Original (or Old) skills as found in the Palladium RPG.

Carpentry (+8%)

Dance (+5%)

Mathematics (+5%)

Preserve Food (+5%)

Recognize Precious Metals/Stones (+8%)

Sense of Direction (+10%)

Sing (+5%)

Speak Additional Language (+15%)

Swim (+5%)

Tailor (+5%)

New Secondary Skills Available (Remember, choice of any, but the following have O.C.C. bonuses).

General Repair (+6%)

Mime (+5%)

Play Percussion Instrument (+10%)

Sign Language (+5%)

Levels of Experience Acrobats and Tumblers

Level	
1	0-2150
2	2151-4300
3	4301-8600
4	8601-15,600
5	15,601-23,600
6	23,601-33,600
7	33,601-48,600
8	48,601-68,600
9	68,601-93,600
10	93,601-133,600
11	133,601-173,600
12	173,601-223,600
13	223,601-273,600
14	273,601-323,600
15	323,601-373,600



THE BARD and ACTOR

Historically, the **bard** was a wandering (Celtic) minstrel who spun fanciful tales, sang, and recited verses and poems of his own composition. A string instrument such as a harp, lute, guitar, or mandolin was the bard's main musical device as it would allow him to sing or speak to the accompaniment of music.

It is important to note that the bard is NOT just a minstrel, nor an actor. Instead, he or she is a master teller of epic stories. As such, the bard is usually an expert in fanciful myth, legends and rousing tales of adventure. **The skills selected** should reflect the bard's background and must include: play string instruments, sing and public speaking. **Other skills** that are common and extremely important to the best bards are: racial histories, faerie lore, demon and devil lore, dance, writing prose and poetry, and may include: plant/farm lore, read/write additional languages, sign language, tailoring skills for costumes, cooking, and other more practical skills for a man or woman who is often wandering alone.

The actor, on the other hand, is not a teller of tales, but actually dramatizes a story or part of a story, whether it be a comedy, drama or musical. An actor is often part of a traveling troupe of actors or a single individual who puts on one-man shows. **The skills selected** should reflect the needs of the actor and are likely to include any combination of the following (in addition to O.C.C. skills): public speaking (a must), writing prose and poetry, mime, dance, sign language, play musical instrument(s), sing, imitate voices, ventriloquism, tailor, and other practical skills for adventuring.

The emphasis of a **minstrel** or **musician**, a sort of sub-class of bard, would, of course, include sing, dance and playing of musical instruments, among others, as outlined in the introduction to the entertainer section.

The players of any entertainer O.C.C., especially the bard, actor and prestidigitator, should think of these "new" characters as being much like a thief or assassin or man of magic. Like those character classes, the bard/actor and their ilk are NOT likely to be characters who rush into the middle of a raging battle. Instead, these characters must combine their *unique talents* with cunning, stealth and subterfuge. A clever player can easily transform his simple actor into a terrific and resourceful master of disguise, con-man, trickster, spy or sleuth. Their ability to speak and arouse the public can create wonderful diversions, as can the minstrel. The more physical entertainers can be the equal to any thief or assassin. The trick in playing these new occupational character classes is **ROLE-PLAYING!** Superior role-playing! They aren't for everyone, but those who take them should have a unique, capable, fantasy character with a lot of personality!

BARDS' AND ACTORS' USE OF ARMOUR

An actor, bard or minstrel can wear any type of armour, but, since he is not trained in its use, it can be annoying and hamper movement. *Wearing heavy armour*, which includes all armour between double mail through plate, reduces speed by $\frac{1}{2}$ and prowl by $\frac{3}{4}$; and gives a -2 to strike, parry and dodge.

Consequently, most non-physical entertainers wear *light armour* which includes cloth, quilt, padded and all leathers. Light armour affords maximum movement without penalty or modification. *Chain mail armour* can be worn, but it reduces one's speed by $\frac{1}{4}$ and prowl by half (no penalty to strike, parry and dodge).

WEAPONS

Bards, actors and minstrels are NOT men of arms, but that does not mean they are helpless. Many of these entertainers are expert with a particular weapon(s), for it is a dangerous world they live in. The actual weapon proficiencies available include the most common and effective weapon skills, such as blunt, knives and swords. See W.P. list. **Note:** Any type of weapon CAN be used by any character O.C.C. However, if the character does not have a weapon proficiency (W.P.) in that weapon, he/she strikes, and parries without W.P. bonuses.

HAND TO HAND COMBAT ELECTIVES

Most entertainers in the Palladium world find they must travel a lot, which often involves them in adventures and intrigue. Furthermore, they must (usually) keep in fairly good physical condition to satisfy the demands of certain dramatic portrayals and appearance. Thus, **hand to hand, non-men of arms skill is available**. This is a rudimentary knowledge in hand to hand combat. See the Palladium RPG, page 21, for the combat skill table.

Characters without a hand to hand skill have only *one attack per melee round*, and combat bonuses to strike, parry, or dodge are limited to those gained from weapon proficiencies (which are applicable only when a particular weapon is used) and natural attribute bonuses, if any.

ALIGNMENT: Any

STANDARD INITIAL EQUIPMENT

Two suits of clothes, gloves, boots, belt, mirror, large sack, back pack, and knife. Amount of gold: 130.

BARDS, ACTORS AND MINSTRELS

Attribute Requirements: I.Q. 9, M.A. 12

O.C.C. Skills: Read/Write (+24%), Public Speaking (+25%), Disguise (make-up) (+20%), speak two additional languages (+15%).

Elective Skills: Choose 6 at level one, 2 at level three, 2 at level eight and 2 at level twelve.

Secondary Skills: Choose 12 at level one, 4 at level four and 4 at level twelve.

Elective Skills

Forgery (+4%)
 Hand to Hand (non-men of arms)
 Horsemanship (general)
 Identify Plants/Fruits
 Medical (+12%)
 Palming (+12%)
 Pick Pockets (+5%)
 Locate Secret Compartments/Doors (+2%)
 Scale Walls (+4%)
 Trap/Skin Small Animals
 W.P. Blunt
 W.P. Knives
 W.P. Staves
 W.P. Short Swords
 W.P. Large Swords
 W.P. Small Shield
 W.P. Cross Bow
 W.P. Spears/Forks
 W.P. Sling

Secondary Skills (Choice of any, old and new, but the following have O.C.C. bonuses).

Original (or Old) Skills as found in the Palladium RPG.

Cook (+5%)
 Dance (+10%)
 Demon and Devil Lore (+10%)
 Faerie Lore (+10%)
 Mathematics (+15%)
 Racial Histories (+10%)
 Imitate Voices (+12%)
 Ventriloquism (+14%)
 Speak Additional Languages (+15%)
 Sing (+10%) (+15% for the Bard and Minstrel)
 Read/Write Additional Languages (+5%)
 Play String Instrument (+8%)
 Play Wind Instrument (+4%)
 Plant/Farm Lore (+10%)
 Tailor (+14%)
 Mathematics (+12%)
 New Secondary Skills Available (Remember, choice of any, but the following have O.C.C. bonuses).
 Mime (+5%)
 Play Percussion Instrument (+10%)
 Sign Language (+10%)
 Writing Prose/Poetry (+10%)

Levels of Experience	Level	
Bard, Actor or Minstrel	1	0-1920
	2	1921-3840
	3	3841-7680
	4	7681-14,080
	5	14,081-22,080
	6	22,081-32,080
	7	32,081-47,080
	8	47,081-67,080
	9	67,081-92,080
	10	92,081-132,080
	11	132,081-172,080
	12	172,081-222,080
	13	222,081-272,080
	14	272,081-322,080
	15	322,081-372,080

THE PRESTIDIGITATOR

The *prestidigitator*, or juggler, is a master in the art of sleight of hand. Like our modern day stage magician, he performs deceptive tricks or illusions which depend on the dexterity of hands. Tossing up a number of objects, balls, knives, lit torches, etc., and keeping them continuously in the air (juggling), is but one example of, nimble fingers and hands of the prestidigitator. The bility to distract, conceal, and manipulate objects, as well as confuse the viewer's eye, enables him to seemingly make a coin or other small object disappear with the wave of hand, and reappear in the pocket or ear of one of his spectators. This entertainer appeases the audience with acts of skill and apparent magic. He will slip out of knotted rope or manacles, hurl knives and darts with astounding speed and accuracy, and beguile the eye with a vast assortment of tricks, like the old shell game (which one of the three shells covers the ball or coin), three card monte, or pull a dove out of his sleeve or a rabbit out of his hat.

Some prestidigitators emphasize the physical skills such as knife throwing and juggling, and would be more apt to call themselves *jugglers* than prestidigitators or magicians. Others might bill themselves as *escape artist* and even take to dangerous stunts, while still others will woo the audience with tricks of sleight of hand or a combination of them all. The player character's emphasis depends entirely on the *player's* preference. If he or she opts for a character who is a master of sleight of hand, then skills are likely to include palming, concealment, pick pockets, pick locks, and sleight of hand. Or the character could be more of a juggler and knife-thrower, with the skills of juggling, W.P. knife and/or W.P. throwing axe, W.P. paired weapons and W.P. targeting. Of course the various skills can be mixed and combined to create a character with an even blend of both.

THE PRESTIDIGITATOR'S USE OF ARMOUR

Like the bard or actor, the prestidigitator can choose to wear any type of amroure. However, *without* being trained in the use of armour as a Men of Arms O.C.C., it will hamper and impair movement. For the prestidigitator, impaired or restricted movement is suicide.

Wearing heavy armour, which includes all armour types from double chain mail through plate, will reduce speed by $\frac{1}{2}$; prowl, sleight of hand, concealment and juggling reduced by $\frac{3}{4}$. Also he is -2 to strike, parry and dodge. *Regular chain mail* is a little less restrictive, reducing the previously listed skills by half, and no penalty to strike, parry, or dodge.

Light Armour, including cloth, quilt, padded and all leather, will not impair the wearer in the least.

WEAPONS

Prestidigitators are NOT men of arms, but are usually skilled in at least a few weapon proficiencies. Those who are professional jugglers may be deadly with thrown weapons, including knives, darts, throwing axes, small spears, and javelins. Their dexterity and training also allows for the use of paired weapons. Remember, a character can use ANY weapon, but has no bonuses to strike or parry unless he/she has a weapon proficiency (W.P.) for that specific type of weapon.

HAND TO HAND COMBAT ELECTIVES

Only the *Hand to Hand, non-men of arms combat skill* can be selected. It is a rudimentary knowledge of hand to hand combat. (See the Palladium RPG, pg. 21, for the combat table). However, the juggling skill also provides some combat skills and bonuses which can make the prestidigitator as formidable as a man of arms.

Characters without a hand to hand combat skill have only *one attack per melee* or throwing attacks provided by the juggling skill. Bonuses to strike, parry and dodge can be accumulated from the juggling skill, W.P.s and natural attributes.

ALIGNMENTS: Any

STANDARD INITIAL EQUIPMENT

One suit of clothes, boots, belt, set of lock picking tools, one throwing knife, six juggling pins, small pouch, and back pack. Amount of gold: 110

THE PRESTIDIGITATOR

Attribute Requirements: P.P. 12

O.C.C. Skills: Select TWO from the following . . . Concealment (+10%), juggling (+30%), palming (+15%), pick pockets (+10%), pick locks (+8%), sleight of hand (+20%). Add +5% to the TWO skills selected as an O.C.C. bonus. The remaining four skills may be selected as *elective skills* and are repeated below. Do not select the same skill twice.

Elective Skills: Choose 8 at level one, 2 at level three, 2 at level eight and 2 at level twelve.

Secondary Skills: Choose 8 at level one, 4 at level four and 4 at level twelve.

Elective Skills

Concealment (+10%)
Disguise (+4%)
Forgery (+5%)
Hand to Hand: Non-Man of Arms
Identify Plants/Fruits
Juggling (+30%)
Locate Secret Compartments/Doors (+10%)
Medical (+3%)
Palming (+15%)
Pick Locks (+8%)
Pick Pockets (+10%)
Prowl (+8%)
Read/Write
Scale Walls (+5%)
Sleight of Hand (+20%)
Trap/Skin Small Animals (+4%)
W.P. Ball and Chain
W.P. Blunt
W.P. Knife
W.P. Grappling Hook
W.P. Paired Weapons (counts as ONE skill)
W.P. Spears/Forks
W.P. Short Sword
W.P. Staves
W.P. Small Shield
W.P. Short Bow
W.P. Sling
W.P. Throwing Axe
W.P. Targeting

Secondary Skills (Choice of any, old and new, but the following have O.C.C. bonuses).

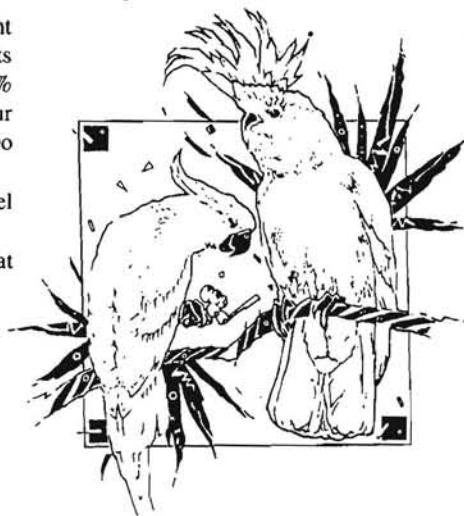
Original (or old) skills as found in the Palladium RPG.

Carpentry (+5%)
Dance (+5%)
Imitate Voices (+5%)
Play String Instrument (+10%)
Play Wind Instrument (+10%)
Preserve Food (+5%)
Recognize Precious Metals/Stones (+8%)
Recognize Weapon Quality (+5%)
Sense of Direction (+10%)
Speak Additional Language (+15%)

New Secondary Skills Available (Remember, choice of any, but the following have O.C.C. bonuses).

Mime (+8%)
Public Speaking (+10%)
Play Percussion Instrument (+8%)
Rope Works (+15%)
Sign Language (+10%)
Sculpture/Whittle (+5%)

Levels of Experience Prestidigitator



Level	1	0-2120
2	2121-4240	
3	4241-8480	
4	8481-15,480	
5	15,481-23,480	
6	23,481-33,480	
7	33,481-48,480	
8	48,481-68,480	
9	68,481-93,480	
10	93,481-133,480	
11	133,481-173,480	
12	173,481-223,480	
13	223,481-273,480	
14	273,481-323,480	
15	323,481-373,480	

A CLOSER LOOK AT THE SUMMONER AND DIABOLIST

Without a doubt, the Summoner and Diabolist are departures from the traditional spell casting mage. Both provide players with new challenges and flexibility in role-playing men of magic. Yet, perhaps because they are new character types, there's a number of misconceptions and questions which I see continually and which I would like to try to dispel and explain.

1. Why can't a Summoner or Diabolist cast spells?

These two men of magic derive their power from the ancient, nearly forgotten, mystic knowledge of circles and symbols. Their type of magic is deliberate and premeditated, requiring components and often lengthy or complicated ceremony. They are the proud practitioners of a lost art. Players will have to orient themselves to a character who is a schemer and *who must* plan and manipulate things rather than call upon instant magic like the spell caster.

2. Does this make them more vulnerable or more powerful than other magic O.C.C.s?

I have heard players claim both. As with any character, it all really depends on how well *you*, the player, takes advantage of your character's skills and abilities. In all actuality, the Diabolist and Summoner have intentional strengths and weaknesses that *should* balance the character so that they are NOT any more powerful or less powerful than any character in the Palladium RPG. The game was lovingly play-tested by over 100 people for a 2½ year period. Thus, all the O.C.C.s had been thoroughly play-tested for balance and playability. It has been another four years (wow, that long!?!), since the RPG was first published and the characters have worked well.

But remember, the bottom line is if you, the player, or game master, do not feel comfortable with some aspect of the game, change it or don't play it (although you should at least give it a try). This is entertainment. If you're not enjoying yourself something is wrong.

3. The Summoner: What kind of beings can be summoned?

There are two categories of creatures: Lesser and greater beings. **Lesser creatures** or beings include: insects, animals and all mortal beings, such as Elves, Humans, Goblins, etc.; as well as lesser demons and devils, Gargoyles, Gargoyles, Gargoyles, Minor Elementals, Ghosts, Spirits and Faerie Folk. **Greater creatures** include: all greater devils and demons, Gargoyle Lords, Gargoyle Mages, Undead (vampires), Major Elementals and Angels. **Creatures which can not usually be summoned** are: Dragons, Demon and Devil Lords, Gods and Godlings. However, the mage can try to summon any of these, but they will appear only if they want to.

With these superior, supernatural beings there is *NO battle of wills*. They are free to do as they please, so watch out!

4. The Summoner: How many of these beings can be placed under the summoner's absolute control?

One lesser creature per every two levels of experience and/or one greater being for every four levels of experience.

First Level: NO creatures can be controlled. The character is limited to protection circles and power circles (if any are known).

Second Level: One lesser creature can be summoned and controlled.

Third Level: Still limited to one lesser creature.

Fourth Level: Two lesser creatures can be controlled OR . . . One greater creature.

Fifth Level: Same as fourth, two lesser or one greater.

Sixth Level: The Summoner is both experienced and powerful enough to control *Three lesser creatures or One greater and One lesser creature*.

Seventh Level: Same as sixth.

Eighth Level: As many as *Four lesser creatures, or One greater and Two lesser, or Two greater creatures*.

Ninth Level: Same as eighth.

Tenth Level: *Five lesser, or One greater and Three lesser, or Two greater and One lesser*.

Eleventh Level: Same as tenth.

Twelfth Level: *Six lesser creatures, or One greater and Four lesser, or Two greater and Two lesser, or Three greater beings*, can be controlled simultaneously.

Thirteenth Level: Same as twelve.

Fourteenth Level: *Seven lesser creatures, or One greater and Five Lesser, or Two greater and Three lesser or Three greater and One lesser creature*.

And so it continues . . .

Note: The summoner, with the correct circle, can summon a lesser or greater creature at any time regardless of experience level. However, if he/she is already controlling the maximum number of creatures possible, or if too low level the creature(s) will not be under his/her control (no battle of wills is possible) and can do as it will. This is where circles of protection come in handy, enabling the summoner to seek refuge from *things* he can not control. In such cases, there is a 30% chance that the summoned creature will remain in our world (or area) for several months or even years.

5. The Summoner: What is the Battle of Wills?

When a creature is summoned by a magic circle there is a sort of magic charm or force that places the being under the summoner's control, but only after a brief battle of wills. To save versus submission, the summoned being must *roll above the summoner's M.E./Mental Endurance three out of five tries*. Rolls are on a 20 sided die. The higher the summoner's M.E. the more difficult it is to save. Characters with an M.E. of 20 or higher will automatically win the battle of wills when the being is *initially* summoned. However, there are additional tests of dominance in which an extremely high M.E. may not help a great deal. **Note:** A natural, unmodified roll of 20 will always be a winning roll even if the summoner has an M.E. of 20 or higher.

6. The Summoner: What do you mean by "initially" controlled? Do things change with time?

Yes. The longer the summoned creature is around, the more familiar it becomes with its so-called master. With a growing understanding of the summoner's strengths and weaknesses, the more likely it can break free of his hold over it. All intelligent beings get a cumulative bonus of +1 to save for every TWO WEEKS of control. Animals get a bonus of +1 every FOUR WEEKS and insects none.

7. The Summoner: Are there other factors which can break the summoner's control?

Yes. Again, all intelligent beings get to attempt to break free of the summoner under the following circumstances. The submissive being may roll to break free of his/her master's control for *each time* one of these situations occur, even if it is in the same day. Roll over the summoner's M.E. three out of five times to win this renewed battle of wills.

- A. The summoner beats, tortures or unjustly punishes it; +1 to save/break control.
- B. The summoner humiliates, embarrasses or makes the being extremely angry; +2 to save.
- C. The summoner uses deadly force against the summoned being; +6 to save.
- D. The command is slightly repugnant; +2 to save.
- E. The command is extremely repugnant or strictly contrary to the being's alignment, morals or code of honor; +10 to save.
- F. Commanded to kill a loved one (friend or family); +12 to save.
- G. Commanded to commit suicide; +16 to save.

Note: In the cases of E, F, and G, the game master might allow the creature to struggle to break free when the command is first given and when the command is just about to be executed. These bonuses are NOT accumulative and are only momentary pluses instilled by the heat of emotion. If the attempt to break free of the summoner's control is successful, that being will have instantly regained his/her/its free will and can do as it may. If the particular attempt fails the being must obey the command. These special escape bonuses can be added to any bonuses accumulated over time. See #6.

8. The Summoner: What happens if a creature breaks free of the summoner's control?

Once free of the summoner's control, the being can act according to its own desires. Whether it flees, attacks or kills the summoner will depend on the circumstances of that moment and the relationship between the summoned creature and its one-time master. In many instances, the creature, especially if evil or demonic, will maim, torture or kill the fool who dared to enslave it. In some instances, the being may demand payment (reasonable or not) for past services rendered and depart. In rare cases, the being will stay of its own free will if it is enjoying its work or it can further its own cause. Most often, the creature will attack the summoner or flee (return to its own dimension if supernatural). Elementals will automatically just leave, attacking only if another elemental is hurt or enslaved. Remember, the summoner may have other minions magically enslaved, or comrades present so it may be wiser to let bygones be bygones and flee/escape.

9. The Summoner: Can the same creature be summoned again?

Yes, but only if its true name is known.

10. The Summoner: How does one release his/her servant without danger of attack?

The smartest thing a summoner can do is to use his enslaved being for a brief period of time, perhaps a few months maximum, and release it. The longer it is kept, the more likely it is to break free and extract revenge.

To safely send a creature away, or back to its own dimension, the summoner must make the appropriate circle of protection around him and then command it to leave, saying something like "Return to your

home and be free of my will". At that moment the being is free. Whether it actually goes home or not is the problem. 60% will leave immediately, never to return, even if it has been treated badly. 20% will challenge the summoner and remain for 3 to 12 days (roll 3D4) in hopes to maim or kill him/her unless driven away or slain. If revenge can not be extracted within several days, the being will leave in frustration. While the creature is present, the summoner can not leave the circle of protection without being attacked. For this reason, a summoner often has powerful friends, assistants, or magic to kill or drive his one-time slave away. The remaining 20% will pretend to leave, but return to maim, kill or plague the summoner until it is killed, summoned again or leaves of its own accord.

The absolute safest, sure fire way to summon and release an intelligent being, especially demons and devils, is to make a deal when they are first summoned, even if the summoner wins the battle of wills. Such deals are usually for very short periods of time or for one specific job (each new or additional job will require additional payment). In this way, the being is more of a willing slave and, as long as the summoner lives up to his end of the deal, will leave without trouble when asked (and paid). Demons and devils, particularly the greater ones and lords, are cruel and maniacal. Consequently, payment for such a deal is likely to be in blood rather than gold. A typical arrangement might call for the sacrifice of an innocent person (murder), or a piece out of the summoner. As grisly as this may sound, demons and devils often request (and usually eat) a part of the summoner, such as a finger, toe, ear, eye, or break or mangle a limb, such as a hand, arm, foot or leg. To make such a heinous agreement a person must be desperate, obsessed, or evil, and it often leads to insanity. This is why most people fear the summoner, for a person who has little regard for his/her self is likely to have no regard at all for others.

11. The Summoner: What happens if the summoner is killed before he releases his enslaved minions?

If killed, the creatures under his control are instantly free and will not obey anybody else nor are they obligated to complete the last command. 70% will leave immediately; 30% will stay to wreak havoc, revenge and mischief. Elementals will always leave immediately.

12. The Summoner: How well will the enslaved creatures follow orders?

This can be tricky. *Elementals* have great difficulty comprehending our world, let alone a complicated message. This lack of comprehension means they follow orders to the letter. For Example: In one of my games a fellow commanded his fire elemental to "get that man!" — pointing to a villain fleeing into a building. Well, the elemental obeyed by running into the wood building, setting it ablaze. The villain ran out the back door and into the next building. The fire elemental, obeying its order, pursued. Noise and distance made it impossible for the summoner to retract or amend his command. By the time the summoner managed to catch up with his elemental, several buildings were ablaze, dozens of innocent people were injured, and the villain was burnt to a cinder in the elemental's hands (which was also not intended). The elemental stood in the middle of a burning building awaiting its next command. Remember, the command was "Get him!"; it wasn't told to bring him back. It got him just like it was told to. The buildings, the people, and the destruction had no meaning to it. None of its actions were belligerent or of evil intent. It was simply obeying orders the best it could.

Demons and devils, on the other hand, are malevolent, and will *intentionally* twist a command to cause trouble, endanger the summoner, murder, and to have cruel fun at the expense of others. It is wise to keep commands relatively simple, with restrictions as to conduct. *Be warned*; the more elaborate the command, the more likely the evil being can find something to twist. For Example: In another game, a summoner told his Lasae demon to . . . "Go to the palace and steal the pendant (specific descriptions and likely locations were provided). Don't let

anyone see you and try not to kill anybody. Just get in and bring it back as quickly as possible." Sounds like a pretty good command, doesn't it? Simple, to the point; it is a pretty well worded command. However, the demon who hated being enslaved by a sniveling mortal was able to mess things up good. The player of the summoner said "Don't let anyone see you . . .", meaning sneak in and out and nobody will know what happened. Well, the Lasae dutifully turned invisible, so nobody could see him, snuck in, stole the pendant, didn't kill or harm a soul, but did run by the King's chamber to proclaim in a loud, menacing voice: "The pendant (of so and so) has been reclaimed by its true owner! Know that any fool who dares to oppose my master (name given) will suffer the wrath of (name given again) and the (name the group was traveling by)." The summoner couldn't figure out how the King found out he was responsible, and he and the group had to avoid the King's tracking parties and assassins for weeks to come.

An example of a demon's cruel sense of humor occurred in an adventure where a cocky, second level summoner called forth a Shedim demon. Dripping with arrogance he had the demon perform a couple of simple chores without difficulty. The demon recognized the mage to be a total "nerd" and showed that he would follow orders exactly as worded. A little later, the summoner tells the demon to follow him as he boldly kicks in an unknown door and is attacked by a half dozen female orcs, and kobolds. "Devil destroy them!" he screams. "Oh dear, master", says the Shedim demon, leaning, relaxed against the door. "How will you escape?" "Devil, I command you to slay these orcs and kobolds!" bellows the summoner. Looking around with a big grin, the Shedim says "My, devils can be so unreliable." Beaten, stripped of his armour and strapped to a torture table the summoner screams "*DEVIL, I am your master. Strike them dead and fear me!*" The demon continues his little monologue about the unreliability of devils, interrupted with comments about the methods of torture that are being prepared by his captors. **The problem**, as you may have already deduced, is that the summoner kept shouting "*devil this*" and "*devil that*". Well, the creature he summoned was a *DEMON*, *NOT* a *DEVIL*. Consequently, the demon could ignore the commands because they were *apparently* directed toward a *devil* not him, a shedim demon. Fortunately, the player, with 3/4 of his hit points gone, realized his error and correctly commanded his demon to slay his torturers and free him. When chastised, the demon moaned in obviously mocking tone, "Oh, I'm so terribly sorry master. I thought you had another servant who you were calling upon. I had no idea you meant me." Right.

A Note about summoning in general.

Remember the physical and magical limitations of the creature you have summoned. Do not expect it to do things that it can not naturally do. For Example: If a summoner called a wolf and had it run beside his horse as they traveled all day, by nightfall the wolf would be tired and hungry. The summoner can command it to stay awake all night to guard the camp and the poor beast would try its hardest to do so. However, it may fall asleep from exhaustion and certainly will not be able to keep up with the horse for that day's travel.

13. The Diabolist: What are runes?

Runes were once the greatest of all magic, crafted by the Old Ones themselves. Over the millennia, the true secrets of rune magic have been lost. Today, all that remains is the rune alphabet and a few rune symbols known only to the Diabolist. Yet runes are a tightly kept secret, for even this pittance of knowledge holds much power.

The secrets of runes lost, it is impossible to make rune weapons or invoke their magic. Thus, their use has been relegated to being the secret language of the Diabolist. Still, most diabolists dream of the day they can unlock the ancient secrets and become the masters of the greatest magic of all.

14. The Diabolist: Can runes be used for anything other than a secret language?

Not really. Runes are largely a mystery that entices the Diabolist with delusions of power. A unique property is that all correctly drawn runes, whether they be drawn in ink, chalk, carved, etc., radiate a magic aura. Diabolists have learned that drawing a rune in pure silver, on parchment or paper, will make both the silver rune symbol(s) and paper indestructible.

It is important to note that **ONLY** the parchment itself and the runes are indestructible. This means that anything else written on the "rune paper" in an ordinary ink or other substance is vulnerable to destruction. For Example: If a person writes on rune paper in ink or paint and then throws it into a fire, the ink or paint will burn off leaving only the paper and the silver runes on it undamaged. *Silver runes will not make any other substance invulnerable.*

Although ideal for preserving or protecting books, age and environment will still fade or crumble normal inks or writing substances, and only another diabolist can read rune writings. Attempts at weaving, molding and gluing parchment, adorned in silver runes, into indestructible armour or barriers simply does not work. The parchment still has the consistency of paper and it is soft, and flexible. Consequently, this soft flimsy substance can not protect somebody from the force of a blow or heat or cold, or much of anything else. If the sheets are glued or ANY foreign substance added to the parchment *before* the runes are inscribed, that substance changes the overall chemistry so that the runes and paper does NOT become indestructible. What does work (if you can call it that) is sewing parchment together in an armour pattern and then placing a silver rune on each sheet of paper. Even this is inadequate. The thread is easily cut or burned, and tears or snaps with minimal physical abuse, leaving gaping holes. Even if *thread of iron* is used, the "so called armour" will still have many chinks and openings for a sword to penetrate (A.R. 5) and offers absolutely no protection from blunt weapons or falls (blades still do half damage from force). Furthermore, these paper suits are uncomfortable (*-1 to strike, parry and dodge*), offers no protection against flame/heat or cold, are extremely noisy as the paper crunches with every movement (*prowl is impossible*), and looks ridiculous. No self-respecting diabolist will consent to making such a suit unless he/she is paid a great deal of money (30,000 in gold or more, and the suit is effectively useless). **Note:** Layering sheets of rune paper underneath a suit of armour is equally ineffective.

15. The Diabolist: Can runes be combined with wards?

Yes. The diabolist can use runes to help tailor wards to his needs with specific instructions. For Example: By inscribing runes next to a ward, he/she can direct an area affect ward to exclude a particular person (but only if the true name is written). Or it could be made to afflict only good (light rune symbol) aligned characters or only evil characters (darkness rune symbol), or men of magic (magic/forces rune symbol). Because the principles of magic are what they are, wards, even combined with runes, can not be made to exclude a particular race, only alignment (a force) and a specific individual(s) if, and only if, that person(s) true name is used. Otherwise, wards create or affect forces indiscriminately. Much like a gun, the ward itself can not make a decision on who it hurts or not; it simply fires, hitting anybody who activated it.

16. The Diabolist: Can wards be placed on weapons to do more damage?

NO!!! Wards are sensitive to physical pressure and movement and will go off instantly when touched, jostled or moved. Again, the gun analogy comes to mind. Wards are a mystic device which can not think or react. At best, they can be somewhat directed, like pointing a gun at a specific target, by runes, numbers, trigger wards, protection wards, infliction wards and area affect wards. Once directed (and activated), the ward is a loaded gun with a hair-trigger, ready to go off.

If a ward is placed on a weapon, it will go off the instant it is drawn

or moved, or bumped. If the ward is the usual type, designed to affect the person touching it, it will have no affect on its creator who has just drawn it. If it's an *area affect*, it will afflict everybody in the area, friend or foe. Imagine the consequences of an area affect ward going off because the person with the warded object stumbled or the object is bumped or jerked. Boom. It goes off, and people all around it are hit. Placing active wards on weapons or objects that are being used or moved just can not be done.

However, the diabolist *can* place a ward on a weapon, book, tool, statue, etc., that is not being used. Meaning an item that is placed on a shelf or put in a drawer and so on, because it is stationary. If somebody picks it up or touches it, then the ward goes off affecting that person.

17. The Diabolist: How do area affect wards work?

Area effect wards can only be placed on immovable or stationary objects because the area affected becomes magically centered on the *spot* where the ward was activated, not on the ward itself. If the warded object is moved, even by the diabolist, it goes off instantly, affecting that area.

18. The Diabolist: Is the diabolist affected by his own wards?

Yes and no. The diabolist can place *protection wards* on himself and, yes, they will work (although strictly speaking, they are actually affecting an outside force and not the diabolist). If the diabolist, or somebody else, accidentally triggers one of his/her wards the diabolist is NOT affected. However, if the ward triggered is an area affect, it will affect everybody except the diabolist who created it.

19. The Diabolist: Does the diabolist have to activate each ward individually even if two or three are combined to make one effect, like inflict and fear?

No. Often the overall affect of a ward requires the creation of several ward symbols to create ONE effect. This string of wards is called a "Ward Phrase". For Example: The diabolist wants to protect a special item from theft and decides to really make a potent magic. He strings together the following wards: 1) protection by infliction, 2) agony, 3) effect, 4) power (to double the damage, duration and area affected). This is a total of FOUR ward symbols, but combined to create one effect, or one ward phrase, and *counts as ONE ward activation*.

Most wards will require at least TWO ward symbols to make a functioning *ward phrase*, such as: inflict plus the ward effect (fear, sleep, pain, etc.) (2), protection from plus the ward effect (2), protection by inflict plus the ward effect (2), inflict plus ward effect plus area effect (3 wards) and so on all require two or three ward symbols, but are combined to create one ward action/effect and count as one ward activation.

Wards that require individual activation, even if included as part of a ward phrase, are: all four trigger wards and permanence. **Note:** First level diabolists can activate a total of three wards or ward phrases (string of 2 or more wards to create *one effect*).

20. The Diabolist: Can you use just one ward like blind to create an effect?

No. Except for the four trigger wards and permanence, even the most simple wards require some sort of direction, such as *inflict*, plus the *condition/ward affect* being inflicted. In this example, you would need the inflict ward symbol and the blind ward symbol to create one ward phrase (counts as one activation even though two wards are used). Without the inflict ward symbol, the blind ward can not be activated. It is useless and you have just wasted one of your daily ward activations.

21. The Diabolist: Why is the diabolist limited in the number of wards he can activate per day?

Like the wizard, the diabolist channels mystic energy through himself and into his/her ward symbols. Each time a ward or ward phrase is activated the diabolist is physically drained. After a certain point, he/she can no longer muster enough strength to create any more wards. Fortu-

nately, it is not so draining as to affect his/her physical attributes or the performance of other skills. As the diabolist grows in experience his resistance to the magic fatigue increases, so he can activate more and more wards per day.

22. The Diabolist: What do you mean by "ward arsenal" if the wards can't be used on weapons?

The diabolist can carve, mold, prepare and draw ward symbols in advance, without activating them with power words. The creation of a particular ward symbol and its proper affixing can take as little as one melee/minute or several hours. If the symbol, or substances for making a particular symbol, is already prepared, the diabolist can activate it immediately after affixing it. Speed can be a crucial factor in many situations. There is no limit, save time requirements and weight, as to how many inactivated wards can be prepared in advance and carried by the mage. These prepared, but unactivated, wards and components constitute the ward arsenal.

23. Other notes about the Diabolist!

Something which many people miss in reading the condition ward section is that there are a number of wards which can be drawn or affixed on a person (the diabolist or somebody else) to defend/protect against a number of physical and mental attacks. All such applications must include the *protection from ward* and the *condition ward* (the ward effect) to make one ward phrase. Which wards can be used are listed as follows:

Charm: Provides a +4 to save versus all magical and psionic charms including: charm, charismatic aura, love charm, and the charm enchantment of vampire and succubus/incubus.

Cold: Normal and magic cold does 1/3 damage.

Dark: The person gains nightvision, with a 60ft range, for the duration of the ward.

Energy: All energy attacks do half damage, including electrical.

Fear: The person gets a +4 to save versus fear whether it be magical, psionic or natural (the latter will bolster the courage of a cowardly person). This includes even such powerful fear spells as the Crimson Wall of Lictalon.

Fire: Normal and magic fire does 1/3 damage.

Hate: The person gets a +2 bonus to save against all mind/mood altering magic or psionics. These include: charm, charismatic aura, love charm, mesmerism, wisps of confusion, words of truth, induce epilepsy, mind wipe, schizophrenia, empathy, geas, northern lights, swirling lights, hypnotic suggestion, empathy, evil eye fear and despair, cause insanity, mentally possess others, mass hypnotic suggestion, mind bond, induce nightmares, recurring nightmares, insert memory, alter personality, fantasy experience (psionic), and circles and wards of similar effect.

Invisible: Enables one to see the invisible.

Magic: The person gets a +2 bonus to save versus all types of magic.

Mystic Drain: Reduces the effects and duration by half.

Note: If the mystic drain ward is activated *before* a spell is cast, then that spell will be totally negated. However, if the ward is set up with a Protection by Infliction, it will only go off after a spell strikes the wearer of the ward. When this happens, the spell effect/duration/damage will be reduced by half as the spell has a chance to take *partial* effect. One mystic drain ward will not negate another. While a diabolist has immunity from his own wards, including this one, it is a personal immunity; *magical objects* which he is actually touching or has on his person will not function. If he wishes to cast a spell from a scroll it will not work, and the scroll will be destroyed. If a ranged spell is cast into the area of affect, a fire ball, for example, it will fade out as it enters into the area of negated magic.

Sleep: Impervious to magic or psionically induced sleep.

Note: The bonuses of the wards are not accumulative and can not be combined to create incredibly high bonuses to save vs magic.

CIRCLES

Summon Undead: This includes zombies, mummies, and vampires. Skeletons and animated dead possess no intellect or soul and are merely dead things directed by an unnatural force. Thus, they are not "undead".

Protection from Magic — Lesser: This circle interferes with persons using a crystal ball or all seeing circle. The user of such magical location devices will barely be able to see the desired person, as if they were peering through a dense fog, with only large features visible; no small details or sound.

Protection from Magic — Superior: This totally prevents the people within the circle from being found by any form of magical location.

Summon Animals — Insects and Serpents: Summoners can summon those creatures in Palladium's Monsters and Animals book which roll no dice for I.Q. and which have the legend "Animal" or "Insect" above the attribute section, or which say in their write-ups that they can be summoned.

Summon Spirit: This is different from the circle — Summon Ghosts. Ghosts are spirits, but they are spirits which are *bound to the earth*, unable or unwilling to leave. Spirits, on the other hand, are the souls of people who died long ago and whose souls have departed this world to go to their reward. This circle reaches out and allows communication with the dead and departed spirit. The spirit does actually appear, but the summoner *can not* control the spirit and order it to do things; *he may only ask it questions*. In no way can the spirit be commanded or otherwise forced to tell the truth. If seeking to contact a specific dead person, the summoner must roll the appropriate following percentages to succeed:

Person recently dead (no more than 1 month) — 01-75%

Up to or over a year dead — 01-50%

A decade or more dead — 01-30%

A century or more dead — 01-10%

A specific god, devil or demon — 01-08%

If the above roll is failed, or if the summoner just wishes to communicate with any spirit, roll on the following table.

01-40 No contact at all.

41-70 Contact a benevolent and helpful spirit (good). Such a spirit may, of its own accord and only if the task sits well with it's alignment, decide to perform ONE (AND ONLY ONE) short task for the summoner. This may be spying, carrying messages, etc. If such a spirit is tricked into performing an evil act it will (70% of the time) decide to haunt the summoner.

71-00 Contact an evil and harmful spirit. Will probably NOT help the summoner or answer questions, or may lie or only tell the partial truth (like the fact that there is a treasure in the next room, but leaving out the fact that it is guarded by a dragon). Such a spirit may decide to stay on this world and haunt the summoner for his presumption in summoning it (28% chance).

AT NO TIME WILL A SPIRIT EVER TEACH SPELLS, WARDS, CIRCLES, ETC., OR REVEAL OTHER GREAT SECRETS.

I'm often asked if player's or G.M.s can add new circles or wards. Of course you can, but I don't recommend it. The ones presented in the Palladium RPG have been carefully designed for game balance. The inclusion of a new item could very easily imbalance a good game.

PALLADIUM™ RPG CHARACTER SHEET

Name: _____ Race: _____
 True Name: _____
 Occupation: _____
 Alignment: _____
 Hit Points: _____
 Experience Level: _____
 I.Q.: _____ Age: _____
 M.E.: _____ Sex: _____
 M.A.: _____ Weight: _____
 P.S.: _____ Height: _____
 P.P.: _____ Land of Origin: _____
 P.E.: _____ Birth Order: _____
 P.B.: _____ Disposition: _____
 Spd.: _____
 Insanity (if any): _____

O.C.C. Skills

Elective Skills

Secondary Skills

Valuables:

Gold: _____

Jewels: _____

Equipment: _____

Weapons: _____

Magic Items: _____

Combat Skills: Hand to Hand (Type): _____

Number of Attacks: _____

Strike: _____ Parry: _____ Dodge: _____

Damage: _____ Stun: _____ Critical: _____

Kick: _____ Special: _____

Bonuses to Save: _____

Weapon Proficiencies

S

P

Thr

R

_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Armour: Type: _____

A.R.: _____ S.D.C.: _____ Weight: _____ Cost: _____

Special Properties: _____

NOTES: _____

PALLADIUM™ RPG CHARACTER SHEET**Additional Weapons**

Magic Weapons

Magic Items

Psionics (if any):

I.S.P.: _____ Level: _____

Psionic Abilities Known: _____

Religious Affiliations

Allegiances (Lords/Kingdoms):

Additional Armour
 Type: _____
 A.R.: _____ S.D.C.: _____ Weight: _____
 Special Properties: _____
Horsemanship (Type):

Riding, Care and Feeding (common knowledge)

Recognize Breed and Quality: _____

Raise/Breed Horses: _____

Horse Combat

Parry (rider): _____ Dodge (rider): _____

Damage Bonus (rider): _____

Charge Damage Bonus (rider): _____

Horse/Kick: Front _____ Rear _____

Jump: _____

Horse (type): _____ Name: _____

Hit Points: _____ A.R.: _____

Barding (armour): A.R. _____ S.D.C. _____

Attacks Per Melee (horse): _____

Kick (front): _____ Kick (rear): _____

Bonuses: _____

Speed: _____ Pull/Carry (lbs.): _____

Color: _____ Age: _____ Height: _____

Value: _____

Notes: _____

Animal Companion (other than horse)

Type: _____ Name: _____

Hit Points: _____ A.R.: _____

Attacks Per Melee: _____

Damage: _____

Bonuses: _____

Natural Abilities: _____

Notes:

Spells Known (elemental only):

Recognize Enchantment: _____

Power Words Known: Sherubot-kyn, Ariel-Raperekyn, Seraph-myty, Tharsis-mycn and yin. *Also knows elemental stones (6) and symbols* (see Palladium RPG pg. 111 and 110).

Notes: _____

Magic Items:

Scrolls:

Magic Components:

Religious Affiliations: None; worships the 4 elemental forces.

This sheet can be reproduced for personal use.

Circles Known

All Summoning (RPG pg. 117)

Power Circles:

Circle Strength:

Recognize Words:

Recognize Enchantment:

Recognize Magic Item:

Deduce Circle Function:

Decipher Circle Invocation:

Save vs. Spell Magic:

Save vs. Circles/Wards:

Save vs. Psionics:

Save vs. Poison:

Save vs. Insanity:

Save vs. Coma/Death:

Scrolls:

Religious Affiliations:

Insanities:

Magic Components (for creating wards & circles)

Magic Items:

Animal Companion (Horse or Other):

Type: _____ Name: _____

Hit Points: _____ A.R.: _____

Attacks Per Melee:

Damage:

Bonuses:

Natural Abilities:

Notes:

Master Psionic; 10 or higher.

Magic Weapons:

Natural Abilities: _____

Spells Known:

Sense Evil: _____

Save vs. Coma/Death: _____

Special Abilities: _____

Psionic Abilities Known: _____

Magic Items:

Magic Components:

Pact Type: _____

Deity: _____

Notes: _____

Familiar (Devil or Demon):

Animal Form: _____

Hit Points: _____ A.R.: _____

Attacks Per Melee: _____

Strike: _____ Parry: _____ Dodge: _____

Damage: _____

Psionics: _____

Natural Abilities: _____

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PALLADIUM™ RPG CHARACTER SHEET**Additional Weapons:** _____

Magic Weapons: _____

Magic Items: _____

Psionics (if any): _____

I.S.P.: _____ Level: _____

Psionics Abilities Known: _____

Religious Affiliations: _____

Horsemanship (Type): _____

Riding, Care and Feeding (common knowledge)

Recognize Breed and Quality: _____

Raise/Breed Horses: _____

Horse (type): _____ Name: _____

Hit Points: _____ A.R.: _____

Barding (armour): A.R. _____ S.D.C. _____

Attacks Per Melee (horse): _____

Kick (front): _____ Kick (rear): _____

Bonuses: _____

Speed: _____ Pull/Carry (lbs.): _____

Color: _____ Age: _____ Height: _____

Value: _____

Bonuses to Save:

Save vs. Spell Magic: _____

Save vs. Circles/Wards: _____

Save vs. Psionics: _____

Save vs. Poison: _____

Save vs. Insanity: _____

Save vs. Coma/Death: _____

Druidic Abilities: _____

Animal Totem: _____

Totem Abilities: _____

Empathic Rapport with Animals

Befriend: _____

Calm: _____

Special Clergy Abilities: _____

Control: _____

Summon Totem: _____

Metamorphosis

#1 Induce: _____

#2 Temporary I.Q. Revert: _____

#3 Temporary Frozen Form: _____

#4 Permanently Animal: _____

Familiar

Type of Animal: _____

Hit Points: _____ A.R.: _____

Attacks Per Melee: _____

Damage: _____

Bonuses: _____

Natural Abilities: _____

Name: _____**Additional Animal Companion**

Type of Animal: _____

Hit Points: _____ A.R.: _____

Attacks Per Melee: _____

Damage: _____

Bonuses: _____

Natural Abilities: _____

Name: _____

PALLADIUM™ RPG CHARACTER SHEET

Healing Abilities:**I.S.P.:***Level One:* Bio-Regeneration (self) — 6 I.S.P.

Death Trance (self) — 4 I.S.P.

Meditation/Trance — 0 I.S.P.

Resist Cold (self) — 2 I.S.P.

Resist Thirst (self) — 2 I.S.P.

Resist Fire (self) — 4 I.S.P.

Resist Hunger (self) — 4 I.S.P.

Level Two: Healing Touch — 8 I.S.P.

Lust for Life — 10 I.S.P.

Negate Toxins — 10 I.S.P.

Soothing Touch — 15 I.S.P.

Level Three: Exorcism — 10 I.S.P.

Resurrection — 10 I.S.P. (permanently)

Saving throw bonuses — 0 I.S.P.

Animal Companion (horse or other)

Type of Animal: _____

Hit Points: _____ A.R.: _____

Attacks Per Melee: _____

Damage: _____

Bonuses: _____

Natural Abilities: _____

Notes:**Bonuses to Save:**

Save vs. Spell Magic: _____

Save vs. Circles/Wards: _____

Save vs. Psionics: _____

Save vs. Poison: _____

Save vs. Insanity: _____

Save vs. Coma/Death: _____

Magic Weapons:**Magic Items:****Magic Components:****Scrolls:****Religious Affiliations:****Allegiances** (Lords/Kingdoms)

THE ALCHEMIST APPENDIX: #One



If you recall, the alchemist is a magic broker; buying, making and selling all types of magic, from potions and scrolls to magic weapons and mystic artifacts. Most large cities or towns have at least one alchemist shop. As always, prices are often steep and almost always varies from alchemist to alchemist.

THE ALCHEMIST

The alchemist is a non-playing character class (N.P.C.), meaning that it is *not* an O.C.C. available to players. However, this fellow can be a valuable and fun tool for the game master to spice up his game for the players. The alchemist is a sort of magic specialist and is most often elven, changeling, metamorphosed dragon, or elderly human. The prerequisites for becoming an alchemist are extremely taxing, usually requiring decades of study in several fields of magic. This means an alchemist **MUST** be at least a sixth level wizard, sixth level diabolist and third level summoner before studying the finer arts of alchemy which include: the study and use of plants/herbs, roots, and medicines for the identification, preserving and creation of medical and mystic components, poisons and potions. The study of racial history and biology, demon and devil lore, faerie lore; read and write elven, dwarven and usually all human tongues, the recording and study of legends, myths and rumors especially when regarding magic abilities, artifacts

and related; the recognition and interpretation of magic items and enchantments; and, lastly the combinations of magics as known **ONLY** by the alchemist. Obviously this is way beyond the realistic aspirations of any "player" character.

The secrets of the alchemist are jealously guarded, as are special components such as dragon bones, rune weapons and other rare items. Diaries, notebooks, and special, rare or expensive items will **ALWAYS** be locked away and heavily warded. A standard combination is: alarm sound, blind, death, death, death (all area affect); set to go off simultaneously or sequentially. In either case, players must roll for each individual ward. Less lethal combinations are possible, but alchemists usually don't fool around when it comes to protecting their special possessions. Besides the wards, the alchemist is likely to have a totally loyal and powerful assistant like an ogre, troll, loogaroo, etc., as well as an invisible or unobtrusive watchdog, such as an elemental or demon (and usually more than one). Something players tend to forget is that if this person sells all this wonderful stuff he's probably wearing or using some pretty powerful magic items himself. Consequently, it is pure folly to steal from, trick or attack an alchemist; especially in his own shop.

Fortunately, alchemist are comparatively uncommon and generally obsessed with amassing great fortunes, magic and knowledge. They are rarely concerned with politics, religion or good and evil. **Alignment must be Anarchist or Evil!**

The Availability of Magic

Game masters MUST NOT feel obligated to make an alchemist or magic available to his players. This is "YOUR" game. You, the game master, not necessarily your players, know what's necessary to maintain game balance. If a particular weapon, amulet, spell, scroll, potion or component is going to screw up or imbalance "your" game then simply don't make it available. How? Make it too expensive, or the alchemist uncooperative or just not available; period! Is this fair? You better believe it!!! I hear on too many occasions from frustrated game masters lamenting how their game has gotten away from them because he or she provided a character or characters with an item(s) which has totally disrupted the game. Remember, the name of the game is "role-playing and fun". If either one or both of these elements are lost there is something seriously wrong. The Palladium world is one steeped in common magic, but if there's too much of a good thing; cut it off. The alchemist is meant to add spice to a campaign not foul it up.

If a game gets away from you because of a specific magic item — get rid of it. Of course this should be done as fairly and realistically as possible. No player enjoys feeling cheated or mistreated. The player should be first given some kind of foreshadowing of impending problems with the item. What kind of problem? The most obvious is theft. Magic, especially very rare or powerful magic, is coveted by many. The common thief may see it as a means to get big bucks, while a passing adventurer or noble may view it with envy or a means to his/her own goals. This can be a great way to introduce a new villain. Weave him and the taking of the item into the plot of the campaign. Not only will you have returned balance to your game, but created a terrific new villain who the player character or group will demand to bring to justice with a vengeance. In the interlude the villain can lose, sell or destroy the magic item(s) which solves your dilemma permanently.

Other ways to eliminate an item is by making it potentially dangerous to the group. This can be done by making the item cursed or possessed of an evil identity (like rune swords) or so desired by others that the group is constantly in peril from unknown assailants. This may curtail the item's use to an acceptable degree or cause the character to get rid of the thing (which should net the player a bundle of experience points for such a sacrifice). If you really stop and think things out I'm confident you can come up with dozens of equitable solutions to this kind of situation.

NEW MAGIC ITEMS

Fabrics

Boots of Mystery
Cloak of Guises
Cape of Dimensions
Pit Cloak
Suit of Colors
Gryphon Claws
Magic Bandages
Thread of Iron
Cherubot Rope
Environmental Tent
Enchanted Bags
Pillow of Sleep

Crystals

Eye of the Eagle
Eye of the Cat
Crystal of Light
Chasers
Gem of Reality
Gem of Direction
Guardian Stones

Make-Up

Magic Make-Up (disguise)
Make-Up Paint
Miracle Cream
Vanishing Cream
Fright Wig

Other Articles of Magic

Aura of Non-Scent
Fire Wick
Mystic Ink
Marbles of Transformation
Skreech Bottles
Tome of Images
Book of Secrets
Quill of Literacy

New Magic Items

Magic Fabrics

Boots of Mystery

These are mystic boots that simply leave no tracks to be followed. Without footprints the wearer cannot be followed or tracked by any strictly visual means. However, he or she can still be tracked by smell, although the tracking animal is — 10%. Another bonus of the boots is their added stealth providing +10% to prowling.

Cost: 30,000 gold

Cloak of Guises

This amazing full length cloak can magically turn into several complete sets of clothing at will. This will include shirt, pants, socks and vest or dress or coat. The clothing is limited to various shades of the cloak's original color; i.e. red can change into deep crimson, light red, pink and shades in between. The pieces of the mystic clothing cannot be separated and must be worn as one complete set. If a piece is removed the whole costume will revert into its cloak form. Another limitation is that the cloak cannot appear to be any fabric other than what the cloak itself is made of. The Cloak of Guises is often used by spies, thieves, assassins and others in need of instant disguise.

Duration: Until taken off.

Cost: 3,000 gold, silk and fancy — 4,500 gold

A.R.: 10, very tough; **S.D.C.:** 40, however, this S.D.C. and A.R. does not afford its wearer any protection, for it is NOT armour; consequently the wearer takes full damage. The Cloak of Guises in its may forms *will* take damage, but it will show no signs of cuts or tears or any damage. Only when all of its S.D.C. is destroyed will it appear as the useless battered rag that it has become.

Suit of Colors

This is similar to the Cloak of Guises except that rather than change its shape it can instantly change into ANY color, also at will. The mystic garment can be a cloak or coat or full suit of clothing.

Duration: Permanent until color change is requested or the clothes destroyed.

Cost: Usually about 1800 gold while fancy garments may cost as much as 50% more.

A.R.: 8; **S.D.C.:** 30 (same conditions apply as noted under Cloak of Guises).

Gryphon Claws

These appear to be an ordinary pair of gloves, but upon command, terrible magic claws extend from the finger tips. Only a few alchemists know the secrets of its creation so the Gryphon Claw gloves are quite rare. It is generally believed that the Gryphon Claws were originally developed by the same ancient dwarven wizards who designed rune weapons.

Abilities: Indestructible, claws extend and retract at will (the wearer's will that is); adds +10% to scale walls; can be used to parry; **Damage:** 2-12 per each swipe of a claw.

Cost: 15,000 gold

Pit Cloak

This cloak or blanket is an unusual magic fabric that transforms into a pit that's 20ft deep and covers a 6ft diameter. The cloak or blanket instantly transforms when it is thrown open across the ground and the magic power word "Acba" is spoken. The magic fabric must be thrown horizontally on the ground, meaning earth, dirt, sand, clay, rock, etc. It will not open a hole or pit in wood or any living thing, nor if placed vertically on a wall. Anybody or anything which has fallen into the pit must be removed before it can resume its cloak or blanket form. It cannot be turned back into a cloak and picked up as long as something is inside it.

Cost: 16,000 gold.

Damage: From falling into the pit is 1D8

Cape of Dimensions

This is a rare and wondrous magic fabric which can temporarily shift into other dimensional planes (but where exactly, nobody knows). It can do the following:

1) Dimensional Shift: Momentarily transports its wearer into a dimensional void causing him/her to seem to disappear. In effect the person actually blinks out of existence or, more accurately, out of his normal space and time. Because the character no longer exists he cannot be detected by psionics, magic or any other means.

Duration: A maximum of 5 melees/minutes.

Limitations: While in limbo one cannot see, hear, feel anything from his/her departed dimension nor attack, move or perform magic or psionics.

Use Limits: Four times daily.

2) Swallow: The cape can be thrown over a person or object(s) and make him/it disappear by fundamentally engulfing the person or object(s). It actually displaces the person/object(s) into the previously mentioned dimensional limbo. However, unlike the dimensional shift, the cape does NOT disappear with the item(s)/person, but remains in this dimension. The cape's owner can keep the item or person in his cape/limbo for a short period of time, easily hiding or weightlessly transporting them in his cape.

Duration: 10 melees/minutes.

Limitations: The cape must *completely* cover the person or object(s) to be swallowed; maximum weight limit is 140lbs. The person or object(s) can be released upon command or automatically return at the end of 10 melees/minutes. If the person or object(s) is *not* covered nothing happens at all. If the cape is torn it will become completely useless and cannot be repaired except by an alchemist (at an expense of 25,000 gold or more). Anything in the cape at the time instantly reappears.

NOTE: The cape is usually impervious to fire and often indestructible.

Cost: 180,000 gold; add 50% if indestructible. Remember, this is a very rare item, with only a 20% chance of being available on the open market. The expense and difficulty in creating the cape (a pitiful 15% chance of success) makes it a high risk item to attempt even for the best alchemist.

Thread of Iron

This is a super strong magical twine about as thick as a piece of string, but stronger than the best rope. Test strength is approximately 1500 pounds.

Cost: 50 gold per foot.

Note: The thread cuts and burns as easily as normal string.

Magic Bandages

These are an excellent life saving device especially for adventurers and men of arms. The bandage(s) look like any ordinary roll of bandages,

but once unrolled and placed near a wound it will magically wrap and bind it preventing blood loss. Large patch types are also available.

Note: Magic bandages do *not* add bonuses against physical injury, coma, etc.; they simply and quickly bind a wound, preventing blood loss and the additional damage from blood loss (one hit point per melee).

Cost: 30 gold per foot for a four inch wide strip or a 6 inch diameter patch. Only one use per bandage.

Cherubot Rope

This rope bears the mystic name for air elementals because the rope can actually fly through the air and suspend itself as if anchored in mid air. The Cherubot Rope is limited in that: 1) It *must always* have one end touching the ground; 2) It *cannot* be manipulated to entangle tie-up or knot; 3) It will *always* move in a straight line whether it be straight up or straight down or in any straight angle; and 4) It has *all* the strengths and WEAKNESSES of normal rope (i.e. can be cut, burnt, unraveled, etc.).

Note: The rope can support up to 800lbs, but it *cannot* be used like an elevator by grabbing it at the top and allowing it to carry you up into the air with it. Instead the rope must be thrown into the air at the intended angle or area where it will continue to travel (fly) until its holder stops it by tugging on it or its maximum length is reached. The Cherubot Rope will return when the person using it so commands and gives it four quick tugs.

Cost: 70 gold per foot.

Special Additional Magic Increases its Expense: Impervious to fire is an extra 80 gold per foot; impervious to normal weapons (magic and magic weapons will do full damage) is an extra 100 gold per foot; both impervious to fire and normal weapons costs 200 gold extra per foot.

An Environmental Tent

This looks like any other tent except that it has a circle of protection from elemental forces and various other mystic symbols sewn into the fabric. Magically endowed, the inside of the tent will be a constant pleasant environment; always dry and warm (75 degrees) regardless of the conditions outside.

Note: The tent *cannot* protect against major acts of god such as lightning, floods, mud slides, earthquakes and so on. Nor can it protect against similar, magically induced elemental forces above 4th level strength. Diabolists and Summoners **CANNOT** duplicate an environmental tent because other magic forces, known only to select alchemists, are also active in the tent's magic.

Cost: About 2000 gold for a two man tent, 3400 gold for a four or five man tent and 5000 gold for a tent that can house up to eight people comfortably.

Enchanted Bags

These are magic bags that will always appear to be empty, noiseless and light-weight even upon close scrutiny. Any person who looks into an Enchanted Bag must roll to save vs magic. Only an 18, 19 or 20 save against the enchantment (only bonuses vs illusion are applicable) can allow one to see the true contents of the bag. If that person fails his roll he will perceive the bag to be empty, hear nothing even if the bag is violently shaken and detect no additional weight from its contents. However, if tipped upside down, all the concealed articles will come visibly tumbling out.

Cost: This varies depending on the size of bag and its maximum weight allowance. Small pouch, purse or bag, 5lb maximum weight, costs 2000 gold; medium size handbag, purse, sack with a 15lb maximum weight limit costs 4000 gold; while a large sack, back pack or saddle bags with a 30lb maximum weight limit costs 6500 gold.

Note: The owner/carrier of the bag feels its full weight at all times. The purchaser/owner of the bag *must* have the alchemist, or he himself, inscribe his "true" name somewhere on the bag to be impervious to its enchantment. If the person's "true" name is *not* inscribed he or she must also roll to save vs the illusionary enchantment each time he/she looks into the bag. Of course the owner of the bag will know what is

in it and can either feel for the object or dump everything out.

The Pillow of Sleep

This is yet another type of magic which places anyone who lays his head on the pillow into an enchanted slumber. The person will remain asleep as long as his head is on the pillow, awakening only when the pillow is removed. Unlike most magic sleeps the duration is unusually long and could even make its enchanted victim sleep so long that he would die from hunger.

Saving Throw: A 13 or higher; roll to save the very instant the character's head touches the pillow. If he saves, the pillow has no effect for the moment; roll to save again, and again for every ten minutes the pillow is used. If the character fails his roll he is lost to an enchanted slumber, however he gets to roll an additional save every hour to regain consciousness.

Note: This appears to be a completely normal pillow.

Cost: 8000 gold

Magic Crystals

The Eye of the Eagle

This is a crystalline monocle that enables its wearer to see great distances; up to 2200 feet or approximately a quarter of a mile. The image will appear sharp and clear as one might expect from a hand held telescope or modern binoculars.

Cost: 10,000 gold

The Eye of the Cat

This is also a crystalline monocle that enables its wearer to see clearly in the dark; equal to 40 feet nightvision.

Cost: 6000 gold.

Note: All crystals, non-gems, are fragile glass items, easily broken if careless.

Gem of Reality

This is a crystal that enables anybody looking through it to see through all illusions and magic disguises. It cannot detect or reveal changelings or metamorphosis altered creatures because these are real physical changes. No saves against the crystal are possible, all illusions will be revealed.

Cost: 20,000 gold (and often twice or three times that). This item is fairly rare.

Crystal of Light

This is a handsome, many faceted glass crystal which magically captures and holds light. The golf ball sized crystal perpetually emits a soft light equal to about one or two candles.

Cost: 1500 gold; burns out within 20 years.

Gem of Direction

This is a unique item often used by navigators and merchant caravans. Within a largish gem, about the diameter of a quarter, is a clearly visible sliver of light that always points north.

Cost: 8000 gold

Chasers

These are foul creatures locked within what appears to be a crystal of light. When smashed, by either dashing the crystal on the ground or hitting it with something, a Chaser is released and will instantly attack anybody in front of it (a Chaser will always face the opposite direction from which it was thrown). Even the Alchemists who create Chaser crystals don't know what these creatures of light are, or if they are living creatures at all or just weird animated energy. Whatever they are, they always react the same; appearing as huge, brightly glowing yellow or green, skull-like effigies with a gaping toothless maw and low howling cry. Without hesitation the Chaser(s) will zoom forth with lightning speed (about 20mph), zipping down corridors moaning its terrible moan. Spotting a victim (the first person it sees), it will race

towards him giving chase, slipping under doors and through cracks if it must, to fling itself Kamikaze style, headlong into its terrified victim ending in a blaze of light and bone chilling cold. If by some miracle the intended victim should escape it will look for a new target.

Effects of the Chaser: 1) There is a 60% chance that everybody seeing the Chaser will be wracked with terror, fleeing wildly with only one thought to escape the Chaser. Most people will flee even if not affected by its fearful aura in case "they" are its intended target. Roll percentile dice for each character. 2) When the Chaser strikes, momentarily engulfing the person in a blaze of sparks and light, it seems to its victim that he is being swallowed whole. It inflicts 2-12 points of damage from numbing cold. 3) The character's mental endurance is sorely tested as he is mentally/empathically bombarded. This psionic attack will leave the character in a temporary state of emotional shock for 10 to 40 melees/minutes (1D4 + 10) unless he or she saves vs psionic attack. In this emotionally lobotomized condition the character will simply lay or sit, staring blankly into space or wander aimlessly. The person will not defend himself, run or hide from danger, help a friend or worry about his possessions. 4) Worse yet, is that the emotionally lobotomized individual can be manipulated like a remote control robot by a mind mage or other psionic through limited or extended telepathy. The control is complete, lasting until the person regains his mental faculties or the controlling psionic is rendered unconscious. Used like a puppet, the controlled character is not his normal self; thus he or she does *not* strike, parry, or dodge with any bonuses gained from skills and training such as hand to hand or weapon proficiencies (W.P.). However, natural attribute bonuses from physical strength (P.S.), physical prowess (P.P.) and so on remain. **Struggle for Control** by two or more psionic characters will have the following results; roll percentile dice for each attempt to seize control.

- | | |
|-------|---|
| 1-30 | Control switches in rotation (to the next person in the sequence in which mental contact was attempted). |
| 31-60 | Emotionally lobotomized puppet attacks his current controller (automatically senses who that is). |
| 61-87 | Emotional puppet goes berserk, attacking friend and foe alike in an uncontrollable frenzy until he/she is slain or incapacitated. |
| 88-00 | Emotional puppet collapses; remains unconscious for 3 to 12 minutes (3D4). |

When the person regains his self control he will remember only small fragments of the experience as if it were a dream accompanied by a terrific headache. He will not remember who his controllers were or specific individuals who may have plundered or abused him.

Note: The Chasers cannot, do not, communicate in any way nor covet material wealth or vengeance. They simply attack and disappear. If a victim cannot be located within 10 minutes it will fade away. The Chaser head is typically about the size of a human being.

Cost: 1500 gold each (often costs double if available at all).

Guardian Stones

Guardian Stones are small mystic statues of demons, creatures of magic and ferocious or deadly animals, carved from jade or marble. They are usually used by royalty, clergy, wealthy merchants and men of magic to protect their possessions or dwellings. Attuned to a particular owner by the carving of his or her true name into the statue's base, it will automatically attack anybody not in the company of its owner (sorry, changelings and metamorphs won't fool the stones). The stone will transform into a living creature, usually of greater size and unnatural powers. Fortunately, the secrets of the stones are known only to a handful of powerful alchemists in the Western Empire and in the South, severely limiting their availability. The cost is also quite prohibitive except for the wealthy.

There are three types of stones: little guardians, bestiary and demon stones. ALL are tiny, ranging from 3 inches to a maximum of 7 inches.

Little Guardians

These include life size spiders, scorpions, snakes, beetles and similar creatures. All have the same effect: 50 Hit Points, Speed 12, Natural A.R. 12, One attack per melee; poisonous bite doing 1-4 damage plus 4-24 from the poison unless a successful save is made (13 or higher). The creature is rarely larger than 8 inches long, is +2 to strike, +4 to dodge; prowl 70%, climb 88%. Will turn into crumbled stone when all hit points are destroyed (the true name *cannot* be read). Fights to the death.

Cost: 30,000 gold each (often twice that)

Beastuary

These statues will grow into fearsome animals, creatures of magic or imaginary beasts of terrible visage. All have the same abilities regardless of its appearance: 80 Hit Points, Speed 14, Natural A.R. 14, Two attacks per melee by bite doing 2-12 damage or by claws or tail or other doing 3-18 +2 damage. The creature is never larger than 5 or 6 feet long/tall, is +2 to strike, +3 to parry and dodge, prowl 40%, track by smell 60%, and will fight till the death. Crumbles into stone if all its hit points are destroyed.

Cost: 80,000 gold and often two and three times that. Add 30,000 gold if winged and can fly (spd 250).

Demon Stones

These are the largest and most powerful of the Guardian Stones. They are always carved in jade and appear to be demons or frightful, imaginary demon-like creatures. All have the same abilities regardless of its appearance: 140 Hit Points, Speed 14, Natural A.R. 14, Three attacks per melee by bite doing 3-18 damage or by claws or tail or other doing 4-24 damage. May also possess one special ability at a steep extra expense. The creature is usually 6 to 9 feet tall, is +2 to strike, parry and dodge, may wield a weapon (4-24 damage), can see the invisible, has 90ft nightvision, scale walls 60% and will fight to the death. Crumbles into stone if all its hit points are destroyed.

Cost: 250,000 gold and often twice that. Those with *one* special power cost an additional 100,000 gold.

Special Powers: Fire Breath (4-24 damage), Frost Breath (4-24 damage), Spit Lightning (4-24 damage), Turn Invisible, or Fly. The breath and spit powers have a range of 40ft and can be done once every other melee and counts as an extra attack.

Note: All *Guardian Stones* will instantly return to stone when the intruder(s) has been slain or forced to retreat. All hit points are restored so that they strike at full strength when reanimated.

Magic Make-Up

Magic Make-Up

In general these include a small sampling of special putty, paints, wax, etc. and can be combined with conventional make-up. The magic make-up looks much more realistic and life-like even when used in conjunction with conventional tools of the trade.

Special Bonuses: +30% to disguise skill ability and ½ as likely to be recognized as being false.

Cost: A package of magic make-up, usually good for two complete make-up sessions, is about 1200 gold.

Magic Make-Up Paint

This is a basic magic ingredient that can be mixed with conventional make-up paint/color. Adds +10% to disguise skill.

Cost: About 600 gold for three make-up doses.

Miracle Cream

This is an impressive magic fluid which enables the person to permanently, physically mold and reshape his facial features. The fluid must be completely massaged into the face. Within moments the skin will take on a flexible consistency much like the very finest make-up pastes, putty and modeling clay. The facial features can be completely altered

beyond recognition and while hair cannot be added, the hairline can be pushed back or pulled forward and similarly manipulated.

The skin will return to normal within two or three hours making all changes permanent. The only way to restore one's original features is to resculpt them with another dose of miracle cream

Special Bonuses: +40% to disguise skill ability and ½ as likely to be recognized. The physical beauty (P.B.) of the character can be increased up to 8 points and reduced as low as a total of two (hideous). A failed roll on the disguise skill while sculpting the face means that it is imperfect; reduce P.B. by 2 points. If trying to copy another person's features the attempt is a failure, meaning the character will resemble the person, but is clearly not that person.

Cost: 30,000 gold per dose.

Vanishing Cream

This is a unique variation on invisibility. The cream will turn any living, organic material (skin, hair, etc.) invisible, but can be completely directed so that it can cover a specific part(s) of the body. This means it could be used to make only a person's hand(s), or leg(s) or head or finger(s), etc. appear to be missing (invisible).

Duration: A maximum of one hour per application. It does *not* affect cloth, weapons, paper, etc.

Cost: 300 gold per ounce.

Note: One ounce can easily cover both arms, or head and hands with some left over. Four ounces should cover an average human under 5½ feet tall, five ounces for a person around 6 feet or 6 feet 4 inches, while eight or more ounces will be needed to completely cover an ogre or wolven size being.

Fright Wig

This is a wild, sometimes bizarre mantle of hair or hair-like tendrils (some have been known to resemble the head of a Medusa). The wig will increase the wearer's Mental Affinity (M.A.) to 24 points; it definitely does not encourage one's trust but *does* make the wearer extremely intimidating, (80% likelihood to intimidate **All** who behold the wearer).

Special Bonuses: Always has the initiative in combat/first attack; people will usually back down from a challenge (80% to intimidate) or accept a lie (80%) or surrender to that person. The wearer of the fright wig will also appear to be more physically imposing to the point that he will seem to be bigger, more powerful and at least one O.C.C. level higher than he really is.

Note: Conversely, opponents are likely to view this character as the most dangerous and therefore is the most likely to be attacked first or by greater numbers. A psionic see aura will not note any significant impression.

Cost: Usually around 20,000 gold; fairly uncommon.

Other Articles of Magic

Firewick

This appears to be a small candle melted down into a tiny lump with a wick sticking out. The magic power word, Acba, will cause the wick to instantly ignite and stay lit for one melee/minute. The firewick is commonly used as a quick light for campfires, torches and so on. Limited to 20 lights.

Cost: 150 gold.

Mystic Ink

This is an invisible ink often used by wizards in their notebooks, diaries, scrolls and spell books. Initially, the ink is visible as a light sepia color, but turns invisible within a few minutes. The ink can only be seen by the casting of a decipher magic spell or see the invisible.

Cost: 150 gold per ounce.

Aura of Non-Scent

This is a fluid sprayed on much like perfume would be, completely masking one's scent. This can be particularly handy in the wilderness.

Duration: Approximately 20 minutes.

Cost: 200 gold per ounce (one ounce is good for five doses).

Skreech Bottles

These are ordinary looking corked bottles that release a hideous shriek or roar that lasts 1-4 melees when smashed or uncorked. The skreech is extremely startling and realistic causing people to become nervous and jumpy.

Cost: 125 gold.

Marbles of Transformation

These appear to be ordinary marbles, but are actually a bizarre mystical transmutation of a common object such as a rope, weapon, clothes, gem, tool, ladder, etc. The marble will transform into the original object, in perfect condition, when the character mentally wills it to do so and says the magic word *Acba* three times. Although anybody can activate these marbles the person must focus his mental energies/concentration to do so for at least one full melee and say the magic words. Smugglers, thieves, assassins and spies have found the marbles to be an excellent means to conceal weapons and valuables.

Limitations: Only ONE item can be transformed per each marble; it must weigh *less* than 13lbs; *cannot* be magic, alive, organic, food or other perishable items. To transform the marble the person desiring to do so must be able to see it or have physical contact (touching) with the marble. Once transformed the object will retain its normal shape and *cannot* turn back into a marble.

Cost: Base price is usually about 250 gold plus the cost of the item being transformed.

Transformable Weapons

These are similar to the magic marbles of transformation except that, instead of a marble, the item can be just about *any* type of "passive" object such as a belt, cape, cloak, walking stick/cane, staff, and so on. Also, unlike the marbles, these items can be changed back and forth from one shape into the other endlessly. The same *limitations* apply as found under the marbles of transformation. Common transforming combinations are cape into sword or axe or net; belt into dagger or throwing axe or whip; staff into large sword or spear or pole arm; cane into short sword or mace or knife. The transformation is limited to one specific weapon which can change into one specific common item; for **example:** An adventurer whips off his cloak, mutters a few words, and the cloak suddenly turns into a long sword, in hand and ready for combat. In this particular case the transforming objects are a long sword and cloak. One can change into the other an unlimited number of times, but is limited to *ONLY* these specific items. In either form the object will register as magic. It's important to note that, as a cloak, the item/sword is as vulnerable to damage as a normal cloak.

Cost: For a smallish weapon the cost is 8000 gold, while a large weapon will cost about 15,000 gold. Because of its mystic transforming ability the weapon is considered to be a magic weapon; however, it cannot have any other magic properties.

Tome of Images

This is a rare and amazing book which can translate its owner's thoughts into two dimensional images within its pages.

How the book can do this is a mystery even to the world's greatest men of magic for its secrets have been lost even by alchemists for centuries. At a quick glance the tome appears to be an ordinary leather bound book commonly used by men of magic and scholars for their many notes and studies. Closer inspection will reveal that the black or grey leather cover is embossed with the runic symbol of magic/forces. On the upper right hand corner of each parchment page are the runic symbols of magic/forces, light and eternity, written in silver making its pages (and in this case the entire book) indestructible. For this reason the books are also known as "Rune Books".

To create an image on the page the book's owner must be a user of magic, whether it be wizard, warlock, witch, diabolist, summoner or

spell wielding clergy (mind mages do *not* utilize magic energy, consequently they cannot use the Rune Books). The man of magic must concentrate on exactly what he (or she) wants depicted, prick his finger and place a blood smudged fingerprint on the page on top of the silver rune symbols. Instantly an image will appear on the page; in full color if desired. The image can be changed or erased by repeating the process. To make the image permanent the mage must draw a mystic seal symbol around the silver runes on that particular page (also in silver). If the seal is not added any mystic using the book can erase or alter the image.

The imprinted image can appear as a line drawing or graphic design (perhaps of a circle or symbols or an almost photographic picture complete with vivid color).

It is rumored that some particularly ancient rune books are alive, possessing the same powers as the famous Rune Weapons. (**Game masters**, these ancient books of arcane magic *do* exist, but are even rarer than their less powerful counterparts just described. These "True" Rune Books have the following powers common to rune weapons as listed on page 137 of the Palladium RPG: Numbers 1,2,6,7, and will command either the clerical or psionic abilities common to rune weapons. Because of these powers, True Rune Books are often believed to be holy books and fanatically guarded).

Cost: 50,000 gold and often as much as five times that for a conventional (*rare*) Tome of Images. A "True" Rune Book is even rarer, commanding unbelievable prices that can range from as little as 400,000 gold to millions of gold, especially if a holy relic or ancient tome with valuable (magic?) information preserved on its pages.

Quill of Literacy

This unique magic item enables an illiterate character to write up to 25 words of his choice simply by speaking the message aloud. The language in which the message is written varies with each individual quill. Since elven is generally considered to be the universal written language the most common quills write in elven. However, any other non-magical (wards, runes, mystic symbols are not possible) language can be instilled in a quill of literacy. The human languages, especially Western and Southern as well as dwarven, are the next most common.

The quill is limited to 25 words every eight hours. Its expense arises in that only the feathers of a cockatrice can be embodied with the necessary magic.

Cost: 10,000 gold and up.

The Book of Secrets or Serpent Book

An item popular among wealthy merchants, scholars and men of magic to guard their secret writings is the Book of Secrets. This mystic book is easily recognized by the winged serpent embossed in silver on the leather cover binding. The best and most deadly are those with two or three identical winged serpents. Hence the slang term of "serpent book".

The book is attuned to its owner by smearing a drop of his/her blood into its leather spine. From that point on it can be read or used only by its owner. Anybody else will suddenly find the silver serpent(s) come to life as an eerie ethereal manifestation of magic. The winged serpent(s) will instantly grow to about 3 feet long and weave about the book hissing and snapping, in warning the first melee. The next melee, or if attacked, it will strike out in one of two ways by bite or enwrapping the defiler of the book with its tail/body.

Attacks Per Melee: Two

Bite: Does 2-12 points damage.

Tail Encircling: This creates an icy cold to wash over its victim, drains 1-8 hit points (damage) and causes the person to pass out for 4-16 melees (4D4) unless a successful save vs magic is made (14 or higher).

Fortunately the serpent's goal is to protect the book and it will be satisfied in chasing intruders away or rendering them unconscious.

Hit Points: 30 each.

Natural A.R.: 12

Special Abilities: +2 to strike, parry and dodge, see the invisible, impervious to poison and normal fire and cold; affected only by magic and silver. Normal weapons pass right through them like air.

If all hit points are destroyed the serpent(s) is temporarily dispelled for 4-16 melees, but will then rematerialize with full hit points and murderous revenge its burning desire.

The paper is of the finest quality, numbers 150 to 300 pages and is impervious to fire.

Cost: 50,000 gold and up.

CURSES (Optional)

Game masters may want to add spice or mischief to a campaign by making a particular magic item, or especially ancient relics discovered within some forgotten ruin, cursed.

Some Nasty Additions to Rune Weapons and Other Objects of Magic.

Curses

In the pages of the Palladium RPG curses and cursed items are alluded to but never defined. Curses, other than those cast by priests or priestesses of darkness, have been left up to the imagination of the game master. Creating an effective, but *not* devastatingly deadly curse is a difficult task, one which many game masters tend to avoid (and perhaps wisely so). Thanks to the twisted imagination of Randy McCall, we now have a number of delightful little curses to spice-up one's game. Of course the inclusion of these foul enchantments are entirely up to each individual game master and *not* a requirement for the game.

An item which carries a curse can be a *magical* or *non-magical* item which has been damned by a god, devil or demon lord, alchemist or extremely high level clergy, summoner, or dragon or lizard mage with great mystic powers (14th level or higher). The cursed object will inflict its evil upon the person who owns it, or attempts to own it, manifesting its treachery within 24 hours. The duration of a curse is usually limited to the period in which it is owned, although a handful have lasting effects which must be removed by clergy. Any attempt to "remove curse" from an individual who possesses a cursed object will *fail*. Only after the object in question has been permanently disposed of can clergy expel any lingering enchantment. For this reason the term "ownership" must be clearly defined. Ownership means that the character not only possesses the item, but has a claim to it as his/hers. This means that even if the cursed item is not actually on the person, placed in a container or hidden a thousand miles away it still belongs to that person, thus the curse remains in *FULL* effect.

To break the curse of these items its "owner" must intentionally throw it away, sell it, give it away, or otherwise dispose of the object. The curse will also be broken if the enchanted object is lost or stolen. Remember, some curses have lasting effects which will continue to plague the character until a successful remove curse is performed. Likewise any insanities that may result from a cursed item will remain until cured by a Mind Mage or other means. The cursed item will, of course, continue to inflict its enchantment on every "new" owner who claims it.

Removing the curse from an enchanted object is infinitely more difficult than removing its effects from an afflicted person. Clergy above 5th level have a meager one percent (1%) chance per level of experience to successfully and permanently remove a curse. If the object has more than one curse the process must be repeated for each. As usual, a priest or priestess can attempt to remove the curse only *once*; either it works on it or doesn't. However, other priests may try their hand on the same item.



Note: This applies to all curses *EXCEPT* those created by gods, devil or demon lords and rune magic.

Curses created by gods, lords of evil and rune magic are almost impossible to negate. A priest or priestess or alchemist must be 10th level or higher and has a pitiful half percent (½%) per level of experience chance to, at least, *temporarily* counter a curse of such supernatural power. Roll percentile dice on the following table only if a successful remove curse has been made.

- 1-30 Curse is negated for 1 to 4 weeks.
- 31-55 Curse is negated for 1-4 months.
- 56-70 Curse is negated for 2-12 months.
- 71-88 Curse is negated for 2-8 years.
- 89-99 Curse is negated for 2-8 decades.
- 100 Curse is permanently removed.

Note: The magic spell or scroll, remove curse, is completely ineffective in removing a curse from an enchanted item.

Other Important Data on Curses . . .

The use of cursed items is left entirely to the game master's discretion. However, the following are some useful rules of thumb in the application of cursed items.

Commonness of Cursed Items

- Religious artifacts and relics: 30% are cursed.
- Royal artifacts or heirlooms: 9%
- Ancient Elven weapons and artifacts: 12%
- Ancient Dwarven weapons and artifacts: 10%
- Holy weapons: 20%
- Lesser rune weapons: 15% (one curse)
- Greater rune weapons: 30% have one curse, 18% have two curses, 10% have three curses.

Most cursed objects, about 70%, will affect anyone who owns it regardless of that character's alignment, race or allegiance (e.g. royal family, clan, religion, occupation). However, some, about 30%, are specifically designed to affect only those of a particular *alignment* (good or evil) or *race* (for example: affects any race other than elves or affects only wolfen and so on) or *allegiance* (will afflict only those loyal to a particular cause, god, religion, king, men of magic or other O.C.C. and so on). Rune weapons, holy weapons and religious artifacts are the types of items most commonly found to have curses designed/directed to specific alignments or other conditions.

RANDOM CURSE TABLE (optional)

- 1-5 Misunderstanding
- 6-10 Reduced Healing
- 11-15 Cold
- 16-20 Dislike
- 21-25 Cravings
- 26-30 Heat
- 31-35 Stink
- 36-40 Reduced Vision
- 41-45 Hallucinatory Noises
- 46-50 Spoilage
- 51-55 Rags
- 56-60 Vulnerability
- 61-65 Insect Attraction
- 66-70 Phantom Odors
- 71-75 Breaking
- 76-80 Glow
- 81-85 Confusion
- 86-90 Glowing Eyes
- 91-95 Mumble
- 96-00 Headaches

Hallucinatory Noises

The victim of this curse will hear noises at odd times; such as when they are sleeping, on guard duty, listening at doors, etc. The noises they hear will always suggest living creatures or beings, such as voices carrying on a whispered conversation which they can almost, but not quite make out, the scratching of claws on stone, the whisper of footsteps, etc. They will never be sure whether what they are hearing is just a hallucinatory noise or one created by an actual creature.

Rate of Occurrence: 75% chance during sleep (it will awaken the person), 60% chance when in darkness, 50% when on guard duty,

50% when listening at a door, 25% any other time. The stress will lead to insanity.

After the owner of this cursed item has experienced the noises for 60 days the person will *acquire a phobia* (fear and apprehension). Note that in this case the phobia is more like paranoia and extreme jitters rather than outright terror. Add one of the following for each month the cursed item is used beyond 60 days. 1) darkness, 2) closed doors, 3) graveyards, 4) undead, 5) unknown places, 6) gods, 7) sleep.

After one year there is a 50% chance of becoming a paranoid. Roll for each year under curse.

Note: The insanities will remain until cured.

Reduced Vision

The victim's vision, both day and night vision, will be reduced to a maximum of 30 feet. Past this point the vision of the cursed person will become blurred; attempting to fire ranged weapons at targets past this limit will have a -8 to strike applied against them.

Spoilage

This interesting curse causes all food, wine and water carried by the cursed individual to spoil within 24 hours; food, even preserved food, will become a rotten mess, wine becomes sour and undrinkable, as does water. This curse is also applied to any of the above supplies carried on a horse or other creature the victim owns. The curse will remain even after the item is discarded until a *remove curse* is successfully applied.

Rags

The curse of rags causes any clothing *and armour* (including magical) carried by the cursed victim to tear and break easily, rapidly becoming nothing more than rags within a one week period of having been bought. Normal armour will lose 10 S.D.C. per day, while magical armour will lose 5 S.D.C. per day permanently for each day they are owned (not necessarily carried) by the victim of the curse. When the S.D.C. of the armour is exhausted it is totally useless.

Reduced Healing

A person afflicted with this curse will only heal *One Point Per Day* by natural means and by half if a magical heal is used on them, (e.g. a clergy laying of hands or magic potion will only be half as effective as normal). Spells of restoration will automatically fail to restore lost limbs and even a resurrection has only a 25% chance of working successfully. When attempting to recover from a coma the victim of the curse will have to roll as though they have received only normal (natural) medical treatment, even if magical aid is used (which means the victim must roll 59% or better three times out of five to regain consciousness, rolled each full hour the victim is in a coma).

Confusion

This curse reduces the victim's I.Q. by two points. If this reduces their I.Q. below the minimum needed to perform the functions of their O.C.C., they will be unable to use any of their O.C.C.'s special abilities (casting spells, picking locks, etc.). There is also a -10% penalty applied against all their skill percentages so long as the curse is in effect.

Vulnerability

This curse applies a penalty of -2 to all the victim's saving throws; whether against magic, psionics or poison.

Misunderstanding

Often characters must deal with those of other races, speaking, or reading and writing the languages of these other races. Victims of this curse will *always*, even upon making a successful speak or read/write roll, misunderstand what they have read or what has been said to them in languages other than their own (usually to their

detriment). Additionally, what they write or say in languages other than their own will always be misunderstood (and often taken as insults). Scrolls cannot be properly read and will not operate. Likewise mystic symbols, wards, runes and circles will also be misinterpreted and unable to be activated by the cursed person.

Stink

The victim gains a foul body odor which is enough to make others within five feet of them gag. No amount of baths or perfumes will disguise this stench. *Remove curse* is required even after the cursed item is disposed of in order to negate these lasting effects.

Phantom Odors

The victim of this curse will smell odd and alarming odors at odd times for no reason (like when they are in an underground temple and suddenly smell burning sulfur, rather reminiscent of demons). The victim of such a curse will be unable to tell whether the odors they smell are real or just a manifestation of the curse.

After the owner of this cursed item has experienced the odors for 60 days the person will *acquire a phobia* (fear and apprehension). Note that in this case the phobic condition is more like paranoia and extreme jitters rather than unreasoning terror. *Add* one phobia for each month the cursed item is used beyond the initial 60 days. 1) fire, 2) devils and demons, 3) darkness, 4) foods cooked by others, 5) cleanliness (that's to say he/she will be fanatical about being sparkling clean/washed/groomed. Anyone who is not will be viewed with suspicion and dislike, as well as being lectured about cleanliness), 6) unknown places, 7) fumes, snuff, perfumes, colognes, etc. **Note:** The phobias are permanent unless they are cured.

Rate of Occurrence: 50% every hour during sleep (it will awaken the person). 80% every time food is eaten or nearby. 60% when on guard duty, 50% when listening at a door or unknown area, 35% when a stranger is met, 20% any other random time.

Headaches

The victim of this curse will be afflicted by powerful headaches, normally giving them a -1 to strike, parry and dodge and a -5% on all skills. In stress or crisis situations the headache will become sharply worse, making concentration and spell casting difficult (always the last to strike or act) and giving a -3 penalty to strike, parry and dodge, and a -15% penalty on all skills.

Dislike

The victim of this curse effectively becomes an irritant to all people around them and who they meet, causing strangers to take an immediate dislike to them. Fights will break out, seemingly over nothing, merchants will not want to deal with them, etc. The M.A. attribute is reduced to 4. After 6 months there is a 44% chance of the person becoming phobic toward others and/or paranoid.

Insect Attraction

A person who has this curse placed upon them will always be attacked by insects; mosquitoes will be drawn to them, lice and ticks will love to infest their clothes and armour. Any insects in the area will be drawn towards them before anyone else. Ultimately the obvious and repulsive insects and wrappings acts to reduce the person's physical beauty (P.B.) by half and M.A. by one third. After all, this is not a pleasant creature to be around.

Note: While an alchemist may be able to create some type of insect repellent it will not repulse lice, ticks or fleas. Flying insects will still be drawn to the person no matter what is done. This does *not* apply to such monstrous insects as grunners and rock crawlers. A *remove curse* is needed to negate the curse even after the cursed item is disposed of.

Glow

The flesh of the victim of this curse will glow softly with a whitish light. This light is not enough to illuminate an area or book in

darkness, but is more than enough to attract attention. The light can be concealed only under heavy cloth wrappings (which tend to make the victim look rather mummyish). The odd effect reduces the physical beauty by 2 points and the unusual glow tends to attract both night insects and first attacks in combat (suspicion and fear is created). A *remove curse* is required to negate the lasting effects of this curse even after the cursed item has been disposed of.

Breaking

The victim of this curse seems to be extremely unlucky or clumsy; any breakable object they are given will somehow become broken within 24 hours of their taking possession of it, no matter how well wrapped or protected it is. For example, a potion bottle they place in their pack may be broken when they are knocked backwards and land on their pack. A crystal ball could be broken when they are attacked from behind or dropped. An arrow fired at them miraculously hits the breakable item instead of their body. This curse is extremely subtle, but very effective. A *remove curse* is required to negate the lasting effects of this curse even after the cursed item has been relinquished.

Cravings

The unfortunate victim of this curse will suffer cravings for the particular kind of food or drink the curse describes (at the game master's discretion), whether it be the most expensive food in existence, or camel dung. The craving will come 1-4 times per day; to resist the craving the victim must make a successful save vs magic of 15 or better. A failed roll means they will do *anything* to satisfy their craving. If they are unable to do so they will be -3 to strike, parry and dodge for 1-8 hours until the craving passes for the moment. G.M.'s should not make the desired food or drink too rare or obscure.

Heat

The victim of this curse will always be uncomfortably warm, even if they are sitting in a cold bath. While uncomfortable, this curse has no other side-effects, except the person may catch a cold from wearing too few clothes. A *remove curse* is required to negate the lasting effects of this curse even after the cursed item has been disposed of.

Cold

The victim of this curse is always cold, no matter how many clothes they are wearing or how hot it may be. If the temperature of the room or area they are in exceeds 100 degrees F, there is a chance they may become unconscious from heat prostration (have the character make a P.E. saving throw). If this happens and there is no one to aid them, they will lose 1-4 hit points every hour they are in this area and remain unconscious until they die. A *remove curse* is required to negate the lasting effects of this enchantment even after the cursed item has been relinquished.

Glowing Eyes

The victim of this curse will have his eyes glow white, yellow or red. Most people who see such a person will assume they are evil, a demon or possessed by a demon, and either attempt to kill them or drive them out of town, or exorcise them (while clerics and wizards know the proper methods of exorcism there are a lot of people who think that physical pain can drive a demon out of a person, so such a victim may be beaten, whipped, burned, etc., in an attempt by a good hearted, but ignorant person to exorcise their "demon"). Although this curse raises a character's MA to 22 it only serves to intimidate rather than cause trust. The suspicious aura that will emanate around the enchanted person will cause friend and foe alike to view this person with suspicion, fear and distrust. Unless threatening or angry, people will generally regard his/her words as lies.

Mumble

No matter what the victim of this curse tries to say no one will

be able to understand them because they are "mumbling". Even if the victim tries to shout it will come out as nothing more than a "mhhuhhhhyaaauhhh nayyyy". All who hear him/her speak only have a 50% chance of completely understanding what is said. Characters listening must roll for every two sentences spoken.

Faerie Foods

Faerie foods are sometimes available for purchase in some of the most ancient, expensive or decadent alchemist shops and drug dens. Their availability is usually subject to special, rare arrangements (pacts) with faerie folk or one time raids or discovery of faerie mounds.

The most sought after, for recreational purposes by decadent aristocrats and men of magic, include cinnamon sticks, bubbly wine, burgundy wine, cordials, flounder, tarts, peanuts and beetle nuts. The cost of these rare magic foods vary greatly; from as little as 500 to as much as 1500 gold.

The more debilitating faerie foods such as squash, beets, pears, sloe wine, mixed nuts, roast pigeon, frog legs, mussels and so on, are usually rarer and cost 1000 to 6000 gold depending on the item and particular seller.

Saving Throws are the same as for all faerie magic: *14 or higher*

Beets

The victim becomes extremely violent and will attack the closest *non-Faerie* immediately. This rage will last 3-18 melees.

Squash

This reduces the victim to one-half normal size for 1-6 weeks (Only the victim's body shrinks, not his clothes or weapons).

Sloe Wine

This reduces speed and number of attacks per melee of the victim by half for 1-6 days. This is wine, however, and has the same effects as normal alcohol for the full duration.

Cinnamon Sticks

This causes the victim to have the urge to commit acts of sinful evil at irregular periods for 1-6 months unless a remove curse is used. However, the person will be very pleased and self satisfied during the entire time.

Tomatoes

Causes the victim to temporarily grow 1-6 extra toes on each foot making it impossible for them to wear normal shoes/boots. Effects last 1-6 months; - 10% to prowl, +5% to scale walls.

Pears

This creates a temporary double of the victim (a la Doppelganger spell), but of the opposite alignment. The double will exist for only 1-10 days. Note: The double will automatically dislike it's opposite and flee from it.

Goose

The victim will feel like he/she is being pinched at random times (usually when sleeping or when silence is required). Effects are permanent until a remove curse is used. No damage is taken.

Roast Pigeon

The victim will believe anything he/she is told while under the effects of the food. Effects last 24 hours.

Turkey

This causes the victim to become obnoxious and irritating for 1-4 days.

Mixed Nuts

The victim picks up 1-4 random phobias which last 1-6 weeks.

Frog's Legs

The victim's legs assume the form of frogs legs, enabling them to leap a number of feet straight up equal to their P.S. or twice their P.S. if jumping forward. This reduces the P.B. by 1/3 and is permanent until a remove curse is used.

Mussels

This increases a person's P.S. by 10 points, but they become so muscle-bound their P.P. and SPD are reduced by half and the victim's number of attacks are reduced by 1; lasts 1-6 hours.

Bubbly Wine

This causes the victim to float in the air like a balloon without control, with little bubbles escaping his nose and mouth. The victim does feel very light-headed and happy. Lasts 1-3 hours.

Burgundy Wine

The victim feels very happy, but turns a vivid burgundy (purple) color. Permanent until a remove curse is used.

Beetle Nuts

A drug-filled kind of nut, it causes mild hallucinations in which the victim will see a civilization of friendly giant beetles. Lasts 1-8 hours.

Tarts

This causes the victim to become extremely amorous and giddy, almost as if they were drunk, making them fall in love with every person of the opposite sex they see. Effects last 1-4 days.

Peanuts

This makes the victim suffer the "call of nature" every 1-4 hours or uncontrollably when under stress. Effects last 1-4 days.

Cordial

This is a light wine which makes the victim feel very relaxed and good, but also makes them behave extremely politely to everyone and *everything* they meet. Makes the victim lose their initiative automatically. The victim can only enter a fight if they are attacked first. Effects last 1-6 days.

Flounder

This makes the victim confused and unable to make up their mind. They lose initiative; - 6 to strike, parry and dodge. Effects last 1-6 days.

Coffee

This makes the victim cough continuously, ruining their sleep, interfering with their concentration. Effects last 1-6 weeks.

Wine

Extreme drunkenness for 2-12 hours. - 5 to strike, parry and dodge and - 5 from speed.

Walnut Candy

A random phobia is picked up lasting 1-6 days.

Almond Candy

The player's skin will take on the look and texture of tree bark, temporarily reducing the player's physical beauty by 6. The effects last 1-8 days. No player can have a beauty less than one.

Beef Cake

Males who eat this will immediately consider themselves to be of surpassing beauty and skill. Females who eat this will fall in love with the first male they see. Effects last 1-4 days, though a remove curse will break the spell.

Duck

Whether the player who eats this is lucky or not is a matter for consideration. The said player gains +3 on all rolls to Dodge, but becomes very timid. The affected player will never lead a charge and would much rather run than fight. Effects last 1-6 days.

Skunk Cabbage

This food causes the player to have a rather offensive body odor which can be smelled up to 8 feet away. This smell will last only 1-6 hours, but each player who smells this odor must roll under his/her mental endurance to avoid vomiting.

Green Beans

This vegetable simply causes the player to turn green. Unless a remove curse is cast on the player, the effects are permanent.

Cauliflower

This amusing vegetable causes the eaters ears to grow four times larger than normal. This will last 1-4 months unless a remove curse is used.



Herblore of the Palladium World

The following is a list of the best known herbs and drugs of the Palladium World. The name or term in parenthesis () are the common or slang name of the drug.

Euphorics

Oponi (Grass, Weed) — Common

This is a bushy plant of which the leaves are picked and pressed into cakes or wads. The leaves are chewed producing, in 1-8 melees, a light-headed, floating feeling that also reduces inhibitions. This lasts from 1-4 hours. This also makes the character -2 on initiative, -1 to parry and dodge. This is found in most forests of the world.

Cost: 150 gold per ounce. There are 4 doses per ounce.

Veroc (Cleanser) — Uncommon

A short, squat plant, its leaves are picked and brewed in water to release its effects. It produces a light-headedness, relaxation and enhances the senses. Wolfen, ratlings, and other, animal types, intelligent creatures are especially affected. Bonuses: +1 on initiative, +10% to track by smell and recognize odors. Men at arms sometimes use it the night before battle as some say it clears their mind. The effects last 1-4 hours. It is found in needleleaf forests, especially in the Northern Wilderness and Bizantium. It is not found in the Yinsloth Jungles or the Land of the South Winds. Very addictive if used regularly. Negative effects are edginess, irritability and even phobic or hostile actions toward constant noise (like dripping water or somebody tapping) and loud noises. 60% chance of attacking the noise maker, regardless of the consequences.

Cost: 175 gold per ounce. There are 5 doses per ounce.

Hallucinogens

Delquiff (Quiff, Happy Juice) — Uncommon

A sparse plant with a large root, the plant is grown for the root. It is crushed and pressed to release its clear, thick juice. One half ounce of the juice, taken orally, induces euphoria, mild illusions and sense enhancement within 2-12 melees. The effects last 1-6 hours. It is known to be mildly addictive. It is found in low lying, marshy areas in the Eastern Territory, Timiro Kingdom and the Land of the South Winds.

Effects: -3 on initiative -1 to parry and dodge, deadens reaction time. Addicts suffer these penalties at all times and are very laid back and easy going. Reduces the M.E. by 2 points while addicted.

Cost: 250 gold per dose

Kargalin (Kang, Zombie, Lightning) — Rare

This is a plant resembling a wild potato, valued for its root. The root is crushed, diluted with water, strained, then boiled into a concentrate. The result is brown colored crystals or powder. Drinking .2 ounces of the crystals in a half pint of liquid causes a lack of movement, vivid hallucinations and intense emotions. This can last 2-8 hours. There is a 40% chance of recurring flashbacks and withdrawal. Highly addictive. It is found only in scrub areas and around low water such as Ophids Grasslands and the Upper Western Empire. Addicts suffer reoccurrences when tense (50% chance) with all the usual affects of debilitation.

Effects: No initiative, -6 to strike, parry, dodge, all skills are reduced by $\frac{3}{4}$ when under its influence.

Cost: 500 gold per $\frac{1}{2}$ ounce. Approximately 2 doses per $\frac{1}{2}$ ounce.

Mellina (Nirvana, Deathjoy, Bliss) — Very Rare

This is made from a cactus-like plant. The leaves are crushed, pressed and the sap collected. It is then diluted with water, strained, and boiled twice to concentrate it. It is then allowed to dry and a white powder is left. One ounce of powder is yielded from two pounds of leaves. One half ounce of powder diluted in $\frac{1}{2}$ pint of liquid causes intense hallucinations, emotions, and muscle lock. All the person's dreams, wants and desires are revealed to him as if real. During this time no communication is possible with the person. The effects last 1-6 hours. If a psionic

attempts to contact the victim in any way, there is a 38% chance that he will be caught in the effects. If this occurs the psionic has a 45% chance that he is now addicted to the drug. This is one of the most addictive drugs known. If it is not taken at least once a week, withdrawal occurs and is always fatal. It is so addictive that there is a 70% chance of addiction EACH time it is used. Addicts will lie, cheat, steal and even murder to get a dose of Bliss, even if of good alignment, as he is now driven by other values. Withdrawal is painful, causing high fever, delirium, severe vomiting and stomach cramps for 3D4 + 2 days. During this time the person is completely helpless. Addicts will be serene and easy going, capable for the first 48 hours after taking the drug, but irritable, -1 on initiative and -10% on all skills until the next fix. It is found only in the Baalgor Wastelands.

Cost: 1000 gold per dose.

Mind Alteration Drugs

Fansolin (Mindbender) — Rare

When this tall plant flowers it is picked and crushed, flower and all, and mixed with water. The mixture ferments for two months, is strained and distilled. This yields a purple liquid. Three pounds of plant material yields one ounce of drug. One half ounce of drug is mixed in ½ cup of liquid. After 1-6 melees a hypnotic state is induced in the victim. This lasts for 1-4 hours depending on the subject. This allows someone to command the victim to do *anything*. If the command is contrary to his beliefs, alignment, etc., he is allowed to save vs poisons (a 10 or higher). If successful, the victim can refuse the order, but must roll to save against each command. The drug is enjoyed for its complete euphoria and total loss of physical sensation. Addicts suffer memory loss, skills reduced by 5%, M.E. reduced by ⅓. It is found on the uppermost slopes of the mountains or in cooler climates in the Timiro Kingdom, Eastern Empire, Old Kingdom, and high on Mt. Nimro.

Cost: 1000 gold per dose.

Jenelfin (Godfire, Vision)

This is taken from a bean off a tall, bushy plant. Picked when ripe, the beans are crushed and pressed to yield an oil. It is strained until there are no impurities in the oil and it is a golden, clear color. Usually four pounds of beans give two ounces of oil. A slow burning oil, one quarter of an ounce of the oil is placed in a metal bowl and lit. This produces fumes of a sweet odor which are inhaled. Best results are in a small enclosed room. After 1-4 melees the user becomes comatose and has vivid and often frightening hallucinations. It also causes severe physical pain to the body. Some say the pain is the price one pays to talk to their god. There is a 10% bonus to commune while under the drug's effects. All skills increase by 5% for 2-12 hours afterward; +1 to strike, parry and dodge. There is a 20% chance of heart failure each time used and prolonged usage results in permanent mental disorders. Addicts roll once on random insanity table. Fanatical clerics, shamans, wizards and soldiers, etc., use this drug to communicate with their god. Usually people of good alignment will *not* use it except in the most desperate circumstances. It is only found in the Yinsloth Jungle, Southern part of the Land of the South Winds, and Floenry Isles.

Cost: 1500 gold per dose.

Yendari (Soulcatcher, Pawn) — Very Rare

Yendari is produced from a very rare plant, fortunately, and is very hard and dangerous to produce. A very bushy plant, it has long tap roots from 8 inches to 3 feet. Gloves must be worn in all preparations of the drug. This purple root must be dug gently with no damage to the root. It is then washed to remove the dirt. This will reveal darker purple nodules on the root. These must be removed without rupturing the nodules (if injured, it will result in a transparent purple liquid being released in a spray. Any contact with the skin will cause instant death due to nerve poison). The nodules are then put in an enclosed press to release the liquid. The resultant liquid and root debris are then fermented for 6 months in a dark area (exposure to light ruins the batch at this

stage). It is then finely strained (and still deadly) and then boiled to concentrate it. This also destroys the nerve toxin in the liquid. After evaporation a fine crystal powder is produced. Half an ounce of yendari mixed into one cup of liquid will induce a trance-like state in the user.

While in this state the person remembers only peace and bliss, a sort of blank euphoria. However, while under the drug's influence the person is extremely emotional and hostile. In this state he or she will react in a very primal "Mr. Hyde"-like way (miscreant alignment), responding to everything on a very base emotional level. The yendari also makes its user extremely vulnerable to psionic manipulation. Hypnotic suggestion, empathy, telepathic implants/suggestions and illusion can place the drugged individual under a psionic's *complete* control. The person will obey any and all commands without compunction. Only characters with a P.E. over 16 are allowed a saving throw and then with no P.E. bonus. This includes the vilest deeds regardless of alignment and even against friends, family or party members. The state lasts 1-4 hours. The yendari user will recall absolutely nothing about what he did or experienced, remembering only total peace. Even a telepathic probe will provide no recollections other than dream-like flashes of incidents, but nothing comprehensible.

Addicts must take the drug at least twice a week or suffer nausea and terrible headaches that make it difficult to think. All skills are performed at -6% during this point. If the drug is not available the addict will fall into withdrawal within five or six days. The headaches will be so severe that all skills are -20%; -2 to strike, parry and dodge. This will increase until the person is violently ill with throbbing, excruciating headaches, insomnia, fever and diarrhea. All skills are reduced to ¼; -6 to strike, parry or dodge, speed is reduced by half. The severe withdrawal lasts 4 to 16 days (4D4). **Note:** The yendari addict is -6 to save vs psionics at all times while the drug is in his/her system. This is found *only* in the deepest part of the Yinsloth Jungle.

Cost: 5000 gold per dose.

Other Available Types of Drugs

Al-Kazin — Rare

A sparse plant, its berries and leaves are dried and crushed into a coarse powder. It is brewed in one pint of water to one ounce of powder and ingested. This triples the normal rate of healing. It is found in the Northern Old Kingdom, Phi and Lopan.

Cost: 600 gold per ounce.

Rodoffrin — Uncommon

From a bush resembling Sage, the leaves are picked. They are mashed to a coarse paste which is sold in jars. When applied to a wound it will stop further loss of blood (therefore no further loss of hit points due to blood loss). This is handy if you are without clerical help or it is the cleric that is injured. Found in most forested areas, but not in hot or dry areas.

Cost: 375 gold per 4 ounce jar, good for approximately 6 applications.

Lebarisine (Dreamkill, Jumper) — Uncommon

This is a stimulant made from a mushroom that grows in shady, decaying, forested areas. It does not grow in hot, dry or humid climates. Dried and powdered, it is dissolved in water and ingested. Usually it is one ounce to one gallon of liquid. A dose is one pint.

This will keep the user awake 4-24 + 4 (4D6 + 4) hours, needing no rest. Users are hyperactive, unable to keep still. Prolonged usage will result in hallucinations, fatigue and weight loss of two pounds per week. When not high the addict is extremely fatigued, needing twice as much sleep or is groggy; -4% on all skills, speed is reduced by ⅓. This is used by soldiers on watch or under siege, etc., but it is illegal in most military camps.

Cost: 400 gold per ounce.

Wharifin (Downer, Dreamice) — Rare

This is a brown-green powder derived from a type of seaweed. It is

collected, dried and powdered. 4 pounds of plant yields 8 ounces of powder.

Sprinkled on food it is not detectable except for a slight, sweetish taste. In liquids it dissolves clear with no taste. After 1-4 melees the victim falls into a deep slumber lasting 1-4 hours. A double dose will induce a coma lasting 1-4 days.

This is found only in the shallow seabeds off the coast of the Timiro Kingdom, Floenry Isles and parts of the coast of the Land of the South Winds, in small amounts.

Cost: 650 gold per half ounce or one dose. Non-addictive.

Stalsis (Mule, Heat, Horsehead) — Rare

This is a powerful aphrodisiac. It is made from a tall (3') flowering plant resembling Tarragon. Picked when flowering, the whole plant is crushed, diluted with water and distilled. This results in a thick amber liquid. It is usually mixed into a body soap or lotion or refined whale oil. This ointment is applied to the skin and takes effect in 3-12 melees. This causes light-headedness, lowers inhibitions, sensitivity to touch and a powerful attraction to the opposite sex. The effect lasts from 1-6 hours. This is found in the Land of the South Winds and the Timiro Kingdom. Somewhat rarer in the Eastern Territories.

Cost: 800 gold per 1 jar or 4 doses; 1000 gold for the oil. Mildly addictive.

Gorvon (Bear, Lion's Paw) — Uncommon

This drug is made from the massive seed pods of the plant. The seeds are picked when ripe, dried and powdered. The powder is added to water and is brewed, then ingested. A common preparation dose is 1 ounce of powder to 1 gallon of liquid, then 1 pint of brew is drunk. This gives the user extra strength and endurance for approximately 1 hour. During that time 5 points of strength is added to their P.S. attribute. After the effects have worn off the user is physically exhausted; P.S. attribute is -5, P.P. is -5, speed is reduced by half. If the user doesn't rest within the next hour or two for one full day (24 hours), he/she may collapse (85%) into a coma-like state for 1-2 days. There is also a 25% chance of muscle damage due to the surge of strength; -3 to speed, strike, parry, dodge for 2-8 days until fully recovered. It is rumored that Wolfens take "Bear" before entering important battles. It is found in the Northern Wilderness, Timiro Kingdom and the Eastern Territories in forested areas.

Cost: 850 gold per dose.

Special Herbal Mixtures

Tershalin (Heavensent, Epim's Tears) — Very Rare

This mixture is only made by a healing monastery on the Isle of Zy. It is made from a bushy plant whose flowers are white and teardrop shaped. The whole plant is picked, along with the flowers, dried and crushed. It is then diluted with distilled water and strained over very fine cheesecloth. It is then boiled to concentrate it. This results in a white, crystalline powder; 4 pounds of plant results in 1 ounce of powder. This is truly a gift from Epim herself as Tershalin is a universal antidote to poisons. A dose of one half ounce powder to 4 ounces liquid, taken orally will negate poison if taken in time. It can also be mixed into Rodoffrin and sold as an ointment. Applying it to poisoned wounds will stop the poison and any bleeding. It is found growing in the rocky cliffs off the shore and in shady, stony areas of the Isle of Zy. All money taken from the sale of Heavensent goes to the upkeep of the abbey.

Cost: 1000 gold for 1 ounce packets; 1500 gold for ointment; 1oz jar equals two applications.

Lavaryta (Mindseye, Soulstrength) — Very Rare

The plant, its location, and preparation of the drug is a secret held by one man and a few trusted associates. He is said to be named Darbor Shirak, a renowned Mind Mage. It is also said that he discovered the plant and, after years of research, perfected the production of the drug.

Knowledgeable (?) alchemists have said that it is the root of the plant that is used. It is picked, crushed and fermented in an unknown blend of liquids for 3 months. It is then distilled and dried to result in coarse, bluish crystals. This is all conjecture of course. 1 pinch (approximately), placed under the tongue or inhaled through the nose, will result in a slight dizziness. 1-4 melees later all senses are enhanced and the drug's main effect takes place. This is the only drug found so far in the Palladium World that enhances the power of a **psionic mind**. It raises the I.S.P. of the person 10-40 points (1D4 × 10). After the drug has worn off, the user is subject to severe headaches, nausea and fatigue. Psionics cannot be used for 30 hours until the drug wears off. If psionics are used, there is a 60% chance that the psionic will lose 2-20 points of I.S.P. permanently. There is also a 15% chance of permanent loss of all psionic ability. Prolonged usage may result in insanities. If a non-psionic takes this drug it will result in a complete mind wipe. It is rumored that the only location of the plant is the Forest of Enchantment in the Old Kingdom. The only place to purchase the drug is through only the most select alchemists in Credia. Some say the Alchemist, Gaius Kraken, offers it for sale.

Cost: 9500 gold per one quarter ounce (4 doses)

Note: It is now rumored that the drug has been refined to make the gained I.S.P. permanent. It may only be taken once to gain I.S.P. or complete loss of psionics will result. The rumor is completely unfounded. All the above prices can be adjusted upwards by 10-50% due to location, situation and availability.

Addiction is quick and terrible, occurring if the drug is used more than twice a month. Addicts must take the substance at least once a week.

Negative Side Effects Include: Gains one phobia (roll on the phobia/insanity table), plus varying personality changes; roll on the following table once each day.

- 1-25 Extremely paranoid, trusts no one including friends. Becomes secretive, sneaky and treacherous.
- 25-50 Befuddled, absent minded, disoriented, difficulty in concentrating; -6% on all skills, -2 on initiative.
- 51-75 Megalomania: exaggerated sense of self importance and power; +4% on all skills, +1 on initiative, +1 on all savings throws, +1 to strike, parry and dodge. Will believe himself to be invincible, jumping into the worst situations without fear.
- 76-00 Hallucinations; usually about the object of his/her phobia or impending danger. Will become uncontrollable; using psionic abilities to hide from, flee or combat the nonexistent danger. This is basically a self induced psionic illusion that appears terrifyingly real. Telepathic communication/probe with the victim of a Lavaryta hallucination will subject that person to the addict's mental illusions. Hallucinations occur during periods of stress (60%) or when asleep (nightmares 50%). Roll for each stressful event.

The Effects of Drug Addiction

Roll for effects and disposition while intoxicated

- 1-10 Quick temper, argumentative; +1 on initiative.
- 11-20 Totally passive, will *not* attack, confused, wants to be left alone; -5 to parry, dodge, and roll with punch or fall.
- 21-30 Extremely paranoid; trusts no one, not even friends; +1 on initiative.
- 31-40 Disoriented, has difficulty following movement; -4 to parry and dodge, -2 to strike.
- 41-50 Hallucinations, totally oblivious to reality; -4 to parry and dodge, 50% chance of not recognizing friend or foe, or attacking a friend (thinking him an enemy), or not recognizing danger, or cringe in terror of battle phantoms.
- 51-60 Withdrawn, quiet; -6 on all skills.
- 61-70 Secure/self-assured only while high; -4% on all skills when not on drugs.
- 71-80 Depressed, pessimistic; -8% on all skills.

- 81-85 Reoccurring hallucinations when under severe pressure/combat. 43% chance of reoccurrence/flash-back, same as hallucination listed previously.
- 86-91 Hyper, agitated, always moving, distracted; -2 on initiative, -2% on all skills.
- 92-00 Super syndrome — believes his abilities are heightened by drugs; +1 to strike, parry and dodge, +6% on all skills when high. -1 to strike, parry and dodge, -12% on all skills when straight (not on a drug high).

General notes concerning drugs:

- Takes 15 to 20 minutes to take effect.
- Effects last 45 minutes to two hours.
- Remains in system, even after the high is gone, for 48 hours.
- Addicts *need* a continual supply, taken at least once or twice a day (or more often, depending on the drug and desired effects).

Drug addiction can be cured and requires a willingness to seek treatment and being slowly weaned off its dependency. Total withdrawal or going "cold turkey" is the sudden abstinence from any drugs.

Withdrawal Symptoms (cold turkey)

1st Week: -35% on all skills, -8 on all combat skills, violently ill, nausea, vomiting, cramps, etc. Requires regular observation and facilities. 75% likelihood of taking the drug if it's available.

2nd Week: -20% on all skills, -4 on all combat skills, very weak, shakes, nauseous. 50% chance of taking the drug if it's available.

3rd Week: -10% on all skills, -2 to strike, parry and dodge. Weak and insecure, but feeling considerably better. 28% chance of taking the drug if available.

4th Week: Completely detoxified. Only psychological addiction remains (14% chance of taking the drug if made available); suggest continued therapy/counseling.

The next 6 months: This is the battle to stay dry. 10% chance will return to drugs if under extreme pressure.

After those six months: There is little chance of turning to drugs even under pressure; 3% chance.

Note: A character can attempt to fight addiction repeatedly despite numerous failures to do so.

GEMS OF THE PALLADIUM WORLD

Assisted by Randi Cartier & Randy McCall

As result of numerous requests from Palladium RPG players, we present the following list and rules regarding gems and precious stones. We have compiled a generous variety of precious stones, but by no means claim to have compiled a comprehensive list. It would be pointless to describe the multitude of *real*, precious and semi-precious stones and metals. Such a list would tend to be lengthy, boring and generally of no real use to most fantasy campaigns. Instead we've compiled a modest set of rules and list of precious stones and metals as they specifically apply to the Palladium World. Ambitious game masters may want to do their own research and add to our list of valuables. However, one can more easily presume that the gem stones excluded from the proceeding either do not exist in the Palladium World or are so common that they have little or no value.

METALS, GEMS and SEMI-PRECIOUS STONES

METALS

There are two precious metals in the Palladium World; silver and gold. The world's currencies operate on a gold standard, with all other coins being given values in gold pieces (such as a five-gold-piece silver coin). Note that the values which follow apply not to coinage and the raw metal, and does not include any artistic value inherent in sculpted metals. For example, a few ounces of silver, if worked or sculpted with sufficient artistry, could be worth several thousand gold. Likewise, additional work in producing a particular product may raise the cost. For example, it is extremely difficult to produce gold and silver foil, hence the high cost per ounce/sheet.

Silver: Common silver is found throughout the Palladium World, though the purest veins of this metal can be found in the mountains of the Old Kingdom (these are said to be almost mined out) and in the rocky hills of the Great Northern Wilderness.

Use in Coin: Used in minting coins normally valued in gold, thus a silver coin may be worth one, two, five or ten gold. Because of the difference in values between gold and silver, silver coins are *always* much larger than gold coins of equal value.

One pound of silver is worth 500 gold pieces.

Gold: Gold, the basis of commerce throughout the Palladium World, can be found in almost every mountain range in the world and is also common in the Great Northern Wilderness and the Eastern Territories. It is also rumored that great mother lodes of gold have been found in the Yin-Sloth Jungles, but these reports are generally unproven. The gold mines of the Old Kingdom and the Western Empire have been almost entirely mined out, with most of this metal now being imported from other areas.

One pound of gold is worth 2500 gold pieces.

Bronze and Brass: These are not natural metals, but metal alloys often used by jewelers and artisans as inexpensive substitutes for gold. Both are commonly used to produce jewelry, statuary metal-works and ornamentation for armour, shields and weapons. **Bronze** is an alloy of copper and tin; **brass** is an alloy of copper and zinc. These metals are most commonly found in the Old Kingdom, Timiro Kingdom, Eastern Territory and Northern Wilderness.

One pound of bronze or brass is worth 250 gold.

Precious Gems

The many precious gems which are available on the Palladium World are much smaller than most people seem to think. Most gems are sized by carat; a unit of measurement so small that there are approximately 140 carats to the ounce. A one carat stone is approximately $\frac{1}{16}$ th of an inch in diameter; so small as to be almost unnoticeable. If a stone is of more than one carat in size, use the following system to determine how large it is; divide the total number of carats in a stone by 5 (round fractions to the nearest whole number), then add one to the result to determine the diameter of the stone in sixteenths of an inch. Thus a stone of 23 carats would be $(23 \div 5 = 4.6)$, rounded up equals 5 sixteenths of an inch, +1 would make a total of 6 sixteenths of an inch, or little less than a half an inch in diameter).

Valuing Stones: Each kind of precious stone has it's own value per carat; this value can be modified by the cutting or "faceting" of the gem. It is this faceting of the gemstone which gives it it's brilliant, reflective quality and makes it a thing of beauty. An *uncut stone* looks like nothing more than a piece of colored quartz or glass, often cloudy and with flaws within it. Only characters with a recognize precious stones skill have any chance of recognizing rough, uncut stones or gems. By the art of the gem-cutter the flaws are removed, the stone is

polished and facets cut to bring out each gem's individual brilliance. Each stone is different and requires much artistry to create a beautiful jewel.

Semi-Precious Stones

Semi-precious stones are rare enough to be valuable, but are still common enough to be relatively inexpensive. Unlike gem-stones, they are normally bought and sold by the ounce and sometimes, even by the pound.

The following is a brief description, including locations of *some* of the more desired precious and semi-precious stones.

Diamonds: The most valuable of the precious gems, diamonds are the rarest of all. Extremely difficult to cut and polish, a cut diamond is truly the greatest testimony to the art of the gem cutter. Even the tiniest diamond can be extremely valuable; because of this and the ease with which they can be hidden, diamonds are favored by travelers who seek to transport large sums of money over a distance.

Locations: Scattered worldwide, but large diamond fields have been discovered in the remote interior of the *Great Northern Wilderness*, on the *Isle of Lopan* and *Phi*, and in the area of the border between the Western Empire and the Old Kingdom. Reports of diamonds of great value found in the Yin-Sloth Jungle flourish, but, as usual, these are unsubstantiated rumors.

Rubies: The second most valuable stone on the Palladium World, it is almost as rare as diamonds. Usually found with a pale-to-blood-red color, rubies can be cut into gems of exceptional beauty and brilliance.

Locations: Most rubies have been found in the southern section of the Ophid's Grasslands, throughout the Western Empire and in the northern section of the Yin-Sloth Jungles.

Emeralds: The emerald is next in value only to the ruby and diamond. Though the raw stones can be found almost anywhere, so few of these are of a quality which can be cut and polished to create a gem that any such stone is extremely valuable. All emeralds, whether raw stones or cut gems, are of a light-to-dark-greenish color.

Locations: Worldwide, but most valuable stones have been found in the Eastern Territories and on the isles of Yo-da and Zy.

Sapphires: Usually a rich shade of medium to deep blue and popular among the wealthy. The rare star sapphire is particularly striking, thus coveted above all other sapphires.

Location: Ophids Grasslands, Western Empire, Land of the South Winds, and some say the Yin Sloth Jungles.

Topaz: This gemstone exhibits such colors as pale yellow, pale brown and blue. Fairly common in the area of the Eastern Territories, it is in great demand in the Western Empire.

Location: Great Northern Wilderness and Eastern Territories.

Black Garnet: A rare form of garnet stone, the "black garnet" is a dark colored stone with flakes of gold or red embedded within it.

Location: Most often found in the Baalgor Wastelands, The Old Kingdom, Land of the South Winds and the Floenry Isles. Special Value: 50 gold per carat.

Chrysophase: A form of quartz crystal, the chrysophase is *much* rarer than ordinary quartz. The color and brilliance of this particular form of quartz is much like that of a diamond.

Location: Mountain ranges throughout the Palladium World, though the best quality and largest specimens have come from the mountain ranges separating the Ophid's Grasslands from the Land of the Damned.

Fire Opal: The rarest of the opals, this mineral exhibits an actual tendency to glow in the presence of light, making it extremely valuable for jewelry, rings and the like.

Locations: Exclusively in the Land of the South Winds. Special value is 120 gold per ounce.

Lapis Lazuli: This brilliantly blue colored mineral is often used in the making of jewelry as well as with marble for the creation of *mosaics* to decorate houses or other valuables of the rich.

Location: Solely the northern section of Ophid's Grasslands and the Island Kingdom of Bizantium.

Amber: This strange mineral is found only in the Yin-Sloth Jungles. At times, insects or other things are found imprisoned within lumps of this substance; it may be that these stones were used by ancient wizards to imprison enemies, but this is unknown. Because of its place of origin, amber is extremely rare and valuable, second only to fire opals.

Location: Yin-Sloth Jungles (exact location of mine/cache unknown).

Malachite: Though not a gemstone as such, this mineral, which exhibits green and white swirls throughout its mass, is so rare and valuable that it has become popular among the aristocracy. It is often used in decorating items made of even more expensive materials.

Location: Because this mineral is found only at great depths in the earth, it cannot really be said where it can be found. It is known, however, that most of this mineral is found and sold by those races which live and tunnel underground; the Troglodytes, Kobolds and Dwarves. Wherever such races are found one will usually find at least some malachite in the area.

Pearls: Though not gems, these "gems-of-the-sea" are rare enough to be sold by the carat.

Location: Western and southern oceans. Only the Western Empire and the Land of the South Winds have a great trade in them.

An Alphabetical List of Gems and Cost

<u>Precious Stone</u>	<u>Value Per One Carat Weight (in gold)</u>		
	<u>Rough/Uncut</u>	<u>Good/Cut</u>	<u>Superior/Cut</u>
Amethyst	15	45	75
Andnodite	15	45	75
Aquamarine	10	30	50
Citrine	25	75	125
Diamond	120	350	600
Emerald	40	120	200
Garnet	8	24	40
Ruby	40	120	200
Sapphire	30	90	150
Sapphire, Star	40	120	200
Smoky Quartz	1	3	6
Topaz	20	60	100
Tourmaline	10	30	50
Zircon	20	60	100
Zircon, Blue	30	100	175

Amethyst: Light to dark purple color.

Andnodite: Wine, red, green, yellow, brown, black.

Aquamarine: Pale blue in color.

Citrine: A light gold or yellow colored gem.

Diamond: The most common are colorless or *faintly* tinted colors of yellow, brown, green or blueish. Fancy or decidedly colored diamonds include violet, orange, canary yellow and yellowish green. These outstanding stones often sell for two times the normal list price. Rare diamonds are red, blue and deep pure green. These are magnificent gems and cost three times the normal list price. Black diamonds have no value.

Emerald: Light to dark green color.

Garnet (alnandine): Light to deep red. *Black Garnet* is generally worth twice as much as the red.

Ruby: Deep, rich red color.

Sapphire: Medium to dark blue.

Star Sapphire: Dark blue with white-blue star.

Smokey Quartz: Black.

Topaz: Deep gold or medium blue in color.

Tourmaline: Excellent quality multicolored stone.

Zircon: Yellow, green, red and clear (colorless) often used as a substitute for diamonds.

Blue Zircon: Pale to medium blue color.

An Alphabetical List of Semi-Precious Stones and Cost

<u>Semi-Precious Stone</u>	<u>Value* Per Ounce or by Carat Weight (in gold)</u>		
	<u>Rough/Uncut</u>	<u>Prepared/Cut</u>	<u>Carat</u>
Agate, Fire	2 per oz.	—	10
Amber	10 per oz.	100 per oz.	10
Chrysophase	10 per oz.	—	20
Hemitite	5 per oz.	20 per oz.	—
Ivory	2 per oz.	6 per oz.	—
Jade	2 per oz.	8 per oz.	—
Lapis Lazuli	2 per oz.	30 per oz.	10
Malacite	5 per oz.	30 per oz.	—
Moonstone	5 per oz.	—	20
Mother of Pearl	1 per oz.	6 per oz.	—
Opal	5 per oz.	30 per oz.	—
Opal, Black	5 per oz.	40 per oz.	—
Pearls	10 per oz.	30 per oz.	—
Tiger Eye	2 per oz.	15 per oz.	—
Turquoise	5 per oz.	30 per oz.	—

*Value is usually denoted by the ounce (oz.) or carat. Most semi-precious stones are not cut or crystal but polished, carved or shaped stones. Pearls are generally valued as individual units (each pearl = 10 to 30 gold each). Unusually large or stunning pearls may cost as much as three or four times the usual list price. Jewelry, statuary and art works carved from semi-precious stones such as jade, ivory, amber and so on can double, triple and even quadruple the value/cost of an individual piece.

Fire Agate: Rich brown or gold with patches of blue, green, purple, or red throughout.

Amber: A translucent gold stone; the best and most expensive have fossil insects or vegetation trapped within.

Chrysophase: Translucent apple green.

Hemitite: A shiny black metallic.

Ivory: Off-white pieces of animal tusks.

Jade: Medium to dark green color stone.

Lapis Lazuli: Deep blue with swirling gold veins throughout.

Malacite: Dark and light green bandings and bullseyes.

Moonstone: Milky translucent stone with defined white line in the center.

Mother of Pearl: White with rainbow like color reflections.

Opal: White stone with multicolor patterns.

Black Opal: Black stone with color whirls.

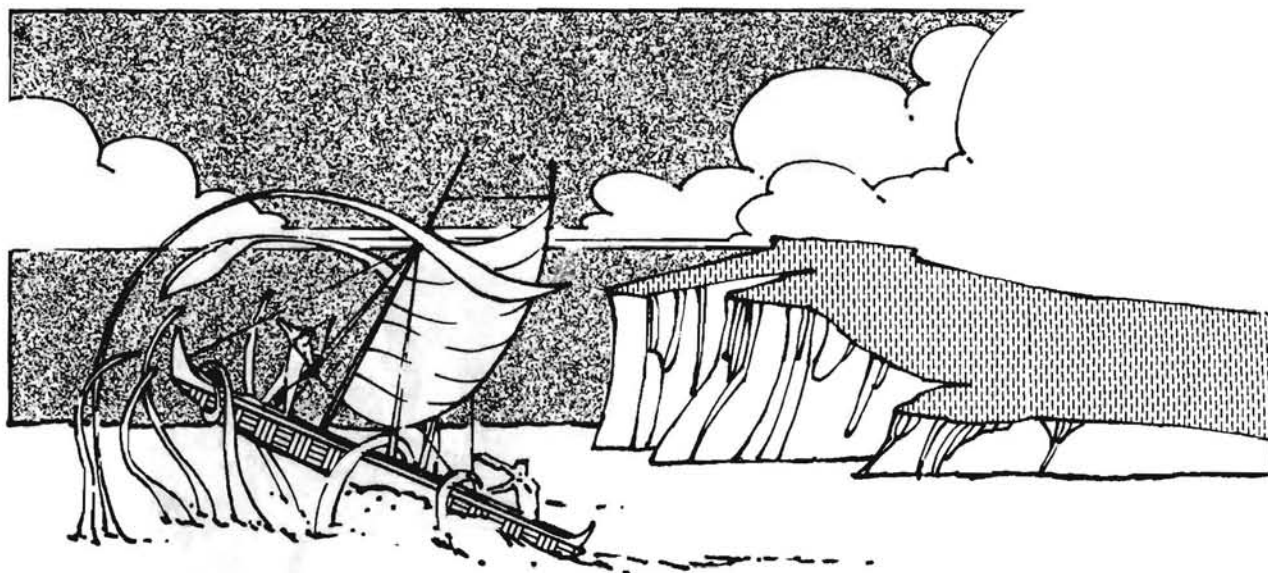
Pearls: irregular oval shapes, white with rainbow luster.

Tiger Eye: Brown and gold bandings.

Turquoise: Sky blue with black veins throughout.



THE SEA OF DESPAIR



The **Sea of Despair** is a large body of water that stretches some 650 miles along the northern coast of the *Land of the Damned*. Its unusual blackish green waters is the result of the unique algae and sea water which thrive only in the harsh northern ocean. Most scholars agree that it is the blend of sea weeds that attract the infamous sea serpents of the northern waters. Many have speculated that it is the nesting place of *all* the world's dreaded sea monsters, providing young with the nourishing plant life they must feed on in their infancy.

The multitude of sea serpents makes the normally rough and treacherous northern waters unsailable in the Sea of Despair. Only the *Kingdom of Bizantium* know the secrets of these waters, complete with the routes of safe passage. Secrets which are jealously guarded and have never fallen into foreign hands in over 200 years. Yet even the sailors of Bizantium have not truly explored these waters and have never set foot on the Land of the Damned. Much remains unknown about the Sea of Despair.

Sea of Despair Random Encounter Table (Roll once for every 8 hours at sea)

- 1-10 Sea Serpent (Viper) attacks without mercy and to the death.
- 11-20 Rough waters; speed slowed by half.
- 21-26 1D4 harpies looking for death and destruction, but will flee when hit points are reduced to 1/3.
- 27-34 Sea Serpent (Snaggled Tooth Gobbler) attacks; will flee after eating at least 3 people or badly hurt (down to 1/4 hit points).
- 35-42 Storm squall; speed reduced to nearly nothing; lasts 2D4 hours. See Ships and Storms for damage and loss of direction.
- 43-48 One hungry peryton (or harpy) will attack, trying to kill and/or snatch one person as food. 50% chance of minor sail damage.
- 49-55 Rough waters, speed reduced by half.
- 56-60 1D6 harpies (or peryton) looking for prey and death. Will attack, killing, maiming, and wrecking sails. Fights until half are slain.
- 61-66 Sea Serpent approaching from the distance; will chase the ship, but will give up after 20 minutes if the ship can outdistance it.
- 67-76 Storm with massive black clouds, rough waters, mast/sail damage will require 1D4 hours to repair, 2D6 x 10 miles off course, 60% chance of losing direction, speed reduced to 1/4 during the entire storm. Storm duration is 2D8 hours.
- 77-84 Sea Serpent (Ramrod) batters ship for six melees before swimming off. Damage report and repairs required.
- 85-91 Thick fog; visibility 6ft. Speed should be reduced to 1/4 or less. 75% loss of direction, 1D6 x 10 miles off course.

- 92-95 Water bat, friendly; will chase away any sea serpents, provide directions and information, and aid if it can. Will linger for 2D4 hours if engaged in good conversation.
- 96-00 Two sea serpents (GM's choice); real trouble.

THE ADVENTURE

This adventure starts on the schooner, *Sea Sprite*. The owner, Captain Yates, has hired the party to provide extra protection for the ship if needed, and extra hands for shipboard duties. The ship will leave from a friendly Bizantium port.

Note: If this is not suitable to fit into an ongoing game, perhaps the party has paid for passage or is down on its luck and is working for their fare. These are only suggestions. The gamemaster is welcome to adjust the situation as he or she sees fit.

The purpose of the voyage is simple. The captain has been hired by the Eastern Territory to chart the edge of the Sea of Despair. Only the Island Kingdom of Bizantium has maps of this sea, but it is a trade secret that is jealously guarded. Hoping to cut into the Bizantium market in sea serpents (*See the Kingdom of Bizantium and ships*), the Eastern Territory government is again attempting to furnish their own sea route. The officials of Bizantium view this with mixed feelings, but have been gracious enough to offer the use of their ports as a base of operations. This is a diplomatic overture more than anything else. After all, they know how treacherous those waters can be and can afford to be magnanimous.

G.M. Notes: The players and crew will be bombarded with gossip about the dreaded Sea of Despair and its treacherous, sea serpent laden waters. Spirits are low and adrenaline high when the ship sets sail for the west. The *game master* should provide some encounters during the voyage over the next few weeks, but they ultimately should *not* jeopardize the *Sea Sprite's* mission to chart passage through the Sea of Despair. Another alternative to the three or four or five week sea adventure would be to simply jump ahead in time, saying that the last few weeks have been fairly uneventful, but now the *Sea Sprite* has entered the *Sea of Despair* and everyone is nervous. Again the G.M. may want to include a few adventures/encounters of his *own* design or using the Random Table provided earlier. Game masters should realize that they have the option to digress from, add to, or alter an adventure scenario to fit their individual taste and campaign. If you long to have endless sea adventures with ship to ship combat, pirates, sea serpents, uncharted islands and so on, then do it. If not, then jump ahead to the following.

Two days of pea soup fog has caused the Sea Sprite to drift over a hundred miles off course to the Northwest. Shortly after the fog lifts the call of "Land Ho" sets the ship's crew a scurrying. Suddenly an unnatural storm envelops the ship, dragging ship and crew toward the island. Regardless of the crew's valiant efforts the Sea Sprite is torn asunder upon the jagged rock and coral near Storm Haven Point. The ship is lost. Everyone is thrown overboard. **Note:** I have this adventure begin at Storm Haven, but you can shipwreck the group anywhere on the island.

The storm suddenly subsides as abruptly as it has appeared. The Sea Sprite is a broken and splintered heap of wood, precariously lodged on the coral reef that sliced her in two. Cargo, pieces of wood and the bodies of the dead swirl and pitch about the gnarled waves of the rough northern waters like some grim dance of death. Any good sailor knows that the blood will soon attract sharks and the hungry waves will devour any man who is not a strong swimmer (swim skill of 75% or less will not make it to shore) or who has not secured himself to a piece of buoyant wreckage.

The players must now struggle to survive harsh, cold waters, drowning, and the likely threat of sharks and even sea serpents. The only chance for survival is to make it to shore. The characters may try to help their shipmates, but the still violent sea (lack of seafaring skill?) and the arrival of sharks will make this a hopeless task. The characters will have great enough trouble saving themselves and their fellow playing characters, let alone NPC's.

Characters will have only what items they actually had in their possession the moment the ship crashed. It is *IMPOSSIBLE* to retrieve any personal articles from the wreckage of the ship, which is broken in two and threatens to slip into the sea at any moment. It is impossible to select any specific piece of wreckage for salvage. Likewise, it is impossible to retrieve anything that has fallen into the water.

Characters in chain mail or heavier armour will sink to their doom unless: 1) The armour is immediately removed. 3 successful rolls out of 5 percentile; 60% or higher, means that person stripped down and can swim to the surface, but *ALL* possessions are lost! No exceptions other than rings. OR . . . 2) One or two comrades swim down and pull him/her up to the surface and help secure that person to a floating piece of debris. Half of the armoured person's possessions are lost when he/she sank. GM's discretion. OR . . . 3) The armour is magically lightweight or weightless. No; weightless armour does *not* float. Leather armours will inflict a -10% swim skill penalty, but do not severely impair one's ability to swim or float. OR . . . 4) Some other means of magic such as levitate, float, walk on the waves, fly, etc., is used.

Sharks! The likelihood of attracting 2D4 sharks increases by 10% for every 10 melees/minutes of time that elapses the moment of the crash. GM roll for every 10 melees at the adjusted number; 10%, 20%, 30%, etc.

With cooperation, the group will be able to save themselves and make it the one or two miles to shore. The current will nudge them along at a slight angle to the north, which should place them about four miles north of *Storm Haven Point* and the town. As they swim or drift to shore they will see a lighthouse or tower at the Point and a dozen or so small boats begin to leave shore and head toward the sinking Sea Sprite. Presumably they are fishermen from a town going out to rescue survivors. There is no reason to suspect otherwise. Continued observation will show a cluster of about 30 boats picking up crewmen, cargo and wreckage alike.

On dry land once again, the group will find themselves on a stony beach surrounded by forest. The town with the fleet of boats is obviously four or five miles to the south. The most direct route to town is along the coastline.

Whether the group stays where they are or heads toward town or heads north along the coast, they will be met by a patrol of smiling riders looking to give survivors a lift to town. The patrol will consist

of a dozen riders in studded leather (a militia?) armed with short sword, knife and spear. Half are women. The apparent leader is a man named Raf, a 3rd level mercenary, anarchist, 20 hit points. The alignments of the riders are generally anarchist and good. Raf and the others will engage in small talk and listen to stories of the wreck with a sympathetic ear. Unfortunately, their true intentions are to imprison the group as slaves.

In town, the group will be taken to a sort of bunkhouse hospital, given food, warm clothes and a bunk to sleep on. Raf or some other authority figure will bid them a good night's rest and instruct them that they will *ALL*, except the severely injured, be taken to the city of Cassandra where the seat of government will see to their plight, arrange for a new ship, etc. This is reported to be standard procedure which must be followed. Characters will not be allowed to wander around town or buy anything other than food or clothes. They will be taken to Cassandra at the very crack of dawn.

If a character slips out of the bunkhouse he may uncover some disturbing gossip and sights. The specifics will vary with each game and each character's choice of exploration. The game master will, of course, react accordingly (*See town descriptions*). *However, generally the following will be seen or overheard from guards and/or workmen.*

- 1) With the exception of Raf and a few other men, only the *women* carry weapons and wear chain or studded armour.
- 2) The women seem to be in charge. A little unusual in this male dominated world, but not overtly odd.
- 3) Laborers, predominately men, continue to work at salvaging the Sea Sprite throughout the night. This includes the cargo of food and equipment, rope, tattered sails and the wood of the ship. All are being stored in large warehouses at the north-east part of town.
- 4) Statements overheard include such phrases like: The authorities in Cassandra will know exactly how to handle these men; new slaves



are always welcome; they will learn to live by our laws or die; they'll never leave the island; tomorrow a patrol will begin to search the forest for other survivors; the fools do not suspect a thing; and similar comments that will clearly imply that trouble looms ahead at Cassandra. Furthermore, nosing around *may* reveal that the group and a handful of other survivors (3D4 additional survivors) are expected to become a part of this island community or become slaves or be slain.

Note: If one of the group is caught snooping around he/she will be taken to a private room away from the rest of the group. If inquiries are made, the group will be told that person took ill with fever and is in quarantine. G.M.'s should give the players hints of their impending captivity and slavery, especially if they attempt to gather information.

Escape from the bunkhouse hospital, as well as rescuing any friends in alleged quarantine (in the basement of the same building), is possible if people act quickly and flee immediately into the woods. *See Bunkhouse Hospital description for details.*

If guards are killed, especially if a woman, the group will be considered to be ruthless murderers. Patrols of six to eight soldiers will immediately search the town and forest edge on foot. With dawn's first light, patrols of 6 and 8 soldiers on horseback will begin to search the woods with the aid of two resident rangers. The warlocks may also send forth phantom's and elementals to track down their quarry. **Note:** The escaping fugitives will be considered armed and dangerous. The group's social status is automatically reduced to slave because of their violent and antisocial behavior. If they can not be captured they will be hunted down and killed!

From this point on see the individual descriptions of island areas and towns. **The only way off** the island of Lemaria is by mystic means. Eventually, the group should hear rumors of dragons who live in the *Forbidden Area* who might be convinced to help them; or of an evil priest or mage on the *Forbidden Island of Set* who is said to have the means of leaving the island. However, this should happen only after numerous island adventures.

THE ISLE OF LEMARIA

Based on Suggestions by Randi Cartier

The island of Lemaria is a generally unknown island nestled about 300 miles due west of the Island Kingdom of Bizantium in the *Sea of Despair*. The Sea of Despair is shunned by most seafaring men for it is infamous as a deadly mystic sea, bubbling with throngs of sea serpents and all manner of hideous monsters and evil forces. Thus, only the victims of shipwrecks, misguided vessels and evil forces visit the island of Lemaria.

Lemaria is NOT in leagues with any kind of evil force. At worst it is a paranoid, oppressive society of warrior women. Their tactics of waylaying ships to attain new supplies, wood and slaves is no less unethical or evil than a kingdom waging war on a border town or neighboring kingdom. In truth, the assaults waged by Lemaria on passing ships is less bloody and ruthless than any military campaign waged by the Wolfen, Western Empire or any of the others. In the hearts and minds of the people of Lemaria their actions are not motivated by evil, but by survival and the will of their goddess.

The island itself is about 40 miles long and 20 miles wide. The temperatures are somewhat more moderate than the neighboring Northern Wilderness of Bizantium, with mild winters and cool summers (70 to 80 degrees). The forests are largely composed of conifer trees. Low hills begin to pop up toward the west, growing into the mountainous Black Hills that jut along the island's western face.

Although most of the island has been explored it is widely unpopulated, with vast forests and mysteries yet to be uncovered.

The Falor and Thendara Forests dominate the island and embrace most of the human civilization. Generally considered tame and explored,

the two forests harbor the usual forest predators such as wild dogs (not wolves), wild boar, cats and snakes. Some of the more exotic dangers include the occasional runaway slave or small slave group turned bandit, giant timber spiders, wild boar, bear men and faerie folk. Game birds and animals such as rabbits, squirrels, possums, wild boar and similar animals provide hunters with both food and sport.

The Langard Road divides the two forests and connects the city of *Cassandra* with the town of *Maginsa* at the opposite ends of the island. Most of the cultivated land has been developed along this road, providing farmers with a direct, easy route to the two major metropolises of the island.

Cassandra is the founding site of the isle's human population and the seat of its government. It is a modest town of stone and wood dwellings designed to be functional, not pretty. Since there is no outside trade there is no need for a large merchant's bazaar area.

Maginsa is a comparatively small town that subsists on fishing. A small faction has taken to cultivating oysters on the reef. Travel time between the two towns is about 8 hours wading at a brisk but measured pace, and a mere one hour on horseback at a fast but reasonable gallop.

Vergis Point is a small jut of land in the north-east, used as a landmark by the fishermen of Maginsa. A small farming community of about a dozen or so families work the land and fish the waters.

A Kappa colony is known to exist about five miles north-west of Vergis Point. All attempts to communicate with the tiny, mischievous water creatures have failed. Fortunately, there have been no major altercations with the Kappa, although the fishermen of Maginsa constantly complain of cut nets, broken traps and snapped lines. Actual physical skirmishes occur but rarely produce serious casualties. The kappa are more of a nuisance than a serious enemy.

Storm Haven Point is the area where foreign ships are lured to fall victim on her rocky shoals or warlock created storms. *The town of Storm Haven* is completely organized for the retrieval and salvage of wrecked ships. A tiny, but efficient fleet of some three dozen ships, coordinated by the warlock's guild, conducts all rescue (capture) and salvage operations. The town consists of approximately 300 people, many of which are craftsmen. Warehouses, docks, slave pens and the largest stables on the island (for transport of goods) make up most of the non-residential buildings.

The Halto Trail is a 10 mile stretch of dirt road surrounded by forest. It connects Storm Haven directly to Cassandra.

Kelton Road is a 6 mile length of road that connects Cassandra to the town of Amoria at the base of the Catseye River.

Amoria is an agricultural center with the richest land on the island. Crops surround the town, along the Kelton road and part of the Catseye river. The town itself is involved with the processing, storage and transportation of crops to Cassandra. The town of Amoria is the last vestige of civilization before entering the Forbidden Area.

The Forbidden Area is the entire western portion of the island. It's forest and tall, almost mountainous hills are largely unexplored and full of hazards. Harpies and peryton have been sighted, as well as demons and other hell-spawn monstrosities.

Perhaps the most feared place in the Forbidden Area is the **Forbidden Isle of Set**. It is a tiny island nestled in the dreaded *Lake of Shadows*. The island and lake are considered to be one of the earthly domains of the evil god Set, Lord of Darkness. Demons are *known* to roam the island and forest surrounding the lake. Legend has it that no man or woman has ever set foot on the island and lived to tell the tale. Even the authorities will not approach the island.

The Lake of Shadows is the only large body of fresh water on the island of Lemaria. Unfortunately, a host of demons and unnatural creatures live in the lake, making it inhospitable for human use. **G.M. Note:** Creatures include an occasional shadow beast, conjured demon (*See island of Set*), and a creature known as the Black Serpent. **The**

Black Serpent is a rare variety of dragon, a *sea serpent* to be exact, that has made his home in the Lake of Shadows. Like most sea serpents its I.Q. is low, almost animal, and its temper is most foul. To compound matters, it is a mommy.

The Black Serpent

Alignment: Diabolic

A.R.: 10

Hit Points: 138

Attacks Per Melee: 3; large, clawed forearms do 3D6+6 damage or the bite from its toothy maw is 2D6 damage, or fire breath (once per melee) does 4D6+6 damage (range 40ft).

Bonuses: +3 to strike, +3 to parry and dodge, +3 on all savings throws.

Natural Abilities: Nightvision 120ft, amphibious; it can go on dry land (speed 8) and hold its breath underwater for as long as 30 minutes, swimming speed is a maximum of 45mph, fire and cold does half damage. This particular beast is cunning and likes to play cat and mouse games with its prey. It will not fight to the death unless its young are hurt, captured or threatened.

Size of Mom: 57ft long; about 6 tons

Size of Young: 11ft long each

The five young do 1D8 damage with bite or claws, have *no* fire breath and are +1 to strike, parry and dodge. Also +1 on all savings throws. Swimming speed is 20mph, land speed is 6. **Attacks Per Melee:** 1

Hit Points of Young Serpents: 1) 37 2) 52 3) 61

4) 55 5) 46. All serpents, young and old, are a dull black which makes them extremely difficult to see when submerged. Consequently, most survivors of the Black Serpent or her children report strange black shapes or shadows in the water. The serpents will usually try to capsize the boat to attack floundering victims. They inhabit the south-east part of the lake, but regularly travel the entire lake and, occasionally, the Catseye river.

The Catseye River winds its way from the Lake of Shadows to the town of Amoria on the south coast of the island.

The Forests of the Forbidden Area are unexplored and renowned for trouble. Reports of fur covered giants (bear men), intelligent mountain lions (Emirin) and even winged wolves are just some of the stories told about this dense wilderness. **G.M. Note:** The island populace really have **NO** idea what inhabits these woodlands or the neighboring *Fengard Hills*. The following are those unusual inhabitants; use your discretion as to encounters. To avoid lengthy descriptions, I have provided the page number of each creature as found in the *Palladium Book of Monsters & Animals*. If you do not have the *Monsters & Animals* book, run out and buy one! No, I'm just kidding. Feel free to substitute similar creatures from other FRP games or of your own design.

CREATURES AND PLACES OF LEMARIA

Catoblepa: Occasionally 2D8 catoblepa wander into the forest from the scrub plains of the Serpent's Claw. They are huge, scaly, buffalo-like creatures with foul tempers. They are known to attack without reason and fight to the death. Average Hit Points: 50. *See Monsters & Animals, page 21.*

Dragon Wolf: A small group of about 20 dragon wolves live in the Fengard Hills and Cliffs, and often hunt in the forest. These wolves are intelligent and tricky. Some are thieves, others assassins and still others, men of magic. They enjoy flirting with danger, tests of their wiles and interfering in the affairs of men. Most have no need or want of wealth but, conversely, they are attracted to knowledge, power and magic. One of the rarer creatures the Palladium World, it is extremely rare to find so many in one area. A typical encounter will be with one or a mated pair. The wolves may engage the group in combat for sheer sport or mischief, rob the group, seize or deal for magic items (especially

great magic), mislead them into danger or simply ignore them. Intelligent, a dragon wolf is not likely to fight to the death. **Note:** That the wolves do not live in any type of community, but roam the south-west portion of the island in pairs or alone, free from the persecution of humans and most other creatures. Average Hit Points: 60; Average O.C.C. level is 4th. *See Monsters & Animals, pages 28-29.*

Emirin: The great psionic cats of the Northern Wilderness. They appear to be little more than large mountain lions, but possess an intelligence equal to man and have natural psionic abilities. Psionic abilities: All are mind mages, average level ranges from 1-4 (roll 1D4), average I.S.P. 50 and up. Communicate telepathically. They dislike intruders and will ask interlopers to leave, followed by threats, scare tactics and open assault as a last resort. If attacked, the emirin will fight till the death in a battle frenzy unmatched by any living creature, using both psionics and physical attacks in tandem. Although approximately 50 roam the entire length of the west coast, a typical encounter will be with one or two, or a maximum of two mated adults and a litter of 1D4 young. Average Hit Points: 26. *See Monsters & Animals page 32.*

Bear Men: These vile giants once dominated the Northern Wilderness. They are combative by nature and will challenge any interlopers to combat, often to the death. Most of the bear men live in the *Forest of Despair*, north of the Lake of Shadows, but they will sometimes seek adventure in the *Fengard Forest*, *Black Hills* and even the *Falor Forest* to the east. A typical encounter in the Fengard or Falor Forest will usually be with one or two individuals, or a small group of no more than eight (roll 2D4). A typical Bear Man: Hit Points: 30, Natural A.R.: 11, 9 or 10 feet tall, 1200lbs, I.Q. 7, P.S. 16 to 20, P.P. 12 to 16, Spd. 9; O.C.C., any men of arms at levels 2-5, Alignment: anarchist, aberrant or miscreant. *See Monsters & Animals, pages 12-13.*

Other hostile forces found in the Fengard Forest include: giant timber spiders, wild boars, wild dogs (not wolves), mountain lions, a rare peryton or harpy and runaway slaves.

The Fengard Hills are a stretch of tall hills that run along the west coast about 12 miles till parallel with the Lake of Shadows. The hills are lightly forested, giving away to tall scrub and rocks along the western cliffs and toward the Serpent's Claw peninsula. The types of creatures one may encounter in the hills are identical to those previously described in the *Fengard Forest*.

The Serpent's Claw Peninsula is a 15 mile stretch of flat plains of scrub. Here vast herds of catoblepa feed on the tall grass. An occasional dragon wolf, bear man and dog pack may be encountered. The only other predator of the plains are a few dozen, monstrous demon *Blow Worms* which actually feed on the catoblepa. *See Monsters & Animals, pages 96, 97 & 98.*

The Isles of Light are a cluster of small abandoned islands named after the gods and goddesses of light and dark.

The Isle of Ra is a tiny island north-west of the Serpent's Claw. It is so named because the waters around it are *always* calm and seems to be accented by rainbows during the day. Early exploration made note of mammoth, ancient ruins occupied by fire dragons and an odd looking dragon horse (Ki-lin). Actually there was only one fire dragon who happened to be visiting his old buddy the Ki-lin. The Ki-lin is a horse-like dragon and harbinger of good fortune. This particular Ki-lin has retired from a life of adventure and enjoys a simple life of leisure amongst a variety of faeries, sprites (about 30 in all) and *wing-tips* (about a dozen; *See Monsters & Animals, page 94*).

The Ki-lin is an ancient, 12th level scholar and 6th level wizard. He is of good alignment (principled) and will heal and help anybody who needs his aid. The Ki-lin has no valuables other than a few hundred Old Kingdom gold coins, a scroll of stone to flesh, scroll of restoration and scroll of negate magic. The ruins he lives near are old titan dwellings and hold no valuables or mysteries.

The Isle of Osiris is the largest of the island chain, but is a barren, rocky grassland said to be visited by passing dragons, harpies and

peryton.

The Island of Amon is a grassy lump of rock sticking out of the ocean. Nothing lives on this insignificant rock.

Apis Island is the second largest of the island cluster. It has been named after the goddess Apis because of the sea of brilliant yellow, white and red wild flowers which cover the island's low, rolling hills. Only a few bushes and wild raspberries break the flower covered terrain. A small community (about two dozen) of *silver bell faeries* live among the flowers.

Bennu Island is a small isle of tall grass, flowers, and scattered trees bent to the north-east by the strong winds that sweep through the island. Dragons have been sighted on Bennu from time to time.

The Island of Apepi the dragon god. It is a narrow island and known retreat for dragons. This is more of a stopping or rest place for migrating dragons. At any given time one can find 2 to 8 dragons present. They may be in their formidable natural form or metamorphosized into a less conspicuous shape. The dragons are usually Thunder Lizards, fire or ice dragons. They keep to themselves and resent being disturbed.

The Forest of Despair is the densest and most forboding forest on the island. It is part of the Forbidden Area because of the strange and monstrous creatures that live within its shadowy confines. ALL the creatures found in the Fengard Forest and hills roam this land, but in greater numbers. The *Emirin* and *Dragon Wolves* frequent the area to hunt food and for sports. The lumbering *Bear Men* claim the forest as home, challenging and/or slaying all who dare to trespass on their land. Here the Bear Men are true brigands, often traveling in small packs, or clans of two to eight members (roll 2D4 to determine numbers encountered). Even the occasional bear man tribe is small, with rarely more than forty participants. Travelers should beware even the small groups and flee for their lives should they stumble upon a tribe. The tribe village will be composed of large round huts or lodges made of wood, mud, and animal skins (catoblepa and others). If captured, the only way one is likely to survive is to escape and flee or accept a challenge to fight their champion(s) to the death. The winner will be acknowledged to be one of the very best (if not *the* best) warrior and be free to stay or leave (taking his punier comrades with him). Such trials of combat will be without the benefit of armour and the obvious use of magic is an automatic forfeit of the contest and death to the cheater(s).

A typical encounter with bear men brigands will either involve an outright challenge and attack, looting and maiming, driven pursuit with deadly intentions, robbery and beating, or surprise attack. Most such encounters (80%) will be fights to the death. Yes, bear men hold grudges till the day they die! See *brief description under Fengard Forest and Monsters & Animals, pages 12 & 13.*

Another foul creature common to the Forest of Despair is the dreaded Feathered Death; small hawk sized birds with ugly human heads, gnarled hands at their wing joints (like bats) and evil dispositions. They are known harbingers of doom, snatching children and valuables, attacking the unsuspecting and leading dangerous creatures to attack the innocent. They may use small weapons such as knives, darts, throwing axes, rocks and sticks. A typical encounter will be with 1D4 and may be uneventful, but for a few mocking comments or lead to attack, robbery or bring on other more lethal foes. NEVER trust their word. Average Hit Points: 26, P.S. 16. See *Monsters & Animals, page 34.*

The usual threats of wild dogs, boars, mountain lions, giant timber spiders and an occasional centaur exist in this forest as well. Catoblepas almost never wander into this deep woods as they are plains animals.

The Black Hills are tall, almost mountainous hills that rim the west coast of Lemaria. They are lightly forested, unlike the dense Forest of Despair, but harbor bear men, feathered death and the usual wild animals common to the island. The one addition to the Lemarian bestiary is the centaur. Half human, half horse these uncommon creatures dominate the Black Hills. Their speed and agility allow them to easily outrun the belligerent bear men, and their numbers some 300 keep them safe



from major assaults. The humans on the island avoid this part of the island, so neither race is aware of the other's existence. Generally, the centaurs will view any humanoids with suspicion and, perhaps, indifference, but not with immediate hostility unless they are frightened or feel threatened. Magic is unknown to these people and will scare the living daylights out of them. Of course, the young male warriors will be the most aggressive, cocky and threatening. A young warrior may believe it to be quite a feather in his cap to slay such an unusual creature, especially if it's a demon (any person who displays magic will be construed to be a demon). Even among these cooperative people there are hot-heads, selfishness, evil, and brigands. A group of hostile young warriors or bandits may attack without any reason other than to kill or plunder. Nomadic people, the centaur travel in tribes of 40 to 60 individuals and small hunting or reconnaissance packs of 3 to 12 (roll 3D4). Average Hit Points: 28. Average Attributes: P.S. 13, P.P. 13, Spd. 24 or higher.

Dragon's Edge is a small island of rock where many sea serpents have been seen to sun themselves. For obvious reasons, this island and its surrounding waters are avoided.

The Spine of Isis is a line of sheer cliffs that form an almost perpendicular wall of stone jutting from the sea. An average height is 150ft while its highest point is about 350ft. Dragon wolves and occasional dragons, harpies and perytons roost and play on the cliffs.

Elora Island lies two miles off the south coast of Lemaria. It is a rocky island with tall hills, scrub, and sparse, weathered trees. Harpies and an occasional peryton come to roost on this inhospitable isle.

RANDOM ENCOUNTER TABLES (Optional)

The Fengard Forest

(Roll once for every 2 hours in the forest)

- 1-10 A mad catoblepa wounded by wild dogs (40 H.P.); will attack without reason and fight to the death.
- 11-15 A lone dragon wolf with a foul disposition.
- 16-21 1D4 giant timber spiders hungry for prey.
- 22-30 1D4 centaur scouts; will fight only if threatened, otherwise they will observe and flee to the north.
- 31-37 Two bear men in surprisingly good spirits, but demanding of an intense (perhaps deadly) test of combat. They share their camp and food with good sports, but will not provide much info nor join the group.
- 38-44 Old mountain lion has come to hunt slower prey such as humans. Will fight to the death if cornered; otherwise, hits and runs.
- 45-50 1D4 wild boar; deadly.
- 51-57 One young emirin seeking to prove himself; will fight to the death. Note: will attack the most physically powerful person in the group.
- 58-65 Bandits: One bear man (53 H.P., P.S. 23), one centaur (32 H.P., P.P. 18), two humans (runaway slaves, H.P. 27 and H.P. 30; both have average attributes, 3rd level thieves). These guys often plunder the Catseye/Amarian area.
- 66-70 Two giant timber spiders.
- 71-76 1D4 catoblepa will attack two at a time if they spot the group.
- 77-80 3D6 wild dog pack in search of prey; will flee if more than half are badly hurt or slain.
- 81-86 1D6 bear men in a murderous mood.
- 87-91 2D4 wild boar.
- 92-95 2D6 catoblepa; always dangerous.
- 96-00 An ice dragon looking for mischief.

The Fengard Hills

(Roll once for every hour and a half in the hills)

- 1-8 One peryton in search of prey.
- 9-20 2D6 catoblepa; always hostile.
- 21-26 2D4 wild boar; hostile, will fight to the death.
- 27-35 1D4 bear men; mean, with cruel or murderous intent.
- 36-40 3D4 wild dog pack will attack and fight until half are hurt or slain, then they'll flee.
- 41-46 2D4 rogue centaurs cast out of the Black Hills because of their wild and cruel ways. All are evil brigands who will rob, murder and maim.
- 47-52 1D4 giant timber spiders.
- 53-60 An old catoblepa cast out of the herd; very mean and deadly (60 H.P.), fights till death.
- 61-64 1D4 wild boar; hostile.
- 65-70 Female catoblepa and two calves; very defensive; will attack anyone who comes within 300ft.
- 71-75 Mountain lion wounded by a young catoblepa; will attack anyone who stumbles across it.
- 76-81 One or two bear men in a foul mood; will demand a trial of combat, but not necessarily to the death. Will kill anyone who refuses.
- 82-86 1D4 harpies; always hostile.
- 87-95 5D8 catoblepa herd 300 yards away; will send out protectors of the herd to kill or drive off any threats (humanoids) if they see or smell them.
- 96-00 Runaway male human slaves. 2D4, wild, frightened; will attack if threatened or scared. Will not trust the group if there is even one female present and will try to flee or fight to the death.

Forest of Despair

(Roll once for every 2 hours in the forest)

- 1-15 3 bear men in a foul mood; extremely hostile.
- 16-20 2D4 wild dogs on the prowl.
- 21-25 One emirin; will attack only if threatened. May warn good characters of nearby danger.
- 26-34 One lone bear man with giant battle axe and sword spoiling for a fight.
- 35-39 Rattlesnake; watch out.
- 40-48 1D6 wild boar.
- 49-58 Two giant timber spiders (*Palladium RPG*, pg. 243)
- 59-66 Two cantankerous bear men drunk on home brew; mean, thieving, but *not* in a murderous mood.
- 67-70 A mated pair of mountain lions looking for easy prey.
- 71-80 Two centaurs hunting; will avoid any humanoids and fight to the death (in fear) if an attempt is made to capture or detain them.
- 81-88 2D4 bear men bandits; thieves and killers all.
- 89-91 A cockatrice; hungry for human flesh.
- 92-95 2D6 wild boar; hostile.
- 96-00 A dragon wolf full of mischief and treachery.



The Black Hills

(Roll once for every 2 hours in the hills)

- 1-7 A wandering tribe of 2D4 x 10 centaurs will send out warriors to defend and kill if threatened. Will be satisfied with chasing characters away.
- 8-13 A pair of mated emirin; will provide information to good or kind characters. Attack only if threatened.
- 14-20 One wandering catoblepa; attacks on sight and will fight to the death.
- 21-30 2D8 centaur bandits looking for victims to plunder.
- 31-35 Rattlesnake; watch out.
- 36-40 3D6 wild dog pack; bold and hostile, but will not fight for long if the prey is too tough.
- 41-50 2D4 young centaur warriors looking to prove themselves; these guys are deadly.
- 51-60 Two bear men with a taste for blood; will fight to the death.
- 61-65 1D4 timber spiders will fight till the death.
- 66-70 2D4 centaur scouts; will view humanoids with amazement and suspicion, but not hostile unless attacked. If frightened they will flee, but will return with warriors.
- 71-75 2D4 wild boar; hostile, will fight to the death.
- 76-81 2D4 feathered death in an evil state.
- 82-86 One harpy with deadly intent.
- 87-89 2D6 wild dogs; hostile but skittish.
- 90-93 2D6 male human bandits; escaped slaves.
- 94-96 1D6 feathered death looking for trouble.
- 97-00 One, mammoth, bear man (66 hit points, P.S. 24) and two centaur bandits looking for combat and plunder; may not necessarily fight to the death.

The Falor and Thendora Forests
(Roll once for every four hours in the forest)

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| <p>1-6 Two mischievous common faeries will pester the group.</p> <p>7-15 One giant timber spider leaps from a tree. Roll initiative to see it coming.</p> <p>16-22 Patrol of 2D4 women warriors from Maginsa. Will attempt to capture any armed males and take them back to town in manacles. If outnumbered they will flee for reinforcements.</p> <p>23-27 1D4 wild boar; hostile.</p> <p>28-33 1D6 Bear men bandits looking for humans to plunder.</p> <p>34-40 Rattlesnake; look out.</p> <p>41-50 Patrol of 3D4 women warriors from Cassandra. Will attempt to capture and manacle any armed males and return to Cassandra. All are 3rd level soldiers in studded leather armour, armed with spears, short swords and shields.</p> <p>51-55 2D4 giant timber spiders; nest. They will attack all humanoids as prey.</p> <p>56-60 2D6 wild dog pack; hostile, but will flee if $\frac{1}{3}$ are hurt or slain.</p> <p>61-65 Bandits: 3D6 runaway male slaves; all are second level thieves.</p> <p>66-70 Patrol of 2D6 women warriors from Cassandra, same as #41-50.</p> | <p>71-74 1D4 wild boars; hostile.</p> <p>75-80 The Red Cap bandits led by <i>Laura the Red</i> (6th level thief, 3rd level healer, 44 H.P., P.P. 20, I.Q. 14; wears light chain armour, weapons: short bow, daggers, ball & chain). Six women short bowmen in studded leather (average H.P. 24, 3rd level thieves), four men (equal to 2nd and 3rd level thieves). All have horses, good supply of food and a total of 6000 gold in valuables. They may ambush and rob the group or ask the group to join them if they seem formidable in combat. They may provide info about Cassandra, Magninsa and the surrounding forest. They know little about the Forbidden Area, but will warn of the bear men and rumors of demons.</p> <p>81-85 One or two harpies from the Forbidden Area in search of death and destruction.</p> <p>86-90 1D4 timber spiders; trouble.</p> <p>91-95 Patrol of 2D6 Cassandra warrior women, same as #41-50.</p> <p>96-00 2D4 farmers; really Cassandrian soldier-spies looking for runaways. Will try to capture group or contact reinforcements if they feel out-powered.</p> |
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LEMARIA



THE PEOPLE OF LEMARIA

The inhabitants of the island they call Lemaria are the descendants of a shipwreck some 900 years ago. A fleet of pirate ships had successfully raided several Bizantium coastal towns along the Northern Wilderness. Their foul purpose was the kidnapping of women for sale to slavers in the west. Pursued by the young Bizantium fleet the pirates entered the Sea of Despair in a desperate attempt to escape. A thick fog welcomed the pirate vessels, obscuring them from their pursuers. The next week was a mix of calm waters, fog and sudden, but brief, storms. Then a fearful storm began to roll in from the north. From the crow's nest came the call of "Land Ho", and thus began the race to beat the storm to the island. Suddenly, the lead ship pitched and crumbled on the unseen rocks that cradle Storm Haven Point. The next three vessels joined the lead, shattered on the reef. The remaining four ships turned from the rocks and into the face of the storm. Buffeted by wind and wave the four ships floundered and disappeared beneath the waves. When the cacophony of destruction ceased, the living found themselves cast on the edge of a new world. To everyone's surprise most of the women captives lived; a total of 329. Only a handful of men, pirates, a sad total of 117, stood before their many captives, stripped of weapons and glory. Cassandra, a high priestess of Isis, supported by two dozen of her loyal acolytes and young priestesses immediately took charge. The men, outnumbered and out-powered in mystic might, became subjugated to the women. After decades of leadership under the capable, but fanatical, Cassandra the survivors were able to carve out a new thriving society on the uncharted island.

Cassandra, who had suffered greatly in the *man's* world, seized this opportunity to create a *proper* civilization. Fueled by her own frustrations and convinced that it was divine providence that delivered all the women safely from the hands of the pirates (all men), she established a society where women enjoyed the seat of power. Men would be called equals, but, in effect, were second-class citizens. The men would comprise the bulk of the labor force and those who resist would join the ranks of slaves. At first it was a constant struggle just to stay alive. Yet Cassandra's wisdom, ingenuity and god-sent magic soon tamed the land and built a unique society that continues nearly 400 years after her death.

The laws and philosophies established by Cassandra exist unchanged in a relatively prosperous and content society of men and women. It is largely the addition of outsiders from shipwrecks that created dissension among the men. Thus, most male castaways are made slaves to work the land and assist in tasks of labor.

A summary of laws important to this society's existence and throne of power.

- 1) Isis is the ALL-Mother and savior; always will her name be the holiest of holies. **Note:** Only Isis and the pantheon of Light and Dark are worshipped on Lemaria. To worship any other is blasphemy and will result in a potentially agonizing process of conversion or liquidation. That is the law.
- 2) Only those made in Isis' image (women) may be her priests. **Note:** No man can be a priest; Period! To prevent even the remotest chance of a man becoming a priest, the women of the Church of Isis (priests) control ALL religious doctrine, teachings, literature and power. No man can even serve a woman of the church. Furthermore, all female priests are celibate to prevent the *sacred knowledge* from accidentally falling into the hands of men. The High Priest of Isis, in the city of Cassandra, and her nine sisters (all 6th level or higher priests) comprise the ruling body of the human society.
- 3) Magic is forbidden to all. The Women of Isis and their Elemental Sisters shall be the protectorates of the people. Guided by the hand of Isis they can not fall. **Note:** The study of all magic whether it be spell magic, circles, symbols, summoning, witchcraft and even Druidic practice is forbidden! *Punishment for women* is severe; all property is taken by the church, the offender must publically

reject magic or false gods, swear never ending allegiance to the laws of Isis and her people, and work the land or other labor for the rest of her days. A second offense means imprisonment for 10 years; a third is a quiet execution. *For Males* the first offense is a public confession of guilt (often procured through torture) and immediate, public execution.

- 4) Only those made in Isis's image (women) may become Elemental Sisters and protectors of the chosen children of the ALL-Mother. **Note:** *The Elemental Sisters* is a super elite guild of female warlocks. As usual, no man can be a practicing warlock. Any male warlocks discovered will be executed on the spot, without trial or public condemnation.
- 5) The strength of the Mother Earth flows through the veins of woman. It is women who shall bear arms to protect land and family. **Note:** Men can not keep, own or use any type of weapons or armour unless he is a legal deputy in the militia. Punishment for men bearing arms is public flogging and confiscation of the weapon(s) and/or armour for the first offense, one year heavy labor as a slave for the second, six years of heavy slave labor for the third, ten years of heavy slave labor for the fourth offense, lifetime slavery in manacles for the fifth and public execution for the sixth offense.



- 6) **Murder.** *Punishment for a woman* depends on circumstance. Murder of a man in self-defense has no punishment. Murder of a fellow woman in self-defense involves a trial and may lead to probation, hard labor or imprisonment. If a woman intentionally murders another woman, she will be tried and sentenced to a minimum of 20 years labor, imprisonment or public execution. If a woman intentionally murders a male slave she must pay two times the value of that specific slave. If a woman murders a family-man or citizen, she will be punished the same as if it were a woman.

Punishment for a man: self-defense killing of another man or slave requires an investigation and trial. Punishment could be an acquittal if justified, or 5 to 10 years of hard labor (if slave, must pay two times the slave's value). Self-defense killing of a woman will lead to a major investigation, trial (by woman), acquittal or as much as 10 years hard labor. Intentional murder of a man will result in an investigation, trial and 20 years to life of slave labor. If guilty of killing a woman the man will serve a minimum sentence of lifetime slave labor or public execution. Murder of a priest or elemental sister or law officer will lead to torture followed by public execution.

Assault on a woman will result in 5-10 years of heavy labor. Repeat offenders are executed for their third offense. **Rape** is punishable by death only! Runaway slaves are punished with a public flogging and a lifetime as a slave in leg-irons.

- 7) Only women can own and operate a business. However, men can assist, act as legal agents, work as artisans, porters and laborers.
- 8) Men are the companions and brother's to women and must be treated with honor and respect (if not equality).
- 9) ALL non-humans are considered to be either slaves or foreign visitors and have *no rights*, but must observe the laws of Lemarian society

MONEY IN LEMARIA

There is a genuine lack of precious metals and gems on the island of Lemaria. (**G.M. Note:** Unknown to the humans, the Black Hills in the Forbidden Area are rich in silver). The absence of precious ores and the small, close-knit society enables a barter/trade system and communal sharing of foods and services to work well.

This means that gold, silver and gems have no or little value for most of the island inhabitants. The Church of Isis has accumulated a small treasure trove over the centuries from looting the wreckages of sunken ships. Total treasure is 6725 in gold coins, 3197 in silver and about 11,000 in gems and jewelry. However, the treasure has virtually no value for the people of Lemaria.

OTHER IMPORTANT POINTS ABOUT LEMARIA

Cattle, and especially **horses** are fairly uncommon on the island. It has been only in the last few decades that horses were introduced, thanks to a merchant vessel carrying western riding horses that fell victim to the rocks of Storm Haven Point. Nine horses were saved and successful breeding began. At present, about 60 horses are used throughout Lemaria with another couple dozen at a breeding ranch.

Cows and **pigs** (especially a hardy, but mean crossbreeding with wild boars) have existed on the island for centuries. Although harsh winters and disease has taken its toll.

Poultry is limited to ducks and geese.

Boats are limited to small fishing and salvage vessels, 12 to 24 feet long. NONE are seaworthy!! One of these ships would fall apart or capsize within 48 hours at sea. An ocean storm would rip it apart.

THE TOWN OF STORM HAVEN

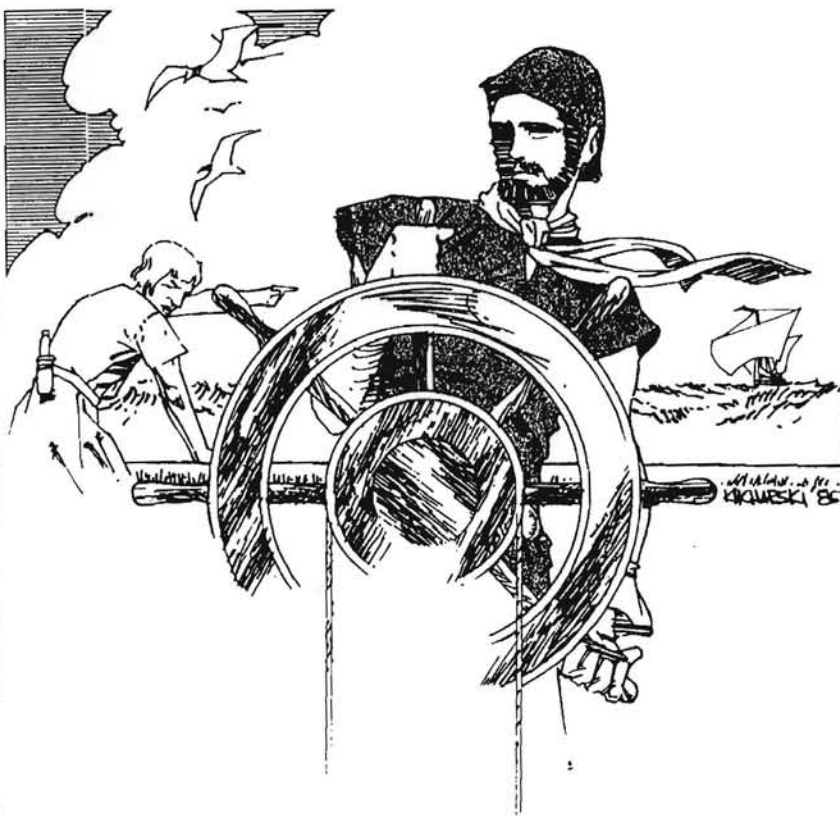
Citizen Population: 496 (includes farmers)

Slave Population: 77

Storm Haven is the smallest of the four towns on Lemaria. Its main

purpose is to watch out for foreign ships and lure them onto the rocks and reef which stretch from Vergis Point, around Storm Haven Point and along the coast north of the Point. The Lemarians lure in ships (usually lost, and glad to find a port in these terrible waters) with two lighthouse/observation towers, which intentionally direct the ships onto the rocks. The town's capable sailors then set out in their tiny fleet of fishing boats to rescue survivors for slavery, and salvage cargo, wood and valuables. Survivors are kept overnight at the bunk-house hospital and then immediately shuttled to the city of *Cassandra*. Salvaged goods are gathered, logged, dried and then sent to Cassandra, usually a week or two after being fished out of the sea.

When not salvaging shipwrecks the towns-people busy themselves with fishing, maintenance and farming. Because of their work with salvaging shipwrecks, Storm Haven has the second largest militia, numbers of horses and warlocks on the island. Although two or three years may pass without a single ship coming near the Lemarian island, it still averages out that one ship per year falls victim to the people of Storm Haven (usually pirates and lost merchant ships).

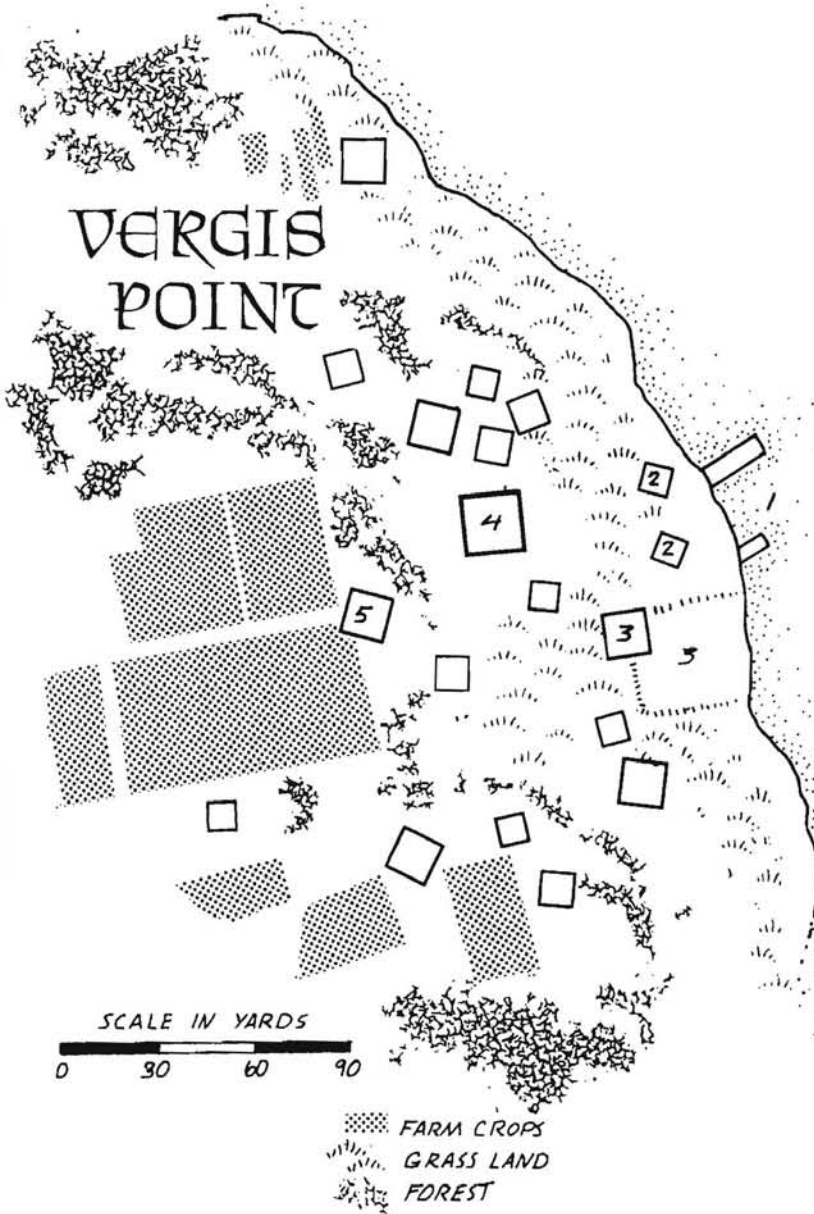


1. **The docks** used by the fishing and salvage fleet. 2D6 boats are docked at any given time.
2. The three story tower or **lighthouse** is ever vigilant. It is manned by a family; husband, wife, two daughters, and two male assistants. The wife, Ellane, is a third level fire warlock.
3. **The Little Fish Market:** This is a friendly seller of salted, smoked, jarred and fresh fish. The owner is a robust woman named Wonda, an excellent sailor (6th level) and preparer of food. Trades for fresh produce, poultry, pearls, jewelry, glassware (especially jars and containers with lids), wax and services.
4. **Shrine of Isis:** A carved statue of stone.
5. **The Salvage Warehouse:** A handful of large wood buildings for the storage of salvaged goods from shipwrecks.
6. **Carpenter's Guild Shop:** A medium size carpenter's place and wheelwright; largely responsible for building and repairing the wagons for cargo transport to Cassandra. 8 men and 4 women work here.
7. **The Wagon Storehouse,** a long low, wood building which houses 22, ten foot long wagons. 1D6 workmen are always in the area.

8. **The Porterhouse:** A two story stone building that serves as bunk-house and dining hall for the men who work in the warehouses, salvage operations, and wagon drivers. Houses 40 men; 2D8 men are present at any given time. All are equal to 2nd level farmers. The head man is Randalf the strong; anarchist alignment, 37 hit points, P.S. 22, P.P. 14, Spd. 10, I.Q. 11. He is a 4th level mercenary, wears double mail when on deliveries to Cassandra. Weapons include hercules club (2D6 damage), falchion sword (1D8 damage) and battle axe (2D6 damage).
9. **Blacksmith:** Four freemen and four slaves in leg manacles work in the smith shoeing horses, working and reprocessing salvaged metals, and assisting the carpenters. All have an average strength of 18; average hit points of 26. Weapons are limited to chains (1D6 damage), clubs (1D6 damage), and some iron tools such as hammers or pokers (all do 1D6 damage).
10. **The Corral:** 1D4 horses and 1D4 work-hands are present at any time.
11. **The Stables** house a total of 24 work horses, 10 riding horses and 6 breeding mares. 3D4 horses are present at any time. 2D4 male and 2D4 female work-hands are also present at any given time. The stable lord is Kathrine Haldar, a tough, 50 year old, 10th level merchant and Isis fanatic.
12. **Grain Storage.**
13. **Stable-Hand's Bunk-house:** A large, three story building with individual, small rooms for stable-hands, and a large kitchen, dining hall and meeting lounge. Houses 30 male hands (2D8 are present at all times), all are free citizens.
14. **The Slave Yard:** A 12 foot wood fence encircles a two story brick house where slaves are kept. Most are survivors of shipwrecks. 23 male orcs, all are 2nd level pirates or mercenaries; 12 goblins, all are 2nd or 3rd level thieves or pirates; 19 human males who are 2nd level sailors or pirates. Average hit points are 22.
Six female, 3rd level soldiers, four 3rd level female warlocks (one for each element) and four male assistants, guard, patrol and maintain the slave yards. Don't be fooled, these are tough, capable ladies.
15. **The Storm Haven Militia:** A small, stone, fortified, one story building which houses four, third level women soldiers and one ranger at all times. A sort of local sheriff's office.
16. **Temple of Isis:** Seats 100 people. Two 2nd level priests and six women acolytes maintain and service the temple.
17. **The Cattle Pen:** A small cattle farm with 11 dairy cows, 7 calves, and 32 pigs. Three families operate the farm.
18. **The Poultry Pens:** 36 ducks and 21 geese for meat and eggs. Operated by two families.
19. **Wheelwright:** Peg and box maker. Two families who work mostly for the stables.
20. **Wagon Storage:** Holds twelve, 20 foot wagons.
21. **The Militia's Stables:** 16 riding horses used for patrols. 1D4 stable-hands and one male guard are present at all times.
22. **The Militia:** This is the main military force of Storm Haven. The building is a long, one story, brick edifice which contains weapons, armour and equipment. 4D4 women soldiers and 2D4 male deputies are present at *all* times. The remaining 40 members of the militia live in private residences with their families. *All are* 2nd to 4th level soldiers.
Average Hit Points: 26
Standard Equipment: Hard leather armour, small wood shield, short sword, and wooden bludgeon (1D6 damage) or short bow.
Weapons stored include: 24 short spears, 12 short bows, 220 arrows, 24 small wood shields, 10 short swords. *Armour* is limited to 18 suits of hard leather. *Other Equipment* includes a dozen lanterns and oil, 20 manacles for hands and legs, 8 lengths of rope, 12 riding spurs, 6 large tents, and 12 water skins.
This is also the jail house, with two, large 14 × 14 foot chambers and four, 4 × 8 foot cells. All are stone chambers, *no* metal bars, with very thick, heavy wood doors bolted on the outside.
23. **Dance and Town Meeting Hall.** Used once a week for dances and when circumstances require town meetings or special events.
24. **The Main Temple of Isis:** A large, two story, stone building with an 18 foot, stone statue of Isis in its front garden. Holds up to 300 people. The upstairs is the living quarters of the priests and acolytes. The high priest, Shela, manages the town; an 8th level priest with the disposition of a rattlesnake (57 H.P.). Her two aids are Sandra and Carmen, both 4th level priests (hit points are 29 and 38 respectively). 10 female acolytes serve and maintain the temple. *Valuables* include a jade statue of Osiris (1½lbs worth about 800 gold) 110 gold and 53 silver coins a scroll to calm storms and six healing potions.
25. **The largest** of these handsome wood homes are the residences of the town warlocks. Arie: 4th level air, 31 H.P.; Carla: 3rd level Air, 22 H.P.; Suzan: 5th level Water, 39 H.P.; Bethany: 3rd level Fire.
26. **The House of Mistress Kara.** This elven beauty is one of the very few non-humans with any official place in the Lemarian government. She could be considered the town's second in command and is, without doubt, the most powerful individual. *It is Kara* who is usually responsible for the sudden fogs, storms and squalls that snare passing ships off the coast of Storm Haven. It is she and priest Shela who are the town's official protectors.
Kara is a 220 year old elf, I.Q. 14, P.S. 10, P.P. 13, P.B. 24, Spd. 9; 9th level water and air warlock. Aberrant alignment, hit points 63. Her armour is a cloak of protection, A.R. 12, S.D.C. 50, impervious to fire. Her weapons include: silver-edged dagger, hard wood staff (1D8 damage). Other items include: ring of invisibility (may be used twice daily, lasts 30 melees); secret treasure trove of 300 gold, 2000 in jewelry and a scroll of Armour of Ithan (lasts 20 melees).
27. **Warlock Guild-House:** A meeting place for warlocks. No valuables; richly furnished from salvaged shipwrecks.
28. **The Broken Keel Tavern:** Offers inexpensive, but hardy meals of fish and potatoes or bread, and drinks of mead or moonshine. The owner, Gabby, is a marvelous singer with mighty performances.
29. **The Bunk-house Hospital:** This is where all survivors of shipwrecks are taken to eat, rest, recuperate and receive medical attention. The building is a long, two story structure that seems completely normal and inviting. Individual rooms and wards provide a total of 50 beds. The people who care for the shaken castaways seem kind and sincere. Survivors rarely stay at the hospital for more than 24 hours and are taken immediately to Cassandra in horse drawn wagons where they are indoctrinated and often imprisoned or made slaves.
The hospital is inconspicuously guarded by 3D4 women soldiers, pretending to be caring nurse volunteers, within the building and another 3D4 women soldiers and 2D4 male deputies scattered around and near the bunk-house hospital. Plus, the full town militia is also placed on alert during these periods in order to suppress any uprisings or escapes. Remember that the warlock residences are also nearby. See the Militia, #22, for details on soldiers.
30. **Point General Store:** Operated by Amy and her two daughters. Supplies include rope, fabric, sewing equipment, syrup, dried and smoked fish, preserved fruits and jams, wood forks, knives and utensils. The women also offer sewing/tailoring services.
31. **Sail Repair Shop:** Employs six seamstresses and two men.
32. **Sea Craftmen's Guild:** Makers and repairers of ropes and nets.
33. **Dry Dock.**
34. **Shipyard:** Construction, repair and maintenance of boats.
35. **Lighthouse/Observation Tower:** Same as #2

36. Carpenter's Guild and Lumberyard: All other structures are residences.





VERGIS POINT

Population: 66

A tiny fishing community calls Vergis Point their home. It is a close-knit group of capable fishing families who enjoy their quiet independence from the larger towns. None are warriors, nor priest, nor warlocks; they are simple fishermen with a humble fleet of eleven, 18 footers. All are equal to 5th level sailors. Weapons are limited to nets and blunt wood clubs, poles and staves (1D6 damage).

1. **Docks.**
2. **Storage/Supply Huts:** Used to store fishing nets, hooks, line, sail patches, half dozen 30 gallon barrels, and fish cleaning tools.
3. **Edweena and Edward the Carpenter:** Assisted by their three sons and daughter, this family represents the community's master carpenters and builders. It is a modest shop with a back-yard of lumber.
4. **Dance Hall:** This is also the community meeting hall and place of worship. 3 totem pole-like carvings of Isis, Ra, and Bennu the Phoenix tower 18 feet in front of the building.
5. **Matty the Brew Maker:** A 63 year old master of mead making.

MAGINSA

Citizen Population: 749

Slave Population: 68

The northernmost town of Lemaria is Maginsa, a thriving community of able-bodied fishermen and farmers. The fishermen are so prolific, and the fish along their coast so plentiful, that they not only provide for Maginsa, but nearly 30% of Cassandra's food supply as well.

The town is a hodgepodge of mostly wood buildings oriented to the town's livelihood. Thus, one will find an abundance of tackle shacks, smokehouses, fish markets, granaries, storage areas, and means of transporting their catches to Cassandra.

Strangers are viewed with great suspicion, and men with weapons or armour will cause quite a stir. In such cases, a messenger from the militia will ride with haste to the city of Cassandra for instructions, aid, or confirmation of the stranger's story or alibi. The ride to the Cassandra militia headquarters is only a two hour trip when riding at top speed. If armed strangers or men of magic cause great trouble or endanger lives, the local Maginsa militia and/or warlocks may attempt to capture them. Otherwise, the local militia will bide its time, waiting until a force of Cassandrian soldiers arrive to take charge (which will be within three hours of being notified). The soldier force will be two soldiers for every one intruder, plus one fire or earth warlock. All will be third level and female.

Maginsa Town Descriptions

1. **The harbor** is littered with small and long docks, 8 to 16ft fishing ships manned by 2D4 fishermen (men and women), and harbor workers (1D4 in any given area, mostly men).
2. **Shrine to Ra**, primal god of sun, life, light, and fertility. This is an 18ft tall, wood, totem pole with the bust of the hawk-headed god holding his scepter. Other symbols include the sun and sea.
3. **This is a large residential area** of fishermen and their families. Half of the weathered houses will have their boats dry docked along the south wall.
4. **The pavilion** is just a large wood structure with two walls and roof. It is used for boat repairs, dry dock, fish market, open air dance hall, and for community meetings.
5. **Temple of Isis** and the gods of light. A modest wood building that can seat 250 people.
6. **The Lady of the Church.** Next door to the temple is the priest and her family; a son, two teen daughters and husband. The priest is Shally; scrupulous alignment, 31 Hit Points, 40 years old. The husband is equal to a second level mercenary; principled alignment, 25 hit points. His only weapons, used only in emergencies, is a 7ft staff, fishing net, knife, or any objects that might make a handy weapon such as hand axe, hammer, frying pan or chair.
7. **The Sea Shanti** is a popular pub that serves a fine, home-brewed ale for the price of a parcel of fish, certain grains, good song or entertainment, or special service. The owner, Franceen, and her four sons, manage the pub and produce the brew (the massive still is in the cellar, with a second in their home). Music and laughter is always heard from the Sea Shanti. 4D4 men or women are present at any given time.
8. **A variety of small, wooden, tackle and supply shacks**, shared by the fishermen. Supplies include: 2D6 of 50ft lengths of rope, wood pegs, 2D6 x 10 feet of fishing line, barrel of tar, barrel of salt; 2D4, empty, 5 gallon kegs, 2D6 large fishing hooks, 5lbs of rags, one 2 gallon keg of lamp oil.
9. **Smokehouse:** Most of the smoked and salted fish sent to Cassandra are prepared here. During the day it holds 4D4 workers.
10. **Fishermen's Guild House:** This is a meeting house for the fishermen to discuss problems, productivity, or just relax and swap stories. Exclusive to active fishing-persons, male and female. 3D6 fishermen

are present at most times, except between midnight and five in the morning. Nothing real valuable except some booze.

11. Temple of Light and Dark: This is one of the few stone buildings. The downstairs is the church, which can seat up to 400. Upstairs lives Lilith, 6th level priest (49 hit points, unprincipled alignment), three second level priests: Brenda (17 H.P.), Leanne (22 H.P.), Angie (20 H.P.), and four acolytes (average 16 H.P. each) to assist them.

12. Granaries for town use/winter storage.

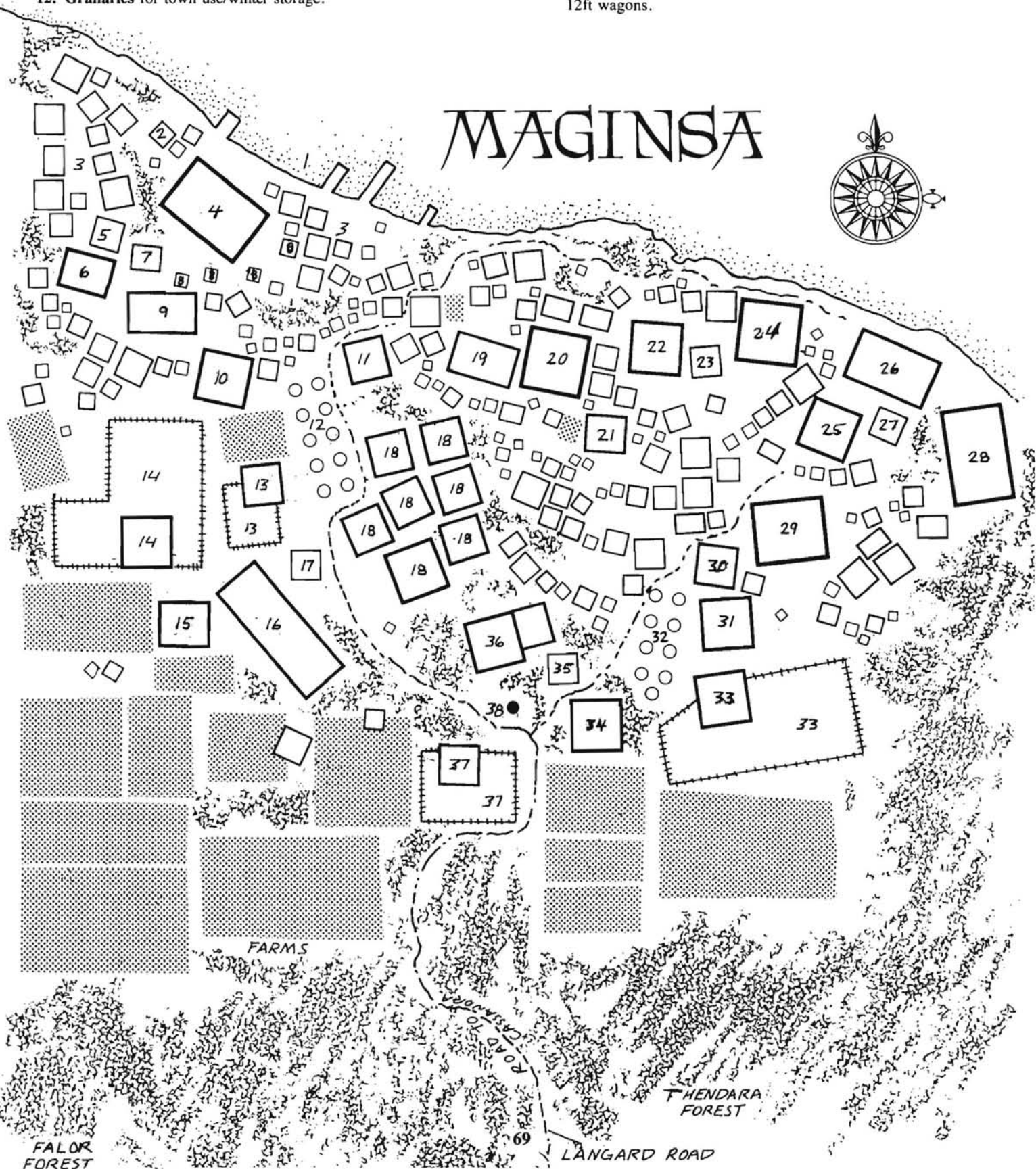
13. Cynthia's Duck Farm: Holds over 150 ducks and 60 geese. Operated by two large families. There is also a large, fenced-in, natural pond.

14. The Cassandrian Stables: A large stable of some 26 horses, used for the exclusive purpose of transporting goods to and from Cassandra. Most of the workers live around the stables.

15. Carpenter and Wheelwright.

16. Wagon Storage: Holds ten, 20ft long wagons and two dozen 12ft wagons.

MAGINSA



17. Blacksmith.

18. A group of warehouses for smoked fish and other goods.

19. The Town Militia: A one story, stone building with two, 8x8ft, jail cells (solid stone, no metal bars). 2D4, militia trained soldiers are present at all times. This is essentially a local sheriff's office. If horses are needed, they borrow them from the Cassandrian stables. All regular militia personnel are women; 2nd and 3rd level, average hit points 18, good and anarchist alignments. Standard gear: small wood shield, hard leather armour, short sword, spear and, perhaps, an additional knife or wood club or bludgeon (1D6 damage).

20. Farmer's Market: Fresh produce, pigs, ducks, duck eggs, pies and bread are bartered here. Closed during the winter.

21. The Warlocks' Guild House: A meeting place of the town warlocks. One of the largest (three stories) and most attractive houses in town. Utilized by the town's warlocks (two earth, two air, one fire and two water). Valuables include two pints of fine western brandy, two 10 gallon kegs of pirate rum, silver, brass and gold candlesticks and trinkets (a total value of 3000 gold), and a 6th level scroll to calm storms.

Barbra resides in the building along with two male slaves; Robert (20 H.P.) and Sambart (32 H.P.). Both men are equal to second level mercenaries. Barbra is 50 years old, 7th level earth, air warlock, aberrant alignment and has 41 hit points.

22. General Store: Offers household utensils, canning jars, clay pots, rope, grain, flour, expensive spices (pirate booty), moonshine, and fresh pies.

23. The Seamstress: A family business that mends and sews cloth, leather and shoes. All fair trades acceptable. Good quality.

24. The Block House: This is a warehouse or storage building for fresh fish preserved on ice (an old Bizantium Kingdom trick). The facility is operated and maintained by *Andrea*; a beautiful, 32 year old, 7th level water warlock (50 H.P., unprincipled alignment). She is assisted by her friend *Debrah*, a 4th level water warlock (30 H.P., anarchist alignment, 27 years old). Spells such as wall of ice, freeze water, sheet of ice and encase in ice, all make the preservation and transportation of fresh fish possible, even in summer. Six families are employed at the block house.

25. Andrea's Residence: A modest, but well kept home. Valuables include wine (made from the spell: water to wine), 200 gold coins, a silver edged dagger, an emerald ring (value 1900 gold), and two healing potions (1D8 H.P.).

26. The Fish Dock: A large facility for cleaning, scaling, cutting and preserving fish. Preserved fish are either smoked, pickled or sent over to Andrea's for freezing. About 40 people work here.

27. Net and Rope Weavers: Three families mend and make rope, and nets.

28. Dock Warehouse: Storage building for boats and fishing gear. Used mostly in the winter.

29. Town Hall: Used for meetings, announcements, gatherings, dancing and festivals.

30. Temple of Isis: A church which can seat 300 people. Operated by priest Sisoris; 3rd level, unprincipled, 28 Hit Points. A neighboring family helps to maintain the church.

31. Carpenter and Wagon Maker.

32. Grain Storage.

33. Stables: Contains eight older, but sturdy, horses. Often used by Andrea and town locals.

34. The Farmers' Guild House.

35. The Crying Seahorse Tavern: Operated by Cora and her three daughters, catering to locals and visitors. Serves excellent meals of pork, fish and pie. Known for her inexhaustible supply of wine (the wine is created by Debra, the warlock). Sleeping facilities for travelers are limited to eight bedrooms.



36. Stormy Inn: A large, three story building with 26 rooms of varying size for travelers.

37. The Pig Farm: Operated by three families, it contains a large pigpen, slaughterhouse and smoke hut for preserving meat. Has 5D8, domesticated, wild pigs at all times.

38. Statue of Isis: A 12ft, wood, carved statue.

AMORIA

Citizen Population: 1219

Slave Population: 201

The town of Amoria is a sprawling farm community. A full one half of its produce is sent to Cassandra for storage or consumption there. Amoria has been blessed with superior topsoil up and along the banks of the Catseye river. Crops include corn, beets, tomatoes, cabbage, rhubarb, cucumbers, beans, wheat, oats, tobacco and hay. Fruits are limited to apples, strawberries and raspberries.

The townspeople will view strangers with suspicion, especially men bearing weapons, magic users and non-humans. The militia will immediately investigate such strangers, requesting that they accompany them to the militia headquarters to answer questions. Resistance will be met with force and could lead to an immediate manhunt of all strangers. Meanwhile, a messenger will ride to Cassandra to inform the authorities of the incident. The trip to Cassandra is one hour on a fast horse. Reinforcements from Cassandra will outnumber the strangers two to one, plus the accompaniment of one or two priests or warlocks (3rd level).

Note: 40% of the townspeople live outside the town proper.

1. The River Boat Docks: This is where the large, flat river boats used to transport crops and produce are kept.

2. River Boat Warehouse: Barge repairs, maintenance and storage

area. 2D4 men (laborers) can be found here at anytime. Equipment includes a variety of large and small mallets, wood pegs, tar, saws, rope, oars, lumber, and similar items.

3. **Warehouses** for storage of lumber.
4. **River Boat Dry Dock.**
5. **Carpenter:** Employs a half dozen men and women.
6. **Stables** to which crops are hauled for processing and storage. Holds 12 older work horses. 1D6 present at most times. 1D4 stable-hands are also present at most times.
7. **Wheelwright** makes and repairs wagon wheels. Usually have 1D4 10 foot wagons available for use. Operated by two families.
8. **The Warehouse Docks:** An area where crops are transported for storage. Most of the residences in the area are owned by dock workers.
9. **Wagonsmith:** Stores and maintains twenty, 16 foot, and six, 20 foot, wagons. 1D4 men are present at all times. All are robust and powerful (P.S. 16 or higher). A connecting stable houses 14 work horses.
10. **The Warehouse District:** Mostly crops are stored here.
11. **Granary:** The silos contain various grains. 1D6 men or women can be found in the area at most times.
12. **Grain Refinery:** Employs 60 men and women. 2D6 are present at all times.
13. **Flour Mill:** 20 men and women work here during the day.
14. **Florence's Bakery:** Sells fresh bread, grains, flour and oats by the pound. A family owned business.
15. **Jam Maker and Canner:** Three families operate the shop, preserving and pickling fruits and vegetables, as well as making a variety of jams. 1D4 people are present at all times. The families live near the shop.
16. **Leona Home Brews:** A small, dirty tavern which offers two varieties of moonshine; bad and worst. A seedy little dive.
17. **Amoria Livestock:** Largely a pig farmer with 6D8 pigs at all times, two dairy cows and 2D8 ducks and geese. Operated by three families.
18. **Amoria Feed:** Stocks grains and hay for livestock.
19. **The Temple of Light:** A large, two story edifice that can seat 800. It is a place of worship and the site of festivals.

Lady Cora is the high priest; aberrant alignment, 8th level, age 46, hit points 48. She is a tough, capable lady whose ambitions got her thrown out of Cassandra. Cora can be extremely cunning and ruthless. She lives by her own twisted code of ethics.

Two other priests, Maria (anarchist, 4th level, age 30, hit points 32) and Agatha (miscreant, 3rd level, age 26, hit points 21), operate the church with the assistance of nine, young, women acolytes.

Secret valuables kept by the high priest Cora, include: three potions of healing (2D8 H.P.), scrolls of immobilize (lasts 8 melees), invisibility (self) and teleport (self); 100 gold coins, jewelry worth a total of 2000 gold and a 5 gallon keg of good wine.

20. **The Harvest Inn:** A popular bar owned by a 2nd level water warlock named Karla. Karla keeps the inn supplied with wine (via the water to wine spell). The inn is actually operated and maintained by two families. A total of ten rooms are available to visitors.
21. **Town Hall:** Large two story frame buildings used for meetings and dance hall.
22. **The Warlocks' Guild House:** An impressive, three story, stone building that looks more like a tower than a residence. The town's nine warlocks frequent the guild house to discuss affairs or just relax. The warlocks include: three second level earth warlocks; Cleo (24 H.P.), Randi, (18 H.P.); and Lydia, (27 H.P.); Rowena, a 6th level earth warlock (32 H.P.); Karla, a 2nd level water warlock (22 H.P.); Bennie, a 4th level water warlock (30 H.P.), Loretta, a 5th level water warlock (33 H.P.), Ferrlina, a 4th level fire warlock and Mina, a malevolent (diabolic) 6th level air warlock (48 H.P.).

The building has seven bedrooms/studies, a lounge, large meeting room, dining room, elemental shrine, kitchen, storeroom, pantry

and rooftop garden. Mina and three aids live in the building; the others have their own residences.

23. **Shrine of Isis:** A large open-air shrine and statue of the All Mother.
24. **Amoria Bridge.**
25. **Shrine of Apis,** the sacred cow and patron goddess of growth and fertility.
26. **The Lumber Yard** complex includes a dozen flatbed barges, storage warehouse, sawmill, tool sheds, lumber warehouse, small stables with 8, old, work horses, and four 20 foot wagons, and the watchman's home. The latter is a small, but handsome wood house where the yard's watchman, his two sons (Erick and Alexander; 24 H.P. each, scrupulous), his wife and sister. All are excellent woodworkers. The elder watchman is Hiram. He is equal to a 5th level mercenary; scrupulous, 40 H.P., armed with a large spear (1D8 damage) and cudgel (1D6 damage). His sons are likewise armed. The wife, Helena, is anarchist, 34 H.P., and armed with short sword and short bow (3rd level) merc.
27. **The Lumber Slave Yard:** This is a small stone building surrounded by a 12 foot tall, wood fence. It holds 30 slaves, mostly non-humans, who work at the lumber yard and mill. The slaves are generally second to fourth level pirates, sailors or thieves.

The slave yard is *guarded* by a quartet of sixth level soldiers and a deputy: 5th level ogre assassin (miscreant, 57 H.P.), armed with a giant mallet (1D8 damage), a pair of daggers (1D6), and a scythe (2D6 damage).
28. **Wagonwright:** Builds, and repairs wagons; has 1D8 20-footers available for rent at all times.
29. **Stables:** Used primarily by the lumber mill and yard; 16 strong, young work horses. 2D6 stable hands are present at all times.
30. **Lumber Mill.**
31. **Jail House:** A long, stone building used by the militia as a sort of local sheriff's office. 3D4 women soldiers will be on duty at all times, with a total of 30 law officers living in town. Average level is 3rd, hit points 20, equipment is the standard spear, cudgel, short sword (1D6 damage each), small wood shield and hard or studded leather armour. The warlocks and priests also serve as town protectors.
32. **The Fisherman Community:** With a dock area and several 8 to 12 foot boats.
33. **Dance Hall:** A very large building used for dances, festivals, meetings, farmer's market and theatre.
34. **Shumal's Ferry Service:** Three medium sized and two large barges used to carry people, livestock and cargo across the river. Operated by two families. Typical ferry pilot is a 2nd level sailor with 18 hit points.
35. **Statue of Isis** carved in stone; 20 feet tall.
36. **Temple of Isis:** Small but luxurious, and can seat up to 200 people. Jana is the head priest, gentle and compassionate woman loved by the townspeople. Jana is scrupulous alignment, 6th level, 45 hit points and has been known to defy the other priests in order to see justice and mercy prevail. Weapons and equipment include a holy sword that can expel demons and devils, sense evil, create a circle of protection and inflicts 1D8+6 damage; two daggers, a silver mace (1D8 damage), a hand mirror, and medallion of Isis and Osiris made in gold (worth 1200 gold).
37. **Farmer's Market:** An open wall pavilion for the trading of fruit, grains, corn, ducks and geese, pigs and smoked or salted pig meat, duck eggs, fresh and pickled fish, and so on. Closed in the winter.
38. **Warehouse.**
39. **Granaries:** 1D4 guards patrol at all times.
40. **Wagonsmith:** Fixes wagons and wheels. Has 2D4 16 foot wagons available most of the time.
41. **Miriam's Stables:** This is actually more of a pig farm than a stable. 4D6 pigs, 4D6 ducks, and an old, but prolific, dairy cow, and 4 old horses. The stable is run by Miriam, her husband Handal, three adult sons, their wives, and four girls ages 5 thru 12.

42. The Amoria Slave Yard: A large, 16 foot tall, stone wall (made by the earth warlocks) surrounds the compound. Over 130 slaves reside in the stone barracks. They are a motley mix of human males, orcs, goblins, ogres and a handful of others; all are captives of wrecked ships. The slaves work in the fields, lumber mill, and warehouse, doing hard labor.

The slave yard is maintained by 20 third level soldiers (½ of which are *men*), 15 assistants (mostly female), and Thanda, a tough old gal whose as clever and cunning as any ten inmates.

Thanda is 53, anarchist, 8th level priest of Isis; hit points 64. Armour is pirate double chain; A.R. 14, S.D.C. 49. Weapons: short sword, cudgel (1D8 damage), knife, bull whip (1D8) and of course, her magic.

The soldiers are all equipped with hard leather armour. (A.R. 10, S.D.C. 30) small wood shield, cudgel (1D8 damage) and quarterstaff (1D8 damage).

CASSANDRA

Citizen Population: 2196

Slave Population: 422

Cassandra is a prosperous little city of farmers, fishermen, priests and dignitaries. It is the seat of the government and the Church of Isis. It is important to note that the Church of Isis is the ruling government and intrinsically linked to the militia and warlocks, making it impossible to overthrow. The governmental powers are almost fanatically loyal to its people (male and female), honest, trustworthy and capable. This is largely due to the comparatively small number of people and the teachings of the Church of Isis and Light.

Although it is the women who are the dominant force in this society, the men are not slaves or pitiful, second-class citizens. They enjoy freedom and prosperity at the side of the women.

Strangers, especially men bearing weapons and armour or men of magic or non-humans, are regarded as potentially hostile enemies. All such strangers will be approached by the militia and/or priests or warlocks, and asked to lay down their weapons and agree to temporary incarceration for questioning. Refusing to comply will result in being arrested as enemies of the state and being forcibly taken in to custody. If the strangers escape after combat, a manhunt of epic proportions will ensue, utilizing the militia, priestly magic and warlocks. The air warlocks are especially useful in summoning air elementals to search the town. NOTE: That four, air, minor elementals can search the entire town, as depicted on the map, in an hour and half with 89% accuracy. No citizen will intentionally aid or hid a stranger or refugee from the law.

All strangers are taken to the Holding Area; a slave yard. Those who come peacefully and answer questions honestly are treated with kindness and decorum. Their internment is spent in a small, but pleasant, windowless room under lock and key. After questioning, they will be informed that there is no way off the island and that they must make the island of Lemaria their new home. The person will then be subjected to two weeks of religious and political indoctrination (see the Laws and People of Lemaria). Willful compliance will place the person on a three year probation, a job assignment (usually one that best suits the persons physical abilities and skills), and a place to live (usually with a family). ALL weapons, armour, magic, and valuables, are permanently confiscated. ALL other gods must be rebuked and Isis, and/or the gods of Light and Dark, adopted.

Humans, elves, and changelings disguised as one or the other, will fair the best, especially women. Humans are given the best positions and become full citizens after the three years probation. Women can even study to become a priest or warlock after their probation period. The elves' human appearance allows them to integrate into society more easily than other non-humans. However, no non-human can ever become a full citizen and that includes elves. *Non-humans* that are not slaves

are called **foreigners**. They are expected to obey the laws and mores of the land and the teachings of Isis, but can never become true citizens. This means that they can not own land, property, own a business or hold a place in church or government. Obvious non-humans, such as orcs, ogres, goblins, dwarves, wolven, etc are usually assigned jobs of manual labor in the fields, lumber mill, warehouses, stables, shipyards and fishing docks. They are assigned housing in the ghetto near the shipyard.

Strangers who resist arrest will be placed in slave camp and subject to periodic interrogations while awaiting a formal trial (usually within two weeks). The trial will take into consideration fear or misunderstanding on the part of the strangers, as well as any crimes or acts of violence. The murder of any citizen, male or female, other than those involved with the militia, will automatically condemn that person or persons to at least a decade of slavery (if an accident), or a lifetime of slavery or public execution. They may be chained and manacled if giant or deemed dangerous.

Slaves perform the lowliest and most strenuous tasks of labor. This includes working in the lumber mill, building, slopping hogs, working in the warehouse, cleaning fish, and so on.

- 1. The Slave Farm:** This is farmland worked by slaves who are usually citizens serving out prison sentences, or human and non-human slaves who have exhibited virtuous behavior. Only 30% are non-humans.
- 2. Slave Farm Barracks:** A large, flat, wood building which houses the 40 slaves that work the farm and the dozen directors who guard and manage them.

The directors are equal to 3rd level mercenaries, and average hit points 22, mostly good alignments. Weapons include the bull whip and cudgel or quarterstaff (all do 1D8 damage). NO knives or swords are used. Armour is soft leather; A.R. 9, S.D.C. 20.

The slaves are mostly normal citizens, sailors or pirates. Average level is 3rd, hit points 20; alignments mostly unprincipled, aberrant and anarchist. Weapons none! All tools are wood and collected daily.

- 3. Wood Tool Shed** for the slave farm; locked.
- 4. Duck Pen** for the slave farm; contains 3D6 ducks, 1D6 geese and a watchdog (18 H.P.).
- 5. Grain Silos.**
- 6. Warehouse** for hay and crops.
- 7. The Mill:** The largest lumber mill on the island employs 60 citizens and 20 slaves. 2D4 people present at all times.
- 8. The Lumber Yard:** A part of the mill, used for storage of unfinished wood/logs. Employs 10 citizens and 20 slaves; mostly muscular non-humans.
- 9. Warehouse** for finished wood.
- 10. Warehouse** for finished wood.
- 11. Wagon Warehouse:** Holds four 24 foot wagons and six 18 foot wagons.
- 12. Lumberyard Stables:** Contains 4D6, powerful, work horses at all times. 3D4 stable hands are present at all times.
NOTE: The families that own and operate the mill and stable live nearby.
- 13. Carpenter:** The largest carpentry in town is operated by the cousins of the lumber mill. They do excellent work and specialize in furniture and house building.
- 14. The Farmer's Guild House:** A meeting place for farmers, and also used for special gatherings and jamborees. Old man Franklin and his wife reside here as the building's caretakers.
- 15. Clementine's Dairy:** The largest dairy farm on the island, it boasts a total of 28 dairy cows, 8 breeding cows and three male studs. Three families operate the farm.
- 16. The Roadside Inn** is a pleasant, three story, frame building that offers 30 rooms to travelers visiting Cassandra.
- 17. Green Forest Wines:** A family owned brewery that specializes in a variety of wines, fruit juices and mead. Always has 2D4, 50 gallon

barrels of wine, 3D4, 20 gallon barrels of mead, and 1D4 barrels of moonshine. Amy and Amos reside upstairs in the winery; their two sons and their families live nearby.

- 18. Nardia Fruits and Vegetables:** Fresh fruits and vegetables when in season; canned, jammed, and pickled fruits and vegetables are also available. Nardia's homemade fruit pies are a well-known specialty.

A storage silo is next to the market/residence, as well as a rickety, 18 foot wagon and an old horse named Samson. Nardia lives with her three daughters, their husbands and nine grandchildren.

- 19. The Pastry Shop:** Cakes, pies of fruit or vegetables or meat, bread and honey drop candy.
- 20. Guild House of Artisans and Craftswomen:** An active guild house where apprentices are chosen, and taught the arts of their particular craft. Also used as a meeting place and site of special festivals and showings of goods. 4D6 women are present at any given time. The building is an active, four story, wood structure.
- 21. Lemaria Glass and Candle Works:** Across from the guild house is a fine shop filled with glassware and candles.
- 22. The Cross Stitch:** A handsome seamstress's shop which sells thread, sewing needles, fabrics, hats, and a variety of tailoring services.
- 23. Public Bath House,** with a well nearby.
- 24. Festival Pavilion:** A large, open walled structure used for dances, festivals, carnivals, theatrical shows, acrobats, and so on.
- 25. The Hall of Justice:** An ornate stone building where crimes are heard and tried.
- 26. The Park.**
- 27. Shrine of Osiris.**
- 28. Church of Isis:** This is the main temple of Isis. It is a large, ornate stone building which can seat up to 1200 people. Fendra is the live-in custodian; a 6th level priest, unprincipled alignment, 38 hit points. She is assisted by acolytes from the church complex, and seat of government, across the way.
- 29. The Parade Grounds:** Used by the militia for military practice, as well as for festivals.
- 30. Lemaria Militia Headquarters:** This is a massive, two story stone building that rests at the cross-section of the city's three roads. Part of its structure is a bay of 12 prison cells; all are bar-less with metal reinforced wood doors. There are two, additional, larger rooms which measure 12x12ft and have solid steel doors.

The militia soldiers are female warriors of second, third and fourth level experience. *Armour* is hard or studded leather; officers wear chain mail. *Weapons* include quarterstaff, cudgel and bull whip (1D8 damage each), short sword, dagger (1D6 damage) and small wood shield. 3D4 + 10 soldiers are present at the militia H.Q. at all times. *Additional equipment* stored at the militia includes: 4 battle axes, 12 cudgels, 2 ball and chain, 6 long swords, 11 short swords, 22 spears, 10 short bows, 300 arrows; 12 sets of spurs, saddles and riding gear; 10 lanterns, six 10 gallon kegs of lantern oil, 20 pairs of manacles and leggings, 8 suits of hard leather, 2 suits of studded, one chain mail (battered, only 21 S.D.C.) and one, giant size scale mail (display).

The Militia Captain is Laura, the Swift: 10th level soldier, 66 hit points, principled alignment; I.Q. 14, P.S. 13, P.P. 19, P.B. 10, Spd. 15; all other attributes are average. *Armour* is a suit of pirate splint; A.R. 16, S.D.C. 80. *Weapons:* A flamberge sword (3D6 damage), cudgel (1D8), flail (2D6), dagger, and a pair of magic, gryphon claw gloves (2D6 damage). May also use a short bow.

Second in Command is Lydia, the Dark Knight: 8th level soldier, 58 hit points, aberrant alignment; I.Q. 12, P.S. 12, P.P. 14, P.E. 20 (+3 vs magic/poison), Spd. 10; all other attributes are average. *Armour* is a suit of pirate double mail; A.R. 14, S.D.C. 55. *Weapons:* Oncin pick (1D8 damage), cutlass (1D6), twin daggers



(1D6), short bow (1D6), and a small, wood and leather shield. Lydia is also trained in W.P. Blunt weapons. *Additional items of note:* gem of reality (see new magic items under Alchemist Appendix), a magic ring which can make her impervious to fire 2x daily, two doses of fire dust (Palladium RPG, pg 138), and a ten foot length of thread of iron (also in this book under Alchemist Appendix).

Sergeants and other officers must be at least fourth level soldiers, and wear chain mail (A.R. 13, S.D.C. 44); average hit points 26, average I.Q. 10. Typical weapons: spear, cudgel (1D8), short sword and/or bull whip and short bow. All officers are trained in horsemanship (60% of the militia regulars are also trained in horsemanship).

Note: Warlocks and priests often assist the militia, especially in manhunts and serious crises. The warlocks are particularly active in this respect, and are known as the "Protectors of the People".

- 31. The Tannery** prepares leather and animal skins for use as fabric, makes and repairs boots, shoes, and other leather articles. Also makes hats, gloves and canvas. Operated by two families.
- 32. Murrium's Furrier and Outfitter:** Specializes in skinning and preserving animal pelts, with an emphasis on fur quality. Makes and repairs coats, capes, hats and fur trim. Superior craftsmanship.

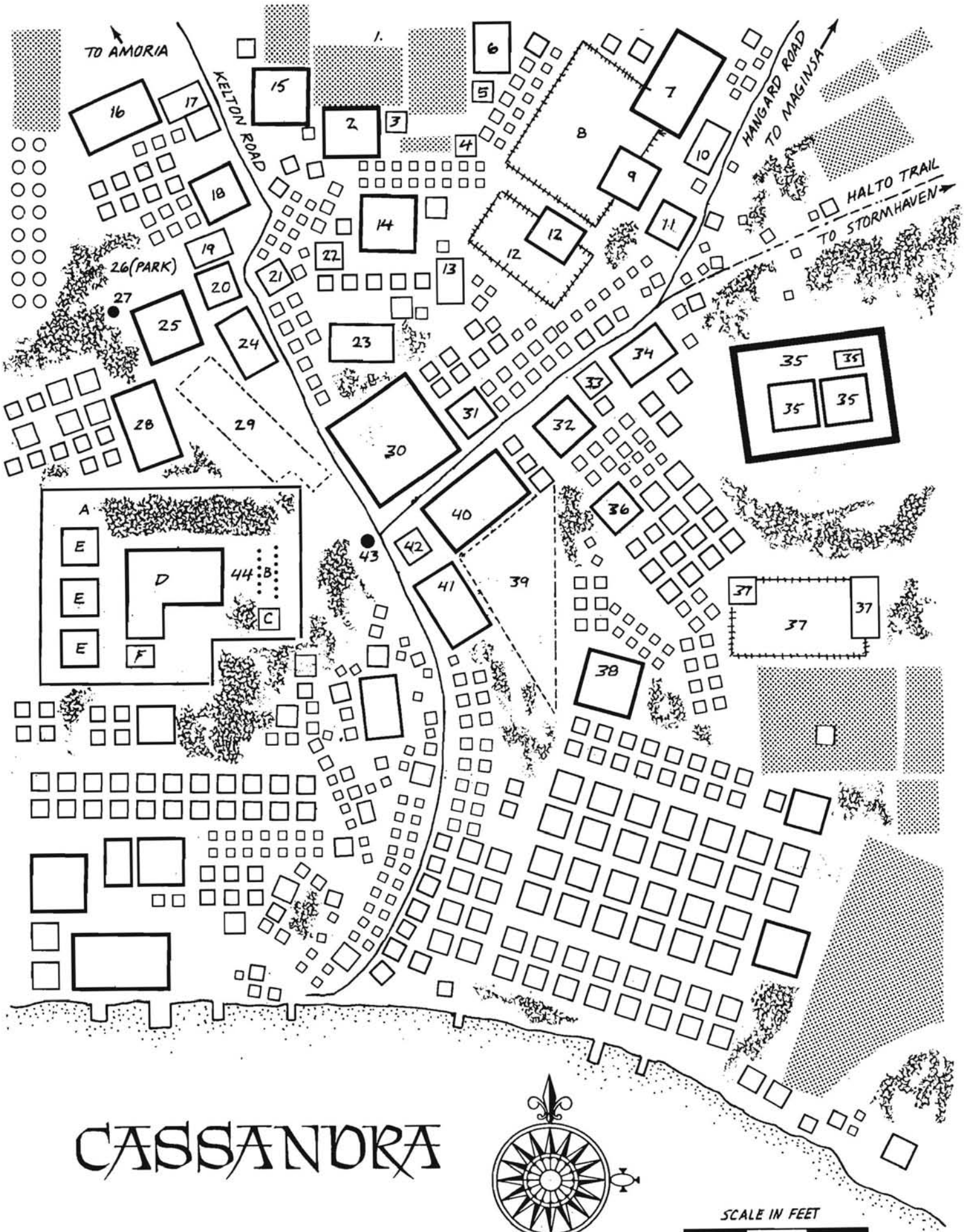
As an outfitter, Murrium, provide's a variety of trappers equipment including snares, nets, short bows and arrows (women only), skinning knives, tents and miscellaneous hunting paraphernalia. She also has a dozen, well maintained, metal animal traps which she keeps for her shop's exclusive use.

Murrium is a weathered, auburn haired woman who looks like a rugged 50 year old, but is actually 40. She is an 8th level ranger, 57 hit points, anarchist alignment, and knows the island like the back of her hand. She even once led an expedition into the Forbidden Area's Fengard Forest. *Armour* is studded leather; A.R. 12, S.D.C. 38. *Weapons* include a throwing axe, throwing knife, two hunting knives (all do 1D6 damage), a quarterstaff and short bow. *Attributes:* I.Q. 11, P.S. 17 (+2 to damage), P.E. 14, Spd. 13; all others average.

Her two sons, Russ 19 and Bertrum 20, and daughter, Aloa 17, do 50% of the trapping and most of the skinning.

Russ: 2nd level ranger, 21 hit points, unprincipled; attributes: I.Q. 10, P.S. 15, P.E. 13; all others are average. *Weapons:* quarter staff and sling. No armour.

Bertrum: 4th level ranger, 30 hit points, anarchist; attributes:



CASSANDORA

I.Q. 11, P.S. 20 (+5 to damage), P.E. 15, Spd. 12; all others are average. Weapons: quarterstaff, sling and hunting knife. No armour.

Aloa: 3rd level ranger, 24 hit points, unprincipled; attributes: I.Q. 13, P.S. 11, P.E. 15, P.B. 14, Spd. 16; all others are average. Weapons: throwing axe, knife, quarterstaff and short bow. Armour is studded leather or soft leather.

All four are respected citizens and deputies of the militia (which is why the boys can carry a few weapons). They often assist in tracking criminals and surveying the forests. Murrium has eight excellent hunting dogs, and four fine bloodhounds.

33. The Healer: Flinora is a 64 year old widow, renowned for her healing powers and gentle disposition. A public healer, she will turn no one away, including slaves. Knowledgeable in the ways of medicine (medical skill 98%), herbs, balms and mending bones. Flinora is a 10th level healer; I.Q. 11, P.E. 15, Spd. 6; hit points 49, principled alignment. Even though she is slowing down with age, Flinora is intelligent, clever, witty and astonishingly deadly with a knife (W.P. knife at 10th level proficiency). Never uses armour, or any weapons other than knife or frying pan.

34. The Cross Road Militia: This is a medium sized jail house located at the junction of the Hangard Road and Halto Trail. It is also intentionally near the Slave Holding Yard.

Captain Maria the Bold commands 24 soldiers, 2D6 of which are present at the outpost at ALL times. Captain Maria is a 6th level soldier, 43 hit points, scrupulous alignment; attributes: I.Q. 10, P.P. 14, Spd. 12; all others are average. *Armour* is chain mail; *weapons* include spear, cudgel, bull whip and long sword (1D8 + 2 damage).

The soldiers have the standard equipment (see #30).

Additional equipment kept in the building is limited to a dozen, small wood shields, a dozen cudgels, half a dozen spears, four lanterns, and a dozen manacles. All is kept under lock and key to avoid falling into the hands of rioting or escaped slaves.

The building has four, small, 6ft x 6ft cells, and one, large, 12 x 16ft cell. ALL doors are metal.

35. The Slave Holding Yard: A slave complex surrounded by a 20ft tall, stone wall. This is where all the victims of shipwrecks are taken for interrogation and indoctrination. One building is a sort of minimum security prison, or holding yard. It can contain up to 60 newcomers comfortably. This is where prisoners who have exhibited a willingness to work within the system, and victims of shipwrecks who have shown a desire to join the Lemarian society go. The other buildings are maximum security prisons where known, hardened criminals, and lifetime slaves with a history of violence are kept. The facility holds a total of 120 life-timers.

Twenty-four guards are on duty at all times. Shifts change every six hours. Rolda, captain of the guards, lives at the facility. She is a wily, 36 year old, 6th level earth warlock, with a yearning for danger and combat. Alignment is anarchist; 42 hit points. Weapons are limited to a bull whip and cudgel (1D8 damage each). Armour is a full suit of studded leather; A.R. 12, S.D.C. 38.

A typical guard is a 3rd or 4th level soldier with about 24 hit points. Equipment is hard leather armour; A.R. 10, S.D.C. 30; cudgel and quarterstaff (1D8 + 2). A dozen spears, two dozen, small wood shields; six bull whips, six broad swords and two battle axes, are locked away in the stone guard tower.

36. Temple of Light and Dark: Operated by two, 4th level priests and six acolytes.

37. The Pig Farm: Operated by one large family, including sisters, brothers, nieces, nephews, cousins and in-laws. Stock includes a dozen, prime breeding sows; 6D10 + 20 pigs for slaughter; three old, but strong work horses, and a dozen or so ducks. Six watchdogs have free reign around the farm. 3D4 people are present at any given time.

38. The Cassandra General Store: Offers everything from fishing line, farm tools, cooking pots, pans and utensils, to fabric and

foodstuffs.

39. The Town Square is the site of festivals, dances, occasional open market fairs and public executions and punishment, such as the stocks and public flogging.

40. The Hangard Inn: A pleasant inn/boarding house used by visitors from the other towns.

41. The Iron Star: This is the only public metal shop and smithy on the island. A young, hulking woman named Kilinda works the smithy with her sister and three male assistants. Products include nails, clasps, animal traps, tools, pots, horseshoes and so on. No weapons or armour are made or sold to the public. However, the Iron Star does restore and repair salvaged weapons and armour for the government, priests, warlocks and militia. Consequently, 2D6 spears, 1D6 swords, and 1D6 miscellaneous weapons, are on the premises at most times.

Kilinda is a 5th level merchant and 3rd level mercenary. Attributes of note: I.Q. 10, P.S. 20, P.P. 14, P.E. 18; all others are average. Hit points 48, alignment principled. Armour — scale mail, A.R. 15, S.D.C. 75 (worn only for combat). Weapons of choice include a flamberge (3D6 damage), cutlass (1D6), morning star (1D8), small metal shield. She may also use a hardwood quarterstaff. All items are officially sanctioned by the church and government.

The assistants are ordinary people with no combat training, but an average strength of 18; hit points about 20.

42. The Broken Crock: A shop displaying the excellent wares of Nurie, a master potter.

43. A Shrine to Isis.

44. The Church of Isis: The grounds for the Church of Isis are enclosed by a 14 foot tall, stone wall created by the warlocks. The complex is showy, but restrained. It serves as the seat of government, as well as church headquarters. In another city, this might be the king's palace.

A. The Garden is dotted with little shrines of Isis and the other gods of light. It is often used as a quiet place for meditation or relaxation.

B. The Champions of Light is another, less flowery, garden, with 12 foot statues of each of the gods of light and includes a memorial statue of Cassandra, the high priest who established the city and society of Lemaria.

C. The House of the Faithful: This is a nice three story building where the acolytes who assist and serve the priests live. 2D6 acolytes are present at any time. All are female.

D. The Palace of Light. This is "the" church. Within its walls reside the high priest of Isis and ruler of Lemaria, her aids, and other, critical, government officials. Offices include all guild masters, judges, militia general, and other key positions within Lemaria's simple society.

THE FORBIDDEN ISLE OF SET

Note: This is a moderately difficult adventure for mid to high level characters or a large number (eight or more). Game masters will have to modify the adventure by reducing the number of demon encounters for small or low level (under 3rd level) groups.

Nestled in the northern tip of Shadow Lake is a tiny island that is shunned by the inhabitants of Lemaria. Religious doctrine has decreed the island to be one of the evil god, Set's, earthly abodes, and a place to be avoided by followers of Isis or the gods of light. Rumors and tall-tales recount the adventures of blasphemers who sought to ally themselves with Set and noble warriors who sought to cast him out; all of whom perished at the hands of Set's demon horde which protects the isle. All of Lemaria's inhabitants know (or are at least convinced)

that the Forbidden Island is inhabited by Set and his demons, although specific stories will vary from person to person. It is important to note that the inhabitants are so fearful of the Forbidden Island that even the authorities will not set foot on its soil for any reason.

The Forbidden Island of Set is an insignificant lump of earth that barely stretches two miles north and south, and one mile wide. Except for patches of scrubs, charred earth and unnatural, barren hills, it is entirely woodland. Scattered, broken-down, and seared trees, stand as mute testimony to the demons that are said to roam the land.

GAME MASTER SECTION

The Forbidden Island is inhabited by an array of demonic entities, but they are NOT the minions of Set or any other deity. About 300 years ago, a Western Empire merchant ship crumpled in the hazardous waters that surround Lemaria. Among the three survivors was Illinar, a summoner/diabolist, whose ambition necessitated his immediate departure from the West. Hoping to hide away at the Kingdom of Bizantium, he suddenly found himself cast upon an uncharted island some 300 miles short of his destination. With the aid of his two fellow castaways, he would soon turn their dilemma into good fortune.

During the months that followed the three elves became good friends. The beautiful *Lady Fala*; intelligent, capable and as deadly as any cadet to graduate officer's training from a Western academy. The dark eyed *Chandar*; inventive, keenly observant and himself a student of the mystic art of wizardry.

Survival and recuperation was easy, and casual exploration of the Lemarian Island quickly established its desolation. An element that appealed to the hunted Illinar. Selecting the tiny freshwater island, now known as the Forbidden Island, as a base of operation, Illinar convinced his friends that they could establish a fine estate right here. Easily avoiding the fledgling human society at the other end of the island and all three would benefit from his experiments with mystic circles. The allure of immortality and riches, combined with the camaraderie forged through their ordeal, united the three with dreams of future greatness. By means of Illinar's circle magic and salvaged components, Fala and Chandar were sent to Bizantium to tidy up their affairs and secure the summoner's ill-gotten riches which he had wisely sent ahead. In this way they were able to gather everything they could possibly need and even purchased the services of masons and carpenters (magically transported) to build their estate. **Note:** There is no way that the laborers could identify the location of the island estate. Most presumed it was in the Northern Wilderness. Cattle, furniture and other commodities were transported in the same fashion.

The three story mansion complete, Illinar set about his work interpreting and modifying ancient circles which he believed to hold the secrets of immortality. Fala and Chandar managed the estate, hunted the plentiful game (much of which was summoned by Illinar), and visited the Kingdom of Bizantium and her border towns for supplies, world news, recreation and excitement. Only Illinar remained secluded on the little isle, obsessed in his circle experiments. His only respite was spending time with his beloved Fala and tutoring Chandar in the ways of mystic circles and symbols. Fortunately for the three, Illinar was not a jealous man and recognized the friendship between Fala and Chandar as the love one expresses for his brother or sister.

As the years stretched into decades of failure, Illinar became even more reclusive and frustrated, with each defeat eating at his soul like a hungry wolf. On the eve of the 50th anniversary of their arrival on the island, Illinar bid his love and his friend to leave the island for he feared his quest was but a phantom, a dream he could never capture. This was not the youthful, debonair mage of 50 years past. This Illinar watched the shadows of his house as if he expected something horrible to emerge at any moment. His limping, shuffling gait bore testimony to a fruitless pact with one of the many demons he now cavorted with, as did his many scars and white hair. He called regularly upon dark forces which seemed all too happy to serve him. Demonic servants

patrolled the estate to protect home and master from prying eyes.

Fala stayed because she loved Illinar more than ever. Chandar, who had learned all he could from Illinar, remained because he believed the summoner was at last on the threshold of success. Chandar was a patient man who enjoyed these idle years. He could afford to wait a few more years for immortality. Six years later, Chandar's patience was rewarded.

After decades of agonizing failure, Illinar was successful in creating a circle which imparts immortality upon its user. Unfortunately, the circle is inherently flawed, instilling any number of debilitating side effects. Side effects which have driven both Illinar and Chandar irrevocably insane.

Four Hundred Years Later

The three still live, but in a nightmarish world of fear and delusion. The plush, three story manor house is a dilapidated hovel which one must wonder if it would still stand at all if not for magic. Its shadows seem alive, and dreadful creatures freely roam the isle.

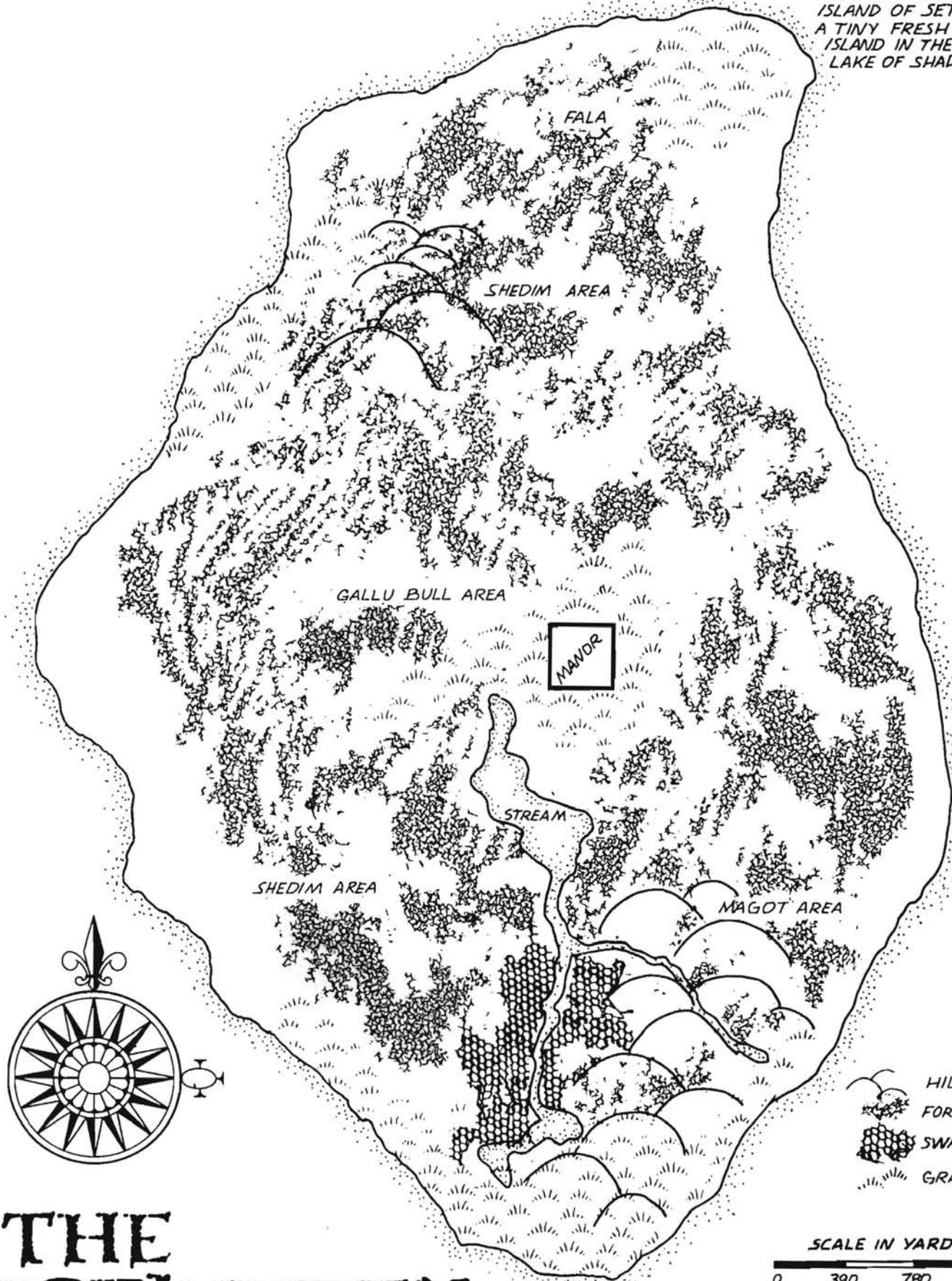
Forbidden Island Random Encounters (optional) (Roll once for every twenty minutes on the island)

- 1-10 One magot approaching from the distance
- 11-20 Glimpse a figure hiding in the shadows (Fala); a woman's voice shouts a warning (elven) to "flee this damnable place before you die", then she is gone.
- 21-30 One shedim attacks, but will flee before it is seriously wounded (will return with his two brethren within 20 minutes).
- 31-40 One shadow beast attacks, toying with the intruder(s) in a cat and mouse game; then ducks into a shadow only to suddenly leap forth to attack and hide again. After a brief while, or if it is severely wounded, it will flee invisibly amongst the shadows to tell Chandar of the intruder(s) presence. **NOTE:** Will attack only if there are shadowy places to hide, such as in the forest, near rocks, or at night. Otherwise, it will simply run off to warn Chandar.
- 41-50 The gallu demon bull, Frod, spoiling for a bloody battle. May fight till the death, or flee to attack a little later after all its hit points are regenerated. The second assault will be even more ruthless than the first. The bull's pride will prevent him from soliciting reinforcements.
- 51-56 Two shedim in an evil mood. Will fight only as long as they believe they can win. Will flee to get the third shedim, or the gallu bull, if they lose more than half their hit points.
- 57-61 The night owl will appear, ominous and menacing, but will warn the intruder(s) to flee this island quickly for only certain death awaits them here. He will then turn invisible and fly away toward the south. The night owl will strike out only if he is attacked, but even then he will avoid combat, flying away and chiding the intruder(s) as fools.
- 62-70 Three shedim out for blood. Two will fight till the death, the other will flee, after being severely wounded, to warn Illinar.
- 71-80 The magot will fight till the death. 86% probability that it's bellowing will alert and attract the other demons and Fala. 66% likelihood of alerting Illinar and Chandar.
- 81-88 The gallu bull, Frod, in berserker rage. Will fight till the death. Substitute magot, if already slain.
- 89-95 Two shadow beasts with a taste for blood. Will flee only after more than $\frac{2}{3}$ hit points are lost.
- 96-00 Four demons (and/or shadow beasts) intent on destroying the intruder(s). G.M. selection made from any demons not yet destroyed. Select from shedim, gallu, magot and shadow beast. There should be at least one greater demon.

Note: G.M.s may have to substitute one demon for another if a previous encounter has lead to its destruction. Or roll again . . .

Remember, this is an *optional* encounter table. The GM is free to select encounter, combat and combinations of his/her choice, as it is most suited for each particular game and players. The characters should

THE FORBIDDEN
ISLAND OF SET IS
A TINY FRESH WATER
ISLAND IN THE
LAKE OF SHADOWS.



THE FORBIDDEN ISLE



have at least one encounter (if not two or three) with demons before they ever reach the manor house.

THE MANOR HOUSE

The wood and stone manor was obviously once a fabulous estate of superior craftsmanship. However, long decades of neglect has ruined its beautiful facade and bent its frame. Much of the glass behind the corroding frills of the metal grillwork that bar the windows is broken or completely gone. Peeking inside will reveal rooms with tattered and decaying furniture, and much disrepair. The fine woodwork and windowsills are swollen and hopelessly scarred by water and carelessness. The floors are covered by moth-eaten rugs and blemished wood. The roof is in such a state that small holes and weak spots (around the smaller holes) could provide easy entrance for the bold.

The following rooms have windows. All are barred by fancy iron grillwork, but the centuries have weakened them all. Grillwork S.D.C. is a meager 30.

Window Rooms: #1, 2, 5, 6, 9 have their windows bricked up. S.D.C. is 60 plus 30 for the grill; **11 and 14** are the same as 9 & 15.

Rooms with ceiling holes and weak spots: #11, 12, 13, and 17. S.D.C. 20 to break through weak spots in the ceiling.

Note: 30% chance that any break-in will make enough noise to alert one of the house's inhabitants. Certain precautions and ingenuity on the player's part could eliminate the noise aspect and therefore, prevent alerting anyone.

Once inside, loud noises and talking has a 70% chance of alerting the house's occupants to intruders. Creaking floorboards on the ground floor have a 44% chance of alerting the paranoid Illinar, or one of his demonic protectors in the basement.

GROUND FLOOR

Note: Unless otherwise stated, all footprints are too smeared to identify.

V. Entrance Vestibule: 14×21ft; now completely empty. The front door, as all doors in the manor, opens inward. It is a heavy oak door that shows signs of previous forced entry. Two wards, alarm: sound, and fear, will go off if opened.

1. Common Living Area: 21×14ft; once a nicely furnished common area, it is now in a state of disrepair. Couches and chairs are ripped and soiled, some broken. Tables are broken or cracked, and marked. On the wall are ragged tapestries, now all ripped and rotted from leaks in the roof. The floor is dusty and marked from water and use. Large inhuman footprints are too smeared to identify.

2. Dining Area: About 21×14ft; this area is in better repair and appears to be used from time to time. A large dining table sits in the middle of the room, large enough to sit up to 12 people. Dishes and eating wares are stored in a hutch along the north wall. This is now warped and water marked also. Dirty plates and chicken or some other fowl's bones indicates that three people dined here recently. A ranger could nail the time down to about two days ago. No valuables, except a bronze candelabra (60 gold) and one set of eating utensils.

3. Kitchen Area: 14×14ft; this area is in a good state. Chandar has kept this area clean and repaired. A work counter and cupboard of utensils and spices runs along the west wall. There is a fireplace for cooking on the north wall, along with a small oven. The oven shows signs of recent use. Storage barrels of grains and dried fruit are along the east wall. Some sort of smoked and salted meat hangs from a large meat hook near the storage barrels. There's a 15% chance of encountering either Chandar, or a shadow beast, or a gargoyle, in the kitchen.

4. Kitchen Storage: 7×14ft; grains, dried fruit, and spices are kept

here, along with more hanging meat. This meat is obviously humanoid. All characters who view it must roll under their P.E. to prevent vomiting.

5. Fala's Sleeping Area: 14×14ft plus 7ft alcove. This is fairly tidy and intact, although the mustiness indicates that it is unused. There is some water damage to the floor from leaks in the roof, and cracks in the wall. There is a bed, closet, and a small desk in the room. The closet contains a wardrobe of deteriorating silks, gowns and other articles of clothing. All are so tattered that they are of no value. The little desk has 3 drawers. The First and largest drawer is locked (S.D.C. 50) and obviously warded. A diabolist will recognize the wards as being sequential and will activate one *each* time the desk drawer is jostled. The sequence is silent alarm (alerts Illinar), sleep, confusion, silent alarm (alerts Illinar), sleep, and charm. Inside the drawer is an alabaster music box with a dancing unicorn (value: 300 gold), a string of pearls (value: 1900 gold), an emerald ring surrounded by sapphires (value: 10,000 gold), 3 gold chain necklaces (value: 500 gold each), a silver dagger and a small book of love poems written in elven (a gift from Illinar). The Second drawer opens freely and contains a half dozen bottles of perfume (value about 50 gold each), facial powder, eye shadow, dried bottle of ink, crow-quill pen, some colored ribbons in 15 inch sections, a hairbrush and comb. The Third drawer contains silk undergarments. No items are magic. In the alcove is an old suit of ornamental double mail; A.R. 14, S.D.C. 60; and weapon racks with two maces, one short sword and a small iron shield. Inspection of the door on the inside of the room will reveal two wards (both are silent alarms alerting Illinar). Expecting trouble, Illinar will send one of his gurgoyles to investigate.

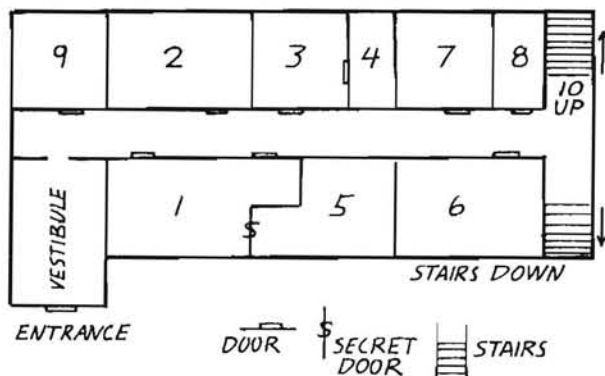
6. Chandar's Room: 21×14ft. This is perhaps the best kept room of the manor. It is Chandar's personal study and sleeping quarters. Directly adjacent from the door is a large, round, highly polished oak table with six, heavy, ornate chairs. A large mirror hangs on the wall beyond the table and will reflect the image of the doorway and any who stand in it. A large, heavily worn, sagging couch sets along the south wall next to the mirror. This is the shadow beast, Leviathan's, couch (50% chance that he'll be sitting there grinning at any intruder).

In the southwest corner of the room is a large, fancy, canopy bed. The small dresser beside it contains Chandar's clothes and personal effects; no weapons or valuables.

The northwest corner of the room is Chandar's study. Chandar himself is likely to be seated in the large, plush armchair (70% chance), smoking his pipe or reading a book. Along the west wall is his personal library; a fine selection of nearly 150 pieces. They include poems, plays, comedy and history; 90% are written in elven, the others western. None are magic, and vary in value from 50 to 200 gold. Three, large, black leather tomes, are his personal accounts of his life on the island and recount some of his more horrid experiences and evil aspirations.

Near the chair is a beautiful walnut desk. Atop the desk is a lantern filled with oil, a tinderbox, candle, paper, jade paperweight of a dragon (value: 120 gold), bottle of black ink, ½ dozen crow-quill pens, a decanter of fine Western brandy and four brandy snifters. The four desk drawers: The *top*, short drawer contains another black leather tome with the latest chapter of his life. It details his plans to slay Illinar, rape and murder Fala, and outlines his plans to plunder the northern civilization with his shadow beasts and demons. The drawer also contains 18 sheets of paper, another bottle of black ink, a stick of wax, a dagger, and a scroll of paralysis bolt (5th level). The second drawer is warded with an area affect, blind and sound alarm, which activate simultaneously if the drawer is disturbed. Inside is a variety of summoning tools and components. Six sticks of chalk, 6 pieces of coal, 8 ounces of salt, pint of holy water, 5 bottles of colored pigments (green, yellow, red, blue, white), 3

THE MANOR HOUSE GROUND LEVEL



sticks of sweet incense, a large feather (angel feather, value: 1000 gold), small pouch with 7 pearls (40 gold each), an emerald (500 gold), ruby (700 gold), onyx (200 gold), and a small diamond (700 gold), a small pouch of gold dust (1200 gold), an identical pouch of silver (300 gold), a dozen iron nails, a stick of clear wax, a clove of garlic, and a silver cross.

The third drawer is also warded with a sound alarm, a ward of agony (does 2D8 damage for 4 melees) and create dark ward (20ft radius, fills the room for 20 melees/minutes). Inside is a sacrificial knife, 24 lotus petals, a wizard tongue in a bottle (4th level wizard); a small, flat, wooden box with a pair of faerie wings; a scroll of "control the beasts", three potions of healing (1D8 H.P.), 1000 in gold coins, 6 diamonds valued at 1000 gold each, a pint of fine champagne, a pouch of scented smoking tobacco, pipe, and vials of poison (see Chandar's weapon list for poison).

The bottom drawer is sealed in wax, but will open with some effort (combined strength of 18). Warded only with a silent alarm. Inside are three sacks of about 4 pounds each. One contains powdered iron, one salt and the third dirt. However, a vicious Lasae demon was also sealed in that drawer with orders to kill *anyone* who opens it.

Near Chandar's armchair is a circle of protection from demons and circle of protection from magic.

Important Note: If Chandar is in the room (70% chance), so also will his constant companion, Leviathan the shadow beast be there. If the two suspect intruders are coming, Leviathan will hide in the shadows, emerging only if his master is threatened or calls him forth. Chandar will cautiously invite interlopers into his room (but he will always stay near his circles and desk) and weave a tale of mystery and treachery about the madman Illinar. Chandar will tell the group exactly where Illinar should be (in the basement), warn them about the two gurgoyles and gargoyle. He will paint as dark a picture about Illinar as possible, masterfully weaving truth and lie to manipulate the group into attacking Illinar. These lies and truths will be so skillful that even a psionic aura of truth will reveal conflicting impressions that will make it impossible to discern lie from truth.

If asked if there is another way off the island of Lemaria, Chandar will eagerly tell them of the active teleport circle guarded by the evil Illinar and his demon servants (which is true).

Chandar will claim that he is powerless to help them slay the madman Illinar for he is under constant surveillance. On cue, the shadow beast will laugh wickedly from one of its shadows, and may even emerge for an instant to punctuate the statement. Chandar will explain that several such creatures coexist in his room, preventing him from ever leaving. He may even sob out a sad story of how these hideous creatures steal his food and torment him in countless ways. Fortunately, as his private keepers, they never leave the room; thus the group can come and go without fear of Illinar learning of their discussion. He will then again urge them to either flee for their lives (which he presumes they will not), or to quickly seek out Illinar

before he can summon all his hell-spawned servants and slay him. Of course, Chandar will insist that the demons will all vanish if Illinar is slain, and any valuables be kept by the group.

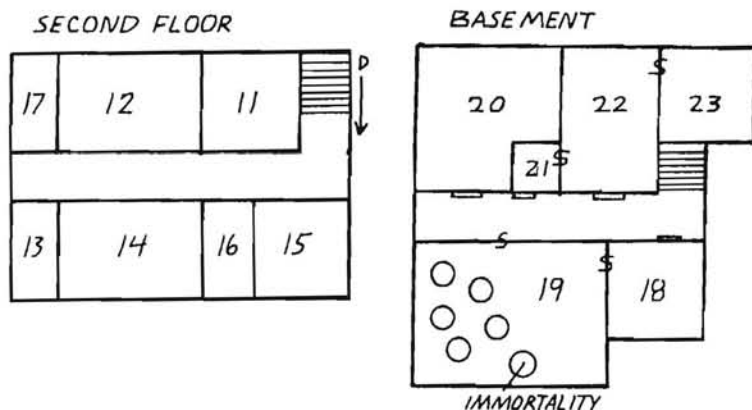
Chandar will address the fact that he himself is evil by saying that it is true, but does not change reality or the (twisted) truth about Illinar, and his demons which prey upon innocent and noble people.

After the group leaves his room, he will summon, via shadow beast spell magic, at least one shadow beast to secretly follow the group. If the group is successful in defeating Illinar, the shadow beast will make certain he is killed. Afterward, Chandar may try to manipulate the group as pawns in his evil schemes, or destroy them with his shadow beasts.

7. **Bath Area:** 14 × 14ft room. This is a large room with two stone tubs and basins, extravagant brass fittings and decor. It is still serviceable, but has tarnished and has wet mold in places. Hot water is available due to a permanent fire ward in a reservoir in the north wall.
8. **Bath and Linen Storage:** 7 × 14ft; a walk-in linen closet with a variety of towels, linen and soap. No valuables.
- 8-S. **Secret Chamber:** Adjacent to the linen storage area is a secret door which opens onto stairs leading down to the basement and the labs. Only Illinar, Chandar, Fala, and select demons, know of this area. Intruders entering the basement will be attacked by the two gurgoyles that guard the basement (see basement).
9. **Study:** This was once a meeting place for Illinar's guests to hold private discussions. It is occasionally used by Chandar, but not by Illinar. It is in fair shape, and clean. A large meeting table, still usable, is in the center of the room along with padded chairs. A table is in the northwest corner of the room, and empty shelves for books are on the wall above it. Most of these are warped or broken. There is nothing of value in this room.
10. **Staircase to Upstairs:** At the eastern end of the hall are the stairs leading up to the top floor. The door is always locked, with a silent alarm put on at night that only Illinar and the others can use without it going off. The ward alerts both Illinar and Chandar.

SECOND FLOOR

11. **Study:** This was Illinar's private study. A broken desk, chair, and a set of tables and chairs are in this room. The room is damp and musty, with many leaks in the roof. Ruined paper, inks and quills, along with some notes in Illinar's own coding, are strewn about the room. The room appears to have been ransacked. Nothing of value remains.
12. **Library:** This was once a library of great knowledge. Now it is in a sad state of disrepair. Wrecked books are scattered all around the room, and smashed shelves line all 4 walls. The remaining books and paper are water damaged, moldy, or so deteriorated with age that they are completely unreadable. Nothing of value remains.
13. **Bath Area:** 7 × 14ft. Once an elegant area, it too has deteriorated and become tarnished, damp and moldy. There are cracks in the walls and ceiling, along with large water leaks from the water reservoir in the wall. The baths still work.
14. **Illinar's Sleeping Quarters:** 21 × 14ft. This room is a total ruin and looks as if someone or something went berserk and smashed everything. Nothing of value exists.
15. **Guest Bedroom:** 14 × 14ft. All the furnishings are unusable due to rot and decay. Nothing of value remains.
16. **Storage:** 7 × 14ft. Completely empty.
17. **Arms Storage:** 7 × 14ft. Here is where a small cache of arms and armour is stored. Over the years, Fala had repaired what she could out of pieces of other weapons. Most are now inferior weapons. 5 short swords, 3 short bows, 3 slings, 5 small shields, and 10 daggers are all that is left.



THE BASEMENT

All the walls are made of worked stone. It is a dry area and in good condition. Ceilings are 15ft high, unless otherwise described. All doors are of heavy wood, reinforced with metal strips. All are locked.

18. Main Study: 14 × 14ft; door is locked and warded with a sound alarm. All of Illinar's and Chandar's research was done here. Notebooks, accumulated over the years, contain all the notes, ideas, and diagrams of their research. A 3 × 2 × 2 foot iron trunk sets under a pile of maps (world maps and others highlighting the Western Empire and Bizantium). The iron box is locked (S.D.C. 50) and warded with a sound alarm, and sleep area affect (6th level). Inside the box is a bound book with the exact details of how to make the circle of immortality, along with notes and speculations on side effects and possible modifications to avoid the side effects. If the tome is touched by anyone other than Illinar three, fire, area affect wards will activate simultaneously, doing a combined damage of 18D6 to the book and a six foot area. The book will be annihilated, while the person and iron chest's contents will take incredible fire damage. The blaze will last one melee.

Other contents in the chest include a sacrificial knife, a sack of gold dust (2000 gold), 10 lotus petals, 5lbs of demon bones, two vials of extra healing potions (2D8 H.P.), and a small, warded, pearl box. All but the pearl box will be destroyed by the fire unless removed first. The pearl box is shielded by a protection from fire ward. Inside is a pair of faerie wings and a large, 4 inch tooth (dragon tooth worth about 10,000 gold).

Note: There is a 50% chance of encountering the two gurgoyles in this room. They will fight till the death, all the while squealing to alert Illinar. A secret door in the west wall connects the main study with the circle room #19. There is a 15% chance of encountering Illinar and the succubus here.

19. The Circle Room: 28 × 21ft room. This is where Illinar does all his summoning and circle making. This is also where he is most often found; 80% chance. If Illinar is present, he will be accompanied by a beautiful, young, elven woman who looks remarkably like a young Fala (this is a succubus, Allie). There is also a 30% chance that the gargoyle, Rassamm, will also be present. If not, he is certain to be nearby and come running at any sign of combat or danger.

On the floor near the west wall are the following six circles: *summon gargoyles*, *summon greater demons*, *protection from magic (simple)*, *protection from good*, *knowledge*, and *teleport*.

Surrounded by the circles is a small, very worn couch. This is Illinar's and Allie's personal chair. Next to the couch is an end table with a drawer. On top is a bottle of fine wine and three glasses, along with a silver knife, a box of snuff, eight sheets of paper and three charcoal sticks. Inside the drawer are three bottles of perfume, a pouch with two diamonds (1000 gold each), two rubies (800 gold each), one emerald (2000 gold), four pearls (60 gold each). Also, three more sticks of charcoal, a bottle of black ink, two crow quill

pens, 8 ounces of salt, 6 ounces of powdered silver (300 gold), 6 ounces of powdered gold (1200 gold), a vial of holy water, a vial of blood, a vial of healing potion (1D8 H.P.) and seven more sheets of paper.

Near the northwest corner is a glass cabinet. Inside are various pots, cups, vials (6), beakers, bowls, glasses and utensils. Also, three bottles of vintage western wine, 500 gold pieces, a rune book about circles of legend which includes the circle of immortality, (Note: no diagrams or complete descriptions are provided; value is about 10,000 gold, but only to a man of magic), 12 ounce bottles of color pigments (red, yellow, blue, green, brown, black and white), a wooden cross, mallet, six, used, wooden stakes; and a hand held mirror.

On the wall next to the cabinet is a small, painted portrait of a young Fala.

In the northeast corner is a shelf and basin, water jug, towels, soap, one bottle of perfume, a washtub and shaving utensils. Next to this is a full length, cushioned couch with pillows and folded blanket. Underneath the couch is a short sword and silver edged dagger.

Note: There are no obvious doors leading in or out of this room. Two secret doors are the only means of entrance/exit. One secret door is in the exact center of the north wall, which connects to the main corridor. The other is in the east wall between the couch and basin. ALL of the creatures that live in the manor know of the secret doors. See *Circle of Immortality* description at the end of this adventure.

20. Laboratory: 21 × 21ft. This large area was once some sort of laboratory or workroom with large, grated drains in the floor, and two large sinks in the west wall. To the right and left of both sinks is a long, narrow table. Both are bloodstained. The north and east wall are lined with large, heavy shelves that nearly reach the ceiling. Dusty crates, packages and wrappings fill most shelves. **Contents include:** Two complete surgical kits, 20 bandages, 16 pans, 8 beakers, glass tubing; 37, crated, empty vials; 21 dried bottles of paint, 10lbs of wax, 40lbs of salt, 20lbs of iron dust, 20lbs of sand, two dozen sticks of white chalk, 36 brushes of varying size (half are ruined), a set of eight wood carving tools (not knives), 6 small bowls, 4 large bowls, a dozen grinding tools for herbs or chemicals, two empty parchment books (200 pages each and leather bound), 6 sets of chain leg manacles, 5 sets of chain hand manacles, 8ft length of double thick chain (60lbs), 180ft of rope, box of 24 dissection needles; box with a few hundred, water ruined sheets of parchment. 2 scroll cases (empty), a shattered full length mirror, a rusty hammer and 100 iron nails, and several bolts of moth-eaten wool and silk. Leaning against the south wall is a large wooden shield (rotted), a small iron shield, a short sword in a rotting sheath and a spiked mace (1D8 damage).

In the center of the room is a medium sized, round, oaken table covered in scratches, blood and water stains. Three wood chairs, with pillow cushions, rest near the table. *There is an 80% probability of encountering the two gurgoyles here. 50% chance of the gargoyle.*

21. Strong Room: 7 × 7ft storage room. Heavy iron door, 350 S.D.C. (the lock is only 120 S.D.C.); warded with sound alarm and fear, area affect (14ft area). Inside is a bundle of humanoid bones (elf), six 5 gallon barrels of southern rum, one quart of champagne, one pint of western brandy, a small iron chest (locked, S.D.C. 100) containing 5,000 in gold and silver coins, two small, iron, animal cages, and 31 candles, half of which are partially used.

Also stored here is a variety of items gathered from interlopers who perished at the hands of Illinar's demons. 3 large iron shields, two small iron shields, one small wood and leather shield, 8 broadswords, 12 short swords, 16 daggers, 4 battle axes, 2 maces, one morning star, 7 spears, one war hammer, one trident, one long bow (no arrows); 2 60ft lengths of rope, 11 iron spikes, two suits

of dwarven chain mail, one human sized suit of studded leather, one human sized scale mail, and one giant sized (9½ft) suit of plate and chain (slightly used, only 110 S.D.C.). A secret door in the east wall connects to room #22.

- 22. The Still Room:** 14×21ft. This room is completely filled with five and ten gallon barrels. The 31 along the east wall are empty, the 27 along the west wall (mostly 10 gallon) are filled with a particularly strong moonshine. In the center of the room is a large, winding contraption of tubing, beakers, braziers, and kettles. This is the gargoyle's private still. There is a 60% chance of finding one or both gurgoyles making or drinking booze (roll separately for each). There is a 20% chance of finding the gargoyle or night owl here as well (again, roll for each).

The only other obvious items in the room are a small square table (65lbs weight), two stools, a tattered armchair and a large battle axe (2D6 damage).

Hidden among the empty barrels are the two gurgoyles' private treasure stash. *Bruutu's horde* consists of 720 gold and 563 silver in coin, a diamond ring (2000 gold); a small, easily palmed, throwing dagger (1D6) and a jug of whiskey. *Klinta's booty* consists of six skulls of his toughest opponents, 512 gold and 806 silver in coin, a flawed ruby (310 gold), opal ring (250 gold), and a magic scroll of cloud and smoke.

A secret door in the northeast corner of the east wall opens into a secret storage room.

- 23. Secret Storage Room:** This 14×14ft room contains approximately 1200lbs of potatoes, 200lbs of hops, and another 300lbs of herbs and spices. Yes, all are ingredients for the gurgoyles' still. Nothing of value is in this room.

THE CIRCLE OF IMMORTALITY

The circle is permanently active and will bestow the curse of immortality and a host of other difficulties upon anyone who enters it. All effects are immediate and permanent. Even the insanities are permanent and can *not* be cured by mind mage or clergy. Only a god or goddess has any chance of removing the heinous side effects of this powerful circle.

Each character entering the circle must roll on the physical trauma table once, and insanity table twice. ALL side effects are incurable!

Despite the mental and physical disabilities, the character will become immortal. This is a sort of conditional immortality and does NOT mean the character can never die, but, rather that he or she cannot die of natural causes. ALL of the following applies to characters who become immortal via Illinar's circle.

1. The physical body immediately stops aging. This means the person will not appear to age any more than he/she is from the instant he/she entered the circle. It does *not* make that person look any younger than he/she already is.
2. Disease has no affect.
3. +10 to save vs poison.
4. +60% to save vs coma.
5. Recovers from wounds at double the normal rate.

This immortality has *no* safeguards or bonuses against magic of any kind, psionics, insanity or physical attack. Thus, one of these immortal characters **can** die in combat just as quickly as anyone else. Likewise, they can be scarred or disfigured, or otherwise physically disabled for the rest of their lives.

The circle is magically permanent and cannot be marred, painted over or destroyed. However, the room can be sealed or filled with dirt or rock, or ceiling collapsed on it, or otherwise made inaccessible.



SIDE EFFECTS FROM THE CIRCLE OF IMMORTALITY

Physical Trauma Table
(Roll percentile dice once)

- | | |
|-------|---|
| 1 | Dies Instantly; sorry, no saving throw. |
| 2-12 | Minor Stiffness in joints; reduce P.P. by one point. |
| 13-20 | Hair Falls Out; permanently bald. |
| 21-30 | Impaired Hearing; -2 on initiative. An easy target of sneak attacks, has great difficulty understanding/hearing whispers; likewise with normal speaking tone if more than 20ft away (10ft if several voices or additional noises). |
| 31-40 | One Leg Permanently Impaired; walks with a limp. Reduce speed by 2 points, reduce climb, prowl, acrobat or tumbler skills by 20%. |
| 41-50 | Physical Beauty Reduced; looks haggard, drawn, even ugly. Reduce P.B. by ⅓. |
| 51-60 | Sensitivity to Light; daylight and even strong artificial light is painful and blinding. Reduce normal day vision to 30ft. |
| 61-70 | Lose Use of One Arm (the left or least important); this means no two-handed weapons can be used. Reduce climbing, acrobat and tumbler skills by 20%; forgery by 5%. Note: The arm is completely useless, but not disfigured. |
| 71-80 | Weakened Physical Endurance; looks unnaturally pale — almost white complexion. Reduce P.E. by two points; tires twice as fast as normal. |
| 81-90 | Brain Damage: Psionic characters lose 12 I.S.P., non-psionic characters lose two I.Q. points. |
| 91-00 | Physical Metamorphosis: Reroll P.S., P.P., P.E. and P.B., using 3D6 for each; no modifiers, rerolls or additional dice for race nor bonus roll for three sixes. Changelings, cobblers and other mortal shape-changers will be permanently frozen in whatever shape they were in upon entering the circle. Dragons and supernatural creatures will lose their ability to metamorphosis for 2D6 years. |

Insanity Table (Roll percentile dice two times)

- 1-10 **Reborn**; Alignment reversal; good becomes evil, evil becomes good (selfish, becomes principled or scrupulous).
 - 11-20 **Compulsive Liar**; even if of a good alignment.
 - 21-30 **Kleptomaniac**; a compulsion to steal even if of good alignment.
 - 31-40 **Obsession**; roll on the table that follows.
 - 41-50 **Phobia**; roll on the table found in the Palladium RPG, pg. 11
 - 51-60 **Psychosis**; roll on the table found in the Palladium RPG, pg. 11
 - 61-70 **Fear of Animals**; see neurosis, Palladium RPG, pg. 10
 - 71-80 **Recluse**; prefers to be alone, quiet, unobtrusive.
 - 81-90 **Affective Disorder**; roll on table found in the Palladium RPG, pg. 10.
 - 91-00 **Fear of the Dark**; see neurosis, Palladium RPG, pg. 10.
- Note:** More than one phobia, obsession, psychosis and affective disorder is possible. If the same one is rolled, ignore it and roll again.

OBSESSIONS (New Insanity Category)

This is a new category of insanity that can be used exclusively for this circle, or included as part of the regular group of insanities. Personally, I recommend inclusion as part of the existing insanity tables found in the Palladium RPG, pages 10 and 11. To do so, obsessions can be used just like phobias, or they can be used as substitutes for sexual deviations listed under neurosis. Or they can be a new category or random insanity. To wit . . .

Random Insanity Table (optional)

- 1-19 Affective Disorders
- 20-45 Neurosis
- 46-65 Phobia
- 66-85 Obsession
- 86-00 Psychosis

Obsessions are either an intense, irrational love/desire of something or an intense hatred/loathing. The former is likely to cause the obsessed person to obtain his desire, while the latter is likely to cause the obsessed person to avoid or destroy the object of his obsession. *The game master* can decide which is most appropriate under the circumstance or roll once on the following table . . .

Focus of the Obsession

- 1-50 Love/Desire
- 51-00 Hate/Destroy

Obsessions

- 1-5 Timeliness (either a fanatic about being punctual or always late).
- 6-12 Magic (either loves to acquire/use magic or loathes it).
- 13-20 Women
- 21-27 Wealth
- 28-35 Secrecy (either prizes his secrecy above all else or abhors even the thought of keeping secrets).
- 36-43 Specific individual.
- 44-50 Specific object/item or animal.
- 51-55 Appearance (fashion plate or slob).
- 56-63 Danger (either loves the thrill of danger, which usually means throwing caution to the wind, the more deadly the better; or despises danger, overly cautious, worry wart, jumpy).
- 64-70 Food (covets only the finest foods and drink or would just as readily eat worms and stale food as anything else; a slob).
- 71-78 Alcohol (either a heavy drinker with a keen taste for the finest liquor or a fanatical, anti-alcohol prude).
- 79-86 Gambling (will bet it all or an anti-gambling fanatic).
- 87-92 Solitude (either loves quiet and being alone to the point of growing irrationally angry and frustrated if continually bothered or interrupted; or can't stand the thought of being left alone for even short periods of time).

93-00 Gods and/or clergy (feelings may be directed at a specific deity(s), clergy-member, or religion, church or sect).

Note: This insanity may drive a character to incredible, even outrageous lengths to satisfy his or her obsession.

Antagonists . . .

THE NON-PLAYER CHARACTERS (NPC's)

Illinar

True Name: Illinar Tolifen

Elf Age: 487

Sex: Male **Size:** 6ft, 180lbs

Alignment: Aberrant (insane)

Attributes: I.Q. 18, M.E. 17, M.A. 14, P.S. 9, P.P. 10, P.E. 14, P.B. 14(modified for scars), Spd. 6(modified by limp).

Hit Points: 89

O.C.C.s: 5th Level Diabolist, 14th Level Summoner.

Skills of Note:

Knows ALL wards, runes, mystic symbols, circles of protection, and power words.

Decipher Circles: 98% function, 95% invocation

Disguise 82/46%

Forgery 98/85%

Identify Plants/Fruits 98/98%

Medical 96/97%

Use Poison 96%

Recognize Poison 94%

Devil & Demon Lore 98%

Faerie Lore 98%

Ventriloquism 94%

Read/Write Elven, Dwarven, Western & Southern 100%

Speak Elven, Dwarven, Goblin, Western & Southern 100%

Speaks Eastern & Northern at 40% (he's forgotten much without practice).

W.P. Small Shield; +2 strike, +4 parry, +1 thrown.

W.P. Blunt; +3 strike, +2 parry, +1 thrown.

W.P. Knife; +5 strike, +4 parry, +7 thrown.

W.P. Short Bow; +5 strike, 4 shots per melee.

Combat Skills: Hand to Hand Non-Men of Arms.

Attacks Per Melee: 4

Bonuses: +4 to damage, +4 to parry/dodge, critical strike from behind or on a *natural* roll of 19 or 20; kick attack does 1D6.

Weapons Usually on His Person: Two silver daggers, 1D6 damage each; blackjack 1D4 damage; hardwood staff, intricately carved with mystic symbols, 1D8 damage; magic mace spits fire balls 3 × per day, doing 3D6 + 2 damage each (range 40ft); the mace itself does 2D6 damage (kobold/high quality construction). **Other Weapons** used include short bow, if he anticipates combat (all arrows are silver tipped), or any type of blunt weapon handy; small shield and daggers. **POISON** is also used from time to time. 5 doses each of witch bane and basilisk's eye is all that's available.

Armour: None, if caught off guard. If intruders are even *suspected* to be on the island, he will garb himself in a full suit of lightweight, magic, chain armour; A.R. 13, S.D.C. 64.

Mystic Abilities: Knows all wards, runes, mystic symbols, power words, and all circles of protection and summoning. Can create and activate 8 wards daily; +2 on ward strength, +3 save vs wards and circles, +3 save vs spell magic, +3 circle strength; recognize magic item 40%. *Also knows the following Power Circles:* dimensional rift, death, command, force, knowledge, pain, wonder and teleport.

Insanity: Poor Illinar suffers from several psychological aberrations as a direct result of his circle experiments and summonings. Illinar is *super paranoid*; to the point that he can tolerate only the presence of *Fala*, *Chandar* and *select demonic* servants. He shuns the company of ALL other creatures, including pets and livestock. Any creature

that sets foot on *his* island or manor is immediately and irrefutably deemed to be a hostile enemy to be chased away, or preferably, destroyed. Prisoners are NEVER taken for any reason! Nor will he subject himself to lies and treachery in any kind of discussion or conference. Intruders are simply eliminated by his demon horde, no questions asked or mercy shown.

This paranoia manifests itself as a *phobic* loathing of all living creatures. Metamorphing characters will not find safety by assuming the form of rodent, bird or even insect, for Illinar is so crazy and fearful that he will destroy *any* living creature he may spy. Furthermore, his demon servants are instructed to *slay any and all life* that may enter the manor (other than each other, Fala and Chandar). It's important to note that while Illinar fears living creatures, it is not to the point of numbing terror. Rather than cringe or hide in terror, he will view the presence of even ordinary animals as a potential threat, and a conspiracy which must be stopped by quickly and systematically killing them.

What *does* terrify him is *open spaces*. This phobia has turned Illinar into a recluse who will *not* leave his manor house for any reason except, perhaps, to save Fala (40% chance).

Other eccentricities include an extreme jumpiness, reclusiveness, deep sorrow over the loss of Fala, a growing suspicion and dislike of Chandar, a sensitivity to bright light (lives almost totally in the dark), and an anxiety about shadows and shadow beasts. The latter is not an unreasoning phobia, but rooted in the fact that a major failure with an early circle invoked the wrath of a half dozen shadow beasts. This is compounded by the fact that Chandar intentionally summons shadow beasts as his personal aids. The fact that Illinar lives in darkness may be that he's trying to prove he is not afraid, or that he welcomes death to escape this trap of immortality.

Personal Profile: Despite his insanity, Illinar is keenly alert, courageous and cunning. When he is not locked in melancholy, he will toy with circles and engage his demons in deadly sport. His greatest regret is the loss of Fala who has grown to loathe his unnatural relationship with hellish creatures and his many obsessions. Although he will not force himself upon her, he will not allow her to leave the island. On many occasions he has sent his minions to capture and retrieve his fleeing beloved.

Illinar's paranoia makes him a particularly ruthless and deadly foe. He will *not* pause for negotiation or show the slightest compassion. When he strikes, he strikes to kill. His insanities will not allow him the luxury of mercy, for any living creature is a potential foe. Illinar will usually attempt to avoid personal combat, seeking refuge in his sanctuary among his many circles. Consequently, it will be his many demon servants who will be the first to greet intruders.

Fala

True Name: Fala Livv

Age: 481 **Sex:** Female **Size:** 5ft 10 inches, 140lbs.

Alignment: Unprincipled

Attributes: I.Q. 12, M.E. 9, M.A. 12, P.S. 11, P.P. 19, P.E. 14, P.B. 26, Spd. 10.

By human standards, Fala appears to be an outstandingly beautiful woman in her mid to late forties.

Hit Points: 54

O.C.C.s: 6th level soldier, 4th level ranger. Fala's soldier training is the result of her early years at an officer's academy in the Western Empire. A life of relative leisure and seclusion has severely retarded her growth in soldiering skills. The ranger skills have grown out of decades of living off the land, away from her two insane cohorts and their monstrous minions. Although self-taught, her ranger skills are fairly developed.

Skills of Note:

Horsemanship: General

Read/Write Elven 60%

Scale Walls 68%

Identify Plants/Fruits 52/54%

Medical 74/78%

Prowl 40%

Cook 65%

Swim 70%

Recognize Weapon Quality 63%

Trap/Skin Small Animals 64/68%

Speaks Elven, Dwarven, Goblin, Western & Northern 100%

W.P. Blunt: +3 to strike, +2 parry, +1 thrown

W.P. Ball & Chain: +3 to strike, +1 parry, +1 thrown.

W.P. Short Sword: +3 to strike, +2 parry, +2 thrown.

W.P. Short Bow: +2 to strike, 3 shots per melee.

W.P. Small Shield: +2 to strike, +4 parry, +2 thrown.

Combat Skills: Hand to Hand: Soldier only (no hand to hand ranger because she lacks formal training).

Attacks Per Melee: 3

Bonuses: +5 to parry and dodge with P.P. attribute bonus, and +2 to strike (P.P. bonus).

Weapons usually on her person: Two daggers (kept hidden in boots), 1D6 damage each; silver edged short sword, high quality, dwarven craftsmanship, 1D6+3 damage; small hand axe — 1D6; magic spiked mace and chain, — 1D8, indestructible, a magic invisible mace — 1D8, adds +2 to strike and parry, and a small iron shield. Usually strung over her shoulder is her short bow and a quiver of 30 arrows, 1D6 each.

Other Items of Note Include: Six cloves of garlic, a small mirror, small crucifix, one vial of holy water, meat cleaver, 1D6; 80ft length of rope, cooking utensils, half dozen snares, back pack, large sack, and 526 gold coins.

Armour: Studded leather (very worn); A.R. 12, S.D.C. 27

Insanities: None

Personal Profile: Fala is the only one of the three who has not set foot in the circle of immortality. Consequently, she has preserved her sanity and continues to age. Unable to tolerate the company of demons or the tragic changes in her beloved, Illinar, and one time friend, Chandar, she has chosen to live away from the manor house. Prevented from ever leaving the island by her mad lover's unholy minions, she lives a humble life in the forest, living off the land.

A good and caring person, Fala will warn any intruders on the island, pleading for them to flee before they are destroyed by the demons that roam the area. If they will not heed her warning, she will follow behind and protect any good characters (group). However, Fala will NOT help the characters to invade the manor or kill Illinar. Depending on the circumstance, she may be able to intervene with the gargoyle and night owl on the group's behalf, but only if the intruders leave immediately. Even Illinar may be momentarily thwarted or distracted by Fala standing with the group in their defense. However, Chandar, his shadow beasts and even some of Illinar's other demons will not be so easily avoided; taking this opportunity to slay Fala and blame her death on the intruders. Likewise, the group's interference could lead to the capture or demise of Fala, Illinar and themselves, if they inadvertently help Chandar.

If Illinar is killed, his demons will desert the island to wreak mayhem elsewhere. Fala and her new allies, will be allowed to leave the island only if the night owl still lives. If the night owl has been slain, there will be no one to protect the group or Fala from the other demons, shadow beasts or Chandar (if he still lives).

If the group is predominately good, Fala may join them for a short period, or until they have all reached a more civilized port. The use of Fala as an NPC is solely up to the game master's discretion.

Chandar

True Name: Chadwik Quest

Appears to be a middle-aged elf (really a changeling)

Alignment: Miscreant (insane)

Attributes: I.Q. 14, M.E. 13, M.A. 6, P.S. 10, P.P. 12, P.E. 9, P.B. 9, Spd. 12

Hit Points: 66

O.C.C.s: 6th level wizard, 2nd level diabolist, 6th level summoner.

Skills of Note:

Knows ALL wards, runes, mystic symbols, circles of protection, summoning circles and power words.

Decipher circle's function, invocation.

Hand to Hand Soldier, 6th level, as trained and tutored by Fala.

Use Poison 58%

Forgery 63/31%

Horsemanship: General, 6th Level

Medical 82/90%

Pick Locks 53%

Pick Pockets 39%

Prowl 52%

Mathematics 98%

Recognize Poison 60%

Demon & Devil Lore 98%

Faerie Lore 85%

Racial History 68%

Religious Doctrine 73%

Speaks Elven, Dwarven, Eastern and Western 100%

Speaks Northern, Wolfen, Goblin and Ogre 80%

Read & Write Elven, Dwarven and Western 84%

Read & Write Northern and Wolfen 60%

W.P. Throwing Axe: +2 to strike, +2 parry, +3 thrown.

W.P. Knife: +2 to strike, +2 parry, +3 thrown.

W.P. Cross Bow: +3 to strike, 4 shots per melee.

W.P. Large Sword: +3 to strike, +3 parry, +1 thrown.

Combat Skills: Hand to Hand: Soldier; special tutoring and personal training, over the decades, by Fala allows for this superior hand to hand skill. Equal to a 6th level soldier.

Attacks Per Melee: 3

Bonuses: +3 to damage, +3 to parry and dodge.

Weapons usually on his person: One silver dagger — 1D6 damage, silver broadsword 1D8 damage, gryphon claw gloves (magic) — 2D6 damage; magic throwing axe, returns to thrower, does 1D6 damage; two yellow smoke bombs, and one dose of pixie dust. Other weapons used on occasion include: large swords and cross bow. Poisons used are: witch bane (4 doses), basilisk's eye (3 doses) and scorpion's blood (6 doses).

Special Items: Compact mirror, silver cross, charm — protection from psionics (+1), diamond ring (invisibility two times per day) and a potion of extra healing (restores 2D6 hit points). See Chandar's study for additional items and monies.

Armour: None, if caught off guard; magic leather (or iron) if danger is expected. A.R. 15, S.D.C. 72

Magic Abilities: In addition to the protection and summoning circles of the summoner O.C.C., he can also cast *NINE* spells per day.

Spells known are: decipher magic, sense magic, sphere of daylight, water to wine, tongues, cloud of slumber, paralysis bolt, reduce self (6 inches), blinding flash, sense traps, swim as a fish, chameleon, fog of fear, call lightning, circle of flame, miasma, death trance, wall of ice, shadow beast and darkness.

Magic Combat: 2 spell attacks per melee; +2 spell strength, +3 save vs spell magic, +2 to save vs circles and wards, recognize enchantment 50%, scroll conversion 42%.

Insanities: Chandar's madness is also the direct result of the mis-directed circle of immortality. A **neurotic phobia** toward small animals prevents him from leaving the house very often. Another **neurosis** is a *fear of heights*. Chandar has also become secretive and reclusive, preferring the company of his shadow beasts or demons over humans. He has also grown quite cruel, almost sadistic,

and secretly plots the slow, painful deaths of Illinar, who he holds responsible for his madness, and Fala, who shuns his wickedness and sudden desires. This growing obsession serves to keep Chandar on the little island until he can extract his revenge.

Personal Profile: Chandar is truly evil and has many terrible schemes to inflict upon the unsuspecting at the Bizantium border towns. Twisted and maniacal, Chandar derives great pleasure from tormenting other living creatures. Though still fearful of Illinar and his minions, Chandar is ready to make his move to destroy the summoner and Fala. He now simply awaits the most opportune moment. Such an opportunity may be inadvertently supplied by the player group's intrusion on the island.

Chandar is no fool and recognizes the succubus, gargoyle and, especially, the night owl, as his greatest enemies. Should the player characters arrive on the island he will attempt to deceive them into attacking the demons and even Illinar for him. If Chandar thinks the group has a real chance of defeating Illinar or his demon servants, he will aid them with his magic and shadow beasts. After Illinar and his minions are destroyed, Chandar will turn his attentions to capturing, torturing and, ultimately, slaying the group members. The only thing that may delay the group's demise is if the madman believes he can continue to use the group as his pawns. Otherwise, he will first toy with them and then maim and destroy them. It's important to note that Chandar will *never* fight to the death and will, instead, attempt to escape, surrender (to strike again later) or feign death.

Chandar's plans for Fala are too grisly to describe; suffice it to say that they involve prolonged agony and degradation. He will murder anybody who stands between him and Fala. Clever and conniving, he is likely to bide his time if the group seems too powerful; secretly following them and striking when they are least prepared.

A final note. Chandar is permanently frozen in elf form and cannot change shape. A side effect from the circle of immortality.

Chandar's Shadow Beasts

The shadow beasts are not demons per se, but other-worldly beings of a diabolical nature. They are large, fierce predators who actually draw their strength from the dark, cool shadows of our world. When revealed out of shadow, they are at their weakest. Yet even then they are deadly and terrible foes. Standing an impressive 9 to 12ft tall with huge, taloned claws, wicked fangs, and hulking, pitch-black body that is so dark that it almost seems to be featureless and two dimensional.

When locked in combat these foul creatures fight hard and dirty; giving no quarter and asking for none in return. Shadow beasts thrive on combat and bloodletting, but enjoy the thrill of a hunt more than anything in the world.

They have not need or want of wealth, magic or power, though some may accumulate such in a mimicry of the humanoid of the Palladium World. Instead, the shadow beasts collect the experiences of horror. Subsisting on a diet of mayhem and destruction, challenging and hunting warriors, toying with and torturing the innocent, and all acts of brutal evil. More animal than human, these insidious predators feast on the blood and flesh of their victims.

It is a handful of these black-hearted creatures who serve the madman Chandar.

Note: All of the Shadow Beasts possess identical physical and mental faculties. Only their individual temperaments vary; usually from bad to worse. ALL shadow beasts are most powerful in total darkness or a place with many comforting shadows. This is because they can merge completely with any shadow, regardless of its size. This means the creatures are effectively invisible when in the dark or shadows, and CAN NOT be seen even by means of mystic or natural abilities to see the invisible or nightvision. When immersed in darkness, they become one with the shadows/dark and can strike freely with little fear of serious



injury (G.M.s consider them the same as an invisible foe with the same bonuses to strike, and penalties for attackers to hit). Only light can reveal them, and even then the shadow beasts can step right into the smallest shadow and seemingly disappear. Fortunately, the beasts can NOT attack from a shadow (total darkness yes; shadow, no) and must step out of the shadow, into the light, to strike.

Bright daylight, or intense artificial light (equal to no less than 10 torches or 5 lanterns), will usually dispel all or most shadows, revealing the dreaded thing. Such intense light also *reduces* its powers. Of course, the creator(s) or holders, of the artificial light are its first targets. If a fight seems hopeless, it will flee into the nearest shadow and hide. Also see *Palladium RPG*, pg. 69, for shadow beast spell description.

A typical shadow beast:

In the Dark

I.Q. 7, M.E. 7, M.A. 7, P.S. 26, P.P. 24, P.E. 30,
Spd. 24 Hit Points: 90 Attacks Per Melee: 3
Bonuses: +11 damage; +5 strike, parry & dodge, effectively invisible, prowls 90%.

In Bright Light

I.Q. 7, M.E. 7, M.A. 7, P.S. 18, P.P. 16, P.E. 15
Spd. 8 Hit Points: 45 Attacks Per Melee: 2
Bonuses: +2 damage, +1 to strike, parry & dodge; visible and open to attack, prowls 45%.

Chandar has 1D6 shadow beasts in or near the manor house at all times. This is in addition to his constant companion, the diabolic, Leviathan.

Leviathan is a particularly brutal, evil shadow beast who looks forward to being unleashed upon an unsuspecting world.

Note: If Chandar is slain, all the shadow beasts will instantly disappear back to their home dimension. All but Leviathan. Leviathan will stay in this dimension to wreak his own brand of mayhem.

The Demons

The demons under Illinar's command are surprisingly loyal, for over the long centuries they have corrupted him to their ways. They will not betray him unless they themselves are threatened by inescapable peril. However, they may lure interlopers into greater danger by pretending to hate, fear or betray the mad summoner.

A full total of seven lesser demons and three greater demons roam freely on the island.

Three ever vigilant *shedim* roam the island in search of intruders and mischief. Two *gurgoyles*, one *gargoyle* and a *succubus*, are kept in the manor at all times. Of the greater demons, a *magot* patrols the forest near the hills, a *gallu bull* the remaining forest, and a *night owl* who comes and goes as he pleases.

The Shedim

Names: Ki: 31 H.P.; Cra: 42 H.P.; Scree: 28 H.P.

All are miscreant, 12ft tall, A.R. 12 (natural)

Attacks Per Melee: 3; claws do 2D8 or bite does 1D8.

Bonuses: +4 to damage; +2 to strike, parry and dodge, +2 on all savings throws.

Natural Abilities: Fire and cold resistant (half damage), nightvision 90ft, speed 16, 11% chance of teleportation (can try once every other melee). Low I.Q. (5). See the *Palladium RPG*, pg. 177, for illustration and description.

The Succubus (shape-changer)

Name: Allie: 43 H.P.

Alignment: Aberrant; **A.R.:** 10, 6ft tall (at present).

Appears to be a beautiful, young, elf maiden.

Attacks Per Melee: 2; punch/claw does 1D6 or two charm gazes or by weapon. Standard savings throw of 12 applies to the magic charm of a succubus.

Bonuses: +4 to damage, +3 to parry and dodge, +2 save vs all magic.

Natural Abilities: Beautiful, seductive appearance (P.B. 20) used to lure the unsuspecting to their doom. Natural shape-changers, the succubus can take any humanoid form. Allie will usually appear as a younger version of Fala or an elven maiden. However, she can assume *any* female form. Average I.Q. (8 or 9).

Notes: The succubus is Illinar's companion and consort. Her sole purpose is to please and protect her beloved master. Allie hates Fala because, as long as she lives, Illinar will never truly love her. Fortunately, the succubus recognizes the horrors that would befall her if she dared to strike out at Fala. However, this means the succubus *may* help intruders who are trying to rescue Fala. Allie will NEVER betray Illinar and will fight to the death to protect him.

Occasionally, Allie will use weapons if they are available or necessary. She can wield any blade or blunt weapons, including large swords.

The Gallu Demon Bull

Name: Frod; 38 H.P.

Alignment: Miscreant; **A.R.:** 15, 18ft tall

Attacks Per Melee: 2; claws or punch does 3D6 damage, or one charge attack with horns does 5D6.

Bonuses: +8 to damage, +4 to parry or dodge, +3 on all savings throws.

Natural Abilities: Fly at a speed of 28, run at speed of 24, impervious to fire (no damage), resistant to cold (½ damage), turn invisible, see the invisible, nightvision 90ft, bio-regenerate 1D8 per melee, dimensional teleport 66% and knows all languages. See *Palladium RPG*, pg. 178, for illustration and details.

Notes: The gallu bull wanders the island in search of victims and mischief. It sometimes fights with Chandar's shadow beasts for fun. The demon bull also leaves the island from time to time to wreak mayhem among the humans of Lemaria Island. Boredom inspires a great variety of evil and mischief in this intelligent (I.Q. 12) and treacherous creature. He is the least loyal of Illinar's demons.



The Gurgoyles (wingless gargoyles)

Names: Bruutu: 45 H.P.; Klinta: 39 H.P.

Bruutu is of an aberrant alignment while **Klinta** is diabolic.

Both are 8½ feet tall, A.R. 12

Attacks Per Melee: 3; claws do 2D6, bite does 2D8, tail does 1D8 or by weapon. **Bruutu** is armed with a spiked ball and chain, and a silver claymore, both of which do 2D6 damage. **Klinta** wields a glowing red scythe (magic) which does 2D6 (superior balance and eternally sharp blade increases the damage of the normal size scythe from 1D8 to 2D6).

Bonuses: +6 to damage; +2 to strike, parry and dodge, +2 to save vs magic, +3 vs poison.

Natural Abilities: Exceptional hearing (not likely to be ambushed or surprised), nightvision 120ft, prowl 73%, track 44%, bio-regeneration 1D8 per melee. Their exceptional strength, endurance and physical prowess are reflected in their bonuses. Speed 14, fairly intelligent (I.Q. 7). See *Palladium RPG*, pg. 173, for details.

The Gargoyle

Name: Rassamm: 52 H.P.

Alignment: Diabolic; **A.R.:** 14, 13ft tall.

Attacks Per Melee: 4; claws do 2D6, bite does 2D8, tail does 2D6 or by weapon. Armed with a giant silver trident that does 2D8 damage.

Bonuses: +8 to damage; +2 to strike, parry and dodge, +2 on *all* saving throws.

Natural Abilities: Same as the gurgoyles plus flight; maximum speed 40mph.

Notes: A skilled and savage warrior, Rassamm is Illinar's right-hand man. The gargoyle is pleased with this status and loyal to his master. However, he dislikes the "goody two shoes" Fala and hates the cunning Chandar.

The Magot

Name: Litt: 60 H.P.

Alignment: Diabolic; **A.R.:** 14, 20ft tall

Attacks Per Melee: 3; stomping feet doing 3D6 damage, or bite doing 6D6 or eye beams (3 per melee).

Bonuses: +8 damage, +3 on *all* saving throws.

Natural Abilities: Turn into mist at will, impervious to fire, see the invisible, nightvision 120ft, bio-regeneration (2D6 per melee), knows all languages, speed 24, fair I.Q. (7).

The eyes of the magot: Each can fire one petrification beam from each of its three eye stalks. The beams do not strike automatically and require a roll to strike. A roll of seven or higher will hit, unless the person under attack can *dodge* (roll like normal combat). A person struck by a magot's eye beam gets to save vs magic; 12 or higher saves. A failed roll will result in *temporary* (20 minutes) petrification.

Notes: The magot roams the entire island, but is most often found in the forest near the barren hills. An occasional petrified animal or tree will mark its recent passage. Numerous broken, smashed, and splintered trees attest to the beast's fury. It will eat or destroy all intruders, bellowing loudly to alert the others. The creature's hideous outcries can be heard from one end of the tiny island to the other. Any such outbursts will cause the shedim to investigate, Illinar to don his armour, and the others to stand ready to repel invaders. Fala may sneak off to warn or aid the intruders. The magot, like the other demons, will not harm Fala, Chandar or Illinar.

The Night Owl (psionic)

Name: Ottu; 77 H.P.

Alignment: Aberrant; **A.R.:** 10, 5ft tall

Attacks Per Melee: 3; claws do 2D6 or bite does 1D8 damage, or two spell or psionic attacks.

Bonuses: +2 to damage, +2 to parry and dodge, +4 on *all* saving throws.

Psionics: All level 1-3 abilities; 83 I.S.P., equal to a 5th level mind mage.

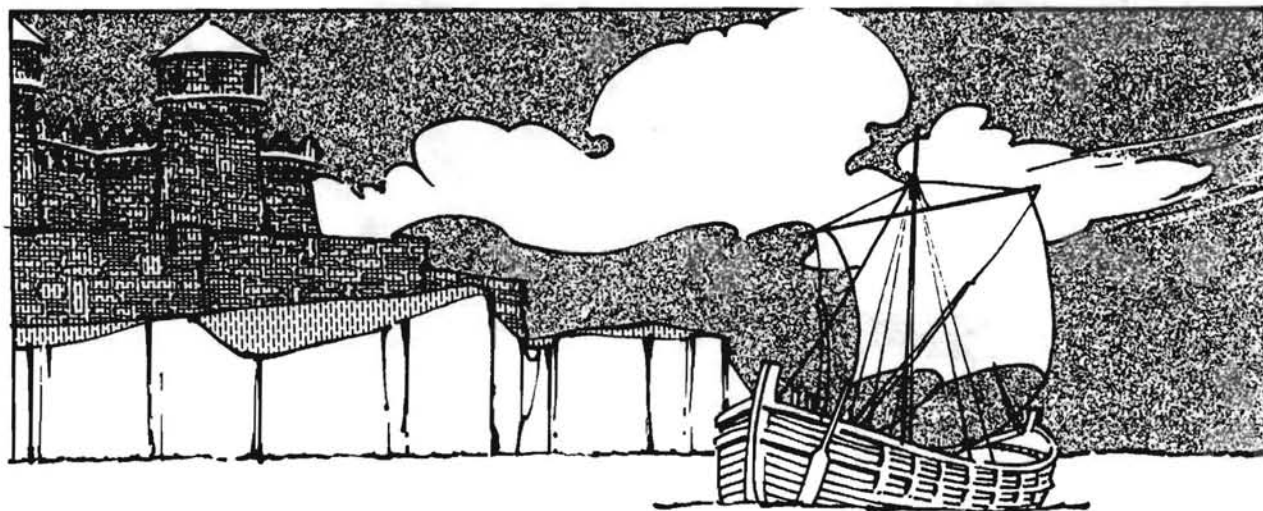
Magic: All level 1-3 wizard spells, equal to a 5th level wizard. Can cast 8 spells daily.

Natural Abilities: Fire and cold resistant (½ damage), turn invisible, see the invisible, nightvision 300ft, dimensional teleport 56%, knows all languages, fly at 60mph, prowl 67%, track 31%.

Notes: Ottu the night owl, and the gargoyle, are Illinar's most trusted and loyal allies. Ottu is the only member of the island community free to come and go as he pleases. It is he who diligently watches over his friends, Illinar and Fala. It is he who helps keep the madman Chandar and his shadow beasts from serious acts of aggression.

The night owl has its own goals and schemes at work in man's world, but is bound to Illinar. If Illinar should die, the creature will immediately fly off to develop his schemes (perhaps even join the group briefly). However, Ottu will not deliberately harm or betray his summoner friend and master. Nor will he betray or harm Fala. However, he will crush Chandar if given the opportunity. He alone knows Chandar is a changeling and he alone knows of his mad schemes and evil desires for the lady Fala.

The night owl, though evil, has his own code of honor and understands the virtues of truth, loyalty, mercy and compassion.



THE ISLANDS OF BIZANTIUM

BY ERICK WUJCIK

Estimated Population: 653,000 Humans
400,000 – Island of Bizantium
85,000 – Island of Borich
5,000 – Island of Yufel
3,000 – Island of Acta
160,000 – Mainland Colonies

Note: The Bizantium Office of Numbers does not recognize or count non-humans, since only humans are allowed citizenship. Other, non-human races are extremely rare in the islands (with perhaps as few as 1,000 dwarves in the northern forests). Only on the mainland is the human population probably equaled by non-humans. Note: The mainland refers to the Northern Wilderness.

Currency

Bizantium has no official currency as such, although commemorative coins are occasionally issued by various Noble Houses. Because of Bizantium's extensive worldwide trade coins of gold and silver are accepted from all kingdoms. Most stores, inns and households have measuring scales, and use *Old Kingdom* gold pieces and *Western Empire* silver pieces for standard weights.

Royalty

The great powers in Bizantium are two; *the royal line* of kings and queens, and the rich and powerful *merchant princes* who head the Noble Houses. Over the generations, the line separating the two has often shaded, sometimes crossed, and continuously provided a sort of dynamic tension that keeps the system alive and healthy.

To understand how the system works it's necessary to learn a bit about Bizantium's archaic tax system. The fundamental law of the Kingdom of Bizantium is that no tax of any kind can be levied without the consent of those who would pay the tax. In other words, if the King wishes to impose a tax on the Noble Houses, then each and every one of the Nobles must agree to the tax before it becomes law. Since no tax has ever been repealed, because it's too difficult to pass them in the first place, nobody is foolish enough to approve new taxes (well, no more than once every hundred years or so anyway).

The result is that the royal family is always starved for cash, and, with the great wealth of the merchant princes always in sight, it's a simple matter for the crown to "borrow" money from the traders. Although interest payments are made, the principal tends to remain and eventually, the occasional, unpaid interest inflates the amounts owed. Sooner or later, like a patient clock of the centuries, a merchant prince will find himself declared a 'traitor!' This solves the debt problem because the crown can then seize the assets of the traitor's Noble House . . . and declare the loan forfeit.

Looking at Bizantium, one would see two kinds of Noble Houses; those in good standing who are received in court, and those who are exiled to the colonies on the mainland. This exile is rarely a permanent matter. The nobles are quite aware of the political status of their exile and they continue to serve as loyal subjects from afar. After a cooling off period of five or ten years, during which the crown has continued to receive the exiled lord's navy ship commitment, generous presents and occasional pleas for clemency, the king will eventually forgive the errant noble.

Did you notice the comment about the 'navy ship commitment?' That is the second most important element of the Bizantium system. Each and every lord of a Noble House must contribute one ship to the royal navy annually. This includes *the ship* itself, *all* the ship's *supplies* and *stores*, and a *crew* and payment of the *crew's salary* for as long as the crown holds the ship. Here are some of the other conditions:

1. The crown may keep the ship for as long as it wishes. During this period, the noble making the contribution must continue to keep up the ship's supplies, ammunition and spare parts. The lord must also continue paying the crew.
2. Every lord must contribute a new ship every year. This applies even if the crown still has a ship from the previous year; indeed, there is no limit to the number of ships that the crown can hang onto.
3. It is customary for the crown to return the pledged ship at the end of *two year's* service. Generally, this custom is only violated in the case of war or other emergency.
4. If the crown is in any way dissatisfied with the contributed ship, it may *select* any other ship from among the entire merchant fleet of that Noble House.
5. If the crown is displeased with the contributed ship, and can find no adequate replacement in the Noble's fleet, then the crown may commission a shipyard to build a ship to order. Of course, the Noble will be responsible for the bill.
6. Should a Noble House fail to provide a pledged ship, then the crown is entitled to seize all lands and titles from that Noble House. This effectively puts an end to another noble family. However, any ships, money, and personal possessions are left to the remaining members of the disenfranchised family.
7. It is possible for any family to become a Noble House. The requirements are the annual ship, the ownership of at least 100 acres of land somewhere in the Kingdom of Bizantium (the mainland *doesn't* count), and 5 years of prior service to the crown (either as a military officer, as a personal attendant, or as an officer of one of the Crown Commissions).

Laws & Legal System of Bizantium

Technically, the only judges in Bizantium are the King, and the Princes of the Noble Houses. However, a system of 'proxies' has developed to take care of the thousands of criminal actions and legal

disputes that occur every year. For every class in Bizantium society, merchants and guild members, nobles, farmers (called fiefholders); for each there is a proxy. Every proxy consists of three men, usually experts in the laws of Bizantium. One is called "The King's Right Ear" and it is he who listens to the complaints brought against the accused. The second is "The King's Left Ear" who listens to the explanations of the defendant. Finally, there is "The King's Voice" who listens only to the other two, makes judgments, pronounces sentence or awards judgments. The proxy is always that of the defendant; in other words, if a noble accused a fiefholder of a crime, the case would be heard by the fiefholder's proxy.

Non-humans have **no** rights in any Bizantium court of law. Even elves and dwarves, although otherwise respected, are not valid witnesses and have no rights of citizenship.

The Crown Commissions

The bureaucracy of the Kingdom of Bizantium consists of a number of Crown Commissions. In addition to the major ones listed here, there are a number of minor commissions. These include: The Timekeeper Royal, The Astronomer Royal, The Crown Gallery of Art, and The King's Own Academy of Arts and Letters.

The Office of Numbers: Responsible for tax collection, conducting the census, and for auditing the navy. This is by far the largest and most important of the Crown Commissions. In the employ of the office are the dreaded "*Inquisitors of Numbers*"; an elite group of spies and soldiers who hunt out delinquent taxpayers and other traitors.

The Admiralty: Chosen from noteworthy ship captains, and appointed for life. This body performs a combination of planning and judicial functions. They can issue a 'Crown Writ of Seizure' against any person or item in the Kingdom. This is also the office that maintains the GateFort, and commands the marines and the militia of the Kingdom of Bizantium.

The Forester Royal: Although most of the forests are owned by one or another of the Noble Houses, the crown maintains a system of regional inspectors who report on growth conditions. Their responsibility extends far beyond the islands, and they often send inspectors to the *colonies* on the mainland. They are also concerned about the importation of any disease or wood rot. Every ship returning to the Kingdom of Bizantium must receive a "Certificate of Inspection" from this commission.

The Bizantium Military

The Royal Navy of Bizantium: In spite of the name, this navy isn't really a royal entity at all. It is commanded by the crown, but every ship of the Bizantium Navy is provided by a sponsor. However, the captains and the sailors take an oath of loyalty to the crown when they become part of the navy. Every year, a certain number of talented officers, and highly qualified sailors, become full-time members of the Royal Navy. They are given "commissions" (regardless of rank) and spend the rest of their careers either on the pledged ships as royal overseer, in the shipyards as official inspectors, or in the Admiralty.

Each ship of the Royal Navy is assigned to one of the four "fleets." **The First Fleet** patrols the Inland Sea and is based at the *City of Bizantium*. It is divided into three "wings" of roughly 15 ships each. Generally, one wing is always on patrol, and within a day's travel of GateFort.

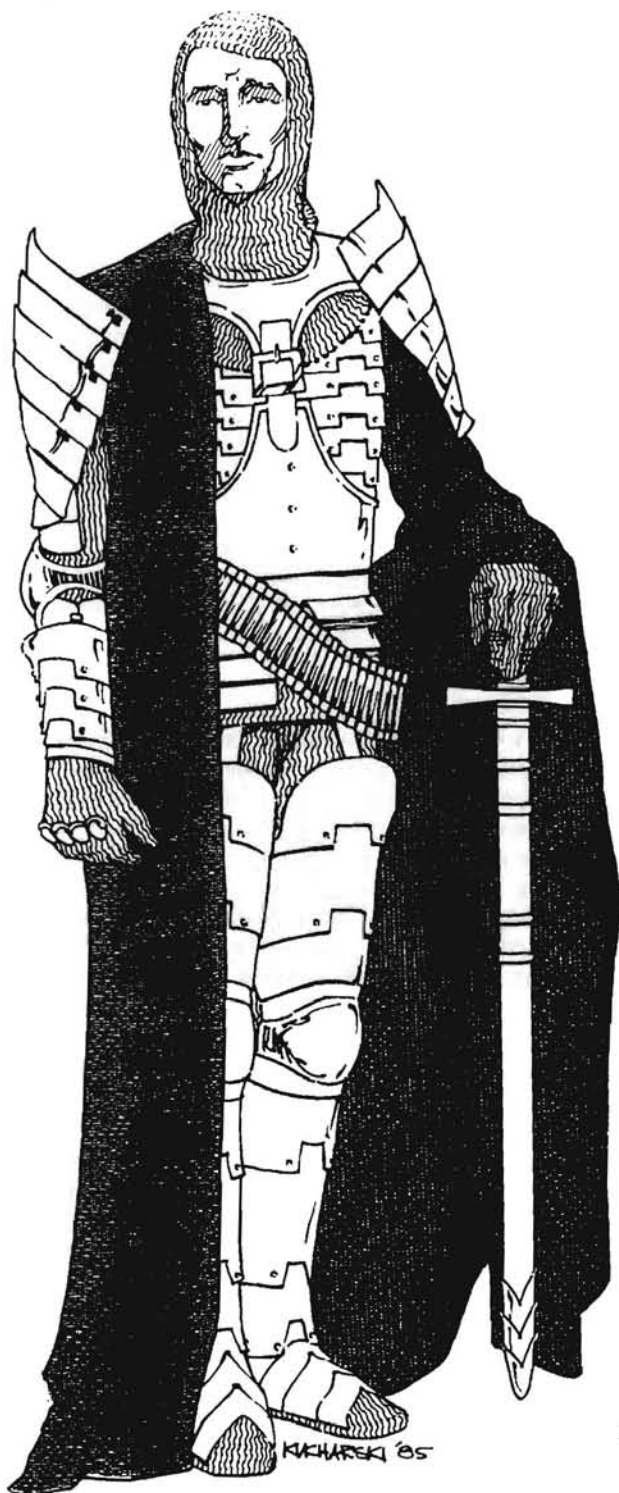
The Second Fleet patrols the western waters, the other islands of the Kingdom of Bizantium, and regularly monitors the Sea of Despair. This fleet's main base is at Port Lila on the Isle of Borich. There are two "Battle Formations" of 25 ships, and five "Patrol Flotillas" of 4 ships each.

Patrolling the waters between Bizantium and the mainland is the responsibility of the **Third Fleet**. This is also the largest of the fleets and is stationed at GateFort. A "Battle Formation" of 25 ships, three "wings" of 15 ships, and five "Patrol Flotillas" of 4 ships each, are constantly visiting the various ports of the mainland.

The **Fourth Fleet** is responsible for long-range reconnaissance and exploration. Most of its 40 ships are scattered in pairs, as far west as the Western Empire, and as far east as the remote southern ports of the Eastern Territory. These ships are the protectors of Bizantium's far-flung merchant network. They hunt pirates or perform escort service, and their marines even attempt rescue missions, if Bizantium citizens are being held in foreign lands.

The Bizantium Navy is not the world's largest, or even, necessarily, the world's best. Certainly the Timiro Navy is larger, more skilled in warfare, and just as competent militarily. The Black Ships of the Western Empire are a chilling reminder to anyone of the powers that Summoners and Diabolists are capable of bringing into the world.

Yet no other kingdom in the Palladium World has a navy that has a chance of conquering Bizantium. First and foremost because of placement; the stormy northern waters are just too much of a challenge for ships from elsewhere in the world. Even the dreaded Black Ships are intimidated by the routine violence of the Bizantium waters.



Noble Houses

There are 273 Noble Houses recognized by the crown. Many of these Noble Houses are quite small; in some cases, just agricultural holdings with but a single ship that is pledged to the crown, year after year. Some of the larger Houses provide the ships for lesser Houses that are under their control. The following are some of the more powerful Noble Houses of Bizantium.

Vatatzes: Without a doubt, *the* most powerful Noble House in Bizantium. Prince Wilgan is currently the main advisor to the king, and is considered the real brains behind all fleet strategy. Their fiefland surrounds the City of Bizantium, but does not control the city itself. This house also controls one of the two great shipyards in the city of Bizantium itself. They also control the Hil-Santo Colony on the southern mainland.

Lamrith: Based in Kallico and the nominal owners of Cantok. The current lord, Geoffrey Lamrith, has been exiled by the king, largely because he has owed more money to the crown than anyone else. The family continues to pledge a crown-ship every year. In the six years since his exile, Geoffrey has been building an army and political connections on the mainland. There are persistent rumors that he is considering conquering or subverting the colony cities, and proclaiming himself king of "Southern Bizantium". Whether that is really his intention is unknown.

Rhangnable: The rulers of Northomber, known for their well trained, Northomber Guard, contribute the king's personal guard force instead of a ship each year. The Northomber Marines are recruited from the Rhangnable's northern lands. Every able-bodied person is required to serve from the age of 16 to 24 in the guard. Veterans of this military unit are the most highly prized marines in Bizantium, and many go on to a lifetime of service on the high seas.

Yinxner: This family, owners of an estate near GateFort, has a rare relationship with the Wolfen Empire in the Great Northern Wilderness. They have come to be specialists in Wolfen affairs and every Yinxner family member is taught the Wolfen tongue. They were instrumental in establishing the treaty between Bizantium and the Wolfen Northern Authority that legalized the mainland colonies. Any merchant wishing to do business with Wolfen, Coyles or Kan-koran, tries to hire a translator from this Noble House. Their services are so highly sought after that they rarely work for wages, demanding a minimum of 15% of the gross profit from any transactions conducted in the Wolfen tongue.

Conemus: Another Northomber Noble House. They control the Conemus shipyards. They are also the main family in control of Hil-Santo. Their merchant fleet numbers more than 300 ships.

Bardomus: This family, based in Wujik, are the innovators responsible for the development of the Stone Ships. Prince Grayen Bardomus has a long history of hiring and sponsoring summoners, diabolists and warlocks.

Arfox: The shipyards at Letia are known for speed. Their ships are always long and sleek, with many radical changes in design. Currently, they are experimenting with the outrigger design discovered in the Land of the South Winds.

Norbert: "Bafag is king of Bizantium, but Norbert is king of Gold", is a popular saying. Aside from controlling Southomber, the Norbert Shipyard, Gaal-Luut on the mainland, and a fleet of over 700 ships, they are also the principal banking house of Bizantium. Prince Humbert is the latest in a long line of lean, wiry, Norberts, who would sooner part with his children than with a single gold piece.

Ducasian: A powerful family with many ties to the Western Empire. Three generations ago, Prince Vander Ducasian married into a royal family there, and, since that time, their House has come to own extensive properties and commercial interests in the Empire. They also control the rich farmlands south of Vicer.

Malemore: Ruled by Duke Greganz of Malemore, this Noble House has become something of a specialist in piracy. Their ships generally travel alone and heavily armed, often under flags of nations other than Bizantium. This sense of disguise is seen in the construction of many of their ships; a bastardization of the usual Bizantium design. Essentially, they have chosen to build ships with a shallow draft that can freely move in shallow water; for example, in a river with a depth of only 12ft. Their main lands are along the river Bai and lake Fielder.

Selemani: The Noble House of Acta has become more like an appendage of the crown than an independent family. Although not powerful in ships, their relationship with the royal family gives them a strong voice in Bizantium affairs.

The Bizantium Economy

Without trade, Bizantium would be a poor country indeed. The land is self-sufficient, there are enough livestock and grain to feed and clothe her people, sufficient wood and coal for enduring the long winters, and both the metal and craftsmen for making tools of many kinds. Food, clothing, shelter, firewood, and necessary tools, can all be produced from native resources. Cut off from outside trade, Bizantium could survive indefinitely, but the standard of living would be pretty grim.

From outside Bizantium comes much of the timber needed for shipbuilding, and various crafts. Bizantium readily grows firs and pine, but has to work at cultivating enough oak to support the shipbuilding industry.

From the Western Empire comes spices, without which food is bland and difficult to preserve, scents, silks, alcohol, books, and magic items. From the Great Northern Wilderness comes furs, metals, non-human slaves, gemstones and new innovations in magic and technology. Products from far-off lands such as Timiro, the Land of the South Winds, and the Floenry Isles, will bring excellent prices in Bizantium. For example, rubber, which comes only from the Land of the South Winds and the Yin-Sloth Jungles, is very valuable in Bizantium. A pound of processed rubber brings only two gold in Timiro, five gold in the Eastern Territory, twenty gold in the Great Northern Wilderness, and up to forty gold in Bizantium.

Magic

Magic users are officially tolerated, but informally scorned in Bizantium. Until recently, Bizantium natives did not study magic and, even then, only with an eye toward becoming warlocks, usually air or water. There are no schools of magic of any kind in Bizantium. Potential magic students are almost always sent to the Western Empire for studies.

Foreign and Bizantium magic users alike are treated as if they were wicked people, not exactly evil, but risking their minds and souls on forbidden things. Mind mages in particular are hated and distrusted. Summoners and diabolists are being hired in Wujik, but regarded with suspicion everywhere else.

Not tolerated are witches and changelings. These creatures are regarded with such fear that panic-stricken mobs can form if even a rumor of a witch's or changeling's presence is whispered. These mobs are very dangerous and have been known to kill virtually any outlander that they come across.

Religion

The Northern Gods are worshipped extensively in Bizantium. The Northern Sea God, Algor, is the official religion of the crown and most of the Noble Houses. The Northern Religion is strongest in the mainland colonies. Druidism and The Church of Light are also popular, but find most of their members either in the remote woodlands or in the western islands.

Geography

The Kingdom of Bizantium consists of seven islands off the northernmost coast of the Palladium World. All the smallest islands west of the main island of Bizantium, Borich, Torn, Yufel, Wyst, Acta and



Sinza, are usually called the Windward Isles.

Borich is the oldest inhabited land in the north. The three towns, Gideon, Port Lilan and Topaz, were independent city-states until their conquest by Bizantium, three hundred years ago. The land is rocky everywhere, and there are strange boulders, as large as 120 feet tall, scattered across the landscape. Fish, sheep, oats, rye, and coal, are the main products of the island. There are no wilderness areas remaining and very few wild animals of any kind.

Torn has no permanent human outposts. It is a rough, mountainous land, with very little native life of any kind. The largest plants are a few, stunted pine trees; mostly the vegetation consists of grasses, lichens and moss. Tens of millions of migratory birds nest here every summer, and the only other life forms are a few predators who dare to climb up into the trees and raid for eggs. Tomb Worms, Weasels, and Floaters have all been sighted on the island. There are rumors of ruined cities, and ancient temples in hidden valleys up in the mountains.

Wyst is infested with Worms of Taut, particularly Nippers and Blow Worms. Travellers avoid the island not only because of the various monsters, but also because there is simply nothing of value to be found.

Yufel, for many years, had a reputation as a 'cursed land'. In the last twenty years, the land has been extensively colonized, most of the dangerous wildlife has been wiped out, and cultivation has begun. The main port of the island is still a frontier town.

Acta, covered with lush forests and meadow lands, is an anomaly in the north. There is plentiful fresh water, fertile soil, and wild game. The kings of Bizantium have always retreated to Acta for privacy and a temporary release from the pressures of office. Over the years,

Acta has become a vacation land for Bizantium's wealthier citizens. Hunting lodges and cottages are the only buildings found outside of the main port. As land values have escalated, the farmers and herdsmen have been forced out, until there is no longer any kind of cultivated land on the island. The native population is now divided between the fishermen, based at the port, and the various servants and merchants who cater to the wealthy visitors.

Sinza is avoided because it has no known source of water. The entire island is a rocky desert. Other than a few birds, there are no native life forms. The island's long, flat beaches make it a popular area for several sea animals, especially seals and sea turtles.

The Shipyards of Bizantium

The industry of shipbuilding is absolutely the most difficult, the most advanced, and the most demanding activity found anywhere on the Palladium World. Stand back and consider the effort required to build a single ship. A set of plans must be conceived and designed that specifies the size, shape and position of tens of thousands of unique parts. Over 100 highly trained specialists must coordinate the manufacture of the ship, and arranging everything from the carving of the smallest wood stud to the assembly of the main keel. Somewhere between 2 and 4 thousand, full sized trees must be grown, chopped down, seasoned, carved, seasoned again, shaped and assembled. And that's not counting the work involved in putting together the sails, the brick ovens, and all the various metalwork.

Most countries, even the largest shipbuilding nations of the Palladium World, have no more than one or two shipyards. For example, the Eastern Territory has two: one on the ocean, and the other on the Inland Sea; Timiro also has two, and the Western Empire, while they have had several in the past, has but one, known, operating shipyard.

Bizantium has a total of *nine*, fully operational shipyards. Here is a brief sketch of each:

Kirsgren Yard: This is the only shipyard not controlled by a Noble House. The charter of the City of Bizantium has a clause that the workers of the city were granted land "west and north of the City of Bizantium, for the purpose of constructing ships of the realm, to be maintained at the expense of the city, and to revert to the crown when no longer used for that purpose." Since then, the Kirsgren Yard has grown to become the most productive shipyard in Bizantium. An average of 700 workers produce about 130 ships every year. They produce every sort of ship, from rowboats to the largest Frigates, and generally, at a lower price than the other yards. They also sell ships directly to the Wolfen, the Eastern Territory and to several trading cartels in the Western Empire. See the City of Bizantium for the map and layout of the Kirsgren Yard.

Vatatzes Yard: Is also located in the City of Bizantium and is controlled by the Vatatzes Noble House. The yard is actually larger than Kirsgren, but there are fewer workers, about 400, and fewer ships are produced. They specialize in building the largest military ships, and most Frigates and Briganteens come from them.

Bardomus Yard: The Bardomus Noble House and their shipyard are in Wujik, along the north coast of the East Sea. Their reputation as a shipyard suffered for years until Prince Grayen started the great experiment of the Stone Ship. Now they produce Stone Ships almost exclusively, and are back ordered for several years of production. Their main problem is a lack of qualified, trustworthy mages.

Arfox Yard: Letia's shipyard has a reputation for producing the fastest ships in Bizantium. Although fairly small, this shipyard produces Corsairs, Lighters, Schooners and Sloops, that command high prices throughout Bizantium.

Malemore Yard: Because of its location, on the mouth of the Bai River, and near Lake Fielder, the Malemore yard started out by building small boats and sloops. Recently, they've been experimenting with shallow draft ships suitable for ocean journeys.

Norbert Yard: Southomber's shipyard is Bizantium's largest producer

of merchant vessels and barges. Schooners and Corsairs are the most popular models. This is Bizantium's third largest shipyard, and employs roughly 500 workers.

Conemus Yard: The marines of Northomber look to this yard to produce Bizantium's best landing craft. Their reputation for building large ships is very bad, partly because eighteen Conemus ships were sunk in Bizantium's latest catastrophic storm. That was eight years ago, and still the other Noble Houses refuse to buy any large, Conemus ships.

Lately, the yard has been selling a new kind of ship's boat. Most large ships carry one or two boats, usually 22ft long and equipped with a small mast and 14 oars. The Conemus model is designed to be disassembled in six pieces, and can be reassembled in less than five minutes. Because they can be easily stored above or below decks, they have become a popular item in Bizantium and abroad.

Ortang Yard: In Port Lila, the Ortang Yard is used mostly for ship repair and refurbishing. The yard's main product is a 60ft, oared galley used for towing barges or as a tugboat. Because of all the fleet business, and because the Sea of Despair is so close by, Ortang Yard is constantly busy. With over 600 workers, it is Bizantium's number two shipyard.

Terenal Yard: Homesight, being the first landfall for many returning Bizantium ships, also gets a lot of repair business. This is Bizantium's smallest shipyard, producing no more than five to seven new ships every year, mostly Lighters and Sloops.

The Stone Ships

The latest innovation in shipbuilding is the construction of the Stone Ships. These are the very latest in Bizantium ship design and are always monsters of 160ft or more in length.

Why so large? These ships are truly stone, crafted by magic, but consisting of a single, solid piece of rock. Of course, the hull thickness has a weight limit; if it's too thick the ship will sink.

For example, a stoppered bottle made of glass will float. A flask made out of very thin lead will likewise float. A bottle made of only slightly thicker lead will sink. It really depends on how heavy the container is relative to the air volume inside.

When it comes to building a ship of stone, one must make the stone light enough, thin enough, to keep it from sinking under its own weight. The shipbuilders eventually worked it out thusly; for every foot of ship length there can only be about 1/10th of an inch of stone. So a 30ft ship would have a stone hull that's 3 inches thick.

Such small ships will float and function perfectly. The problem is that the hull is so thin that even the smallest impact will cause a break or shatter. The first test ship, a 30ft Sloop, was thrown by a wave against a dock. The impact shattered about a fifth of the entire hull, and the whole ship went down in less than three minutes. Repairs on small holes can be made by Earth Warlocks using "Encase Object in Stone" or "Mend Stone", but they can only fix a hole that's smaller than 70 pounds, about a 4 foot by 4 foot area.

At 160 feet, the hull becomes 16 inches thick; thick enough to resist the impact of a catapult stone, a sea serpent, or rough water knocking the ship against a dock. Since 160ft is the natural limit, the shipyards are currently experimenting with very large ships. A series of 210ft Frigates have already been produced. Currently on the drawing board is a 240ft ship that will be part of the new "Titan" series.

Technique

Initially, the creation of Stone Ships was performed strictly by Warlocks. They attempted several methods, including powerful spells similar to "Encase Object in Stone" and "Cocoon of Stone" (see Palladium RPG, page 88). "Clay to Stone" was another early technique with even less promising results.

With current methods, three, separate branches of magic are needed to make a stone ship. It's also necessary that the three, primary magic

users trust each other to an unprecedented degree. For example, the Diabolist must know the true name of the Warlock in order to work the magic. Likewise, everyone involved must trust the Diabolist enough to allow her to paint wards on their bodies. Finding really trustworthy Summoners, Diabolists and Warlocks is difficult; getting them to trust each other is almost impossible.

The actual construction of the Stone Ship hull involves several steps. First, a Summoner constructs a special Summoning Circle. This is essentially a "Summon Elemental Force" (see Palladium RPG, page 117) with the following changes:

1. The top quarter contains *only* a symbol of Earth.
2. The right quarter is the six pointed star of unbridled power.
3. In the left quarter is drawn the four triangles that represent directed power – focused inward.
4. Most radical is the change in the circle structure itself. Unlike any other known Circles of Summoning, there is no sealed circle on the lower right arm where it intersects the circle boundary.

Once the Earth Force has been summoned forth, and it may take up to twenty tries, it is *not* contained by the circle. This is when the diabolist is needed. She will have already painted wards on herself, the Warlock, the Diabolist, and any shipyard workers who will be involved in the stone shaping process. Using the power words, "Ariel-Rapere-Kyn-Yin-Lo-Kum," the diabolist changes the Earth Force so that it can be changed and molded.

The next step, forming the Earth Force into a ship form, can only be done by an Earth Warlock. The warlock's elemental magic and knowledge of stone shaping give him the skill to make the Stone Ship hull, but no warlock has the sheer power to control an Earth Force. That power comes from the diabolist, with the phrase: "Acba-Yin-Xy-Yin", and ending with the one true name of the warlock. The power is then channeled into the warlock.

Over the next twenty four hours all three mages, and any other gifted workers, struggle to shape and smooth the ship hull. If the Earth Force ever manages to break free it will go on a rampage of frightening proportions. The warlock must constantly concentrate on the ideal form he is trying to force on the Earth Force. The diabolist must continually use her power words to moderate and channel the vast power she is controlling. Not even the summoner can rest, because the Circle of Summoning must remain active, and that means keeping other Earth Forces from leaking through.

In the course of the long shaping, several wood and metal fittings must be joined into the stone. Only the bravest workmen dare to venture into the hot, pulsing shell of stone. Every shipyard worker knows that, should the mages slip their control for even an instant, anyone inside will be instantly consumed.

At the end of the long process, it is up to the diabolist to "freeze" the Earth Force. With "Ariel-Rapere-Kyn-Yin-Netose", the earth force is rendered immobile in its ship form. The summoner must then *change* the circle from one of summoning to one of dispelling. This is done by erasing the minor circle on the lower right line and by changing the symbol in the right quadrant from inward to outward directed energy.

Once all this is done, the Stone Ship's hull is complete. It becomes normal stone and retains none of its elemental power. Building the rest of the ship, the interior decks, the mast and rigging, and so forth, will occupy the shipyard for another four to five months. The amount of wood required will be about a third of that needed for a normal, wooden ship of the same size.

Earth Force

Alignment: Unintelligent Anarchist

Size: 50 to 85 feet long (before shaping)

A.R.: 17

Hit Points: 2,300 to 4,600

Number of Attacks: Thrashing does 8D6 + 10 damage and will affect an area 20ft by 20ft per melee round. The Earth Force becomes the

equivalent of a *River of Lava* (Earth Elemental Spell, see Palladium RPG, page 89), doing 4D6 + 10 damage to anyone coming in contact with it. It also creates an area of heat, such that anyone within 500ft, failing to save against P.E. will take 1D6 points of damage per melee round. If attacked for 50 or more points of damage, there is a 25% chance that the Earth Force will breakup into 2-12 Major Earth Elementals.

Description: A giant mound of molten rock.

CITIES AND TOWNS OF BIZANTIUM

The Capital City of Bizantium

Also called *Bizantium*, or *Main Port* by sailors. With a population of 120,000, it is by far the largest city in the north; the headquarters of the king and the entire crown government. The city is flanked by two, major shipyards: Bardomus Yard to the south and Kirsgren yard to the north.

Geographically, the city is divided into four major areas around its center, which is the Market Star. The huge *Market Star Plaza* is an open-air market, constantly filled with all kinds of itinerant merchants; from local farmers selling fresh produce, to traveling silk salesmen from the far-off Western Empire.

The Four Major Areas

West of the Star is *the dock area*. Containing most of the bars, inns and low dives frequented by visiting sailors. It is a fantastically varied area, with major, crown office buildings sandwiched between tattoo parlors and beer shops.

North of the Star is *the arena area*. This contains a variety of attractions, as well as some of the finest import stores in the land. The very best restaurants and hotels in the city are located between the Star and the Arena.

East of the Star are the sprawling, *residential areas* of the city. Single and multiple residence buildings extend outward for two miles to the northeast, with the most desirable homes being closest to the south.

South of the Star is *the commercial district* where most of the Noble Houses are represented, with the small Houses maintaining tiny offices, and the largest Houses based in major office buildings.

THE CITY OF BIZANTIUM

Population: 120,000

1. **Royal Palace of Kings:** Almost two square miles has been fenced off to form the palace grounds. The main building inside the grounds is enormous; five stories of luxurious halls, parlors and sleeping rooms. A horse barn, a small guard post, and other utility buildings, are also scattered around the grounds. Several times a year, on ceremonial occasions and holy days, the grounds are open to the public.
2. **The Maritime Arena:** With seating for 8,000, this is by far the largest gathering place in Bizantium. It is used for official ceremonies, sporting events, and occasional theatrical performances.
3. **City Bath:** This is a large public bath done in the Western Empire style, complete with hot tubs, swimming pools and exercise halls. Mornings are reserved for the women of the city, afternoons are men only, and in the evening it is open to all.
4. **The Bizantium Royal Theatre:** One of the city's newest buildings. A variety of music, dance and theatrical performances are presented here several times a month. The latest rage is the Bizantium Crown Opera Company, currently performing a series of decadent, Western Empire farces.
5. **Ambassador of the Western Empire:** This imposing mansion was constructed over 230 years ago during one of the Empire's phases of expansion, when they were attempting to reassert their



The city of BIZANTIUM



KRISGEN
SHIPYARD

ROAD TO BEAN

ROYAL
GROUNDS

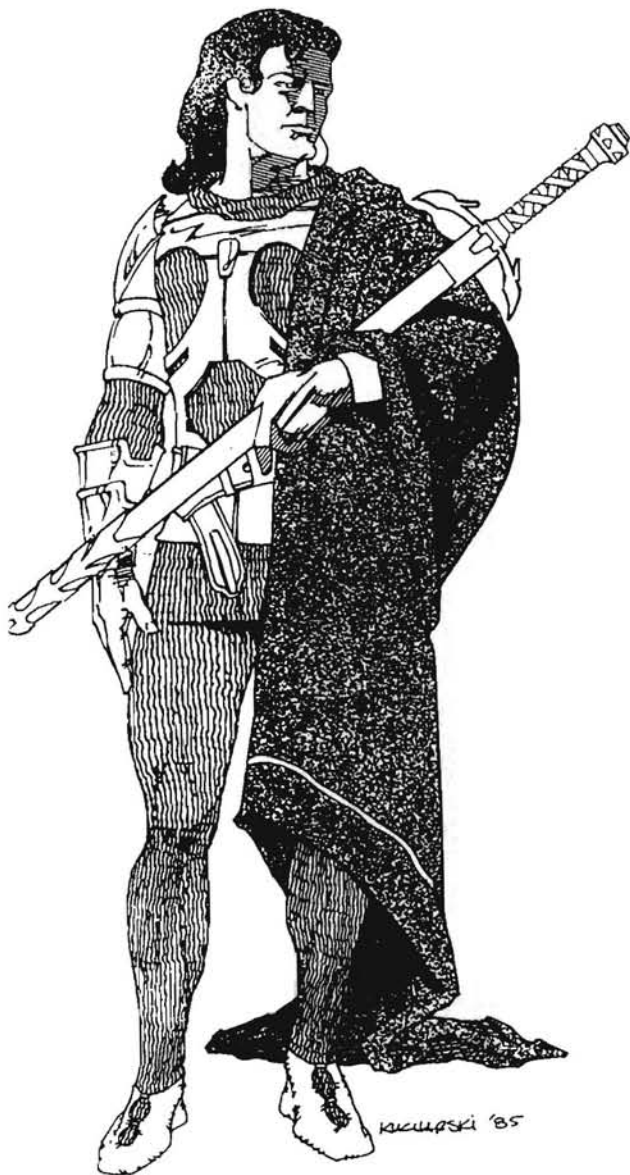
MARKET STAR

LIGHT HOUSE

BARDOMUS
SHIPYARD

SCALE IN FEET

0 1320 2640 3960 5280
ONE MILE



dominance over the entire Palladium World. Only in the last few years has it been refurbished and occupied by an ambassador. Lord Itomas, ruler of the Western Empire, now has a small staff and maintains regular communications with Bizantium through this office.

6. **Castle Joshius:** Formerly the residence of the king, it is now used exclusively by the military. The castle fortifications are well maintained and designed to hold out in the case of a siege. A stone wall surrounds the huge castle grounds. Although the grounds are supposed to be for military use only, the children of the city regard the area as their own personal playground.
7. **Temple of Algor:** The main church of the crown and the site of many, official Bizantium ceremonies. This cathedral took over 350 years to construct and is a marvel of stone, wood and stained glass craftsmanship. Pilgrims from all over Bizantium visit regularly.
8. **Office of Numbers:** Headquarters of the crown, tax and census collectors.
9. **Temple of Hoknar.**
10. **Norbert Bank**
11. **Bizantium Stock Market:** In the main hall of this building, shares of commercial ventures are furiously bought and sold. It works like this: a Noble House engaging in a trade expedition will post a printed explanation of their plans, then they will offer shares in the expedition. The shares can be bought or sold at any time. If

the expedition fails, then the shares are worthless; if successful, the Noble House will distribute the profits to the shareholders. Although anyone may buy or sell on the floor of the market, only fools will attempt to do so without the help of an experienced broker.

12. **Title, Bonding and Trade Building:** In this building, the titles of all Bizantium ships are stored. Registration is mandatory any time a ship is traded, bonded (basically, that means that someone is borrowing money using a ship as collateral), or sold. Regional offices send updates to the central records every few weeks.
13. **Justice House:** Main courthouse of the capital.
14. **Northomber Marine Club:** A residential club open to all members of the Bizantium Marine Corps.
15. **Temple of Light.**
16. **Crypt of the Seas:** A monument to all the men lost at sea. The stone walls are engraved with the names of every Bizantium sailor lost at sea for the last 600 years. This is a solemn practice that continues to this day. Twice yearly, there are Days of Mourning when the king and his entire court will conduct a requiem.
17. **The Admiralty:** The regional headquarters of the navy.
18. **The Blue Ribbon Club:** Membership is open to the captain of any ship, so long as he is sponsored by another captain. By long tradition, those of the nobility are *not* members.
19. **Customs:** The captain of any ship arriving in the capital must present himself and his papers to this office.
20. **Forester Royal:** Headquarters of the Crown Forestry Service.
21. **Temple of Od.**
22. **Temple of Epim.**
23. **King Garvan's Lighthouse:** At over 300ft in height, this is the tallest structure in the islands. Weather permitting, on a clear night the light can be seen as far away as Vicer, Wujik, and Timsink.

Note: Smaller buildings, either unlabeled or not on the map, include the Surgery, the Locksmith's shop, the Armourer, the Oar Maker, the Coppersmith, the Compass Maker, the Cooper (barrel maker), the Wheelwright and many others.

Kirsgen Yard

- A. **Brickyard and Kiln:** Bricks, surprisingly enough, are also needed in ship construction. Everywhere on shipboard where there is to be fire, from the main galley to the smallest watch lights, all must be lined or constructed from brick. The yard also produces bricks for sale to the city and for export.
- B. **Sail Yard:** This is almost an industry in and of itself. Tons of hemp must be imported from the Eastern Territory (it grows poorly in the north) and then separated into long strands. Then it is spun into thread and woven into the canvas used for sails. Silk sails are also used, but the cost is about thirty times higher since they must be imported, woven to order, from the Western Empire. The yard is also used for storage of all the bolts of sail, as well as the coils of rope (also made from hemp).
- C. **Wood Seasoning:** This huge, open building houses all the wood while it is pressed or seasoned. Preparing wood is a process that can take three years of storage or more.
- D. **Stables:** Four teams of six, giant draft horses, and their handlers, are based here. Mostly they are used for hauling wagons or timbers (remember, a single tree trunk could weigh several tons). The teams and their handlers also have to be expert enough to help in the actual ship construction, such as when the two, massive sides of a ship are lifted up against the keel. For the assembly of a major ship, weighing 1500 tons or more, every man and animal of the yard, plus a few hundred recruits from town, are needed.
- E. **Main Slips:** This area is part wood structure and part earthworks. An open roof protects the ship construction from rain and snow, but there are no walls. In heavy weather, or during cold months,

large tarps are put up along the sides. The area is designed to be flooded, either in whole or part, so that the completed ships can float during high tide.

The Shipwrights: *The following three buildings are under the control of the Master Shipwright: Joiners' Shop, Carpentry Shop and Blockmakers.*

F. Joiners' Shop: A large, open building used for forming and joining the various wood parts of the ship. Most woodwork is done either in the building or in the partially constructed ship. All of the hundreds of special woodworking tools are stored and guarded in this building. It also contains the office of the *Master Shipwright*; the person ultimately in charge of the ship's construction and the one who makes sure that the plans are followed correctly. Under the Master Shipwright are all the other master journeymen, and apprentice shipwrights; perhaps half the entire work force of the yard.

G. Carpentry Shop: This is where the rough logs are sawed into finished pieces. The Master Carpenter's main job is to recognize the best way to cut up a tree. For a straight Forest Oak, it's just a matter of deciding the thickness of the planks and the best angle of attack on the grain. Crooked trees, bent trees, and trees with large branches, are outlined and cut for the various curved and angled pieces of wood needed for shipbuilding.

H. Blockmakers: Here are the workrooms where all the ship's smaller wood objects are made. These include blocks, for block and tackle, belaying pins, spars, oars, and ballista weapons.

I. Clock Tower: Unlike most of the Palladium World, where work is measured by where the sun is in the sky, shipbuilding is often a round-the-clock enterprise. Long hours and even extra shifts are often necessary to meet deadlines and avoid late payments. A full-time Keeper of the Clock lives and works here with his family. He also serves as one of the twelve night watchmen who patrol the yards at night, and on holy days.

J. Caulking Shop: Caulking is the waterproofing technique used in all of Bizantium's wooden ships. It involves applying hot pitch to the cracks between the boards or driving hemp, impregnated with pitch, between the cracks. There is steady work for 40 caulking specialists working on new ships, as well as refurbishing older ships.

K. Main Stores: This warehouse holds most of the imported items that are used in bulk by the yard. Great barrels of tallow, for candles and for treating wood; turpentine for tar thinner, wood varnish, and sulphur.

L. Smithy: Up to 50 workers, under the direction of the Master Smith, operate the eight, huge furnaces that supply the yard with all its iron and steel. The factory is never idle, since the yard will take contracts to produce anything from plowshares to darning hooks. Iron rings, bolts, screws, nails, spikes, anchors, chain, and all the woodworking tools of the yard, are produced here.

M. Main Offices: These are actually several buildings used to house the various, crown and Noble House officials who oversee ship construction. The main business offices of the yard are here, as well as the office of the Naval Engineer.

Note: All other shipyards are similar, and vary largely in size and daily routine.

Other Cities of the Bizantium Kingdom

Wujik

This is Bizantium's main industrial community, often simply called "Hell" by sailors, more because of the smell than the heat. The town's largest industry is the production of turpentine, pitch and tar. This requires processing pine trees, and results in a stench that stretches up to fifteen miles downwind of the city. The city is also known for its ironworks, innovative use of magic users, and for logging. *Total popu-*

lation is about 50,000.

Kallico

This sleepy little village is mostly a center for the thousands of sheep farmers who tend their herds along the western coastline. *Permanent population is no more than 5,000.*

Plu

A fishing community of about 3,000. It is the largest of 20 small towns dotted along the island's southern coast.

GateFort

Bizantium's greatest military structure is split into two towers that straddle the straits of the inland bay. The northeast tower is much larger, and has a respectable port and a town of about 4,000 people. The southwest tower is somewhat smaller and manned only by a military garrison of 200 men. The forts are equipped with enough *ballista* and ammunition to sink an armada. In addition, at least one warlock is on duty at all times. Between the two forts lies *the Great Chain*, a magical construction that usually lies along the bottom of the channel. If threatened with invasion, winches at each fort are turned, and the chain is lifted up to the surface as a block to any passage.

GateFort is also something of a two-edged sword. Although it renders the interior waterways of Bizantium invulnerable, it also threatens the kingdom with the possibility of being 'bottled up' by a naval (or even magical) cork.

Homesight

This small city (*population 2,000*) owes most of its income to being the first landfall on the way in to the inner seas of Bizantium. There's not much here other than the shipyards, the navy offices, and entertainment for the sailors.

Letia

In the last 60 years, Letia has been transformed from a sleepy agricultural town into a major Bizantium port. It all started with the first Bai Regatta; a race for sailing ships. The event has grown into the current version, where virtually every Noble House sends an entry. The race starts at Letia, halfway point is Bai, and the finish is back at Letia. The regatta has grown to include a variety of other events, including rowing, swimming, and a game called "Plank," where teams wear padding, are armed with blunt staffs and clubs, and engage in ship-to-ship combat.

An even bigger race, sponsored by the crown, is held every five years. The starting and ending point is Letia, but the halfway pennant must be picked up in Aquafel! There are virtually no other rules, although the race officials are considering banning the use of ballista against other contestants.

Bai

The 2,000 residents of Bai are becoming increasingly nervous in recent years, as more and more shady looking characters show up in town. The main reason for these villains seems to be the pirate activities of the Malemore fleet. Citizens have taken to fortifying their homes and staying inside after dark. As a result, a criminal, underworld element, seems to be gaining control of the town.

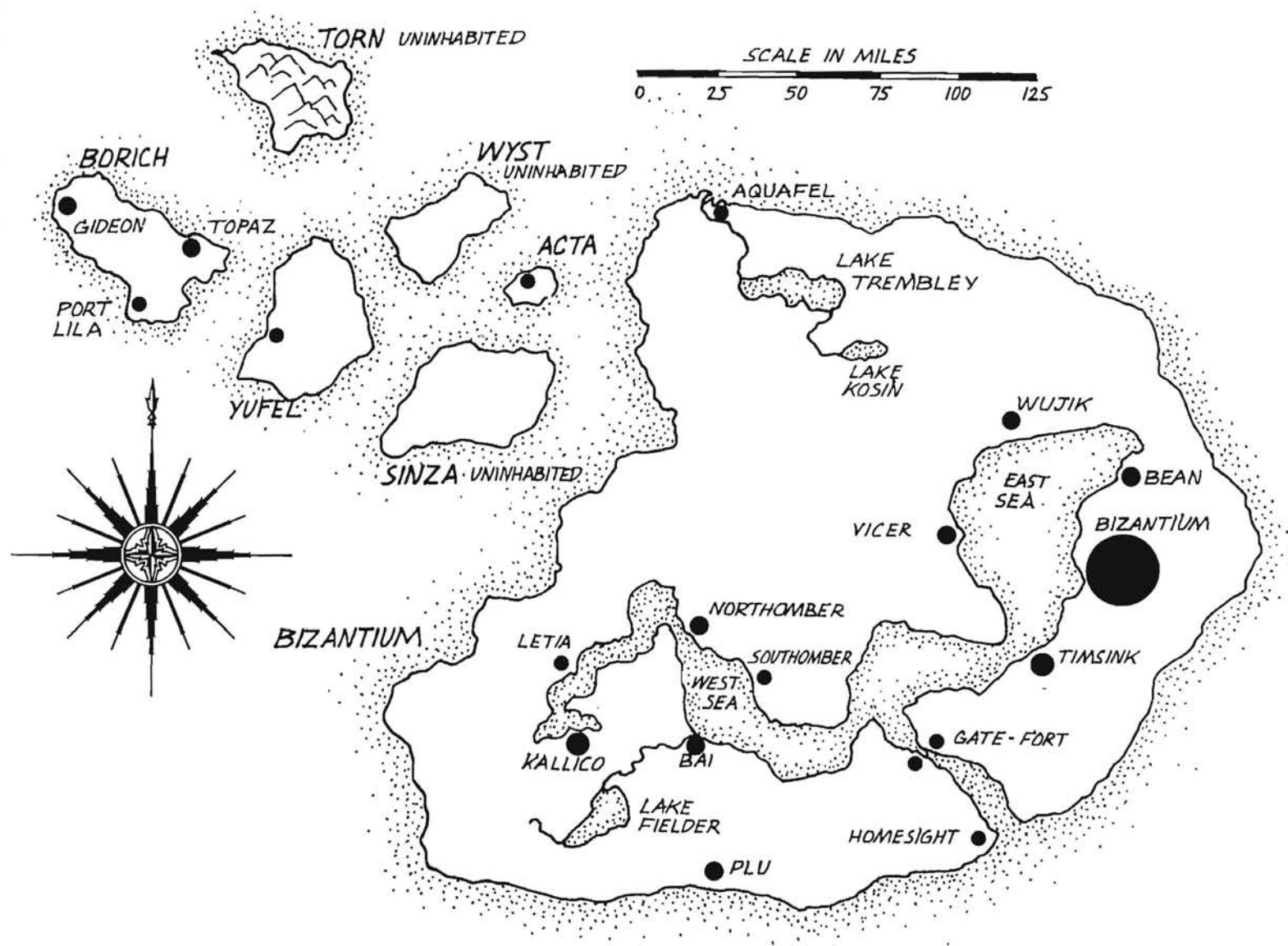
Northomber

This is the major city and port of the West Sea. There are about *12,000 inhabitants*, and wages are high because there are more than enough jobs to go around. *The Conemus Shipyards* and their 300 merchant ships are giving a boost to the local economy. This is also the base of the Northomber Guard and the Rhanganable family castle.

Southomber:

For the last 50 years, Southomber has been a "factory town" owned almost exclusively by the *Norbert Noble House*. All laborers are required to buy their food, clothing and firewood from Norbert factory stores. Recently, there have been major riots, brutally suppressed by Norbert's

BIZANTIUM ISLANDS



mercenary marines. Since the riots, many of the city's 21,000 citizens have joined the "Consolidated Bizantium Worker's Union"; an organization that promises to "break the back of Norbert tyrants" through protests and work stoppages.

Vicer

Prince Ducasian's relationship with the Western Empire has resulted in lucrative trading contracts for Vicer's wool, coal, and wood products. It's no longer unusual to see Western Empire merchants and nobles in this town of 4,000.

Bean

Bean has grown from 1,000 to 3,000 in the last four years since Prince Grayen Bardomus started building a major factory in the town. The purpose of all this is unknown, but rumor has it that the factory will soon start producing something called "canned goods."

Timsink

A small town of 808, known only for the surrounding farms' products.

Aquafel

Originally this northern village had fewer than 300 residents. Logging operations in the north have created a boom-town of over 7,000. Ships travel to Aquafel to pick up lumber that is floated downstream from Lakes Trembley and Kosin.

PALLADIUM VOYAGE

Notes: The following document, an official paper of the Bizantium Crown's Admiralty, was excerpted from a lengthy report submitted to the king. The complete report, consisting of over 3,000 pages of parchment, has also been widely copied (at least two dozen are known to exist) and read in Bizantium. This version, basically a distillation of military and navigational information, was commissioned for a printing of 5,000 copies and has been issued to every sea captain of the Bizantium Navy. It, along with other sensitive documents (the captain's logbook, the navigator's rutter, and the ship's maps), are generally kept under lock and key, with instructions that they be burnt or thrown overboard rather than be captured by any foreign powers.

The **Turaline** is a small ship, of a type used variously for war or trade in the stormy northern waters. 85ft in length and 35ft in width across the beam. She carried a total crew of 74, including the captain, six officers, 3 men of magic, a chaplain, 14 skilled craftsmen, 18 fighting marine veterans, with the remainder being experienced seamen.

ON CIRCUMNAVIGATING THE PALLADIUM WORLD ENTIRE

Being a collection of brief excerpts from the account of the voyage of the *Turaline* and Sir Jonathan Fairchild, her captain.

Day 1: *In planning for our venture, the main choice was a simple one; should we set sail east or west? It would seem that we should take into account the most obvious of barriers, the Sea of Despair, when making that momentous decision. Early on, we decided that we should attempt the greatest hardship of the voyage first, so that we now enter into the Sea of Despair.*

Day 12: *"Sea Serpent off the starboard!" was the call that awoke the crew early this morning. Fortunately, it was a lone Snaggled Tooth Gobbler. Our warlock, Suramen, was quick to perform some kind of cold magic around the beast and we left it struggling in the water. Seeing it helpless in the water was a temptation to one and all, for who among us has not lost some relative or friend to the vicious beasts? In any case, we breathed a collective sigh when, a few hours later, there was no further sign of trouble.*

Day 32: *Now that the Sea of Despair is behind us, I did my sworn duty and destroyed the secret maps. It will mean trouble if we need to return through that terrible place. Yet we cannot risk the strangers to the south getting such documents. The coast of the Land of the Damned seems inviting, but we will not set foot on land until we are past the wilderness.*

Day 42: *This day we passed the horn of Zandir and headed into the Sea of Dread. We are making excellent time and I expect to make landfall in the Western Empire within a week.*

Day 64: *We are to port in one of the ancient ruined cities of the Western Empire. I was grateful to dock after over two months at sea. I was also furious with my own stupidity. Due to an error in navigation, we find ourselves in the mouth of the Inland Sea, across from the Ophid's Grasslands. In other words, we are some 600 miles off course! Not an auspicious beginning for the greatest sea voyage of our time.*

Day 65: *We will be leaving this port with the dawn tide. Would that we had been clever enough to leave earlier, or better still, never set foot here in the first place. It seems that this city is plagued with some kind of evil. The bodies of two of our seamen were discovered in an alleyway near the port, obviously sacrificed to some god of evil. Our priest, Kairn, claims that the city is infested with some ancient, death cult. For a change I believe he is correct. All the men have been recalled from their revels and the marines have posted a heavy guard on the ship.*

Day 77: *Early this morning we docked alongside a good Bizantium Briganteen, the Marybell, in Yaurway Harbor. No doubt this Western Empire city is as dangerous as any other, but the presence of good Bizantium ships and tradesmen does much to soothe our fears. Since our last landfall, we have sighted a number of oared galleys flying a variety of flags; mostly of Phi, Lopan or the Eastern Territory. These are usually large ships, well over 100 feet in length.*

Day 99: *Today marked our most important discovery and the most fearsome encounter that any of us have ever faced. We had been carefully navigating the straits south of the Western Empire that lead eastward into the Sea of Scarlet Waters. After a particularly difficult passage between two rocky islands, we emerged into open waters to see a dark ship cutting across our bow. It was one of the outlawed Black Ships of the Western Empire! As it sped across our bow, we had a close look. She looked to be some 170 or 180 feet in length, but with a beam no wider than that of our own ship; perhaps 30 feet. There were no oar holes or other openings in her smooth, black hull, but there were strange curves and twists, like some kind of huge bone or dragon-plate. Three masts were hung with blood red sails in square riggings, not billowing in the wind, but slack. On deck, there was the movement of figures quick and dark, which filled us all with revulsion; as if they*

were living things found under an overturned rock. We immediately applied full sails and headed eastward. Fortune was with us in that we had open water ahead and a good wind to our backs. Even so, the Black Ship turned with a supernatural quickness and pursued. With the best of winds, the help of our mages, and fervent prayer, we managed to stay at least three miles ahead of the spook ship.

Four hours later, nearing sunset, the Black Ship seemed to start to pickup the pace. It was as if it intended to use the darkness to increase its speed. Providence intruded at that point, sending a squall from the north. We weathered it easily enough.

It is midnight as I write this and there is no sign of any ship nearby. That the Western Empire has broken its treaty is no surprise; we only thank the gods we have survived!

Day 133: *We have finally reached the end of the Western Empire. We briefly visited a small Dwarven village where we talked to some of the local fishing captains. They tell us that we are now in the fabled Old Kingdom and that it has never been a part of the Western Empire. If true, that is good news indeed, for we are already halfway home. The next stop should be Timiro, then north and homeward.*

Day 161: *For the last seven days, we have been sailing west and north. A great wasteland lies to the south, looking even more terrible than the Land of the Damned. The heat is stifling, supplies of food and water are adequate, but it is discouraging that our route is taking us back the way we came.*

Day 170: *First the wasteland, then mountains, and now, jungle to the south. We continue our westward heading, each day taking us farther and farther away from home. To pass the time, I have compiled an estimate of the naval forces of the Western Empire based on my observations as we travelled along most of its coast. I have included only those vessels capable of being used in naval engagements; another 10,000 to 15,000 barges, fishing boats and the like, are used in various commercial endeavors.*

Punts: *These are the single-masted patrol ships of the Western Empire. Most are outfitted with lateen rigging, but about one in twenty have some form of gaff rig. Sizes range from 20ft to 50ft with very wide beams; the beam width usually being half the overall length. Ports for 8 pairs of oars are found in most models.*

1,312 Sighted. Estimated Total: 2,000.

Carracks: *Either two or three masted ships of a medium size, roughly comparable to our Bizantium Briganteens. From 50ft to 80ft long. Capable of seating 80 oarsmen working 20 pairs of oars.*

821 Sighted. Estimated Total: 1,400

Caravels: *The only really seaworthy ships of the Western Empire fleet. They are three or four masted ships that average from 120ft to 140ft in length and 40ft or more in width. The rear castle extends all the way to midships. About half the Caravels have an optional arrangement for oars (fittings for from 25 to 32 pairs), but we never saw these in use. Possibly because of the use of warlocks?*

380 Sighted. Estimated Total: 800

War Galleys: *Except for a few, ancient biremes, all the modern Empire warships are triremes with three banks of oars on each side. These are of a very standard construction, perhaps because of a government standard. Each ship is 185ft long, 38ft wide at the beam and with 30 banks of oars on each side. In other words, a total of 180 oars with two men handling each. The oars are arranged in vertical banks of three with a long, medium and short length oar in each.*

49 Sighted. Estimated Total: 50

Ships of Bizantium Manufacture: *I include this figure so that the accuracy of the other estimates may be checked.*

Lighters: 38 Sighted



Schooners: 41 Sighted
 Corsairs: 6 Sighted
 Briganteens: 18 Sighted
 Frigates: 113 Sighted

Black Ships: Although we only sighted one of these monsters, it is safe to assume that the Empire must have more hidden away. Even so, it's difficult to see how they could hide more than a dozen without discovery by the other treaty nations.

Day 186: It is now confirmed; we are back at the channel to the Sea of Scarlet Waters. I fear that the map makers of the world, who have so confidently labelled the Yin-Sloth Jungles as an island, are seriously mistaken. We now know that the Sea of Scarlet Waters is an inland sea.

Day 221: At sea again after resupply at Morgreston in the Western Empire. Only a little over 1,200 Old Kingdom Gold remain in our strongbox. We have already sighted the southern land and have turned to the west once more.

Day 233: Finally, we turn south to continue our voyage. With the help of some Western Empire charts, we have avoided several large channels and inland waterways. Although the land seems to be dense jungle, we can see huge mountains far to the south.

Day 237: For the third day in a row we have sighted dragons flying in the vicinity. Today is our first true encounter with one of the great lizards. The huge beast slowly circled overhead, making passes at the ship for perhaps fifteen minutes. Finally, it spoke to us in its great booming voice; "I will land on your puny ship. If you resist me I will be forced to send you and all your pretty gold to the bottom of the sea." We cleared the foredeck as much as possible, but still suffered some minor damage when the creature landed. Fortunately, it was small for its kind, only 40 or so feet long. Still we felt threatened with capsizing every time it shifted its tail or gestured with head or paw. "I am the lord of this land," he said, "and I will take tribute for your safe passage. In gold." After spirited negotiation, we settled on a purse of 250 Old Kingdom gold and the creature left with its treasure. All three of our mages have criticized me for paying the creature off. They claimed that it was only a small Fire Dragon and lord of nothing. They further claimed that their powers were capable of dispelling the beast. I responded that the price was cheap enough and that I hadn't seen any courageous challenge while the dragon was sitting on our deck.

Day 240: Five dead, including Waspen, our Wizard, in a fierce fight with a Sea Serpent. The beast matches the description of the dreaded Viper Serpent, and it was nearly the victor in our encounter. We were nearing the end of the mountain range when the creature suddenly loomed up in front of us. The impact of our ship against the creature knocked everyone senseless and may have even done some damage to the beast. Apparently it is not intelligent enough to realize that fast moving things can hurt. One seaman was bitten, and another grabbed up in a claw, before we even fully realized what was happening. The battle continued with pole arms, cross bows, and spells, for near half an hour, before the creature was wounded enough to flee into the depths. As to why we were taken by surprise I can only guess that it was because everyone was so alert for the threat of dragons in the sky. Since the lookout in the crow's nest was flung overboard and lost during the battle there is no one left to blame. Fortunately the ship suffered little; sail, riggings and a few spars will need replacement.

Day 269: The endless jungle along the coast, which has persisted for nearly two months of travel, is finally broken by a chain of mountains to the east. I hope we will find someplace to land soon, as our water and food is now spoiled in the oppressive heat.

Day 272: We are in port, in a place called Xegon's Hold. It is a safe harbor that is frequented by ships from the Western Empire, Timiro, the Floenry Isles, and someplace east of here called the Land of the South Winds. Our 'discovery', that the Sea of Scarlet Waters is an inland sea, is nothing more than a trade secret held by the captains in these waters. We are pleased to be able to buy supplies, but the prices are such that the gods themselves should punish the merchants here. Considering the outlandish mix of races here: Orcs, Goblins, Kobolds, Elves, Dwarves, and at least a half a dozen others I could put no names to. The gods may have already punished this place!

Day 304: Jungle, jungle, jungle! It seems that we have finally put it behind us. Today we dropped anchor in a small bay near a strange native village. The people here, actually Kobolds, came out to greet us in strange ships. They are made with two or three hulls; usually a main one made of huge, hollowed out logs, and then smaller hulls connected to the main one. Apparently, these extra hulls, which they call 'outriggers', give them greater stability. The people themselves are pleasant enough and are quite interested in our trade goods. Nevertheless, I have ordered most of the crew to remain on shipboard during our stay here.

Day 311: This is the first day of our beaching on this remote isle of the Floenry chain. We examined the hull, and both our ironmonger and carpenter have been working near round the clock since.

The southern seas are always calm and peaceful. When we were in port in the Land of the South Winds a storm blew up. Barely a mild gale in our northern waters, the natives were in a panic and four ships were capsized; one because of the weather, the other three because of the extreme stupidity of their masters.

But other threats of the southern seas are more subtle and more dangerous. We discovered weakening of the hull and some kind of degeneration of the wood throughout the ship. Upon beaching the ship, we discovered a jungle of life forms; barnacles, weeds, small crustaceans of many forms, and tentacled creatures the length of a man's arm. All this growing just below our waterline. In future, it would be wise to plan for a thorough cleaning every other fortnight spent in these pestilence-infested, southern waters. In barnacles alone, the ship has accumulated what would take 20 years of sea voyages in the northern waters!

Day 312: Even the above-water wood is rotted! Some kind of fungus or decay is weakening just about every piece of exposed wood on the ship. The only wood that resists this decay is that which has been blackened with tar or smoke. Right now, the only wood that doesn't need replacing is the blackened wood around the cookhouse.

Day 313: Since we sighted no buildings on this island, we assumed that it was uninhabited. Today we discovered differently. Some small creatures, called Hytril, have discovered us and are constantly visiting. They are cute but annoying, always trying to make off with small objects and interrupting the work with questions. However, since all the men are weary, I've decided to let everyone work more slowly.

Day 318: The Hytril, in spite of their annoying habits, have saved our lives for the second time today. Of course, we have been following their example in finding edible food and avoiding poisonous stuff, and that has probably saved a few lives. Early this morning, before first light, they performed a more valuable service. Suddenly everyone woke up with the Hytril screaming "Grimbor! Grimbor!" We had no sooner grabbed our weapons when a mass of howling, brutish creatures burst into our camp! It was a fierce fight to the death after that, but there were only 14 injuries and no deaths on our side. After driving off the, animals we had a chance to examine the 20 of their dead that were left behind. They were all males, large and powerfully built. Two had scars that could only be sword wounds, and another had a recent wound in the thigh from a cross bow bolt.

Day 324: By now it is clear that the ship cannot be completely repaired with the wood and iron stock at hand. We must find a good source of oak, as we will need approximately 14 tons of seasoned, aged timbers; at least two hundredweights of iron, and, if such a thing exists in these south lands, a mainmast of straight fir. Timiro seems the most likely place within reach of our crippled ship. We should set sail within the next two days.

Day 338: The gods have granted us a miracle unmatched! Kind winds and smooth seas let us sail some 500 miles, by my reckoning, in less than 9 days. Two squalls were the most dangerous weather, but, even in its weakened condition, the hull was sound. All the men are weary since the pumping of seawater from below decks was a continuous operation. Six men manning the pump at all times and even great Huber, the strongest among us, could work for no more than four or five hours at a time. We pulled into the Credia harbor at sunset and hope to make arrangements for our ship's repairs in the morning.

Day 339: Have you heard of Credia, the greatest of southern cities, as a merchant capital? Well I've found it to be the basest of lies! Yes, they have the yards, the woods, and the skilled men. Yet, in all this great city, spreading out for miles in every direction, they have but ONE shipyard. That yard has so much business, especially royal business, that they charge near ten times what any sane man would pay. The yardmaster estimated that the cost would near 180,000 Old Kingdom gold, and would take at least three months for completion. How can anyone afford such hellish thievery? I'm at wit's end.

Day 341: We are now at sail again, this time eastward along the

coast of Timiro. Our destination is Calra, one of the main shipbuilding centers for the Timiro Navy. For the price of an evening's drinks, several merchant captains have sold me the directions. It seems that no trader in his right mind uses the Credian shipyards and that Calra is as cheap as Credia is dear.

Day 347: Disaster of the worst kind! We are out of trade goods and are so low on gold that we've been forced to sell some of our home-bound cargo. Forty pound-weights of fine, Western Empire silks went for less than a third of what they would fetch in Bizantium. Yet we had no choice. Good quality oak must be imported from far to the north and costs a small fortune for every piece. What irony, that in only a few weeks we will be sailing along those northern wildernesses, and all this high-priced wood would cost us only the small effort of chopping it down!

Day 358: True to their word, the shipbuilders of Calra have done a magnificent job of repairs. Although the price is very high, 17,000 Old Kingdom Gold, the workmanship is the equal of any in Bizantium. Indeed, I have seen a variety of tools and techniques that will be of great value to our native shipbuilders.

While I spy on the shipbuilding methods of Credia, the navy of Credia sends her spies to examine the Turaline. Every day the ferryboat from Nibis brings over more men who don't fit their clothes. These are obviously naval officers, dressed in the garb of tradesmen and laborers, who wander about the shipyard with parchment and pen in hand. Really! They are so obvious. The ship sits aground where all her secrets are readily apparent. Why don't these gentlemen simply ask for a tour?

Day 384: Having made port in Hiatel, deep in the Eastern Territory, I finally feel comfortable gathering my notes about the Timiro Navy. Our stay at Calra was most productive, with myself and several of my men having made a few visits to the fortified island of Nibis. Between Nibis, the base of the Timiro Navy, and observations at Credia, Calra and along the coast, I am able to make the following observations.

First, the ship designs of Timiro. They fall into three categories: warships, merchants, and galleys (which they call 'barges'). All the ships are large by Bizantium standards. They are also weak of hull and rig; since they never see storms of any strength, they confidently build huge warships that cannot face the teeth of the sea.

Ketches: The smallest navy ship is called a ketch and features a mainmast dead amidships, and a smaller jigger near the stern. On the mainmast are three, square, sail rigs; with the large mainsail lowest, a smaller topsail, and an even smaller topgallant above. Featured on the jigger are a triangular jib sail above and a gaff rig below. I judge the ships to range from 40ft to 60ft in length and a length to beam ratio of 1:3. Even this small ship is fitted with a ram. Are all southern sailors so ram-crazy? Every powerful navy we have sighted in southern waters features a ram, and many even have heavy rigs for dropping a boarding spike. They are also fitted with oars of one kind or another.

3,211 Sighted. Estimated Total: 4,000.

Barks: A three masted ship with jibs and square rigs. On average, they are 120ft long and 40ft wide.

1,487 Sighted. Estimated Total: 2,000.

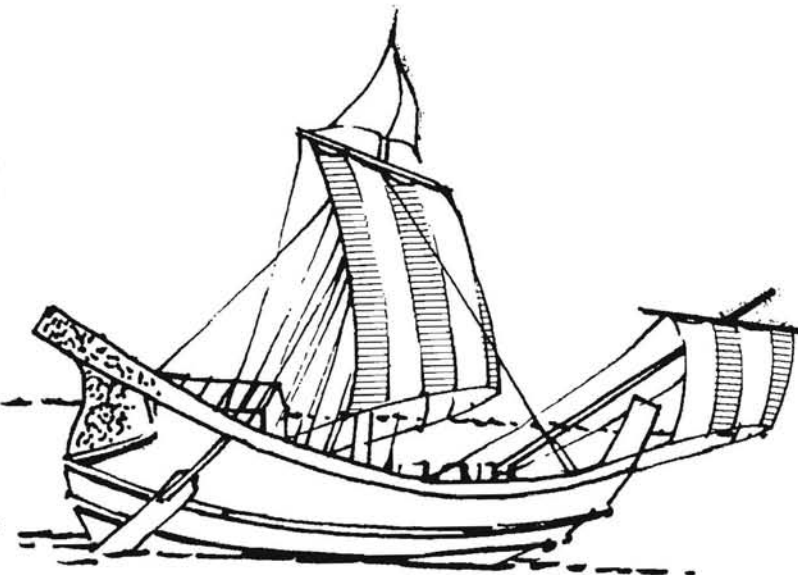
Destroyers: These are the main warships of Timiro. 210ft long, 70ft wide and four masted. Older models (about half) are equipped with 40 pairs of banked oars. Newer ones are lower, with less prominent fore and aft castles.

373 Sighted. Estimated Total: 500

Behemoths: By far the largest ships at sea, and even bigger than the Bizantium Stone Ships. 270ft long, 90ft wide and of the most advanced design. It is significant that they have no place for oars and five masts. It is rumored that every Behemoth is assigned a ship's warlock specializing in air elemental spells.

4 Sighted. Estimated Total: 12

Viscount: This is the name for the second most common type of



Timiro trading ship (most common are a type of fat galley). They are small, barely 35ft long, but are very well designed. The Timiro Navy dismisses them as simple merchants, but they could well become a significant factor in any large war.

2,012 Sighted. Estimated Total: 4,000.

Lighters and Frigates: Yes, these are the Bizantium ships and they are no copies! They appeared to be aged around 25 or 30 years, certainly heavily weathered and repaired. Some buyer of Bizantium ships is selling his older models here without the knowledge of Bizantium. I observed 8 Frigates (including one in dry dock) and 14 Lighters of unmistakable Bizantium design.

Day 410: Pirates! We were sailing in a halfhearted wind in the channel between the Eastern Territory mainland and Y-oda, when three galleys began making toward us. All were obviously Eastern Territory triremes. Suramen, our warlock, and Uafor, immediately started his wind summoning and we went to battle stations. The wind was slow in coming and one of the oared ships managed to move alongside before we could escape. It broke into a fierce, hand-to-hand fight along their two boarding ramps.

The marines kept fighting while the rest of the hands moved to set sail in the magical wind. We ripped out the boarding platforms and quickly moved away from the pirate.

I wish that those fools who push for oars in the Bizantium Navy, could have seen the battle that followed. It had nothing to do with speed; obviously the triremes had us beaten in a race. But no oared ship is as maneuverable as the Turaline with a favorable wind! We easily cut away from their lumbering feints. Then a touch of burning pitch from the catapults and they started losing their appetite for battle. Before it was over, one ship was an abandoned, flaming hulk, and the other two were set afire and running west as fast as they could.

Day 418: While docked here in Port Poin, I have discovered the origins of the pirates we defeated. It seems that the Eastern Territory's policy of using prison ships has finally fouled. One of their major ships fell to a prisoner revolt. The ship went pirate and started liberating others of its class. That was six years ago. Now it is said that as many as 40 ships have turned pirate and are based in secret hideaways on the island of Zy.

Day 428: Midway across the Algorian Sea and time to compile the naval information on the Eastern Territory. These figures represent only the ocean forces. It would be hard to estimate the size of their navy on the Inland Sea. Suffice it to say that Phi and Lopan have excellent reputations as shipbuilders.

Galleons: A hodgepodge of two masts and oars. Generally 130ft long and 60ft wide. They have massive castles both fore and aft, as

if they were landed forts instead of ships. There are 16 banks of paired oars on each side (64 oars total). Often the oars are manned by non-human slaves (orcs are the preferred race) or by condemned criminals.

811 Sighted. Estimated Total: 1,200.

War Galleys: Copied almost exactly from the Western Empire model. If anything, these ships are less maneuverable than the Western version.

123 Sighted. Estimated Total: 250.

Ships of Bizantium Manufacture: I include this figure so that the accuracy of the other estimates may be checked.

Lighters: 55 Sighted
Schooners: 64 Sighted
Corsairs: 23 Sighted
Briganteens: 90 Sighted
Frigates: 38 Sighted

Day 441: Having sailed in these waters so often, I can finally feel somewhat at ease. The sea off the Great Northern Wilderness is cruel and treacherous, but it is a cruelty that I know well. I have been passing the time comparing the strengths of the various world navies based on our observations and on my estimates.

First of all, we need not worry about an invasion of our fair islands. Most of the southern fleets have ships that are far too delicate for our hardy ocean storms.

Conflicts in the more southern waters are not as certain. I would rank Timiro as the world's greatest sea power in the south, with ships not so numerous as the Western Empire's but far more capable. Their navy is very professional . . . and very ambitious! The Western Empire is always a threat, if for their Black Ships if nothing else. The Eastern Territory has a navy that would be vulnerable prey for any modern fleet. The Land of the South Winds, the Floenry Isles, and all the smaller nations, have navies of too small a size for any substantial ocean warfare. In short, the two threats to Bizantium's naval domination are the Western Empire and Timiro.

To beat the Western Empire is unthinkable. However, the longer they are left alone, the more decadent they become. Since they are not expanding at sea, then we had best leave them alone.

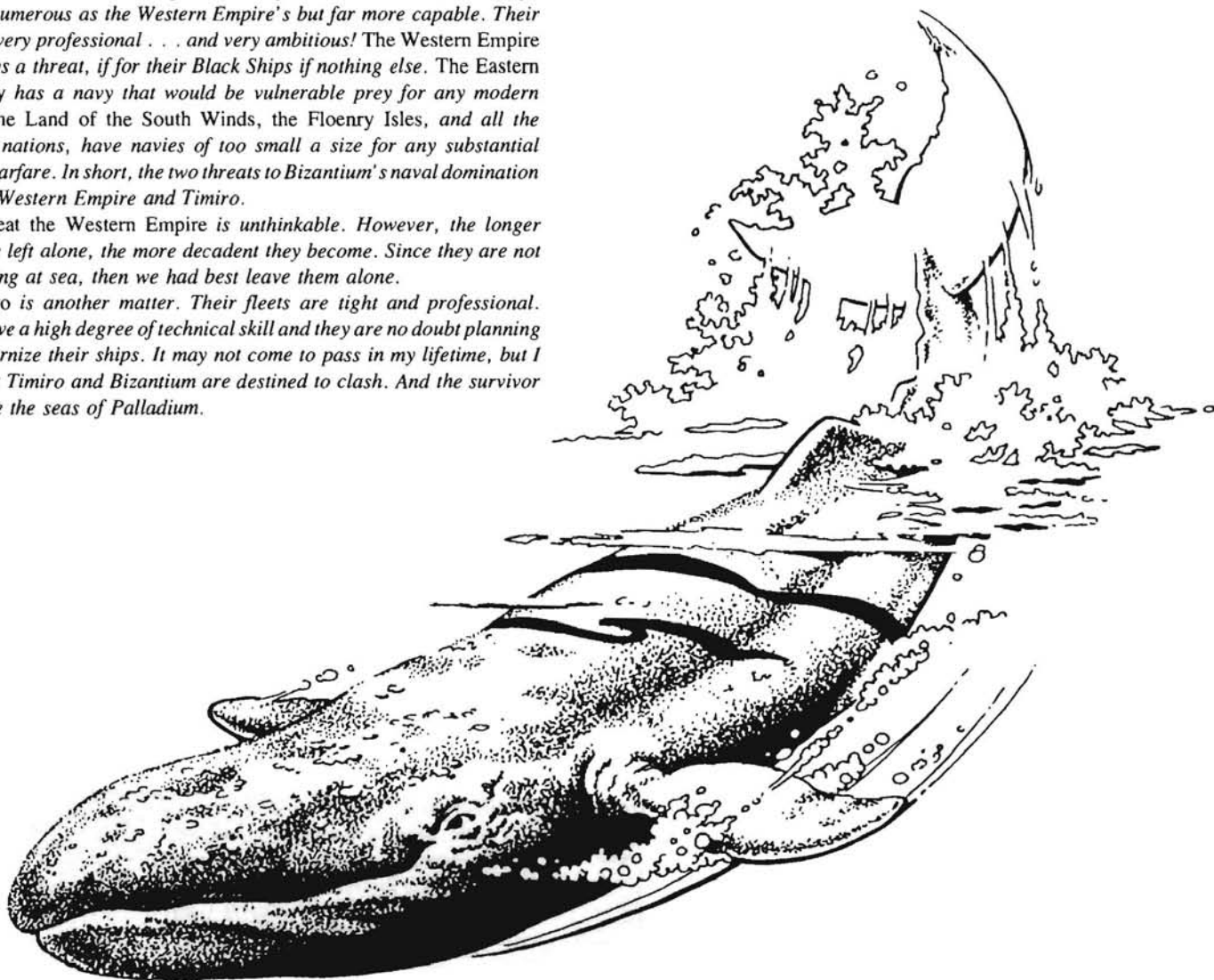
Timiro is another matter. Their fleets are tight and professional. They have a high degree of technical skill and they are no doubt planning to modernize their ships. It may not come to pass in my lifetime, but I feel that Timiro and Bizantium are destined to clash. And the survivor will rule the seas of Palladium.

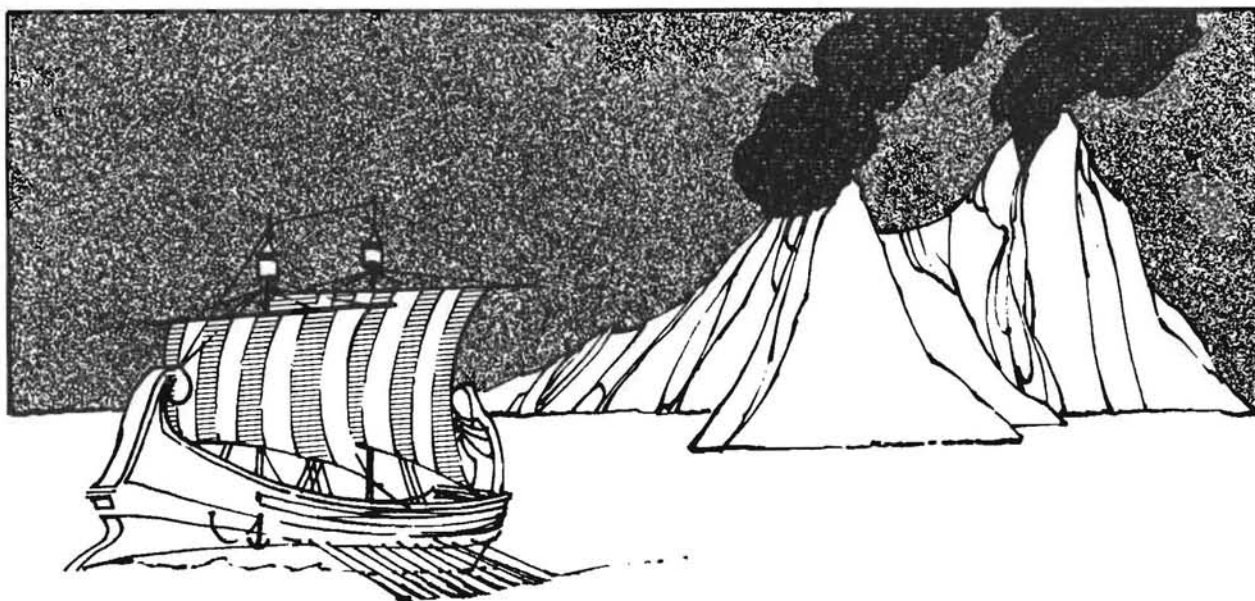
Day 453: A full-force gale blew up, reminding us that we are truly in home waters. After all the mild winds of the southern seas, it was something of a shock. The great military vessels of the south may be more powerful than the Turaline, but none would last a melee round in this kind of sea. I was thinking that when a messenger tapped me on the shoulder and pointed out to the starboard side. The winds made talking impossible, but I quickly realized that we were seeing another ship. All our mainsails were furled (closed up) and we were just steering ahead of the wind, not for movement, but merely for survival.

The stranger had a lateen rig fully unfurled and was rowing with the wind. As she approached, I discovered that it was a Wolfen Long Boat, sometimes called a Dragonship. This one was larger and wider than any I'd seen before, about 70ft long and only 15 or 20ft wide at the beam; yet flat-bottomed, and with sides barely 4ft above the waves. The sail, and fourteen pairs of oars pulled by powerful wolfen, were moving that ship as fast as anything I've seen on the sea. At its closest approach, I could clearly see the wolfen captain, waving and giving us a toothy smile as he passed. Truth of the gods, he seemed to be enjoying it!

As far as I know, the wolfen boats, developed mostly for their shallow draft, have been used mostly on rivers and inland lakes. Perhaps it's time that Bizantium study the Wolfen Empire a little more closely!

Day 481: Ship is secured at harbor at the City of Bizantium. It has been the trip of a lifetime, but thank all the gods that we are home at last!





THE ISLE OF Y-ODA

BY CHESTER JACQUES

The Isle of Y-ODA is located off the Eastern Territory, by the Algerian Sea. It is also known as the Isle of Knowledge, because the Great Library of Bletherad is located in its central valley. All the non-arcane knowledge of every race is to be found in this library. Although the island is officially claimed by the Wolfen as part of their territory, the Y-ODAs consider themselves to be neutral. It is a place for peaceful trade, and all races are welcome to use its vast library.

Y-ODA has two main ports: A small port on the west, suitable for the smaller craft common to the Eastern Territory of Man, and the main, northern port, where all larger vessels dock. Both of the ports have well established facilities, both for repair and relaxation, although the northern port charges a slightly higher fee for docking.

Located between the twin volcanic peaks of Y and ODA, is the city of Bletherad and its Library, which are said to have been founded by the Wolfen over five thousand years ago. Main roads from the north and west link the city to its harbors. Polite visitors to the city never bring up the fact that *Bletherad* is not even a Wolfen name.

The Library is open to all who pay a small fee of five silver pieces. Any book in the library is available for reading or copying. The Library never closes, and has small cots available for those that wish to doze off.

Books are never allowed to leave the library, and those that try to "borrow" a book are usually found days later, bruised and battered in an alley.

A special map-room, containing maps of all the known lands, is also in the library, but the map-room has a separate admittance fee of 10 gold. Small copies of most area maps are instantly available from the front desk, but the quality of the artwork is sometimes atrocious.

GAME MASTER NOTES

WESTERN PORT

The western port is a small, semi-rundown community of Men. An honest bunch, they treat most strangers on a friendly basis since most of their business is tourist trade. Any attempts by the party to find an "unsavory" element will be met with puzzled looks and uneasy glances. This is definitely NOT the place to fence stolen goods. The place is an equivalent to an early American western town; hospitable to people,

but not too trusting with folk they haven't known for a while.

The blacksmith is quite competent, able to repair or replace most small, non-magical items at a reasonable price. Any attempts to make the smith work on a magic item will only cause him to stop and mutter something about "... the curse of ODA". He CAN NOT be coerced into working on magical items, and will simply close up his shop if the party persists on bringing it up.

The town is served by two taverns: one catering to all the common folk, *Auntie Ev's*; and one that will only serve Men, *the Big Inn*. At both locations, magic-users are looked down upon, and are quietly asked to leave. No harm will come to the arcane folk if they decide to stay, but no amount of reassurance will cause them to be liked.

Auntie Ev's is run by a friendly, old, male Wolfen, slightly balding and fat. He will talk to anyone, generally telling a story about himself as a cub. If he is told an equally good story, the party will receive their entire night's lodging free. While talking, he will insert the following information (usually in the middle of a long tale about the time he caught his first swamp rat):

- 01-20 There have been sightings of Sphinxes in the twin peaks of Y and ODA.
- 21-40 The name Bletherad is actually Grimborish for "One Who Doesn't Sink In The Lagoon".
- 41-60 The ancient Temple of ODA is filled with many wondrous items, but no one has ever managed to touch them.
- 61-00 There has been a lot of trouble out on the coast of Timiro. It is rumored that all the children have vanished!

It can be assumed that everything said by Auntie Ev is based on truth, although he does have a tendency to exaggerate.

The other tavern, *the Big Inn*, will only serve Men. Only Human food and drink is available, and only Eastern currency is accepted. A dark and dingy place, the inn is very stringent on who or what is allowed in the door. Attempts to enter by a non-human will cause the bouncer to appear.

The bouncer is quite large for a human, seven feet tall and weighing 300 pounds. He has a large non-magical sword, and is wearing a leather apron that doubles as light armour.

The Bouncer (True Name: Sam)

4th level Thief

Alignment: Miscr

Attributes: I.Q. 3, P.S. 20, P.B. 2

Hit Points: 48 **Armour:** Soft Leather, A.R. 9, S.D.C. 20

Attacks Per Melee: 3 hand to hand attacks

Bonuses: +3 to damage, parry and dodge.

Weapons: Sword does 1-8 damage, dagger does 1-6 damage.

Possessions: None

Personality: None, with an irrational hatred of non-humans.

The patrons of the bar are a hateful group, with little tolerance of other races. ANY mention of traveling with non-human companions (or sight of them) brings about shouts of "Faerie Fondler" and "Kobold Cuddler". Upon further goading, twenty people in the bar will attack the "unclean" people, using dinner forks and knives (1-4 damage EACH UTENSIL. The average human attacker has 12 hit points; no armour). The attack will continue until the patrons have left the "filth" unconscious. Then the victim(s) is stripped of all possessions and thrown out into the street. If more than half the 20 attackers are incapacitated or killed, or a single bit of magic is displayed, the bar will empty. If magic is used, everyone will run away amid confused shouts of "The Curse!".

If the bar is emptied, it's safe to assume that the authorities will arrive shortly. The bar contains few valuables; 2-12 gold pieces, 4-24 silver pieces, 2 bottles of Eastern brandy, 1 bottle of Western champagne, 2 dozen bottles of good wine, several (10) 25 gallon kegs of ale and 3 kegs of moonshine. There is also a cigar box that contains 50 gold pieces under the bar, but it takes a careful search to find it.

The rest of the town is clean and standard, with a large road heading away from the ocean and into the central valley. *This is clearly marked in all languages as the road to Bletherad.*

SUMMARY: Western Port of Y-ODA

Racial Mix: Human — 65%, Wolfen — 20%, Other — 15%

Main Business: Tourist Industry

Trust in Strangers: 60%

THE NORTHERN PORT

The Northern Port of Y-ODA is the main landing area for the entire island. Commanding a view of the ocean, it is the harbor used by all traders and fishermen. It has a large, bustling community of varied stock. Everyone seems friendly and eager to strike a deal. While NO magical items are for sale, EVERYTHING else is available for the right price. This is the place to trade, barter, or fence all the goods your party may have.

Shoplifting and stealing is STRICTLY forbidden in the market district. Large patrols of dwarves regularly pass through the market, looking for evildoers. Large mirrors are also placed over every stall, discouraging "borrowers". If caught, the thieves are escorted to a large rocky pit in the middle of town, thrown in (2D6 damage), and locked inside. The average stay is one to eight days depending on the crime and the mood of the jailers. However, escape is easy and frequent. Prices are generally average to two times as costly as listed in the Palladium RPG, pgs 44-50. Items imported from the West will cost 5 to 10 times as much, and dwarven quality weapons and armour (of which there are many) cost 2 and 3 times the usual, inflated costs (1600%-2400%).

Any display of magical powers, or obvious magical items, will bring cries of disapproval amongst the townsfolk. Repeated exposure of arcane powers or items will cause a small riot, with accompanying tossed vegetables and bricks (The people don't mind knowing you have magic, they just don't like to see it used inside their easily combustible village).

There is a wide road leading off to the south where the Great Library is located. Another path leading up to the mountain of Y is nearby.

SUMMARY: Northern Port of Y-ODA

Racial Mix: Wolfen — 70%, Human — 10%, Dwarf — 10%, Other — 10%

Main Business: Trade and Supply

Trust in Strangers: 80%

THE GREAT LIBRARY OF BLETHERAD

The Great Library is in a large village inhabited by the employees of the library. Though mostly Wolfen, the staff is friendly to all races, and willing to help anyone find the right book. The library itself is a huge, ancient, structure, easily a mile wide and deep. It is five stories high, and holds over five million non-magical tomes and scrolls.

There are many entrances, each requiring a five silver piece "donation" to enter. There are also large signs over each doorway. Inscribed with every language (it is assumed you can read if you are visiting a library) is this notice: **WARNING! NO MAGIC IS ALLOWED OR CAN BE PERFORMED INSIDE THE GREAT LIBRARY. ANY BEING REQUIRING MAGIC TO SURVIVE IS ADVISED NOT TO ENTER.**

Attempts to swindle the doormen by charming them or passing false silver will be fruitless. They are inside the zone of no-magic, and will just chuckle at the thought. Only psionics may be effective within.

All weapons and armour must be checked in at the entrance. They will be returned when the party leaves. Trying to take a weapon into the library is forbidden, and the player will be held down by as many Wolfen as necessary to disarm him. Once disarmed, the player is free to go inside, and will get the weapon back later. However, players will not be searched for weapons; thus concealed weapons can be smuggled in.

Inside the library is the front desk, where world and area maps are sold. The prices for the maps are reasonable (1 gold piece for a standard map, 5 gold for a more detailed one). There is a 75% chance that the maps are so badly drawn as to be completely inaccurate. Roll for each time the character consults the map. The maps are non-returnable, and the complaint department is headed by a large, ugly Wolfen that is usually hungry.

If the party wishes to consult the map-room and make their own map, the price is ten gold pieces. The map-room is near the main entrance, and with a separate (guarded) exit leading outside. The players can see any area they wish, although there is an 80% chance that the map is in a language other than human. Any spells of deciphering will NOT work, and the players will only be able to copy the outlines of major areas (including, rivers, lakes, etc., if indicated) without understanding the map.

Language Table of Books and Scrolls

01-05	*Magic/Old Ones (decipher magic spell is needed to read it)
06-30	Dwarf
31-55	Elf
56-68	Runes (Only a Diabolist can read it)
69-74	Human: Northern
75-85	Wolfen
86-90	Human: Western
91-93	Human: Southern
94-98	*Magic Symbols (cryptography, need a Diabolist or Summoner)
99-00	Human: Eastern

*These books only refer to well-known people/beings, places and things. They are not "how to do it" books.

Attempts to steal the maps (or the books) is likely to reveal the Secret of the Great Library. Scattered throughout the Library is a series of wards; area affect (boosted with power wards) and mystic energy drain,



covering the entire building, and a Ward of Permanence to seal the whole deal. This effectively prevents the use of ALL magic, while on the premises. No one can teleport in or out. Only psionics remains unimpaired, but all head librarians are at least a major (if not master) psionic, mind mages of third level or higher, themselves.

On the back of every map (and on the spine of every book) is inscribed an alarm and trigger ward. The ward is not activated while within the building, but the INSTANT that the item leaves via one of the exits, it triggers a trap door which plunges the thief into a pit just by the doorway. The pit slides the occupant under the Library (still under the nullifying effect of the no-magic wards) and into a large cave that is well furnished.

The dweller of the cave is a Sphinx who doesn't look favorably on anyone attempting to steal a library book. Remember, all obvious weapons were confiscated at the door, and only psionics will work here. The sphinx can be talked out of killing, but a sound *thrashing* is guaranteed. If a weapon is drawn, the sphinx will not stop fighting until the weapon user is unconscious or in extreme cases, dead. Offenders who live are literally branded with the mark of the thief on the forehead (a spider-like image) and never allowed in the library again.

SPHINX Name: The Keeper

True Name: Philxt

Alignment: Scrupulous

Attributes: I.Q. 24, M.E. 21, M.A. 10, P.S. 25, P.P. 19, P.E. 25, Spd. 13 (×5 for flight).

Armour Rating: 10

Psionics: 6th level Mind Mage **I.S.P.:** 96

Attacks Per Melee: 2 by claws, doing 2-12 points of damage each.

Bonuses: +16 to damage, +6 to strike, parry and dodge, +2 on all savings throws, +5 vs psionics.

Personality: Speaks all languages. Hates thieves.

Possessions: Unbelievable wealth; approximately 100,000 in gold and silver, one million in gems, two dozen magic scrolls (miscellaneous spells), and a handful of high quality weapons. Note: G.M. may add whatever he likes.

If the sphinx is successful, the guilty person will be found in an alley, nude and battered. All weapons left at the Library will be returned, among chuckles and snickers and sneers. If the Sphinx defeated (subdued or killed) the only exit is a large gold door that will open into a chamber which will have 4D4 Wolfen, library personnel armed with blunt weapons who have come to assist the sphinx with the thief(s). At least half will be 3rd level psionics. Note: If the sphinx calls for aid, they will enter his room immediately. The thief will surrender, be captured or, if he has killed the sphinx, be killed.

THE BOOKS

The Library contains all the non-magical knowledge known to exist. Visitors rely on the librarians to find the proper books, since the Wolfen filing system is quite bizarre. Only the Wolfen would put Cookbooks next to Anatomy volumes.

G.M. Note: The Wolfen librarians will ALWAYS be able to find books on what your party is interested in. If you do not want to reveal any information, simply make sure the book is in a language the group doesn't understand.

Trying to use magic to read the books won't work for reasons stated previously. There are also many signs around, warning people not to take any materials out of the library. You can make copies of anything that looks interesting, but if the language is unknown, you probably copied stuff totally useless to your quest.

Absolutely NO magical books or scrolls are available, although every book does seem to have a ward carved into the binding.

THE CURSE OF ODA

Research into "The Curse of Oda" will reveal that there is a large cave on the slope of Mount Oda. A titan is rumored to live there, with a vast treasure. There is also mention of a temple to the Old Ones on the slope of Y, with a deadly curse on it. It is said that only the purest of intentions will allow anyone to even see the great wealth that is hidden there. No other facts are written down about the curse, and the natives never explain much, although some sort of evil or disaster involving magic or Old Ones seems to be implied.

SUMMARY: Great Library Of Bletherad

Racial Mix: Wolfen — 90%, Other — 10%

Main Industry: Research and Tourist

Trust in Strangers: 25%

MOUNT ODA

The mountain of ODA is in the southern half of Y-ODA. A volcanic peak, it has been inactive for centuries, and has become thick with vegetation. The path leading to it from Bletherad is mostly overgrown, and any travelers will find their speed reduced to half their normal rate.

A being with extremely good eyesight will be able to spot a cave carved into the side of the mountain. A glimmering of a fire can be seen from the cave. It is at the limit of visibility, and no amount of "Far-Sight" will clear up the image. Astral Projection and Teleportation

to the spot is curiously blocked. Only physically walking or flying to the cave is allowed.

Halfway up the slope, the party will meet a pair of Zavor (Monsters & Animals, pg 103). Small, stupid, humanoid creatures with large jaws, they are IMMUNE to magic. In fact, use of magical bolts or weapons will cause them to split into two IDENTICAL beings, each equal to the original in all aspects. This process can continue for much longer than the party cares to discover.

Only magical forces that create permanent, PHYSICAL barriers can contain the zavor. Psionics will have full effect and do full damage.

TWIN ZAVOR

Alignment: Diabolic **Hit Points:** 35 each
Attributes: I.Q. 2, M.E. 7, M.A. 7, P.S. 11, P.P. 10, P.E. 15, P.B. 3, Spd. 7, A.R. 8

Attacks Per Melee: 2, by bite or claws, doing 1-4 points damage.

Bonuses: +1 to strike, +2 to parry and dodge, impervious to all magic.

Possessions: A bunch of rusty swords, and 1 thunder mace which does 2-12 extra damage and lets out a loud thunderclap with each hit.

At the top of the mountain is a large cave, just the size for a Titan. There are large signs warning any trespassers to leave, since this is the home of the Great and Powerful Oda.

Actually, this is the home of a wizard masquerading as a Titan. Entry into the cave will trigger an Anti-Magic Cloud. A 500 foot radius cloud will descend upon the group, and only a roll of 18-20 will save against its effects. Even then, their magic is reduced by half. ALL other magic is completely negated within the area of the cloud. Duration is 160 minutes/melees. *Only the spell caster is unaffected!*

The wizard himself turns invisible, and only those beings with *natural* See Invisibility can detect him. Insanely jealous of other men of magic, he will immediately go after any obvious arcanists. As the creator of the cloud, his magic is unaffected and it is an edge he takes full advantage of. Once he has finished off his foes (or they finish him), the cloud will disperse. The wizard will try to avoid hand to hand combat with men of arms, always using his magic. If he runs out of magic spells, he will abandon his cave rather than tackle anyone who is clearly stronger than himself. Consequently, other men of magic and the obviously, most powerful fighters will be attacked first.

THE WIZARD ODA (Real Name Unknown)

8th Level Wizard (appears to be a Titan, really an Elf)

Alignment: Diabolic

Hit Points: 80

Armour: Robe of Protection (special magic) — A.R. 12, S.D.C. 150; looks like plain cloth, and always worn by Oda for "visitors". Somewhat tattered.

Attacks Per Melee: 2 by magic or hand to hand.

Bonuses: +6 to damage, +4 to parry and dodge.

Abilities: Cast Cloud of Anti-Magic 85%, Invisibility (self) 100%, Heal Self 80%, Teleport Self 80%, Sense Traps, Chameleon, Fog of Fear, Speed of the Snail, The Faerie's Tongue, Fire Ball, Diminish Others, Extinguish Fires, See Wards, Metamorphosis (self), and the usual common knowledge spells.

Weapons: Bastard sword (silver plated, but non-magical) — 1-8 + 2 damage, dwarven knife 1-6 + 2 damage.

Personality: Insanely jealous of all other magic users. Will attempt to kill anyone even carrying an obvious magical artifact and add it to his collection.

Possessions: 10 Old Kingdom Dragon Coins, with gems (5000 gold each), are hidden under a pile of furs. A pot of 100 50-gold piece coins is in plain view, with a *Random Curse* on the first person to touch it. Other items hidden in a compartment in the wall (locate secret compartment/doors is needed) includes another 10,000 in gold coins, 20 lotus petals, two large teeth (one dragon, the other ogre), 2 fumes of daze, six 10lb bags of goblin dust, 1 dose of pixie dust,

1 80ft length of cherubot rope, 3 crystals of light, 2 chaser crystals, 1 firewick, 1 quill of literacy, 1 cloak of shadows; an eternally sharp battle axe (2-12 + 3 damage), a wood bo staff that is impervious to fire and turns the holder fire resistant (4 times per day; does 1-8 damage). There is also 10 potions all look the same. Only *close inspection* will show that 3 are not quite the same color, nor are they magic. These three are poison made to look like the other potions (nightshade does 5D8 + 10 points damage to the drinker). The other 7 are potions of superior healing (2-12). **Note:** Most of these items have been captured from other visitors. Most magic weapons and armour, as well as non-magic items, are sold in town or to visitors. All such sales are done in the guise of a Wolfen (metamorphosis).

Deep inside the cave is an ancient Temple. It is loaded with treasures, but, as the party walks toward it, it is noticed that the entire scene is wavering, as if seen from a distance. The actual temple is on Y, which is also mentioned in the writings of Oda and in rumors. Carefully watching the image will also reveal a Sphinx reading some books at the Temple. This is apparently some sort of mystic image which depicts the cursed temple (Old Ones) on mount Y. Nothing of importance can be learned of the temple as the image will show only the treasure room.

The path back down the mountain has already been cleared, so no time is lost descending. Trying to tell anyone at the village or Library the truth about Oda will be useless. People won't believe anything a stranger tells them about their own legends. Any item (except the magical weapons) can be traded fairly at the ports or Library.

MOUNT Y

This peak shows signs of recent volcanic activity, although no lava flow is visible. Judging by the split landscape and ripped trees, a series of earthquakes probably occurred not too long ago.

At one point, the party will have to cross a gorge that is twenty feet wide. There are trees and boulders on both sides of the crevasse, and no one else can be detected in the area. No tree is long enough to span the gorge, and the pit is unclimbable down or up the other side. So characters must fly over or walk around it.

Farther up the mountain, along the main trail, is a huge nest of sticks and bones for a TRI-FANG. If the nest is left *undisturbed*, there is a mere 25% chance the party will be attacked by the tri-fang within the next three rounds (roll for each 3 rounds). If anyone touches the nest, or moves anything in it (it just contains bones), the tri-fang will attack immediately.

TRI-FANG

Size: 16ft long, 525 pounds

Hit Points: 75 **A.R.:** 8

Attacks Per Melee: 3 bites doing 2-12 points of damage each, PLUS spits acid (once) doing 4-24 damage the first melee and an additional 1-6 points each subsequent melee until washed or wiped off. Tri-fangs always aim for the head and eyes.

Bonuses: +2 to strike, +3 to dodge.

Possessions: A large pile of bones, none of which are particularly interesting to look at. They are mostly animal bones (sheep, dog and deer), but a few Wolfen and Human bones are intermingled as well.

At the top of the peak is the Temple. A pile of rocks with a large, flat stone in the middle. It is unimpressive to the casual observer. Only a person of *pure intentions* can see the treasure on the altar. It should be noted that greed is a pure intention. Therefore, any character of Principled (good), Anarchist (selfish), or Aberrant (evil) alignment will notice the valuables or if motivated with thoughts of pure greed, but EVERY other being will only see jumbled rocks. They alone, will also see the sphinx and two titans.

The treasure is guarded by a Sphinx who is busy reading aloud to a pair of Titans. These guardians of the treasure are not interested in

the adventurers, and will continue discussing the symbolism in "The Story of Relbab's Cave-mice". They will only stop what they are doing if called to, or if the treasure is disturbed.

The Sphinx is a large human-faced being, with the body of a lion and wings of an eagle. The Titans are a married couple; powerful giants over twelve feet tall. The trio will calmly ask what the visitors are doing, and will offer them some tea and mutton. Polite refusal will be accepted, although it is wonderful tea. The guardians will remain friendly until a hostile action is taken toward them, or until someone tries to steal something.

Small talk will keep the trio occupied, and a quiet person (that is of the right alignment to see the treasure) will probably be able to steal a small trinket or a couple of coins. Roll as if it were a "Pick Pocket" attempt to see if successful. An unsuccessful roll means that the sphinx spotted the attempt, and only extremely clever talking will stop a battle. **Note:** Characters of a good alignment will not steal or do battle with these three (unless somehow forced to).

SPHINX OF THE TEMPLE

Alignment: Scrupulous
Attributes: I.Q. 20, P.S. 22, P.E. 30, Spd. 15 (×5 for flight)
Hit Points: 90 **Armour Rating:** 10
Attacks Per Melee: 2 by claw, doing 2-12 points damage each.
Personality: Friendly to all, speaks all languages. Believes thieves taste better than mutton and tea.
Possessions: Many books dealing with epic sagas, all written in rune script. Guardian of the Temple's treasure.

TITANS OF THE TEMPLE

Alignment: Principled
Attributes: I.Q. 15, P.S. 20, P.P. 20, P.E. 19, M.E. 7, M.A. 12, Spd. 17
Hit Points: 45 for the male, and 40 for the female.
Armour: Hard Leather, with A.R. 10 and S.D.C. 30.
Attacks Per Melee: 2 each, using titan swords causing 4-24 points damage, or sabres causing 2-12 points damage.

Bonuses: +8 to damage, +4 to strike, parry and dodge.

Personalities: Righters of wrongdoing, befrienders of the weak, and foes to all things evil. Fiercely protective of each other.

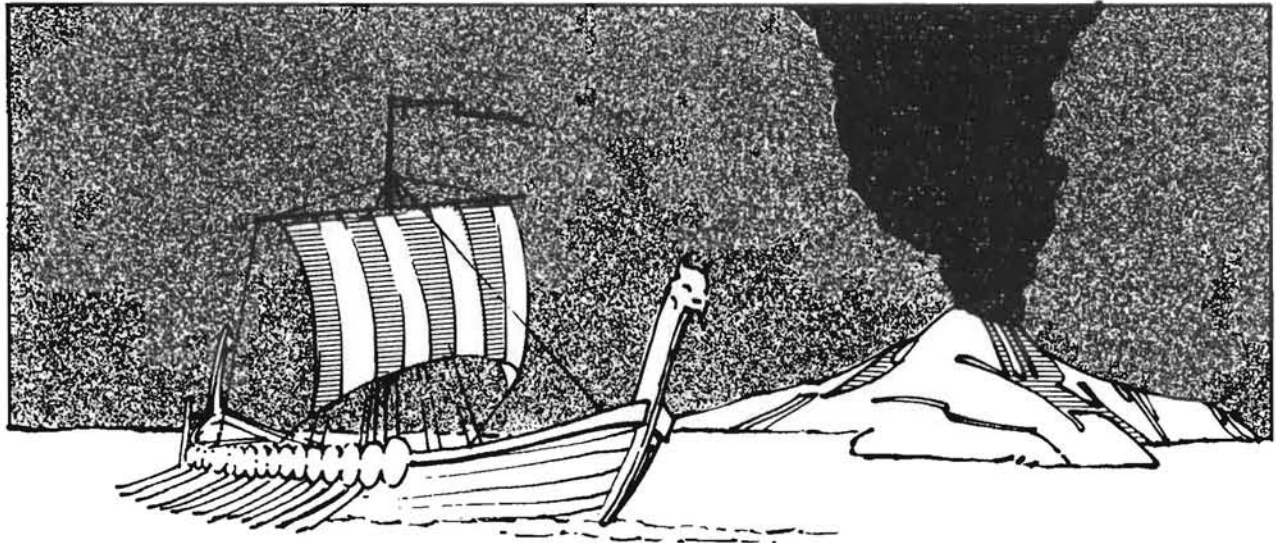
Possessions: Each is wearing a matching platinum Bracelet of Fealty. These cause unbreakable devotion to whoever is wearing the other bracelet in the set, no matter how repellent that person may be in real life. These are easily large enough to be used as a collar on an animal, giving whomever is wearing the mate a pet. The pet will devote its entire life to the protection of its master, but the master will also devote his entire life to the well-being of his pet.

If the trio is beaten, the treasure of the temple will instantly fall into a large crack in the altar. There is no chance to grab any treasure. It will quickly be covered in the lava from the volcano that begins to erupt the moment that the guardians are rendered useless (killed or incapacitated). The lava will advance towards the party at a speed of 12. Magic will hold back the flow, but the air will quickly become warm enough to cause discomfort, then pain and death (within 6 melees).

The lava will flow down the mountain, only stopping when it reaches the gorge that the party had previously crossed. Hopefully they left a bridge up, or else the game master must decide how much agony those left behind can stand before they are roasted to death. Jumping on the boulders will only delay the inevitable, since the current of lava is pushing all rocks down with the flow. The boulders will just fall into the ravine along with the lava, causing death to any who took refuge on them.

Down at the villages, the eruption of Y will cause worried glances up to ODA, and muttering about "the curse fulfilled". All visitors to the town will be escorted out onto barges in the harbor. Businesses and shops will shut completely, and the villages will be closed to all non-natives. Everyone will be allowed back in, one day after the eruption ends, but only after the town undergoes a ritual cleansing.

From then on, trust in strangers will be reduced by half, and magic users will NOT be allowed to enter any towns. Magical items will no longer be tolerated, and any arcane artifact will cause its owner to be removed by as many people as it takes to do the job non-violently.



THE ISLAND OF ZY

BY CHESTER JACQUES

The island of Zy is a rocky, inhospitable place, located near Y-ODA and its Great Library. It has never been successfully settled by any race. The last attempt to establish a base of men there was over 1000 years ago, and the entire colony simply vanished from sight.

Sailors traveling close to shore report seeing strange fires on the southern beach, and there is rumored to be a cave of emeralds somewhere on Zy. Local fishermen and travelers avoid the entire island, with talk

about curses and caves of death.

Research at the Library of Bletherad will reveal a map of the entire outline of Zy, with a colony on the south shore. The settlement has been crossed out, and there is writing in elven language. The warning says, "We don't live here anymore. We're all dead. Stay away!"

GAME MASTER NOTES

The island is feared by most races as being haunted. If the group does not have their own boat, it will be difficult to find any vessel headed towards Zy. Only large sums of money will be able to convince a captain to risk his ship. Even then, payment will have to be made in *advance*.

There are places on the *northern beach* that a small craft may be able to land on, and a large strip near the *south*. The east and west sides of the island have reefs that make navigation difficult and landing *impossible*.

THE NORTHERN BEACH

The beach is calm and peaceful. One can easily see the large, rocky hills that make up most of Zy. There are fruit trees here, and a clear stream flows out of the rocks. This is an excellent opportunity for anyone to resupply themselves with food and water.

Travel up the beach and into the rocks will lead to a worn path, coming from a large cave opening. All footprints have been worn away from the dirt, but it is clear that **SOMEONE** has been here recently. The front of the cave has been cleared of debris, murmuring can be heard coming from deep inside the dark confines. It sounds like water running, or someone talking quite low.

Seeing into the cave will either require nightvision or ample torches. There are many old branches nearby which might make good firebrands, but a torch usually requires soaking the wood in tar or oil for a few days. If just plain wood is used, remember that wood will burn quite fast, with only about 15 minutes of light coming from the average branch.

From the inside, it is obvious that the cave was mined. Timbers are cleverly forced into the sides, supporting the roof without being visible from the outside. There is little chance of a cave-in as long as the beams are left untouched. If anyone does eventually knock the timbers loose, there is a 40% chance of a landslide occurring, trapping anyone who may be on the other side of the opening.

Further into the cave is a branching network, made up of smaller tunnels. There are four main tunnels, and all look the same. Because of the echoing effect of being underground, it is impossible to say for sure which tunnel the murmuring is coming from. A good guess would indicate the far left tunnel as having the louder sound, but it's hard to be certain. All the tunnels lead down and away from the beach.

As the explorers follow the **far left tunnel**, the noise (and a lot of scuffling) gets louder. The tunnel leads to a giant room shaped like a fan, with the entrance at the base. This is an **ECHO** room, where **EVERY** sound is magnified 1000 times. If any member of the party speaks, a loud thunderous roar will immediately echo back their words. It will be quite painful, especially for those with sensitive hearing. Prolonged exposure to the din will make most characters deaf. Even standing absolutely still will cause a loud beating to be heard, the echoing of their hearts.

Visible at the end of the room is an ornate throne, with a large lever by it. The floor of the cavern is covered with gravel, and there are small holes in the smooth ceiling. Crossing the entire floor by walking will have an 80% chance of causing permanent deafness, and automatically cause temporary deafness for a couple of hours (1D4). Even blocking the ears with wax or mud will not block enough noise, but reduces the odds to 60% and 80% respectively.

If someone flies across the room, or risks deafness, the throne may be worth the trouble. It is covered with 4D6 emeralds worth 500 gold each. The lever has an extremely large emerald on the tip, worth 1000 gold. Careful examination will reveal this gem to be a fabled Echo Rock. It is able to memorize up to 100 words at a time, and will repeat them back whenever it is squeezed. It enters memorize mode by a double squeeze of its base.

Throwing the lever, by physical force or telekinetic power, will cause

small stalactites to descend from the roof, muffling all echoes. It is now safe to enter and make as much noise as needed to pry loose the gems. It should be obvious to any knowledgeable observers that this is a *dwarvish* throne.

The middle, left tunnel leads to a room with a *deep pit*. The pit's sides are worn smooth, and it seems bottomless. The area around it seems unnaturally damp and slimy. Upon close inspection of the pit, a series of grooves can be seen worn into the rock. A low rumble can be heard.

If a torch is dropped into the pit, the rumble will increase dramatically. A loud rushing of air will warn anyone nearby that something is rising very fast in the pit. It is a Viper Serpent (See *Palladium Book of Monsters & Animals*, pg. 75). It hates to be disturbed, and will only pull out of its hole (which obviously connects to the sea) about 20 feet. The viper serpent has 90 hit points, A.R. 10; three attacks per melee, doing 3-18 damage by bite or claws or by fire breath (4D6+6 with a 40ft range). Nightvision — 160ft, see the invisible, fire and cold do half damage.

The middle, right, tunnel branch leads around and about, until finally ending at the top of an underground cliff. There is **NOTHING** here but a staircase leading down the face of the 75 foot cliff. The steps are made of wood, and look like they will only hold up to 300 pounds at a time. If there is more than 300 pounds on the stairs, the entire assembly will crash to the ground below. This will cause large amounts of damage to everyone unfortunate enough to be standing on them. Damage is 4D6+6 with a 60% chance of being knocked unconscious for 3 to 12 minutes. The fall will alert the two, giant, cave spiders which dwell below.

Halfway down the steps, mounted into the face of the cliff, is a **HUGE** emerald. It weighs over 200 pounds, and is worth 50,000 gold if left unbroken. If any pieces are chipped off, the value drops to 2D10 × 1000 in total value. The jewel can be pried away from the cliff easily, but remember the weight restriction of the steps. At the base of the cliff is another tunnel which leads back to the branching point from before. This is the right-most tunnel. *Two, Giant, Cave Spiders* live inside this tunnel; one has 24 hit points, the other: 34. See *Palladium RPG*, pg. 243.

THE SOUTHERN BEACH

This beach is quite rocky, with very little vegetation. There are sea birds everywhere, whirling around the great piles of seaweed that wash ashore. Up from the shore line is where the *abandoned settlement* was. A few, small, stone fireplaces are still standing, but nothing else remains. Near the colony is a large cave opening, much bigger than all the rest.

The cave shows many signs of footprints in the dirt, both coming and going. They all appear to be human in origin. It is impossible to say how fresh they are. A ranger can hazard a guess that at least some are less than a week or two old.

The cave is unlit, requiring torches or nightvision for travel. (See notes on the southern beach about torch-making). Around a bend in the tunnel is a fork, with two branches. The footprints all come from the tunnel *leading up*, and the *down-sloped* branch has footprints only leading into it, *not out*.

The upward pathway leads, a treacherous, winding circuit. It seems to go for miles, with no other branches. After a while, a rustling sound can be heard. This is from the four advancing **MUMMIES**, each headed toward the group. Since they are walking abreast, there is no place for anyone to hide from these walking, dead humans.

Four Mummies

Alignment: Evil

A.R.: 12

Hit Points: 6-48 + 10 each.

Attacks Per Melee: 2, doing 1-8 damage each.

Bonuses: +4 to damage, +2 on all magical saves.

Natural Abilities: Nightvision 90 feet, speed 6, normal weapons do no damage.

Possessions: Large empty baskets, with fragments of seaweed on them.

The mummies were coming from a point a few hundred feet along the tunnel. This is an elevator mine shaft, with an open compartment. There is no button or control visible, but it is apparent that the lift is still going up. It cannot be stopped and will continue upward, even if the floor is broken out of it.

After the compartment has passed, the entire shaft is visible. An upward glance shows that the elevator flips over a pulley only 15 feet up from the doorway, then travels upside-down all the way back to the bottom. Slowly rising up the same shaft is another car with four more mummies, only halfway up the shaft: A single rope runs the mechanism. Cutting the rope will cause the elevator to crash 500 feet to the base of the shaft. While this will not hurt the mummies in the next car, it will trap them.

The downward tunnel winds slowly into the depths of the island, ending near a large room. The smell of old seaweed is quite strong here. A huge supply of sea grass is in a pile, recently dropped by four mummies, who were going to put it into a hopper until they were disturbed by the party.

Four Different Mummies (same stats as before) will engage in combat.

The hopper belongs to a device that seems to be making gold. Covered in runes, the device separates gold from the seaweed. There is a smelting machine nearby, fueled by the dried grass. 4D6 times 100, large gold nuggets are in a pile. Near the pile is a slowly ascending elevator, which is empty and leads to the top tunnel.

If the group remains for long in the room, they will be surprised by yet another four mummies. Unfortunately, the characters have stumbled onto a perpetual, counterfeit gold machine. The gold is worthless (fool's gold). It must have been a high level wizard to develop such a scheme, and waiting around for him to return would be unhealthy.

Attempts to remove or destroy the machine will cause five random curses on the perpetrators, and the machine will never work properly again. Once moved, the device can only separate salt from seaweed, not gold. On the bottom of the machine in small runes, it says: "Made by Oda".



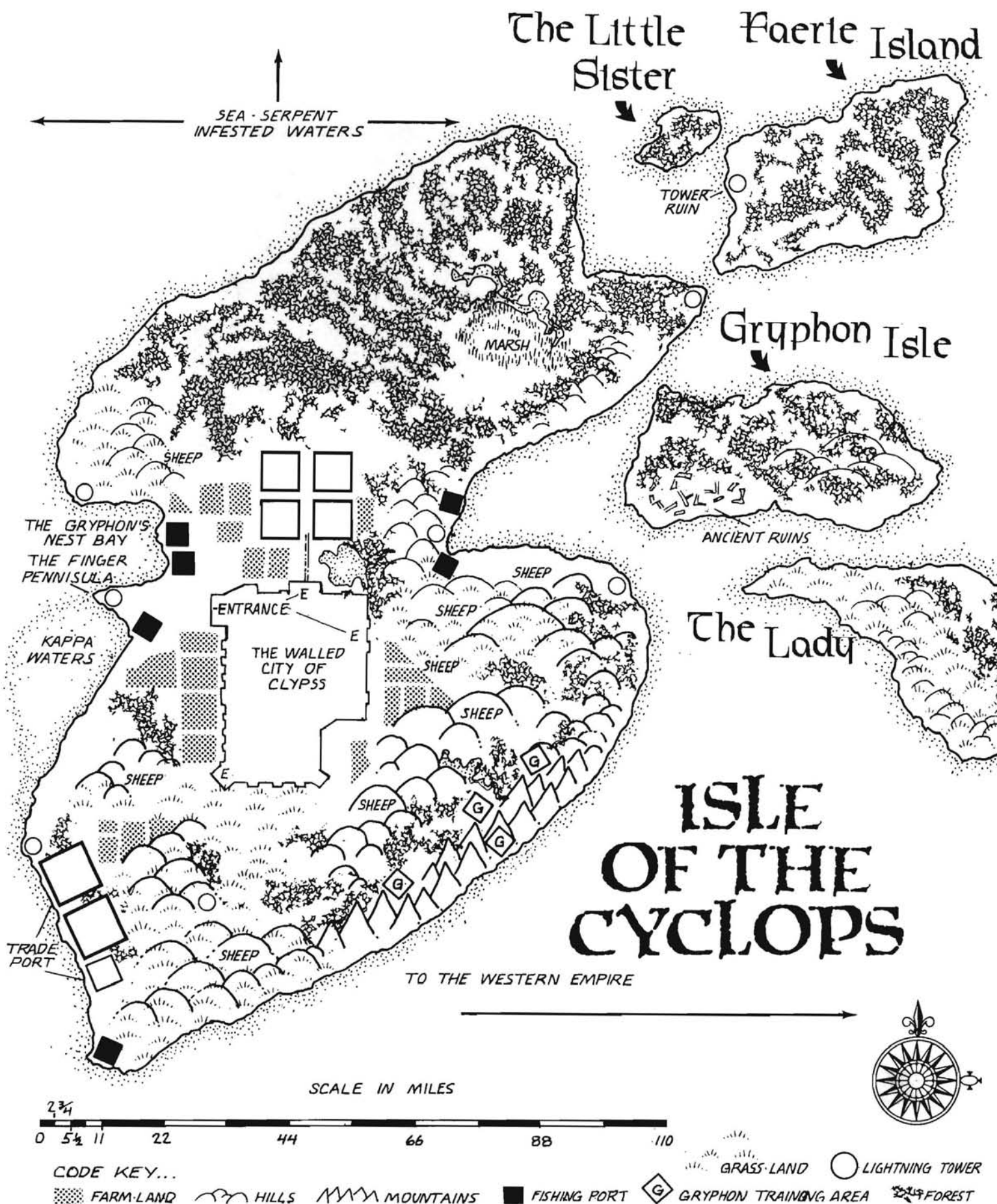
THE ISLAND OF THE CYCLOPS



ABOUT THE ISLAND OF THE CYCLOPS: A GAME MASTER'S NOTE

You will find that the Island of the Cyclops, and surrounding islands, have a wealth of information and detail unequalled by most of the other islands in this book. The reason is twofold. **First**, the Cyclops' domain is an exotic port unlike any other in the Palladium world. Because it is a place mixed with good and evil, and blended with treachery and greed. I felt more elaborate information was required. **Secondly**, the dreaded island played a prominent part in a recent campaign adventure. The possibilities for town adventures are nearly limitless, and I hope to capture all those possibilities so that other inventive game masters have the opportunity to explore every avenue of adventure and intrigue.

The area or town that the players are most likely to spend time at is the "Trade Port"; a glittering tourist resort that caters to the rich and decadent. If game masters read carefully, they will glean a dozen different misadventures that can involve their players. Smuggling, inadvertently aiding an escaped criminal or gladiator (slave or victim), suckered by a sweet-talking con-man or ignoble nobleman, gambling, commissioned by a merchant to deliver a package or guard a shop without mention of the dangers involved, false charges, thieves, street brawls, and so on. ALL of this can lead to being hunted by the so-called authorities, being thrown into the arena; fleeing into the hills, forest or to the neighboring islands (which are just as fraught with danger), or perhaps even used as political pawns by the evil Cardinal (Sphinx), Royal Counselor (Za), Queen, or other foul-hearted faction. A game master can easily turn an adventure, or string of adventures on this island into a game of suspense, subterfuge, intrigue, and challenge, in the tradition of the best detective and/or man on the run scenarios. The challenge is yours. Enjoy it.



ARRIVING ON THE ISLE OF THE CYCLOPS

Access to the infamous island is limited and can be an adventure in itself. The most common means for most creatures, especially elves and humans, is by invitation, or as vacationers to the resort town known only as the "Trade Port". The problem with the latter is that one must first learn of this **secret** resort for the rich; be of apparent, noble, merchant or wealthy background, be able to afford the cost of passage (the cheapest fee is 2000 gold per person; round-trip), and then find a place that can officially and legally provide transportation (usually a four day cruise). **ONLY THE WESTERN EMPIRE IS ALLOWED ACCESS TO THE ISLAND!** All other ships will be turned away or destroyed before they ever reach shore.

Less conventional means include:

1. Smuggled in on one of the official cruise ships, with a typical cost of 1000 to 4000 gold per couple, and accommodation, in the cargo hold or with livestock.
2. Smuggled in on an authorized merchant ship, with a typical cost of 1000 to 2000 gold per person, with slightly better accommodations and food.
3. Smuggled in by pirates at a cost of 500 to 1000 gold per person with lousy accommodations and the threat of attack (50%); roll for every two days at sea.
4. Piloting a small boat to one of the neighboring islands or to the northern tip of the island.
5. Magically fly from one of the small neighboring islands or from a ship a hundred miles offshore. **Note:** 20% chance of being spotted by lookouts during the day and, although it's unlikely that one would be seen at night, there is a 46% likelihood of being attacked by 1-4 gryphon if flying one hundred feet above the water, and a 51% likelihood of being attacked by a sea serpent if flying low to the waves (roll once for every 25 miles flown). Storms and other problems are also a consideration. A character **CANNOT** fly across the ocean! The likelihood of death by storm or other danger is 90%.
6. Other means of magic, such as teleport or mystic portal and other possibilities, can be an excellent alternative, although expensive if the magic must be purchased.
7. Shipwreck.
8. Captured, imported as slaves, or for gladiatorial games.
9. Twist of fate or act of god (in my game, the group pursued a villain through a teleport circle and was then faced with how to get back to the Baalgor Wasteland, where they were desperately needed).

Note: Mercenaries or other men at arms are never imported to the isle for any reason. Humans, elves, gnomes and dwarves are viewed with disdain, and hated by the giants and other, so-called "monster races".

A WORD OF CAUTION TO THE GAME MASTERS:

1) Temper the dangers with triumph and reward. 2) Do not strand the characters on the island without some realistic means of escape.

Lastly, I feel that the players will enjoy themselves most if they have an opportunity to exploit some of the vast wealth and treasures that are openly available at the multitude of shops. Within these shops are a staggering selection of weapons, armour, magic, clothes, books and equipment. Prices are high, but items that are scarce anywhere else in the world are often plentiful. This means game masters might want to allow the characters to have a fairly plentiful amount of wealth before situating them on the island "Trade Port" town. If not rich in gold or gems, perhaps a magic item(s) which they could sell, especially here, at a great profit. Occasional buying sprees can be loads of fun, particularly if it follows a length of poverty or strenuous adventuring. On the other

hand, being poor or destitute on this isle can lead to a host of equally challenging adventures, so the decision is yours.

Remember, just because something is available, that doesn't mean it can be purchased and/or kept. Make any item that might imbalance game play, or is too outrageous, unavailable, too expensive or dangerous. The latter condition could be a means to an adventure or interesting subplot. As always, go with what works best for you and your players.

THE CYCLOPS

The cyclops and their island are steeped in legends of ancient magics, cruelty, treachery and unbridled depravity. It is a place rarely visited by human beings . . . or so most believe. Indeed, its close proximity to the sea serpent infested waters of the Sea of Dread, peninsula of the Land of the Damned, and Western Empire dominated waters, makes it inaccessible to most.

The cyclops themselves enjoy a unique and unsavory reputation as a race with a long history of evil. The one eyed giants claim to be one of the archaic races which share its roots with the Old Ones during the Time of Chaos. This claim to infamy may well be true, for the cyclops are recorded in the most ancient of eleven and dwarven texts?

A particularly ancient, elven passage, recounted in the **Tristine Chronicles**, seems to allude that the cyclops may have been foot soldiers or aids to the dreaded Old Ones. It quotes: "So it was, that though their masters slept the slumber of the ages, the lightning makers still summoned the evil to create the unnatural lightning and wreak their bloody havoc".

A further passage in the **Tristine Chronicles** would seem to indicate a horrific battle between the cyclops and titans ensued sometime before the elves' rise to dominance. The final line may refer to their banishment to the island that has become their domicile.

It quotes: "Lo, a battle raged until the sea turned crimson (presumably this is the Sea of Scarlet Waters), and though both combatants would never recover, it would be the Titans who would stand on the shores of victory. Chastised from the world, the lightning makers would be forever banished, lest they perish at the hands of the noblest champions of light".

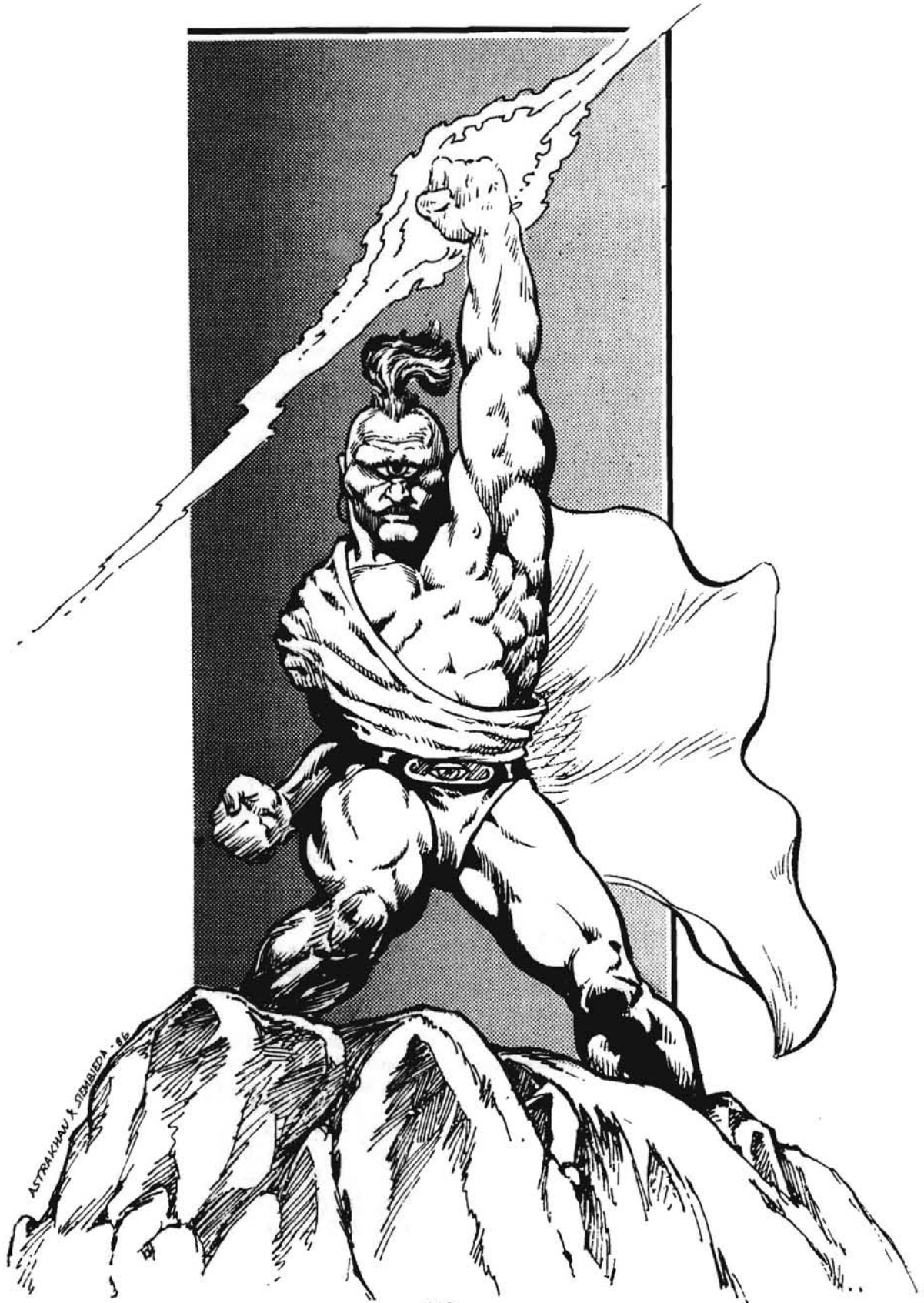
The origin of these so-called "lightning makers" is likely to remain a mystery. However, most scholars agree that the mystic secrets for creating lightning bolts, javelins and arrows, are rooted in the blackest of the mystic arts. Countless are the tales surrounding the lightning weapons. It is said that they are molded by combining ground dragon bones with demon's blood, and activated by arcane magic that draws upon the slumbering Old Ones. Adding credibility to the cyclops' allegiance with the Old Ones, is that only the cyclops can invoke the magic without retribution. If any other creature should dare to invoke the magic, it will be besieged by (2-12 greater) demons, tortured or slain, and lightning weapons seized. If the misbegotten creature is allowed to live, its tongue will be removed and hands mangled. For this reason alone, most people avoid the single eyed giants and their loathsome island retreat.

Throughout the rule of elves and humans, the lightning makers have rarely left the protective cradle of their island home. Yet their influence can be traced throughout history; unholy alliances that have repeatedly shifted the balance of power by providing deadly lightning shafts to a key political power or individual. It is generally believed that the Western Empire rose to power through several such alliances. Over the centuries, the foul giants have honed the arts of manipulation, subterfuge, deceit, treachery, assassination, and cunning diplomacy, to near perfection. They now delight in mad machinations and cultivated antipathy that they have instilled throughout the world; while they themselves wallow in depravity unequalled even by the Western Empire.

THE ISLE OF THE CYCLOPS

The Isle of the Cyclops is the largest of a cluster of five islands about 150 miles west of the Western Empire. Its rugged terrain of mountains, hills, dense forest; fierce bestiary, and dangerous waters, makes it almost a perfect "natural" fortress. What nature did not provide, the cyclops have easily compensated for. Thus, assault by sea or even air is virtually impossible.

The island has been held by the cyclops since the beginning of recorded history. While most humans and other races avoid the island, the Western Empire, and some believe Wolfen, have cultivated the cyclops in hopes of exploiting their very unique talents. Unbeknownst to most of the world, the Western Empire has established a free port on the island catering to the darker, illicit side of man. Here, everything and everybody has a price. Every type of decadence, vice, and depravity is available. . . if one can afford it. Drugs, women, gambling, slavery, games of strength, games of skill, games of death, all abound in this



port where life, especially human or elven life, is the cheapest of all commodities. The "Trade Port" is a cesspool of man at his worst, nurtured by greed, cruelty, ignorance and indifference. It is a place that can swallow the good, or careless, in an instant.

THE NORTHERN FOREST

The Northern port of the island borders the **Sea of Dread**, which is thick with all manner of sea serpents. To travel these waters is almost certain suicide. G.M. Note: 60% chance of encountering 1 to 4 sea serpents for every 20 minutes afloat. See the Palladium RPG, pg 215, for stats. Harpies and Perytons are also common problems for sailing ships.

The dense conifer forest dominates this section of the island. Within its shadowy embrace roam such fearsome creatures that even the cyclops avoid it. In addition to the common wild gryphon and peryton which prey upon the deer and bush pigs that thrive there, are packs of hoppers, harpies and the Worms of Taut. Among the most fearsome are the many serpent beasts which kill for pleasure as well as in hunger (See the encounter table elsewhere).

Vagabond bands of outlaws, escapees from the gladiatorial arenas, and the unfortunate, may also find at least temporary shelter in the forest. These bands rarely exceed more than a dozen members; usually non-human. Only the desperate, lost or foolish brave the dangers of the northern woods. Occasionally, a group of hunters, usually human sportsmen, will venture into the forest in search of inhuman prey.

The forest's less monstrous creatures can be equally dangerous. Large packs of hoppers are common (up to 40 members), while the cantankerous, wild bush pig can be as ferocious as a tiger and just as deadly. Game birds, deer and rabbits are plentiful in the majestic forest. Among its many dangers are a few creatures of beauty that also call the forest home. Wing tips have been reported by many over the years, as have an occasional faerie and pegasus.

THE MARSH

A long, narrow lake opens into an expanse of Marshlands. The usual wildlife and forest predators roam this area. The only noteworthy additions are various poisonous snakes, including the king cobra and cottonmouth.

THE EASTERN MOUNTAINS

The eastern coastline is rimmed by a natural wall of rugged **hills** and **mountains** that extend to the southernmost tip of the island. Inhabited by the gryphons, perytons, and harpies, this natural barrier becomes even more hazardous. Impossible to climb without fear of attack from a host of monsters, the winged predators also make approaches by water and air extremely risky. Should a stalwart enemy successfully land ships on the eastern coast, the armies must still make their way through the mountains and hills fraught with gryphons, perytons and other creatures, like the chimera and suckers, who find men to be a wonderful addition to their menu. Furthermore, the cyclops, armed with unnatural lightning and masterfully trained gryphons, are so at home in their craggy mountain labyrinths that a few hundred could destroy an army of ten thousand with frightening ease. A lesson many a would-be human conqueror has taken to his grave.

Unlike the forest to the north, the lightly wooded **mountains** are nowhere near as dangerous; at least not at the lower elevations. Still, it can be a hazardous place if one is not alert. It is among the great cliffs overlooking the ocean, high above the thundering waves, that the truly majestic, though deadly, creatures of legend live. It is up here that one can watch the gryphons play. Powerful, beautiful predators whose grace and splendor is only truly realized when they can be seen soaring effortless above the clouds, in the gryphons' domain, one might spy the ever elusive pegasus or enigmatic sphinx on retreat, and the

abomination known as the peryton, ever watchful for new victims to slay.

To cyclops, armed with lightning, great nets and foolhardy courage, seem to have tamed the very mountains as well as the gryphon. With the use of carefully guarded secrets of the mountains and stalking of the gryphons, plus knowledge gleaned over hundreds of generations, the cyclops are truly the masters of their home. Even the evil peryton is wary to attack a lightning maker and lord of the gryphon.



Although many, from elf and human to wolven and ogre, have tried to tame the gryphon, only the cyclops have learned to do so. A secret ruthlessly guarded from non-cyclops and fellow cyclops alike. While any wealthy cyclops or city defender may own or command a trained gryphon, **ONLY one** ancient (large and wealthy) family, the Gryphon Masters, are the keepers of said knowledge. This family alone has the exclusive right to wear the gryphon as their family crest. (**G.M. Note:** Other families may have the gryphon as "part" of their crest, such as a gryphon with a lightning bolt over it, which is the royal crest; but only this one family has the right to use a sole gryphon silhouette as their mark).

The Gryphon Masters ply their arts in the seclusion of the mountains. Small groups will hunt the gryphon, usually capturing only the young. The young gryphon is then taken to a secret training camp where it is tamed and trained. A typical camp will hold 4 to 16 (4D4) cyclops, each with his/her own, personal, trained gryphon, along with an additional 4 to 24 (4D6) ogres or orcs who have proven themselves loyal. The ogres and orcs serve as assistants, laborers and pack animals. The pay and prestige is generally unparalleled, securing their loyalty; but even these loyal servants are not allowed to see or hear any part of the gryphons' actual training. ANY non-cyclops caught observing the training procedure, whether he be friend, foe or servant, will be slain on the spot without mercy or hesitation. Those who escape will be hunted by every means available, both conventionally and mystically (remember, these guys can afford to buy almost any service they might need). Such manhunts will be carried into the cities and even to foreign shores, if necessary. A cyclops not of the Gryphon Master family caught observing the training will be beaten, but allowed to live through he'll be politically/economically ruined. If it is feared that he has seen too much of has been selling or using the stolen knowledge, he too will be slain, but only after long and painful torture.

Likewise, anybody found wandering near a training camp will be told to quickly leave this restricted area. Dispute or noncompliance will result in being "physically" removed, beaten or chased away. If a serious battle occurs, the cyclops will assume the interlopers are spies and destroy them. If the intruders are warned, leave, but return later, they will be very roughly removed and assured of their death if they should return a third (and final) time.

The training camps are constantly moved, with the largest relocating only two or three times a year. *Note:* The map indicates areas known to be commonly used by the Gryphon Masters. All intelligent beings avoid these areas.

THE HILLS

The eastern mountains turn into rugged hills which run parallel with the mountains, and continue north and south. Though some are lightly wooded, most of the hills are covered in tall grass and shrubs. Ideal for sheep and goats, and dotted with dozens and dozens of goat and sheepherders. The largest sheep ranches are found near the city, where the wool can be quickly processed. The large ranches are almost all owned and operated by the cyclops, while some of the smaller ranches and most sheepherders and wool spinners are other giants, ogres, orcs, goblins, and the occasional ratling. Traveling through the hills, it is impossible not to see thronging clusters of sheep under the watchful eye of a supervising cyclops and his non-cyclopean work force.

Generally, the hills are the safest and most serene areas on the island, especially the hills which circle the great walled city. The hills farther to the north and nearest the mountains begin to become more forested, steep and treacherous, with mountain predators. The only real dangers in the hills are occasional outlaw bands, usually ratlings, and predators like the gryphon and harpies attracted by the easily stalked sheep.

Other pests that periodically crop up in the hills are hoppers, bush pigs, an occasional, wandering Worm of Taut (a most uncommon event), and raids by boogie-men. The boogie-men rarely attack travelers unless

they outnumber them by at least two to one, but rather save their talents for stealing sheep and plundering the sheepherders and fishing ports. Often a passerby will hear a shepherd complaining about his home being sacked while he was in the fields, or having his pockets picked during an afternoon nap. Any person or group which happens to pause near a boogie-man hideaway will always find themselves victims of a bold boogie-man's quick fingers. Typical targets for plunder are booze, knives, tobacco, gold and gems. Clans of boogie-men are most likely to be encountered near sheep ranches, small towns, well traveled trails and watering holes. They have plagued the city for centuries.

THE WESTERN COAST

To the north are the sea serpent laden waters, and beyond the "Finger" peninsula to the south is what appears to be a clear passage to the island, with its white beaches and low, rolling hills. Typical of the cyclops, this is a deception. Hidden north of the "Finger" in the "Gryphon's Nest Bay" is a secret pirates' port. Normally a haven for western pirates and freebooters, if laid under siege they could easily mount a surprise counterattack. (See the Pirates' Port elsewhere, for details). However, the pirates are not the true threat to any seafaring assailant, but the Kappa; an aquatic race of creatures of foul intent that dwell beneath the waves along the southwestern shores prior to the Trade Port. It is their malicious antics that have sunken many of the ships believed to have fallen prey to the sea serpents in the area. A surprisingly huge tribe of approximately 400 Kappa have coexisted peacefully with the cyclops for thousands of years. As secret protectors of the western shores, the Kappa will cheerfully sink any unauthorized sea vessel that enters its waters.

A SUMMARY OF DANGEROUS CREATURES

THE MOUNTAINS

Chimera (rare)
Gryphon (common)
Harpies
Mountain Lion
Peryton
Pegasus (rare)
Rock Crawlers
Suckers

THE HILLS

Boogie-men
Cyclops
Hoppers
Orc Sheepherders

THE FOREST

Fire Worms (Worms of Taut)
Harpies
Hoppers
Peryton
Nippers (Worms of Taut)
Serpent Beasts (Worms of Taut)
Wing Tips (rare)
And, occasionally, Ratling, Orcs, Ogres and Goblins.

Note: Monsters not found in the Palladium RPG can be found in the Palladium Book of **Monsters & Animals**.

ENCOUNTER TABLES FOR THE ISLAND OF THE CYCLOPS

HOW TO USE THE ENCOUNTER TABLES

The encounter tables are broken down to the uninhabited areas of the Isle of the Cyclops. They are meant to be used as an aid, a rule of thumb, not hard and steadfast rules. Game masters may use the tables as is, or modify them or ignore them completely. Generally, I suggest the G.M. make a random encounter roll for about every two hours in the wilderness. However, the pace and circumstances of each game may necessitate the G.M. to improvise or modify when to roll or what is encountered. For example: A noisy group of characters tromping through the forest is likely to attract all types of vermin. Likewise, the G.M. may feel that a particular foe is too weak or too powerful for his group, and may make the appropriate changes.

ADDITIONAL NOTES

Sheep Herders are predominately Orcs or Goblins, with a Kobold, Ogre, Cyclops or other giant, as the supervisor or head.

Sheep Ranches are usually owned and operated by cyclops, so they are much more common at the ranch. Still, the majority of hands (80%) are non-cyclopean. A typical mix includes 10 to 20% cyclops, 30% ogre, 30 to 40% orc, 10 to 20% goblin, 5 to 10% ratling, 5 to 10% some other giant race. The large ranches will have 100 to 400 (1D4 x 100) workers.

Fishing Towns are usually a "mix": 30% orc, 20% ogre, 10% goblin, 20% cyclops, 20% others. A typical fishing community rarely numbers beyond 200 members.

Bandits usually consist of any combination of orcs, goblins, ratlings, humans, and an occasional ogre. The boogie-men, seldom join with other creatures. Both the boogie-men or other outlaw bands, rarely exceed more than a dozen members.

The Mountains

(Roll once for every 4 hours)

- 1-5 One hostile Chimera.
- 6-10 One hostile Peryton.
- 11-16 1-6 Rock Crawlers in search of food (2D4 if at night).
- 17-22 1-4 hostile Harpies.
- 23-26 One Cyclops, no lightning weapons; not necessarily hostile.
- 27-32 1-4 hungry Suckers.
- 33-40 One Gryphon on the prowl.
- 41-44 2-8 orc shepherders; likely to be hostile.
- 45-50 2-8 Ratling bandits, all are second level thieves.
- 51-56 One Cyclops with two, top quality, lightning javelins, and a trained Gryphon and an Orc assistant; hostile.
- 57-62 1-4 hostile Peryton.
- 63-67 One mountain lion on the prowl.
- 68-74 1-4, hungry, wild Gryphon.
- 75-79 1-6 Harpies; extremely hostile.
- 80-86 1-4 Gryphon kittens ($\frac{1}{3}$ normal hit points and damage), but mother is nearby and will fight to the death if her young are harmed or captured. Mother has 57 hit points; 50% chance of alerting the equally protective and tough father.
- 87-90 1-4 Cyclops armed with giant swords and half dozen, mid-level, lightning javelins each. Accompanied by 1-4 Ogres assisting in the capture of two Gryphons (caged).
- 91-93 A wandering Sphinx of selfish alignment.
- 94-96 A mated pair of wild Gryphon.
- 97-00 A Pegasus.

The Hills

(Roll once for every 6 hours)

- 1-12 1-4 hostile Harpies.
- 13-19 One wild Gryphon on the prowl.
- 20-26 1-6 Serpent Rats; hungry.
- 27-32 Boogie-men bandits who will only attack if they outnumber their opponents two to one. All are second level thieves.
- 33-39 2-8 Hoppers (double their numbers at night).
- 40-42 A Cyclops out for a stroll; not hostile unless attacked.
- 43-54 1-6 Orc shepherders tending their flock.
- 55-60 1-4 Cyclops each with a trained Gryphon; not necessarily hostile.
- 61-70 2-12 Orc and/or Goblin shepherders supervised by one Cyclops. Not hostile unless attacked.
- 71-75 1-4, wild, bush pigs; hostile.
- 76-81 2-8 wild Gryphons slaughtering sheep and 1-4 Orc shepherders, alike. They will retreat if sufficient force is used.
- 82-86 4-16 (4D4) Hoppers (double their number if night).
- 87-89 One mountain lion looking for easy prey; hostile.
- 90-96 2-8 non-humans from the trade port looking for trouble. Range from 1st to 3rd level men at arms.
- 97-00 One hostile Peryton from the mountains.

The Forest

(Roll once for every 4 hours)

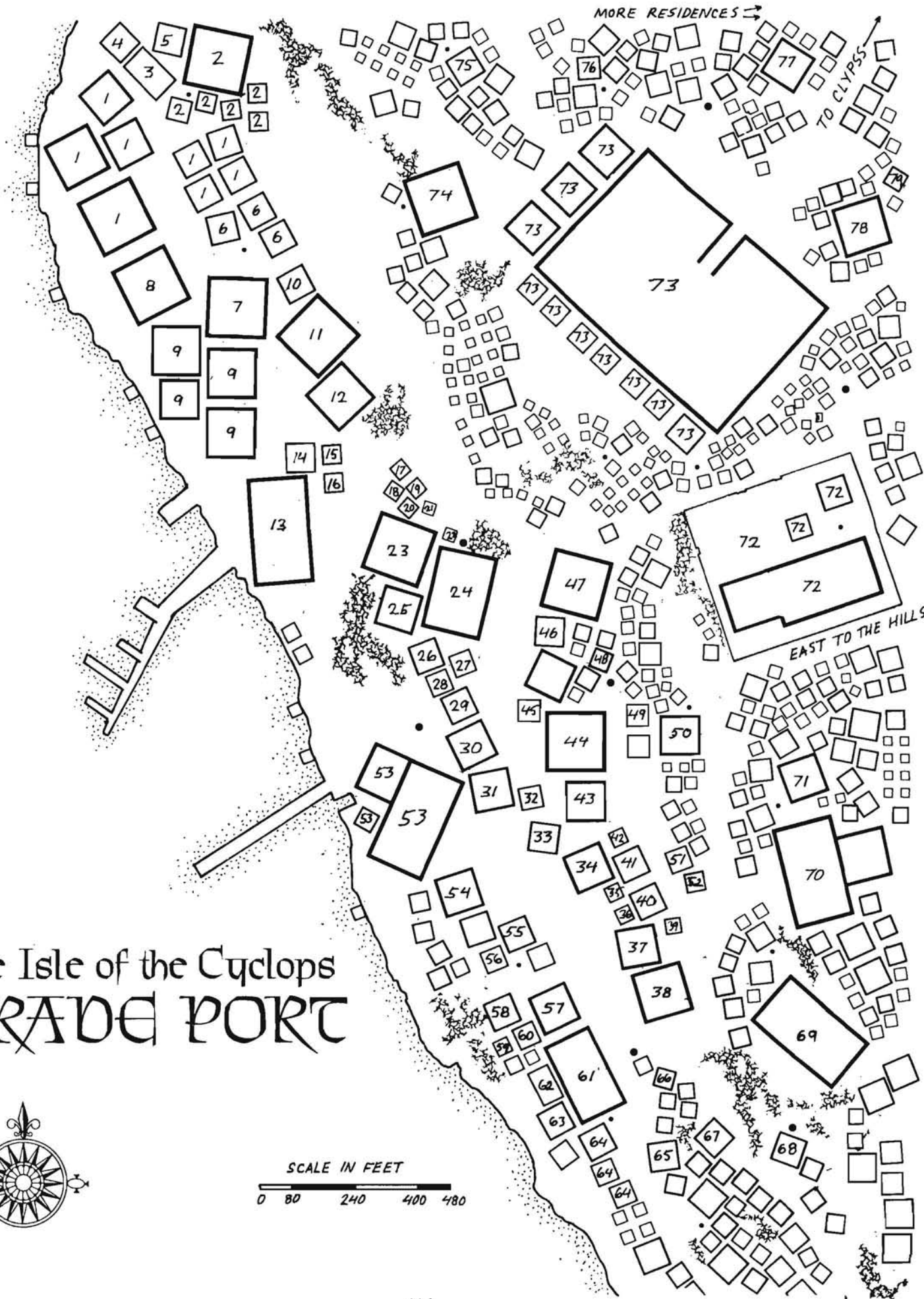
- 1- 8 A Gryphon eating its prey; hostile.
- 9-11 2-8 deer.
- 12-16 One hostile Serpent Beast (Worms of Taut).
- 17-21 1-4 hostile Harpies.
- 22-30 2-8, wild, bush pigs; extremely mean.
- 31-34 One hostile Fire Worm.
- 35-42 3-12 (3D4) ragtag Orcs, Goblins or Ratlings, who will attack or threaten any group half their number. They will NOT fight to the death. All are second level mercenaries.
- 43-49 One hostile Peryton.
- 50-55 One runaway, non-human, gladiator (third level); not necessarily hostile.
- 56-60 One Serpent Beast; hostile.
- 61-65 4-16 (4D4), wild, bush pigs; extremely dangerous.
- 66-70 A Gryphon on the prowl.
- 71-75 1-4 Nippers (Worms of Taut).
- 76-80 One hostile Harpy.
- 81-85 2-8 Hoppers; hostile.
- 86-90 1-4 hostile Harpies.
- 91-95 1-6 Wing Tips.
- 96-98 Two Serpent Beasts.
- 99-00 One mountain lion; hunting.



the Isle of the Cyclops TRADE PORT



SCALE IN FEET
0 80 240 400 480



TRADE PORT

The Western Empire has enjoyed a long, prosperous, and often secret, relationship with the fearsome lightning making giants. Within the last few decades, they have become so bold as to establish a free trade port for the very wealthy and predominately western, aristocracy. The "Trade Port" of the Cyclops has attracted all types of denizens of evil and decadence. One might accurately construe it to be a special, secret, resort town where almost any pleasure may be purchased, especially those most foul. Since the Isle, and walled city of the cyclops, is a sort of haven for creatures of magic and evil, its streets are walked by a cosmopolitan clientele unlike any in the world. Among the multitude of vacationing humans from the west are dragons (usually disguised as humans), sphinxes, dwarflings, wolven, loogaroo, za, waternix, giants, and other unusual creatures. Royal families, clergy, men of magic, wealthy merchants, pirates, the curious and unfortunate, explore the port's many offerings.

An evil place, it abounds with dens of iniquity marketing drugs, illicit pleasures and sorrows. Fortunes can be won and lost at its all-night gambling casinos, private games, gladiatorial contests (both private and public), dog fights, illegal gryphon fights, and other games of skill, daring or treachery.

NOTES ABOUT THE TRADE PORT

1. Most of the town's visiting population are wealthy, or noblemen from the Western Empire. Almost *all* are human. A mere 10% of the overall visiting population are comprised of non-humans; 25% are from places other than the Western Empire.
2. **Elves, dwarves and wolven** are the least common, and *not* safe beyond the boundary of the Trade Port.
3. **The most common languages** are Western, Elven, Troll and Goblin. Most shop owners speak all of these fluently. The native language is Troll/Giant and the nearly universal Elven language. Dwarven (kobold) and Ogre are also fairly common among the island's native inhabitants.
4. **Beyond the Trade Port**, The City of Clyps, and remaining areas, are inhabited by non-humans. Most are hostile toward the handsomer races, especially elves, dwarves, gnomes, changelings, wolven, and titans. Aristocratic humans are usually tolerated above all others because of their secret alliance with the Western Empire.
5. **Non-Human Populace** of the isle:
Cyclops 40%
Other Giants 20% (Titan, Nimro and Gigante)
Ogre 13%
Orc and Goblin 12%
Kobold 15%
6. **Official Religion** is the Church of Light and Dark. No others are tolerated. Secret cults and undergrounds worship Tark, Kirgi, Ipotomi and Elementals.

THE WAREHOUSE DISTRICT

1. **Warehouses for lease:** 50% will be empty as they are used for the temporary storage of incoming and outgoing goods for the trade ships (predominately Western Empire). Common **incoming goods** include: good to the very best Western rums, wines and brandy; coffee, tea and spices, silks, and miscellaneous tools and equipment. **Outgoing goods** include: wool, metalworks, and special items such as slaves, gryphons, lightning bolt weapons and other magic. All special items are stored elsewhere. Those buildings in use are usually patrolled by private guards or members of the ship's crew. Generally, they will be first through third level mercenaries, soldiers or sailors.
2. **Grain warehouses and distribution center:** The largest building (3 stories tall) is the distribution center. It is here that grain shipments are inspected, recorded, and sent to other storage areas, and to merchants, in the Trading Port and the Walled City of Clyps. The various types of grains can be stored in the main building and the

smaller buildings around it. A temporary holding area, shipments rarely remain here for more than a few days, and often less than a few hours. Orc and human laborers are in abundance. **Horace Beuul** is the director of operations; a 6th level scholar, reputed to use magic for protection. Human; anarchist; 37 hit points. Speaks all human tongues, goblin, troll, dwarven and elven. Wealthy, and tight with city officials in Clyps.

3. **Stables and smithy** for ground transportation of the grain. Always 10 to 40, good work horses present, along with four Ogre blacksmiths and a dozen, Orc stable hands.
4. **Carriage house:** Storage of wagons.
5. **Bunk House:** Two stories tall, and holds a total of 100 workers: 50% are Orc, 30% Human, 10% Goblin, 10% other (many of which are Ogres). Most are equal to second level mercenary fighters or sailors.
6. **Warehouse:** For the storage of vegetables.
7. **Fruit Market and Warehouse:** Both the fruit market and vegetable warehouses are owned and operated by three Nimro (fire giants) brothers: Frii, Nii and Rolo. All three are loyal to each other and generally friendly to most travelers. They dislike elves, especially those of noble heritage, knights and palladins. **Frii and Nii** are both 5th level mercenary fighters skilled in large blade weapons; unprincipled alignments, clever, intelligent and loyal to each other. Both have approximately 50 hit points. **Rolo** is the youngest and most dangerous; a cocky, mouthy bully; 3rd level earth warlock; miscreant alignment. His older brothers have gotten Rolo out of trouble on far too many occasions, which only serves to bolster his arrogant disregard of danger. Hit points are 37. Approximately 28 orc and human workers are employed by the brothers.
8. **Alcohol and Spice Warehouse:** A three story building with barrels of wine and rum on the ground floor; coffee, tea, and herbs. On the second floor; and business offices, brandy and spices on the third floor. The building is always patrolled at night by six, 4th level mercenaries (2 ogres, 3 orcs and a ratling). During the day, the place is abuzz with workers and merchant purchasers. The owner is a human, 4th level diabolist named Sigmund Brott. Thus, most of the special shipments, as well as doorways and offices, are warded with alarms: sleep, blind or fear. Alignment is miscreant; 31 hit points. Sigmund is well known throughout the trade town for he is the exclusive servicer of imported booze. Although wealthy in his own right, he works as the agent between the family of cyclops that owns the business and the Western Empire (suppliers).
9. **Ore Warehouses:** Storage of iron and other raw metals. Guarded day and night by 2 to 8 second level mercenaries per building.
10. **Rope and Sail Warehouse:** Provides new rope, nets and sails for visiting merchants and pleasure ships. Does no repairs.
11. **Fabric Warehouse:** Mostly silks and expensive material, and garments. Two story building patrolled by 2 to 8 ratlings; 3rd level mercenaries.
12. **The Specialty House:** Rare, exotic, magical and specialty items, are stored in this two story, stone structure. Items may include a vast variety of things, such as fine silks, superior wine and alcohol, tapestries, clothing (especially northern furs), books, dwarven quality weapons or armour, spices, candy, magic items, drugs, and so on. All items are of superior quality, generally consigned by merchants and extremely expensive.

Burglars can expect to find several cases of rum, brandy and champagne (approximately 20 to 120 pints of each — roll 2D6 × 10), 2 to 8 full suits of decorative scale mail, splint, or even plate armour; 2 to 12, dwarven quality, blade weapons (nothing beyond +2). Magic items are locked in a walk-in vault, 15 × 15 × 10ft, on the second floor. Wards are sequential, with one going off each time the vault is tampered with: silent alarm, sleep, blind, sleep, death, death, death. All wards are at 5th level strength. Inside, items will include: 1 to 4 magic weapons, 4 to 24 potions (many are the same), eight ounces of dragon dust, two pair of faerie wings, 2 to 12 dozen

lotus petals, and various, non-magical, alchemical and diabolist components and herbs. The building is guarded at all times by one, 3rd level, human wizard named Alf; and six, changeling, 4th level thieves. All are totally loyal to their boss. Note: Unknown to anybody, the place is also guarded by a pair of minor air elementals, and the magic vault by a vicious Lasae demon. The owner of the fabric warehouse and specialty house is the royal, elven, Feldenwar family. (See the family description elsewhere).

13. **Boat Repair:** A three story, wood and brick building; services include: scraping barnacles, and repairs and reconditions boats, ships, and sails. Employs about 120 laborers: 50% human, 20% orc, 30% others (goblin, kobold, ratling, ogre, etc.). Most are just common folk, although 20% are 1st to 3rd level mercenaries, sailors, pirates, and thieves down on their luck. Another 20 men are skilled, guild carpenters.
14. **Bunk House:** About 60% of the boat repair workers live in this modest, three story, wood structure. Each man has a small room of his own.
15. **Rope Maker:** Fair prices, good quality.
16. **Independent Carpenter Shop:** Can make repairs on small boats, wagons and furniture. Fair prices.

THE MERCHANT DISTRICT

17. **Bakery:** Sells a variety of fresh breads, rolls, pies and cakes. High prices, but tastes as great as it smells.
18. **Mickey's Winery:** Sells bottled and kegged wine, ale and rum. Prices are highish, but generally reflect the quality of the alcohol.
19. **Korm's Tobacco and Nuts:** Sells a fine selection of smoking and chewing tobacco, as well as snuff. The shop also offers a unique selection of 14 different types of nuts. Prices are 50% higher than standard.

Korm is a talkative, jovial, western human who is always up on the current gossip. Claims to be a retired sea navigator, but is actually a retired, 8th level pirate who still retains some of his pirate and thief connections. He can be a good source of information, especially if offered gratuities. Beware, despite his friendly and pleasant demeanor, Korm is a cunning profiteer who would sell his mother if the price was right. Korm is anarchist with strong leanings toward miscreant.

20. **The Opened Hand:** A small, but ritzy pawn shop that caters to travelers down on their luck. Offers an impressive 30% of the standard market value on most items (rarely deals in magic). Operated by Swarth Armstrong, a weaselly looking southern scoundrel from the Timiro Kingdom. Swarth is a 6th level thief, exceptional liar (M.A. 22), and a coward of miscreant alignment. He and his two, secret, ratling partners (one's a 4th level thief, the other a 3rd level assassin) have been known to buy contraband and stolen items at 20% of their standard value, and 40% for "hot", exotic or magic items. The trio also hides wanted criminals and smuggles people off the island, but the price is usually quite staggering 10,000 gold or more depending on how wanted the person(s) is. If a bounty is placed on the wanted person's head, be sure that Swarth better be paid at least the bounty price, lest he turn the person(s) in to collect the reward.
21. **Sunrise Diner:** A small restaurant specializing in delicious breakfasts and lunches. Good service, fair prices.
22. **Suzy's:** A small seamstress shop; average prices, fair quality work.
23. **The Island Inn:** A four story edifice that caters to middle class and wealthy vacationers. An average room will cost 50 gold per night; with bath — 75 gold; fancy rooms or multiple occupancy — 120 gold per night. Brawling and womanizing are not tolerated. 50% chance of a room being available.
24. **The Windswept Inn:** Is a larger, elegant, five story, stone building that caters to the rich. A single room costs 100 gold; with bath — 150 gold; suite or multiple occupancy — 250 gold per night. Heralded as the travelers' sanctuary, it is the safest inn on the island. A staff

of twenty, 6th level, ex-soldiers or mercenaries garbed in regal, gold trimmed suits of splint armour, and three, 4th level air warlocks, insure the safety of their patrons and their patrons' possessions. The head of security is a powerful wolfen, ex-gladiator (8th level) who is armed with a handful of magic weapons and powders. His armour is noiseless, weightless, and magically reinforced (A.R. 16, S.D.C. 200).

The manager is a female elf from the Old Kingdom; intelligent, clever, 6th level diabolist and major psionic (56 I.S.P.). Cassandra has a special vault with over a hundred, separate, locked compartments in which guests can secure their valuables. Costs 50 gold per day. The vault is locked and very heavily warded (alarm silent, alarm noise, followed by several sequential/area affect wards of sleep, confusion, blind and others. Specific compartments can be warded at a cost of 600 gold per ward.

The owner of both the Windswept Inn and the Island Inn is known only to Cassandra. It is rumored that they are owned by the mysterious Dark Mage (which is true).

25. **Bath House:** Provides sauna, bathing and massages. Sauna or bath costs 40 gold, bathed by attractive woman aid (but no hanky panky) costs 75 gold, while a full body massage costs 100 gold. Chief of Staff is a 7th level human healer. Healing services cost three times the normal rate.
26. **Gems of the World:** A fine quality jeweler who specializes in gem stones. Prices are 30% higher than normal. Will buy gems, especially high quality gems, at 60% of their standard market value, and will pay 30,000 gold for authentic soul gems (which are in turn sold as jewelry for three and four times that). The store is security tight with magic and strongmen, so thieves beware.
27. **Crystal Shop:** Local and imported crystals of elegant design. Statuary, decanters, jars, glassware and jewelry. All very expensive (triple the standard price).
28. **Gold and Silver Smith:** Fine, gold and silver jewelry, statuary, snuff boxes, jewelry cases/boxes, glasses and serving ware. All expensive (double the standard prices).
29. **Ye Noble Tailor:** A custom clothing store of the finest material and quality. Prices are quadruple the standard rates for these superior garments. Note: All items should be considered to be fancy or special and priced accordingly.
30. **The Lazy Gryphon Tavern:** Offers quality ale, wine, rum and brandy. Drinks cost around five gold per glass. Frequented by the wealthy.
31. **The Wooly Tailor:** A shop that weaves and custom makes wool garments. Prices are three times the normal rate. Good to high quality.
32. **The Lighthouse:** Sells candles, lamps and oils at double the usual prices. Most are scented, and favorite items are sculpted candles of gryphons, dragons, cyclops and creatures of magic, which sell for 30 to 120 gold each.
33. **The Happy Mug Tavern:** Known for its delicious mutton, chops and legs of lamb, as well as its dwarven beer and secret, home-brewed elixirs (moonshine). A typical drink costs about 8 gold per glass. Dwarven beer, rarely available to the non-dwarven world, is a heavy, tasty brew that packs twice as much punch as conventional beers/ale. The elixirs are equal to any rum, and available by the bottle at a cost of 40 gold each. The Happy Mug is a favorite spot among the young noblemen, sportsmen, and military officers visiting the port.
34. **Books of the World:** Offers a surprisingly extensive selection of books in many languages. Since the elven language is generally considered to be the universal language of the educated, 40% of the books are written in elven, while 20% are in Western and the remaining books are in a smattering of languages. Costs: Stories or poems — 40 to 60 gold each, philosophy and religious — 30 to 50 gold each, history or faerie lore — 60 to 100 gold; ancient books in any category cost an additional 200 to 1200 gold (roll 2D6 x 100). No

magic books are available. Parchment, bound blank books, ink, paints and pens, are also available at double the normal price. Operated by a 9th level scholar from the Land of the South Winds; unprincipled alignment; will not buy or sell magic because she believes it to be evil.

35. The Magic of Candy: A quaint little shop that specializes in honey, syrups, sugars, chocolates and dozens of types of candies made from them. A back-room specialty reserved for the curious wealthy is a random selection of faerie food. The owner, a very old elf (anarchist; 83 hit points, 12th level scholar, 10th level merchant and third level wizard) has no control over what's available or when. Faerie foods that are considered to be relatively harmless, such as Bubbly Wine, Burgundy Wine, Beetle Nuts, Sloe Wine, Tarts and Cinnamon Sticks, cost 1200 gold per full dose. Peanuts, Mussels, Tomatoes, Turkey, Squash and Cordial, are popular among young nobles for practical jokes; cost 1800 gold. The more dangerous or debilitating faerie foods, such as Beets, Frog Legs, etc., cost 2600 gold or more. The Faerie foods are locked up in a back room guarded by the shopkeeper's old friends and providers of the faerie food; a pair of bogies, natives of the neighboring Faerie Island, where they are in good standing. The old elf provided pounds and pounds of candy in trade for the magic food.

36. Ariel Porter Service: "Fast as the Wind Service; No Load Too Large or Too Small." Staffs 2-12, burly porters at all times. 1 to 4 horses; 4, horse drawn wagons and six, hand drawn wagons are always available. Costs 50 gold per hour, per porter, or 120 gold per hour for a horse, wagon and porter. Air Elemental porter/phantom costs 300 gold per hour; only available till midnight. "Fly through the shops with one of our special porters." Operated by a 6th level air warlock.

37. The House of Lightning: This is a three story, stone tower with a giant, bronze lightning bolt (lightning rod) at its peak. This is the ONLY OFFICIAL selling place of the fabled lightning bolt weapons. The first floor is an armoury which sells good quality, "new" weapons and armour of all kinds. The weapons and armour are not magic.

The first floor has a huge selection of "new" arms and armour, forged in the back rooms by a Jotan metalsmith (assisted by the two ogre clerks) and two Nimro giants. Weapon quality is good to excellent, but not quite kobold or dwarven quality (no bonuses) and non-magical. Many have silver, bronze or gold inlay, perfect for pomp and ceremony. One ogre, Cly, a clerk clad in a handsome suit of double chain mail and flamberge, will greet all customers with a warm welcome and his full attention. A cyclops will join Cly if he becomes too busy. Prices: Are triple the normal costs for a weapon.

The second floor houses most of the armour, shields, bows, and unusual or exotic weapons (G.M.s may use this opportunity to introduce weapons from the Orient or other countries. The Palladium Book of Exotic weapons, Weapons and Assassins, and Weapons and Castles of the Orient, clearly illustrate a number of oddities). Lightning weapons may also be purchased here upon request. A display of FAKE lightning weapons hangs on the wall behind an arrangement of plush, comfortable chairs, and couch, and a table where a cyclops, named Plpss, will assist anybody interested in purchasing lightning weapons. The weapons are actually stored on the third floor and brought down by another cyclops immediately after they've been paid for (cash first, or no weapon).

Lightning Weapons: Costs are as follows:

Javelins: 3-24 (3D8) damage — 650 gold each; 5-40 (5D8) damage — 1000 gold, and 5-40+20 — 1600 gold each.

Arrows: These are limited to the 3-24 (3D8) damage variety at a cost of 600 gold per shaft, in short bow and cross bow size. 800 gold each for long bow size arrows. The more powerful arrow and most powerful javelin are *not* sold (illegal). Note: These weapons "may" be found on the black market for 20% to 40% less, but to



make such a purchase is illegal, punishable by a huge fine and/or expulsion from the island, or being sent to fight in a gladiatorial game, or execution. The punishment depends largely on the person's social/political status, wealth, and race (elves have it the worst).

The third floor is where the six, cyclops owners live along with the Jotan and two Nimro.

The Cyclops

Plpss: Aberrant; 66 H.P.; 6th level mercenary.

Tlimm: Miscreant; 47 H.P.; 3rd level ranger.

Corm: Miscreant; 51 H.P.; 4th level mercenary.

Flint: Anarchist; 59 H.P.; 4th level mercenary.

Curn: Diabolic; 60 H.P.; 3rd level assassin.

Mykss: Anarchist; 48 H.P.; 3rd level earth warlock.

The Nimro

Firrie: Miscreant; 72 H.P.; 8th level merchant.

Firb: Aberrant; 53 H.P.; 2nd level sailor (retired).

The Jotan

Erp: Aberrant; 82 H.P.; 7th level ranger; I.Q. 9, M.E. 6, M.A. 5, P.S. 28, P.P. 25, P.E. 24, P.B. 7, Spd. 12.

Note: Always have 20,000 to 160,000 (2D8 x 10000) in gold and gems on hand. The lightning bolt weapons are stored in a heavily warded room accessible only to the six cyclops. Wards include: Silent alarm, sleep, fear, and light — all of which are simultaneous; in sequence thereafter are: confusion, agony, hate, death, death, sleep, death and death. All are area affect.

38. Gambling Arcade: This three story building boasts over 30 games of skill and chance. Found on the first and second floors are your typical, toss of the three rings on the pegs, knock down all the bottles, horseshoes, darts, mini-archery, knife throwing, axe throwing, and variations (G.M.s may use their imagination).

Typical prizes are a pint of booze, tobacco or snuff, and most popular, a wager which is matched if you win (100 gold, maximum wager).

On the third floor are the more serious games of blackjack, poker and roulette. Minimum bid/wager is 100 gold, and usually much higher is played.

The boss is Mirzzen; a changeling disguised as a 10ft tall, tough-looking cyclops. Mirzzen is no wimp: Miscreant, 52 hit points, 7th level assassin, I.Q. 10, M.E. 24, M.A. 20, P.S. 12, P.P. 14, P.E. 9, P.B. 5, Spd. 7. Skilled in the use of magic items and poison. **Always carries** four lightning bolt javelins (5-40 + 20 damage); gem of reality, two chasers (magic crystals), a cape of dimensions; a fancy suit of magic, leather armour with gold and silver, inlaid designs (actually leather of iron; A.R. 15, S.D.C. 300); invisible bastard sword (does 1-8 + 2 damage, + 2 to strike and parry), plus 2000 to 12,000 in gold and jewelry. May also use or carry other magic, especially healing and impervious to fire.

Mirzzen is generally a very gregarious fellow and well liked. However, he does not tolerate fights, cheating or troublemakers. His battery of ratling servants and agents keep everything running smoothly. All are either 2nd and 3rd level thieves or assassins, believe Mirzzen to be a real cyclops and are completely loyal (and extremely well paid). A total of 16 ratlings are under his employ, along with another 48 game masters and card dealers. **A 5th level, mercenary troll** called Breakman is the official bouncer. I.Q. 8, P.S. 23, P.E. 19; miscreant; hit points: 38. Very tough. His favorite weapons are a silver sabre halberd (pole arm doing 4-24 damage) and a magic, "thunder hammer" hercules club that does 5 to 30 (5D6) damage. Wears splint armour; A.R. 16, S.D.C. 82.

39. Starlight Tavern: A small place that sells Western beer, ale and rum. A typical drink costs about four gold.

40. The House of Necromancy: This is a somewhat grisly magic shop that specializes in magic and appurtenances of death.

Scrolls: All are equal to a 4th level spell:

Turn Dead (12) — 6000 gold

Animate/Control Dead (8) — 4500 gold

Death Trance (6) — 4000 gold

Sense Traps (4) — 2000 gold

Age (3) — 5000 gold

Witch Bottle (2) — 50,000 gold

Curse of Fever (3) — 30,000 gold

Create Zombie (2) — 70,000 gold

Rings, Charms and Talismans

Protection from Witches (+1 to save) — 30,000 gold

Protection from Undead — 16,000 gold

Nightvision (50ft, 60 melees, 3 × daily) — 25,000 gold

Bones

Dragon Dust (23lbs total) — 30,000 gold per ounce.

Dragon Bones (100lbs) — 20,000 gold per ounce.

Dragon Teeth (12) — 15,000 gold each

Dragon Blood (1 gallon) — 10,000 gold per ounce.

Demon Bones (31lbs) — 8,000 gold per ounce.

Devil Bones (50lbs) — 8,000 gold per ounce.

Elf Bones (300lbs) — 400 gold per ounce.

Human, Goblin, Orc and Ogre skulls, and bones, are available at a cost of 10 gold per ounce. Full skeletons are available.

Common Animal Bones — 25 gold per pound.

Organs

Various animal parts/organs are used as components for alchemy

and circle making. Costs vary, ranging from 60 gold to 500 gold.

Tongues

All are level 1 to 4 (roll 1D4).

Wolfen Tongue (ranger) — 10,000 gold

Wolfen Tongue (merc. or soldier) — 6,000 gold

Wolfen Tongue (knight or palladin) — 9,000 gold

Goblin or Orc or Ratling (thief) — 1,200 gold

Goblin or Orc or Ratling (assassin) — 3,000 gold

Human or Elf (ranger or knight) — 8,000 gold

Human or Elf (scholar) — 10,000 gold

Human or Elf (thief or assassin) — 10,000 gold

Human or Elf (wizard) — 50,000 gold

Human or Elf (diabolist or summoner) — 60,000 gold

Miscellaneous races and O.C.C.s not previously listed cost 1000 to 4000 gold.

Note: Giant, Ogre, Troll and Sphinx tongues are *not* sold (that is the law!!!).

Soul Gems are 60,000 gold each, and sometimes as much as twice that.

41. Putnam's Library: Offers a fine selection of history books, local maps, storybooks, poetry, and similar tomes. None of these books are of any great value in that they are not ancient or extremely rare nor magical. However, depending on what one might be looking for, the library could be of much value. The fee is an hourly rate of 30 gold for reading privileges. The curator is a 10th level human scholar assisted by three kobolds and an old, overweight Jotan (8th level soldier). The three story building is open from early morning to midnight. No books leave the library.

42. Tomorrow's Dreams: A fortune-teller with some authentic powers of divination and exceptional story-telling abilities. Carla, 50 years old; P.B. 13, I.Q. 14, P.P. 9, M.A. 22; all other attributes average. Card or palm reading costs 50 to 100 gold (12% chance of real divination), intense or special reading: 200 to 500 gold (58% chance of real divination). The divination will usually deal with what is pressing most heavily on one's mind or what the person is specifically concentrating on at that moment. Carla has all minor psionic abilities except aura of truth, resist cold and resist thirst.

43. The Stage: A tavern that specializes in fine food, drink and entertainment. **The first floor** of this four story, stone structure is the main tavern. All types of alcohol are available at about triple the usual rates. Food consists of roast lamb and poultry. Entertainment consists of singers, tumblers, jugglers, and solo minstrels; one following the other. **The second floor** is a dance hall open till late in the morning. **The third floor** is primarily a tavern with a large stage area for group acts and minstrels. **The fourth floor** is similar, but deals entirely with stage plays. All acts and shows are of good to excellent quality.

44. Bumble-Mug's Armour specializes in Kobold quality weapons and armour. A large selection of good, used weapons are also available. Magic weapons are very uncommon at this shop. Owned by Bumble Mug, a 7th level mercenary fighter, *Jotan*, in cooperation with three kobold weapon smiths. Six, orc flunkies serve as assistants and clerks. Prices are usually double and triple normal cost.

45. Court of Magic is a simple, unimpressive, brown, stone building which seems to be closed to the public.

Passersby will find only a side door open, which leads to a small lobby occupied by an elder human. He will kindly send away the curious, but greet men of magic as a brother. This is a sort of fraternity house for wizards and other men of magic. A total of 34 rooms are available for lease at reasonable prices. (30 gold per night). Only wizards, warlocks, diabolists and summoners are allowed to stay. A small library of non-magical books, and accurate, local maps, is available to all students of the mystic arts. There is also a chance (25%) of a wizard being willing to teach, or trade, a spell or two at twice the usual rates.

Ward and circle components are also available at 50% the normal rates.

- 46. Imported China:** A bright, perky shop with china and glassware imported from the Western Empire (at surprisingly reasonable prices), Lopan, Bizantium and the Timiro Kingdom. The western imports are the best of the lot. A wizened elf, his beautiful daughter (P.B. 24, I.Q. 11, P.P. 19; all other attributes are average) and an ancient troglodyte, run the business.

The elf is named Kril-lendo the IV; he is a 10th level merchant and 6th level scholar who knows, most about this island. Hit points are 54.

The daughter, Lyndelendo, is a 3rd level merchant and 2nd level druid (bird totem). Hit points are 31.

The troglodyte, Bim, is an 8th level mercenary fighter of great strength and skill. (P.S. 20, P.P. 19, Spd. 29, I.Q. 8; all other attributes are average).

All three characters are of good alignments and very close friends. They are likely to help good people who get caught up in the web of evil that permeates the island. However, such actions will be very inconspicuous. If the old elf is killed, the girl and troglodyte may join the player characters (if invited). It's the G.M.'s decision.

- 47. The Slave Market:** This disreputable establishment is operated by a family of six cyclops who cater to their wealthy, western clients and the needs of the arena. The telltale odor of sweat, blood and defecation, hover about the market like an invisible cloud. A variety of humanoids of all races, including humans, elves and dwarves, are always available for purchase. The only race not found here is the cyclops. The giant races are less common because they are usually purchased for the arena. Wolfen, especially female wolfen, are a rarity, and their reputation as savage combatants (the female is said to be deadlier than the males) will bring droves of bloodthirsty spectators.

Player's Note: Wolfen characters should be on their toes. Since wolfen are considered to be "animals" in this port, they have no rights and must pretend to be the slaves of one of the other characters in the group. As such, they can *not* use arms or armour. To do otherwise is against the law and will result in a huge fine for the supposed owner or imprisonment for the wolfen (sent to the arena). Almost any crime, real or trumped up, will get the wolfen imprisoned and ultimately sent to the arena. Unscrupulous scoundrels will crawl out of the woodwork in attempts to buy, kidnap, embezzle, gamble, or trick, a person into losing his wolfen. The arena will pay 10,000 to 40,000 gold for a wolfen. The bigger, meaner, and tougher looking, the higher the price, and females always bring in the most.

To compound the plight of the wolfen, the *slave market* or, worse yet, *the monster pens*, are the only two places in town where wolfen, and *other animals* can be lodged. Private pens for wolfen are 6 by 12 feet, cells with one heavy duty iron door with a small trap at the bottom to slide in a meal tray and a small, 4 by 4 inch, barred, window at the top. The room is surprisingly clean and equipped with a down-filled cot, potty bucket, and 2 gallon jug of fresh water. All these amenities for the low, low, cost of 50 gold per night (meals of meat scraps and potatoes included). Special foods/meals will cost extra (the normal price plus a 10 gold service charge), and the inclusion of a lamp and stool will cost an extra 50 gold per night, plus the owner will be liable for all damages the "creature" might cause by using the items to escape. *Note:* The monster pen is 10 gold less, but much more dangerous.

Workers at the slave market: In addition to the six cyclops, six Jotan (giants), one ogre (aberrant alignment), 40 humans, five elves, and 20 orc slaves who assist the other workers. All non-slave workers are equal to 4th level mercenaries, with average hit points of 28 (+20 for the giants and ogre). Most are of anarchist or evil alignments.

Slave: Typical humans of the common variety for labor and domestic work. Animals and exotic creatures are uncommon at the market and are the specialty of the monster pens. **Prices** for males and females can run from as low as 600 gold, to 12,000 gold for a particularly handsome or powerful slave. An auction takes place twice a week.

- 48. Piper's Alley:** A drug den known for its constant flute music softly droning in the background. It is a dull, grey, three story, stone building with several, large and small, dimly lit rooms lined with cheap mats for open drug areas. The sweet aroma of the poppy is everywhere. There are also two subterranean levels for the private use of the wealthy, and for hallucinatory and magic drugs.

Piper, a handsome, white haired elf, makes certain that his guests are always comfortable, happy and safe! Thieves and rabble-rousers are quickly admonished and escorted off the premises. Acts of violence are subdued by whatever means necessary.

Piper is an independent operator in the drug market and is said to provide special "services" for the rich. These services include extortion, assassination and what Piper calls recovery (of items, people and honor — meaning revenge). These services are extraordinarily high, five to ten times the thief's guild's rates, but his results are equally outstanding. He is hated and feared by the thief's guild who dare not touch him for fear of retribution at the hands of his unknown minions and loyal, politically powerful, patrons.

Piper, real name: Klaven Mryfell (unknown to any)

9th level assassin

6th level diabolist

Major psionic with 81 I.S.P.; abilities include: hypnotic suggestion, object read, presence sense, see aura, resist fatigue, bio-regeneration, levitate, limited telepathy, limited telekinesis, mind block, see the invisible, teleport object, and evil eye — despair, stun, fear, blind and death.

3 attacks per melee; +2 to damage, +3 to strike/parry and dodge.

Attributes: I.Q. 13, P.P. 21, P.E. 11, P.B. 26, Spd. 14; all others are average.

Hit Points: 72

Alignment: Aberrant

Notes: Always supremely confident and cool; an excellent liar and tactician. His connections include Ganderfal (ratling) of the Brigade (#50), Brtt of the Lucky Star (#55), several, wealthy, western families, and Cardinal Anhur-Mykll.

Henchmen: Mark (real name Mark Raaf), a 6th level, elven wizard; aberrant; hit points: 33. Prancer (real name: Robert Nassi), 7th level assassin; miscreant; hit points: 35. Special items include: a gem of reality, pillow of sleep, magic bandages, cloak of shadows. Bob, Raf, Squealer: Two humans and a ratling; 4th level assassins, all of miscreant alignment and approximately 25 hit points each. An additional 18 servants and aids work at the drug den or Piper's estate. All are elves, humans or ratlings, and are totally loyal to Piper, Mark and Prancer.

- 49. The Hooter Lounge:** A raucous saloon and dance hall, that caters to a poorer clientele. Ale and mead cost one gold per mug, and moonshine that will send your eyes spinning costs three gold per glass. It is a cheerful, relatively safe, but noisy establishment. The Brigade, the local authorities, are next door and frequent the saloon.

- 50. The Brigade:**

The "Brigade" is the Trade Port's *official, peace keeping militia*. A sort of local sheriff answerable to the King of Clyps and his officers. Unless otherwise dictated from higher authority, The Brigade's justice is bought by the highest bidder. Jail sentences, fines, and punishments, can be extended, shortened or completely forgotten if the price is right. Likewise, the Brigade can be paid to *create* a crime, and fitting punishment. They can also be paid to look the other way, turn a deaf ear or disappear entirely. An even



darker aspect are subtle beating, spying, thefts, and even assassination at their hands; but only if commissioned to do so. The Brigade's loyalty and/or aid belongs to the highest bidder of that moment.

Most of the individual brigadeers will sell favors, turn a blind eye, and sell information, as long as it will not get them in trouble with higher authorities or their leader, *Sulka the Bold*. Sulka and his men prefer bullying and back stabbing tactics, but try to avoid direct, hand to hand confrontations. However, this should not be construed as a sign of weakness, because *none* of the brigadeers are slouches when it comes to combat.

Note: It will cost a lot for Sulka or his men to knowingly cross higher authorities. They enjoy their position of power and will not jeopardize it, or their lives, cheaply.

Sulka the Bold

Head of the Brigade Gigante (giant)

6th level Mercenary

Hit Points: 46 **A.R.:** 16 **S.D.C.:** 200(magic)

Lightweight (magic)

Attributes: I.Q. 7, M.E. 4, M.A. 8, P.S. 25, P.P. 14, P.E. 17 (+1 vs magic/poison), P.B. 8, Spd. 18.

Attacks Per Melee: 4 attacks per melee

Bonuses: +12 to damage, +3 to parry/dodge (+6), +3 to strike

and parry with most weapons, +2 vs magic.

Skills: Scale walls — 66%, prowl — 53%, read/write western — 50%, hand to hand: merc.

Special Abilities: Impervious to fire, nightvision — 90ft, 3 legs, 3 arms (accounts for the extra attack).

Weapons: Silver Glaive (3-18 damage), battle axe (magic — returns; 3-18 damage); magic claymore (3-18 damage) spits lightning 3 times daily, 40ft range, 3-18+4 damage, gem studded (gems are worth 10,000 gold, the sword is worth 45,000 gold). 2 silver daggers.

Other Magic: Medallion of protection against magic (+1/+2 vs circles and wards), gold ring of sense magic (2 times daily), potions of healing (2)(2-12 hit points), smoke bombs — 6 grey, 2 red; pixie dust (3 doses) — reduces person by 1/2, chasers (2), gem of reality.

Notes: Although he has a low I.Q., Sulka is *not* a fool, just not educated; a low achiever. He is definitely the unchallenged leader of the Brigade, supported and somewhat manipulated by his girlfriend, Nirree.

Well dressed, and always has 1D4 × 1000 in gold or gems. He seems very laid back, almost passive, but is **EASILY** startled. Hears voices, and drinks to drown out the voices (alcoholic, -4 on his initiative). He is a schemer, cheater, corrupt, and a bully; doesn't tolerate disrespect or disobedience.

Ganderfal

Ratling — Unofficial 2nd in Command; head of the ratlings.

Alignment: Anarchist

6th level thief

Attributes: I.Q. 17, M.E. 5, M.A. 5, P.S. 10, P.P. 10, P.E. 11, P.B. 5, Spd. 9

Hit Points: 41 **A.R.:** 14 **S.D.C.:** 210

Has a cloak of armour/magic

3 attacks per melee

Bonuses: +2 to damage, +2 to parry/dodge, double damage from behind.

Note: Ratlings can be found in the *Palladium Book of Monsters & Animals*.

Skills: Forgery — 65/33%, pick pockets — 60%, pick locks — 68%, read/write Elven — 53%, disguise — 58/27%, use poison — 51%, hand to hand: thief.

Secondary Skills: Speaks Elf — 100%, Goblin, Troll, Western — 93%, ventriloquism — 59%, recognize poison — 63%, recognize precious metals/stones — 53%, sign language.

Special Abilities: Nightvision — 40ft, day vision (poor) — 90ft, climb/scale walls — 73%, swim — 73%, imitate voices — 63%.

Weapons: Cross bow with 24 bolts (6 lightning that do 3-24+4 damage), 2 silver daggers (1-6 damage), mace (1-8 damage), morning star (magic/thunder does 1-8+2-12 damage), transformable weapons — belt into dagger (1-6 damage), cloak into cross bow, gryphon claw gloves — +10 to scale walls (2-12 damage).

Other Items of Magic: Thread of iron, 3ft length, and 80ft with grappling hook; crystal of daylight, magic bandages — 4 patches, firewick; aura of non-scent (10 doses) — 20 minutes per dose; potion of healing (1) (2-12 hit points).

Notes: Dresses in good, but not very fancy clothes, cloak and/or large, floppy hat. Always has 2D12×100 gold. Another 3D8×1000 in gold and gems hidden in home, along with two extra potions of healing.

Disposition: Very quiet, loner type, very intelligent, extremely observant. Satisfied with his position among the Brigade. Gets along with Sulka and Nirree, doesn't like the ogre. Clever tactician. Is the most honest of the group. The other ratlings are loyal to him, but would not stand with him if things got rough. The Wall, the wolven gladiator, will stand with Ganderfal against any odds.

Nirree

Nimro Giant

Official 2nd in Command

Alignment: Miscreant

Attributes: I.Q. 12, M.E. 15, M.A. 11, P.S. 13, P.P. 18, P.E. 23, P.B. 13, Spd. 3

7th level thief

Hit Points: 47 **A.R.:** 12 **S.D.C.:** 50

3 attacks per melee

Cloak of protection — A.R. 14, S.D.C. 50, and is impervious to fire.

Bonuses: +5 damage (includes all bonuses), +2 parry/dodge, critical hit from behind (×3), +4 vs magic/poison, +2 to strike.

Skills: Scale walls — 72%, forgery — 70/35%, locate secret compartments — 48%, pick pockets — 64%, prowl — 69%, pick locks — 60%, read/write Western (4th) — 38%, hand to hand: thief.

Special Abilities: 60ft nightvision, impervious to fire, fire breath 30ft range/ 6ft wide — (4-24 damage); counts as an additional attack, 15ft tall.

Weapons: 3 silver daggers (1-6 damage), 2 throwing axes (1-6 damage), trident (giant sized, 2-16 damage) (magic teleport 2× daily), short sword (giant, 2-12 damage), invisible knife (1-6 damage, magic).

Other Items of Magic: Thread of iron; 5ft length and 60ft length, magic bandage (4 patches), sneezing powder (−3 s/p/d) (3 doses) 1-6 melees.

Notes: Dresses in silk and leather; fancy, plumed hat. Always has 1D6×1000 gold or gems. Wears an emerald ring surrounded by small diamonds (worth 11,000 gold), and ruby ring (4000 gold) and matching earrings (1200 gold each).

Disposition: Clever, cunning, treacherous; a skilled con-man and manipulator. Hates elves, dislikes humans, gnomes, and dwarves in general. Covets wealth and power. Sincerely likes Sulka. Although smarter than Sulka, she is still only Second in Command. Nirree can influence Sulka but she can NOT control him, he is the leader.

The others will obey Nirree as readily as Sulka, but will not go against Sulka.

BRIGADE LESSER OFFICERS MISCREANT CHANGELINGS

Prakla

3rd level thief

Hit Points: 21 **A.R.:** 12 **S.D.C.:** 38

Attributes: I.Q. 9, M.E. 6, M.A. 15, P.S. 10, P.P. 9, P.E. 8, P.B. 6, Spd. 4

2 attacks per melee

Bonuses: +2 to parry/dodge, kick attack does 1-6 damage.

Skills: Pick pockets — 42%, pick locks — 30%, locate secret compartments/doors — 24%, use poison — 24%, scale walls — 48%.

Usually appears as a human, ogre or orc.

Kruppa

4th level assassin

Hit Points: 23 **A.R.:** 15 **S.D.C.:** 154

2 attacks per melee.

Leather of iron (magic).

Bonuses: +2 to damage, critical from behind, kick attack does 1-6 damage.

Attributes: I.Q. 11, M.E. 4, M.A. 20, P.S. 9, P.P. 14, P.E. 7, P.B. 7, Spd. 5

Weapons: Morning star (1-8 damage), iron staff (1-8 damage), throwing axe (1-6 damage), broadsword (1-8 damage).

Skills: Prowl — 56%, pick locks — 37%, scale walls — 59%, use poison — 47%, read/write Western — 48%.

Magic Weapons: Transformable weapons: bastard sword (1-8+2 damage), belt into throwing axe (1-6 damage), cap into knife (1-6 damage), gryphon claw gloves (2-12 damage). Pixie dust (3), fire dust (2)

Ratlings (five thieves, one assassin)

Five Thieves — second level

All are generally intelligent — I.Q. 15, with an M.E. & M.A. of 6, P.S. of 10 or 12, P.P. 10, P.E. 10, P.B. 6, Spd. 9.

Average Hit Points: 20

Anarchist

Turb the Silent — Ratling

Miscreant (devious & cruel)

3rd level assassin

Hit Points: 24 **A.R.:** 12 **S.D.C.:** 38

Studded leather

Attributes: I.Q. 20, M.E. 6, M.A. 7, P.S. 12, P.P. 16, P.E. 12, P.B. 6, Spd. 8

2 attacks per melee

Bonuses: +2 to damage, +1 to strike, +1 to parry/dodge, kick attack — 1D6.

The Wall

Wolfen Strongman

3rd or 4th in command

5th level (ex)gladiator

Hit Points: 36 **A.R.:** 13 **S.D.C.:** 60 (½ plate)

Attributes: I.Q. 12, M.E. 15, M.A. 5, P.S. 19, P.P. 12, P.E. 13, P.B. 9, Spd. 16

2 attacks per melee

Bonuses: +6 to damage (all bonuses included), +3 to parry only, no dodge bonus, +2 to strike, disarms opponent on an 18, 19, or 20 die roll.

Skill: Hand to Hand: Gladiator, Horsemanship: General, Medical — 70/74%, Use Poison — 46%.

Secondary Skills: Sign language — 60%, recognize poison — 50%, recognize weapon quality — 63%, sing (4th level) — 70%, swim — 65%, racial histories (4th level) — 36%, dance (2nd level) — 40/34%, sailing (2nd level) — 28%.

Weapons: 1 dagger, giant size trident (2-16 damage), morning star (giant, 2-16 damage), goupillon flail (giant, 4-24 damage, magic: indestructible), silver short sword (1-6 damage, magic: blinding flash 3 times daily)

Other Items of Magic: Two, 2lb bags of goblin dust; two, grey, smoke bombs; one firewick; two marbles of transformation (one is a small shield, the other is a giant size goupillon flail).

Note: Has extra suit of half plate armour and studded leather. Dresses well. Has 5000 gold stashed away.

Disposition: Tough, impudent, loner type; cautious and very observant, especially in combat. He is feared by most, although he enjoys a certain amount of celebrity status as a retired gladiatorial star. Loyal to Sulka and Nirree, and makes no waves to insure his position as a respected member of the Brigade and "free" citizen. The Wall is one of four wolfen on the island.

51. The Rabbit Hole: A dark, dank saloon with shady characters, call girls and non-humans (55% ogres, 25% goblins, 10% orc, 10% human, 10% others). Most are brigands and low-lives of 1st to 4th level skill and evil nature. Humans and the nosey are targets for trouble. The upstairs and the basement of this two story structure have several small rooms to use for drugs and illicit acts. G.M. Note: This is a good spot to find information, and criminals for hire. The proprietor is a burly ogre named Furr; 4th level thief, 40 hit points.

52. Shrine to the Gods of Dark.

53. Dock Side: A massive, six story, gambling casino and hotel. Rooms are larger, but poorly kept. The booze is watered, the food is so-so and the prices are high. A typical room costs 50 gold per night per person, meals are 20 gold, and booze is 5 gold a mug (only ale, cheap wine, and average rum is available).

Gambling runs the full gamut of popular sport: cards, dice, arm wrestling, dog fighting, schooner races, darts, knife throwing, wrestling, slave fighting, and, occasionally, illegal gryphon fighting. If you can bet on it, the managers of Dock Side will sponsor it.

Other illicit pleasures can also be purchased or leased at Dock Side including: drugs, faerie food, women, slaves and a variety of decadent services. The establishment is owned by the King's favorite nephew (a cyclops) and operated by the upper echelon of the thief's guild. Consequently, the law tends to avert its eyes to the goings on at Dock Side.

G.M. Note: The gambling house is fairly safe for most patrons interested in gambling, drugs, women, and blood sport; however, nosey and troublesome individuals could quickly find themselves in hot water, if not careful.

54. Grendel's: A large shabby, wind worn, wood, boarding house. Rooms are a low, 20 gold a night, with no limit to the number of occupants. The owner is a tawdry, middle-aged widow (Grendel) with a weakness for sailors. Thus, sailors always get first pick of available rooms, and those who return her affections get a substantial discount to boot.

This is not an evil place, but it does harbor vagrants, thieves, vagabonds, the unlucky in gambling and the poor. Most criminal types are of second and third level experience and desperate for an easy target (sucker), or employment of their special talents.

Grendel, short for Grendelleana, is a rowdy, stout woman with

a heart of gold, tarnished by a weakness for men. Her alignment is unprincipled; 42 hit points. Attributes: I.Q. 10, P.S. 19 (+4 to damage), P.E. 20, P.B. 9; all others are average. She is equal to a 5th level mercenary (she's tough in combat). Her favorite weapons are a massive meat cleaver (1D8 damage) and an even bigger frying pan (2D4+1). So skilled is she with these items that she is +2 to strike, parry, and throw, with frying pan and cleaver. Her whole life savings is hidden under a floorboard; 30,000 in gold and gems, of which up to half may be lent or given to a good cause (if he's charming enough). Grendelleana is also an excellent source of gossip and rumors, especially about the Dock Side (#53).

55. The Lucky Star: This is a tavern of fine liquor, non-violent gambling and contests of skill: dice, cards, darts, knife throwing and arm wrestling. The owner is Brtt the magnificent, retired, ogre, prestidigitator turned entrepreneur. Non-humans are welcome as long as they do not harass the many wealthy humans.

Brtt, 6th level prestidigitator, specialty is knife and throwing axe, juggling, and palming (all of which still come in handy on a daily basis). Alignment: Anarchist, hit points are 54. Attributes: I.Q. 10, M.A. 10, P.S. 17 (+2 damage), P.P. 19 (+2 to strike, parry and dodge); all others average. 2D6 × 10,000 (hidden). Special weapons: 2 throwing knives, 1 silver knife and a magic throwing axe which returns. Brtt has a fondness for entertainers and may provide free drinks, or temporary residence in the spare room in the back or buy a meal for a friendly entertainer fallen on hard times. Brtt usually has a good handle on current, political and criminal activity. Although not a member of the thief's guild, he must pay 30% of his profits for "protection". He is also an associate of Piper (see #48) and sometimes works with him on non-murderous assignments. Both men will help and protect the other. Brtt loathes and resents the Dock Side (#53) casino. All of the ogre's 20 employees, 50% ogres, 30% human, 10% goblin, 10% orc, are well paid and fanatically loyal. Half are also retired entertainers.

56. Brtt's Home: A place of numerous visitors and gala parties. Ogre wife, a son and two daughters (all children are under 12), and 4 servants, live here. 4D6 × 100 gold is stashed in the master bedroom, along with a giant battle axe and normal size flamberge. 3D6 × 1000 gold is hidden in the basement.

57. Cross Swords: An excellent armoury that has a very fine selection of blade weapons and heavy armour. Cost is only about 50% higher than normal, and custom items can be made within 72 hours (but doubles the initial price). NO magic items are available. However, the kobold craftsmen can produce weapons of +1 or +2 bonuses to damage, strike, and parry, as well as tougher armour (more S.D.C.; see Palladium RPG, pg 47). The armoury is operated by a troll (5th level pirate), 3 orcs (3rd level mercenaries) and 6 kobolds (4th level mercenaries).

58. The Drunken Druid: An unusual spot that is popular with tourists. It is more of a pavilion with a peaked, two story high roof, but no walls. Under the roof is a bar surrounded by heavy, oak tables and benches, and several small trees growing out of the floor. In the trees are 4 dozen songbirds, sweetly singing in an incredible concert of mixed tunes. The proprietor is Old Hawk (real name unknown), an 8th level, druid, hob-goblin of anarchist alignment. Old Hawk is a quiet, gentle old coot who will not tolerate cruelty to any animal in his presence. He is suspected of setting free animals from the monster pens and arena, but nobody can prove it.

59. Shrine of Light and Dark.

60. The Sea Shanty: A dilapidated tavern that serves heavy beer and strong rum at cheap prices; 2 gold per drink. Attracts sailors, pirates, thieves and poor.

61. The Sea Side Inn: A large, stone and wood, four story edifice which offers nice clean rooms and service for the common man. Many sailors, and not so wealthy visitors, room here. Single rooms cost 35 gold per night, 50 gold with bath, 80 gold for multiple occupancy (up to six individuals).

- 62. Carriage Service:** Horses and carriages can be rented by the day at a cost of 40 gold per hour. Remember, horses are very uncommon on the island and their availability is scarce. There is a 30% chance of no horses being available.
- 63. Blacksmith:** Also sells metal pots, and tools. Normal prices.
- 64. Porter Service:** Human and non-human porters can be hired at a rate of 10 gold per person, per hour. Rickshaws and orc or ogre pullers are available for 20 gold per hour.
- 65. Resale Shop:** A cluttered pawn shop which purchases and sells jewelry, silver and goldware, small arms, armour, fine clothing, and odds and ends. Prices are only slightly higher than normal, about 25%. Quality of each item varies from fair to like new. Pays 25% of normal value for jewelry, gems, silver and goldware. 10% for arms, armour and clothing. Owned and operated by twin hob-goblins and their four goblin buddies. All are 4th level thieves.
- 66. Tobacco and Spice Shop:** Average quality for average prices.
- 67. Express Services:** A messenger and rickshaw service that employs the fastest and toughest runners. Average runner has a P.E. of 15 and a speed of no less than 20. Five troglodytes are available at night with a speed of 28 each. All know the city like the back of their hand. Costs are 20 gold for a cross-town delivery, 30 gold per hour for a rickshaw, and add 10 gold per hour, or delivery, if one of the troglodytes are employed.
- 68. Piper's Estate:** See #48.



THE EAST SIDE

With the exception of the Royal Inn, the east side is mostly residential, with numerous illicit establishments and the poor.

- 69. The Royal Inn:** A noble looking, four story structure which has seen better days. Rooms are fairly well kept, large and comfortable. A night's stay is 40 gold for an individual or 80 gold for up to four people. A bath area is available on the ground floor at a cost of 5 gold per person, with no limit on the duration.
- 70. The Dream House:** An unusual drug den where illusionists will create spectacular worlds of fantasy, complete with touch, sight, sound and smell. An illusionary fantasy, tailored to the purchaser's desires, costs 300 to 1200 gold per 20 minutes depending on the complexity of the illusion. Conventional drugs, and private rooms, are also available. Employs 30 assistants/guards, five 6th level illusionists, two 8th level, two 10th level, one 4th level mind mage, and the owner, Karnal, a 15th level illusionist.
- 71. The Snake Pit:** A battered, three story, brick tavern and gambling house. Booze includes ale, cheap wine and a potent home-brew, all at the cost of two gold. Private rooms on the second floor are available at an hourly rate of 20 gold, no questions asked. Gambling, and a second bar, is on the third floor (the main tavern is on the ground level). The exceptionally large basement, with 18 foot ceilings, is the site of private gladiatorial games. Prices of attendance vary with the combatants and the patrons. A slow night, with no special combats and no "to the death" combat, costs as little as 5 gold a head. Duels and fights to the death usually costs 15 to 30 gold per person, while special attractions may cost as much as 50 to 200 gold per individual. The basement arena may also be rented, a few nights a week, by wealthy individuals for private games or other foul purposes. The cost is 1000 gold for the entire night, from sunset to sunrise, plus an additional 200 gold for the disposal of each body left laying around. *Player's Note:* This is an evil place, used for every type of decadence, crime and evil. It is wise to avoid it if you can.
- 72. The Monster Pens:** This massive facility specializes in the capture and sale of monsters and ferocious animals. Much of their acquisitions are sold to the arena for gladiatorial games. However, many private collectors also purchase creatures, as slaves, pets, for their own amusement.

Pens, cages, and cells are available for rent so visitors to the city can board their exotic animals and slaves during their stay. Rent for

a full, 6ft wide by 8ft long, cell (a bit cramped for wolven) costs 40 gold per night and includes: two meals of meat scraps, and water. Extra comforts, such as a cot, stool, etc., costs an additional 20 to 40 gold each; a larger, 12ft by 12ft, holding chamber is an extra 40 gold.

The costs of rare and ferocious creatures are as follows:

- Young Gryphon:** Untrained, wild. 10,000 gold.
Young Trained Gryphon: Obeys commands like an attack dog, or even ridden like a horse by goblin size, or smaller races. 32,000 gold.
Adult Gryphon: Untrained, wild. 12,000 gold.
Adult Gryphon: Trained. 30,000 gold.
***Adram:** 500 gold (believe me — not worth it; see *Monsters & Animals*, pg 11).
****Bug Bear:** Untrained/wild. 2000 gold.
****Bug Bear:** Servant, trained. 4500 gold.
Catoblepa: (can not be tamed). 800 gold.
Devil Digger: (can not be tamed). 200 gold.
***Dragonactyl:** Wild/Untamed. 18,000 gold.
****Dragonactyl:** Tamed/Trained. 90,000 to 150,000 gold.
***Eye Killer:** (can not be tamed). 600 gold.
***Grimbor:** (can not be tamed). 1800 to 2400 gold.
Gruunor: (can not be tamed). 100 to 400 gold.
Harpies: (can not be tamed). 2000 to 8000 gold.
***Lizard Man:** Trained as slave. 1000 to 4000 gold.
***Lizard Man:** Untrained/wild/rebellious. 1000 to 2000 gold.
Peryton: Wild. 1000 to 6000 gold.
****Peryton:** Trained as mount. 20,000 to 40,000 gold.
Ratling: Wild, untamed. 800 to 2000 gold.
***Ratling:** Trained as slave. 1000 to 4000 gold.
Rock Crawler: (can not be tamed). 300 to 800 gold.
***Tezcat:** Untrained/wild/rebellious. 1000 to 4000 gold.
****Tezcat:** Trained as slave. 4000 to 8000 gold.
Serpent Beast: (can not be tamed). 4000 to 8000 gold.
Tri-Fang: (can not be tamed). 2000 to 4000 gold.
Nipper: (can not be tamed). 1000 to 3000 gold.
Fire Worm: (can not be tamed). 1200 to 2400 gold.
Tomb Worm: (can not be tamed). 500 to 800 gold.
Conventional Animals
Peregrine Falcon: Trained. 500 to 1000 gold.

Red-Tailed Hawk: Trained. 400 to 800 gold.

Wild Boar: Untamed/Wild. 400 gold.

***Cheetah:** Wild. 500 to 800 gold.

Mountain Lion: Wild. 500 to 800 gold.

***Badger:** Wild. 200 gold.

Brown Bear: Wild. 800 to 2000 gold.

***Brown Bear:** Tamed. 3000 to 8000 gold.

Note: No asterisk means very common, almost always in stock (92%). One (*) asterisk means less common or somewhat rare (at least for these parts), and there is only a 40% chance of being in stock. Two (**) asterisks means the creature is rare and there is only an 18% chance of being in stock.

THE KEEPERS OF THE MONSTER PENS

The **Head Keeper** is a brute called **Hatchet**, a 310 pound troll that towers 12 feet. Attributes: I.Q. 12, P.S. 24 (+9 to damage), P.P. 15, P.E. 20 (+3 save vs magic/poison), Spd. 6; all others average. 6th level mercenary; hit points: 59; miscreant alignment. Favorite weapons include: bull whip (1D8 damage), giant claymore (3-18 damage), giant size iron staff (2D8), and magic dagger (spits lightning). **Notes:** Hatchet is a cheerfully sadistic character who loves his job. As Head Keeper, Hatchet runs a tight operation, demanding loyalty (fear) and competence . . . or else. Conversely, he is amazingly loyal to the workers under him, as well as to his place of employment. Thus, most of his fellow workers like and respect him and will back Hatchet up in a fight. He has friendly acquaintances in the thief's guild, Dock Side, the Snake Pit and the Brigade.

Guntar the Terrible is the slobbering brother of Hatchet. Guntar, at 585 pounds and 9ft tall, with huge, nicked and broken, yellow fangs and vacant gazes, looks more like one of the monsters of the pen rather than a keeper. Attributes: I.Q. 6, M.E. 6, M.A. 5, P.S. 28 (+13 to damage), P.P. 20 (+3 to strike), P.E. 22 (+4 vs magic and poison), P.B. 3, Spd. 4. 4th level mercenary; hit points: 40; anarchist alignment. Armour: stained and battered splint; A.R. 16 S.D.C. 63. Favorite weapons are a giant size maul (2D8 damage), morning star (2D8 damage), large blackjack (1D6), and glowing broadsword (magic glow, 2D8 damage). **Notes:** Dull-witted, selfish, and greedy, with the mental capacity of a six or seven year old child. 100% loyal to his big brother and will obey him without question. The two trolls love each other and both will go berserk if the other is severely hurt or killed. (Hatchet will spare no amount of money or energy to track down and kill everybody involved in the murder of his brother).

Bear Claw is a tall, lean ogre who looks almost too pale and scrawny to be an ogre. 8ft tall, 188 pounds with scattered thatches of tangled white hair. Attributes: I.Q. 10, M.A. 8, P.S. 14, P.E. 15, P.B. 7; all others are average. 5th level druid of the canine totem (bear specifically). Hit points: 37; miscreant alignment. Never wears armour. Favorite weapons include: large wood cudgel (2D8), and quarterstaff (2D8). **Notes:** Bear Claw is a rogue in the brotherhood of druids. He sees the humanoid animal simply exerting its dominance over the other animals.

Others Include . . .

3 Pseudo-Mind Mages: 3rd level, average I.S.P.: 31, average hit points: 30; two are humans, one is an ogre.

3 Rangers: 5th level, average hit points: 44; one human and two goblins.

4 Acrobats: 4th level, average hit points: 40, average P.P.: 20 (+3 strike, parry, dodge); all are goblins.

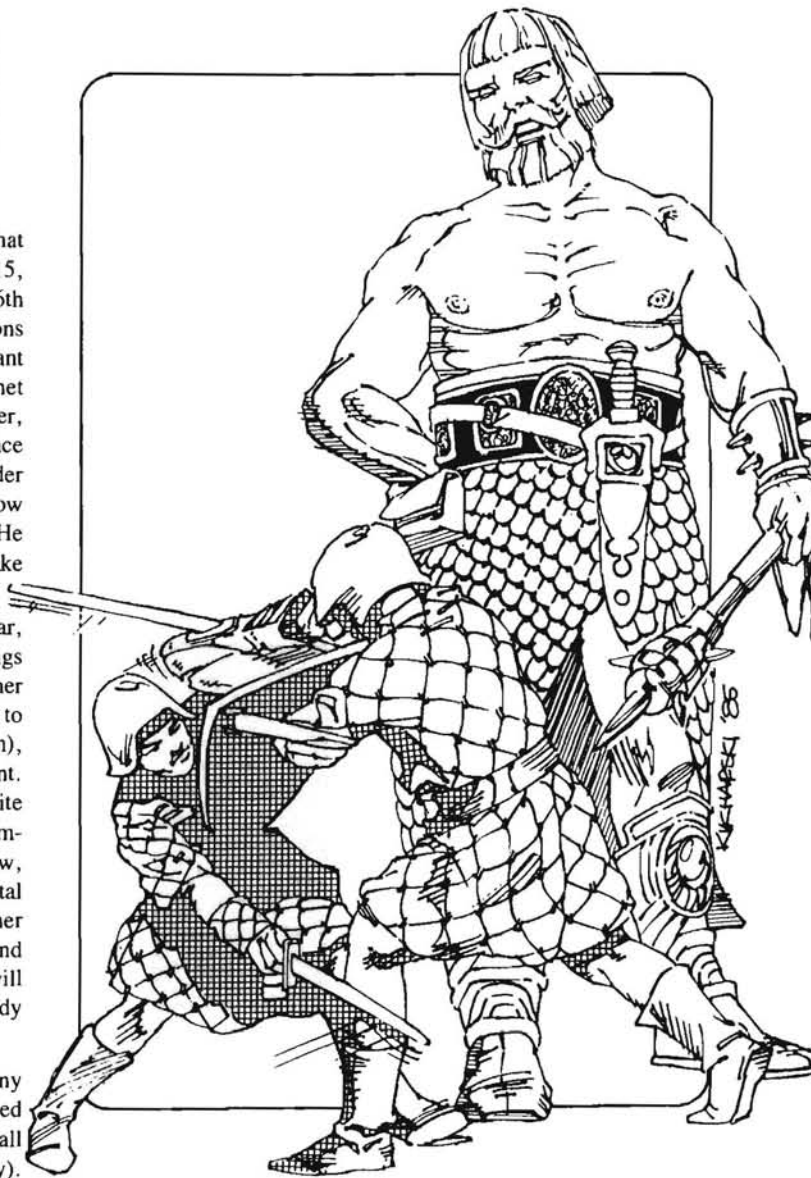
4 Healers: 5th level, average I.S.P.: 78, average hit points: 46; all are kobolds.

11 Mercenaries: 3rd level, average hit points: 32; three ogres, two cyclops, 6 orcs.

30 Mercenary Flunkies: 2nd level, average hit points: 20; 12 orcs, 8 kobolds, 4 goblins, 2 cyclops, 1 nimro, 1 troll and 2 ratlings.

3 Summoners: *Symbolo*, a Western Noble; human, 6th level, 37 hit points, diabolic, knows: command, domination, knowledge and pain, in addition to the usual. His two assistants/students are *Philip*, a human,

and *Credo* an ogre (really a changeling); both are 2nd level and don't yet know any power circles. *Alignments for ALL keepers are selfish or evil.*



73. The Arena: This is one of the most popular sources of entertainment on the island. The arena offers minor events of gladiatorial combat, acrobatics, tumbling, knife throwing, and even music and drama, four afternoons a week. Two days a week, from morning till dusk, are a gala of combat and special death defying feats. Battles with wolven, hideous exotic monsters, team combat, and fights to the death are the most popular, drawing full capacity crowds.

The Head Gladiatorial Master and director of gladiatorial events is the nimro giant, *Tram B'rrac the Master*.

Attributes: I.Q. 12, M.E. 19 (+2 to save vs psionics), M.A. 10, P.S. 20 (+5 to damage), P.P. 21 (+3 strike, parry, dodge), P.E. 27 (+6 vs magic and poison).

Hit Points: 72 **Alignment:** Aberrant

Favorite Weapons: Battle Axe (3D6), broadsword (2D8), net and paired weapons, combining broadsword and large dagger (1D8). He also has experience (7th level) with blunt weapons. Ball and chain (his favorite is the Goupillon Flail), spears, and forks and knives.

Attacks Per Melee: Four, hand to hand plus one breath.

Natural Abilities: 60ft nightvision, impervious to fire; fire breath—

30ft range, 6ft wide gust, does 4-24 damage and counts as one additional attack per melee.

Notes: Honestly loves combat and competition. He is very observant, clever, experienced in hand to hand combat, and an excellent tactician. He respects physical strength and skill, bravery and ingenuity. Owns a variety of the best chain, splint and plate armour, including a set of magical splint that is weightless, impervious to fire and has 200 S.D.C. and A.R. 15.

Special Items kept at the arena in his office are: 12 grey smoke bombs, 6 purple, 6 yellow; 6 stink bombs, 72 roman candles (for shows), 36 fumes of daze, 24 vapors of weakness (a fume), 12 fumes of daze, 24 vapors of weakness (a fume), 12 fumes of raise strange shapes; drugs of paralysis, sleep and weakness (12 doses of each); 18 skreech bottles, 2 chasers, and 2 pillows of sleep. ALL of these items are used to control and contain hostile creatures. Other items include: 12 rolls of magic bandages, 4 superior healing potions, 3 potions of impervious to cold, 2 potions of chameleon, 2 scrolls of extinguish fire, 2 scrolls of circle of fire, 2 scrolls of wall of fire, one crystal of light, and two guardian stones (Beastary) to guard his office from intruders. *Tram always carries the following on his person:* 1 roll of magic bandages, 3 marbles of transformation: giant size broadsword (2D8), giant size battle axe (3D6), and knife (1D6); as well as, one or two of his usual, favorite weapons. An additional 288 roman candles, 48 grey smoke bombs, 12 stink bombs, and 32 fumes of daze and weakness, are locked away in the storage vault (door has an A.R. of 14 and S.D.C. 400) in the guard's area.

Zyn the Mystic is Tram's human aid, assisting in the containment of monsters and other deadly forces.

Attributes: I.Q. 14, P.P. 12; all other attributes are average.

Female, 6th level wizard.

Favorite Weapons: Knives and mace.

Spells: Can cast 9 per day and include the five common knowledge spells plus charm, charismatic aura, paralysis bolt, ventriloquism, water to wine, carpet of adhesion, levitate (self), see the invisible, sense traps, wisps of confusion, fog of fear, fly as an eagle, speed of the snail, armour of Ithan, fire ball, miasma, animate/control dead, control beasts and negate magic.

Notes: Zyn is a Western human who enjoys gladiatorial contests and flirting with death. She has even accepted gladiatorial challenges and has won 17 fights to the death in the last two years. She is extremely cunning, using her head and her magic to triumph over her physically superior opponents. Zyn is a crowd pleaser who has won the respect and admiration of the people and her boss Tram. The wizard and Tram are good friends and would stand at each other's side to the death. Both are also extremely wealthy.

Special Magic Items: Scattered at the arena and at home are: fright wig, 300ft of cherubot rope, gryphon claws, gem of reality, eye of the cat, book of secrets, aura of non-scent, 6 doses of fire dust, 6 doses of pixie dust, 12 roman candles, 12 yellow smoke bombs, cloak of armour (A.R. 14, S.D.C. 150), 6 potions of superior healing, 3 rolls of magic bandages, 2 potions of foresee the future, 2 negate magic potions, 1 turn self into mist, 2 might of the Palladium and 1 truth serum.

SECONDARY CHARACTERS OF THE ARENA

Fineous of the animal pens. An ancient ogre with many missing teeth. **Attributes:** I.Q. 10, M.E. 5, M.A. 8, P.S. 25 (+10 damage), P.P. 15, P.E. 20 (+3 vs magic and poison), P.B. 3, Spd. 4. 8th level ranger who has worked in the arena for over 30 years. Hit points: 72. Major psionic with 58 I.S.P. Psionic abilities are limited to hypnotic suggestion, meditation, presence sense, resist fatigue, see aura, bio-regeneration, death trance, empathy, limited telepathy, mind block, resist hunger, mental bolt of force, see the invisible, evil eye: paralysis, sleep, blind and death.

Age: 84

Height: 7½ft

Alignment: Anarchist

Insanity: Phobia about dragons.

Notes: Fineous is a wily character who often pretends to be much slower, weaker and less intelligent than he really is. He is so convincing that even many of the low level guards and workers believe him to be a feeble, old ogre. *Favorite weapons* include long bow, short bow, throwing axe, runka and trident. He is completely loyal to Tram and Zyn.

Mad Dog (real name unknown), a brute of a troll who is as cruel as he is sinister. Tram believes that he is an emissary of the King or Cardinal placed at the arena to protect the interests of the kingdom and/or church. It is only this suspicion (Tram is 99% certain he's correct) that prevents the Head Gladiatorial Master from terminating this malignant fiend. **Attributes:** I.Q. 11, M.E. 7, M.A. 3, P.S. 24 (+9 to damage), P.P. 18 (+2 to strike, parry and dodge), P.E. 21, P.B. 5, Spd. 6.

5th level assassin (claims to be a 6th level merc.)

Alignment: Diabolic, cannibal. **Hit Points:** 43.

Notes: Mad Dog is incredibly cruel and unpredictable. He often partakes in torture and mistreatment of humanoids slated for the arena, as well as bullying and psychological torture.

Insanities: Sadism and masochism.

Mad Dog is hated by Tram, Zyn, Fineous, and most of those who work under him. His official position is that of trainer for gladiatorial games. His only true friend and ally is the Worm.

Worm, real name: Saddle-Bunm Mpltc, a hob-goblin of little scruples. His official position is animal keeper, but functions as Mad Dog's spy, informant and assistant.

Attributes: I.Q. 7, M.E. 19, P.S. 14, P.P. 13; all others are average.

5th level thief

Hit Points: 27

Alignment: Diabolic

Notes: Worm snaps to Mad Dog's every beck and call. He loves to torture and bully, always hiding behind Mad Dog when he gets in trouble. A slimy little creep who is always lurking in the shadows looking for a pocket to pick or the wrong words to be whispered.

Viper, real name: Silent Hunter, a wolfen soldier, captured and forced to fight in the arena. He is the current crowd pleaser and champion of 11 battles to the death.

Attributes: I.Q. 9, M.E. 13, M.A. 8, P.S. 20, P.P. 14, P.E. 12, P.B. 11, Spd. 22.

4th level soldier and 1st level gladiator.

Hit Points: 28

Alignment: Unprincipled.

Notes: Viper fights in the arena only because he has no other choice. He will take advantage of any real opportunity to escape. He hates Mad Dog and the Worm, both of which have made his stay painful and loathsome.

Guards: Range from cyclops, trolls and ogres, to goblins, hob-goblins, and kobolds. All are second to fourth level mercenaries; mostly anarchist and evil alignments; average hit points: 30. Most wear chain mail, use a small shield, mace and other weapon of their choice. *Total number: about 64 per shift.*

Assistants and Laborers: Range from goblins and orcs to humans and dwarves. Most are first and second level mercenaries, thieves and peasants. Alignments: any; average hit points: 18. Weapons: Staff, club or knife, if anything. They usually wear no armour. *Total number: about 88 per shift.*

Prison Areas: The arena facility has 32 small, one man, reinforced, prison cells with iron bars and metal door. 12 solitary confinement, one man, cells; 24 medium size cells, with two double bunks (4 total) mounted into the wall. Six large holding cells about 60×30 feet, 6 torture chambers. *The animal pens* are all on ground level with some basement level for monsters. The animal pens are divided into seven major sections: cats/lions, dogs/wolves, wild boars, catoblepa and other cattle types (buffalo, bulls, horses), sub-humanoids (such as Grimbor, Kinnie Ger, Maxpary), worms and

monsters (all others, from devil diggers and grunors to chimeras and tuskers. 40 small, 6×4 foot, cells; 30 medium, 12×6 cells; 6 large community pens, 80×80ft; 2 large, indoor, corral areas with stalls and corral area, 200×120ft. The subterranean cells are reserved for the biggest and most dangerous creatures such as beast dragons, chimera, harpies, melech, blow worms, and serpent beasts.

Game masters use your discretion as to the type and variety of monsters and animals currently held. The most common are those native to the island and those in and around the Western Empire and Baalgor Wastelands, which can be brought in by Western ships.

Around the arena itself are storage buildings and bunk houses for guards and other arena workers.

- 74. The Ruffled Feather Inn:** A weather beaten, three story, wood building which provides reasonable room and board for poorer visitors to the island. A typical room is in a habitable state of disrepair, with shabby, worn furniture and bedding. Prices are low at 15 gold per night for an individual, or 30 gold coins for groups (6 maximum). Lousy food of poultry and fish is also available for about 5 gold per meal.
- 75. The Gryphon's Roost:** A popular tavern for the island natives. Humans and the wealthy are likely to run into trouble. 30% are cyclops, 20% orc, 20% goblin, 20% ogre, 10% other. Serves wine, mead and cheap rum for about one gold per drink. Most patrons are first through 3rd level peasants, farmers, merchants and mercenaries.
- 76. The Devil's Hearth:** A tavern and haven for thieves and low-lives. Low stakes gambling is a common occurrence, as are brawls. Strangers of any race are viewed with disdain and suspicion. Nobody will freely offer aid or information; half are members of the thieves guild. Most are second to fourth level thieves and/or pirates with an occasional assassin thrown in for good measure.
- 77. Quiet Imports:** A run-down, two story, stone structure which seems to be closed. The business is a front for smugglers. They have a direct line to the pirates of Gryphon Bay and specialize in the export and import of objects, such as weapons and parcels, rather than people. However, people can also be smuggled on and off the island for about 8000 to 24,000 per person.
- 78. General Store:** Sells flour, grains, some fresh fruit and fish, thread, needles, pots, pans, rope, tinderboxes, fabric, tobacco, wine, rum, daggers, and common household tools and utensils. Prices are average as listed in the Palladium RPG, pgs 48-50. Humans, elves and gnomes may find prices to be 50% more expensive for them, than for non-humans.
- 79. Tailor:** Has a battery of seamstresses and promises overnight service or your garments are free. The quality usually reflects the speed of production. Average prices on the high side.

THE CITY OF CLYPSS

The central community of the island can be found in and around the Walled City of Clympss. Humans, elves, dwarves and gnomes are forbidden to enter the city unless a 'right of passage' is signed by the King, Cardinal or top militia official (including the Brigade), and stamped with the seal of the realm. The entire, 16 by 34 mile, city area is enclosed by massive, 60 foot tall, walls (and 20 feet thick) with four, heavily guarded, entry towers.

Within the walls of the city is a bustling city of cyclops, giants and non-humans. Merchants, craftsmen, artisans, militia, the church, and royal families, are also safely sealed within. North of the city is farmland, sheepherders and villages.

Total Population: 29,000
50% Cyclops
10% Jotan (giant)
5% Nimro (giant)
15% Ogres
4% Other Giants
2% Dwarvings
2% Kobolds
1% Humans
1% Others
(Plus, 11,000 orc and goblin slaves).

Population outside the City: 10,500
(excluding the Trade Port)

40% Cyclops
20% Orc
20% Ogre
10% Goblin/Hob-Goblin
2% Nimro (giants)
3% Kobolds
3% Others

THE MILITIA OF CLYPSS

The militia is primarily comprised of cyclops (60%) and other giants. Standard equipment is full scale mail with burgundy colored trim; A.R. 15, S.D.C. 75; small shield with the lightning symbol of the Kingdom emblazoned on it, dagger, and a blade weapon (usually large sword or pole arm). For local city patrols, 1 to 6 lightning javelins are carried in a sling-pouch over the right shoulder; 3D8 damage is inflicted by each, and range is double because of the strength and size of the thrower. For patrols into the hills or forest, 2 to 8 of the heavier, 5D8 damage types are carried. In the case of siege by an enemy, a dozen or more of the 5D8+20 and/or 6D8+30 types will be assigned (otherwise locked in the Royal Armoury).

A TYPICAL FOOT SOLDIER

Average Level: 2nd to 4th level soldier; **alignments:** any (most are steadfastly loyal to King and church). **Average hit points:** 30. **Average strength (P.S.)** is 22 (+7 to damage), P.P. 14, Spd. 7.

If the palace, church of Light and Dark, or the city itself is threatened, the foot soldier troops will be supplemented by the elite bowmen. The bowmen are all excellent archers, armed with long bows and lightning arrows of maximum damage capacity (5-40+10). The archers are stationed at the palace.

A TYPICAL ELITE ARCHER

Average Level: 3rd to 6th level long bowman; **alignments:** any (most are steadfastly loyal to King and country). **Average hit points:** 38; **average strength (P.S.)** is 20 (+5 to damage), P.P. 18, Spd. 6.

Total Number of Foot Soldiers: 4800

50% Cyclops
29% Ogre
18% Other Giants
3% Others

Total Number of Long Bowmen: 720

62% Cyclops
21% Ogre
12% Other Giants
5% Others

NON-PLAYER CHARACTERS

PRINCE LE-OPS — Cyclops

Attributes: I.Q. 8, M.E. 7, M.A. 14, P.S. 23 (+8 to damage), P.P. 14, P.E. 19, P.B. 8, Spd. 6; 2 attacks per melee.

4th level Knight

Hit Points: 37

Alignment: Miscreant

Notes: Cocky, proud, overconfident; tends to underestimate opponents who are not cyclops. Despises elves and titans. An excellent warrior and javelin thrower. Totally loyal to his father, ignores the

mother. Armour is black and burgundy-colored splint; A.R. 16, S.D.C. 82. Favorite weapons include: giant size flamberge (4D6), ball and chain (2D8), and the javelin. His demise will crush the King who loves him dearly. Every resource at the King's disposal will be used to find the criminals who killed his son. If humans or elves are involved, hundreds of people of the same race are likely to be massacred in anger and revenge.

KING LE-OPS — Cyclops — Anarchist

Attributes: I.Q. 10, M.E. 9, M.A. 18, P.S. 20 (+5 to damage), P.P. 16 (+1 to strike/parry/dodge), P.E. 15, P.B. 6, Spd. 6.

8th level Knight

Hit Points: 58 **A.R.:** 14 **S.D.C.:** 210

Cloak of Armour (magic), is also impervious to fire.

Natural Abilities: Nightvision — 90ft, see the invisible.

Skills of Note: Hand to hand: knight, horsemanship: knight, read/write Elven — 82%, medical — 88/92%, disguise — 55/22%.

Favorite Weapons: Lance (giant, 2-12), claymore (giant, 3-18), ber-diche (pole arm, 3-18); lightning javelin (3), do 6-48 damage each (magical); short bow with 24 lightning arrows (5-40 + 10 damage).

Items of Magic: The King's Ring (royal seal); gold with a blue diamond — worth 30,000 gold as a gem. Sense magic 2 times daily, protection from psionics — +1 to save. Jade Ring (magic, chameleon, 2 times daily). Gold medallion of flying gryphon (magic, fly 60 minutes, 2 times daily).

Royal Scepter (holy weapon/relic), considered a blunt weapon; Healing Touch (2-12, 6 times daily), Circle of Protection, Turn 4-24 Dead. Damage: 1-8 + 6, and indestructible. Cursed: Afflicts any non-cyclops with vulnerability (-2 on all saving throws) and rags.

Has a suit of plate for combat; A.R. 17, S.D.C. 160; lightweight magic.

Always carries 4000 to 12,000 in gold or gems on his person.

Notes: Arrogant, bold, snob; looks upon all non-giants, including ogres and wolven, as lesser creatures. Despises elves and titans. Excellent warrior; fair tactician. Dislikes his wife and Cardinal Anhur-Mykll (doesn't trust either one). Has complete trust in his apparently loyal counselor (Za) and his son.

Steed/War Horse: "Dragonductyl" Spd. 94 (30mph), flying 88 (60mph), swim — 30%, scale/climb — 66%, prowl — 66%, track — 60%, nightvision — 90ft, impervious to fire. Breath of Fire: (male) 4-24 damage, 8ft range. Bite does 1-8 damage, claws do 2-12 damage. Two attacks per melee.

QUEEN LE-ONA (LE-OPS) — Cyclops

Attributes: I.Q. 12, M.E. 9, M.A. 19, P.S. 19 (+4 to damage), P.P. 15, P.E. 20 (+3 save vs magic or poison), P.B. 8, Spd. 5.

Hit Points: 54 **Alignment:** Miscreant

9th level noble

Notes: The queen is a conceited, person with delusions of grandeur. She views her husband and son as barbaric warriors without couth or education. Her affections belong to the Cardinal, Anhur-mykll, the sphinx, who she regards as the pinnacle of knowledge, grace and nobility. She is so blinded by her ardor that she willingly reveals the King's every move to the Cardinal. Should the sphinx ever suggest eliminating the King and his heir, the queen will gladly work with him, as long as she can remain queen.

Players should be careful not to evoke the queen's wrath, for she is cruel to the extreme and delights in the misfortunes of others. Although an excellent liar, she is not a very skilled manipulator. Still, the queen enjoys using people as a means to an end regardless of that person's fate. The queen has no friends, other than the sphinx (or so he believes). Thus, if a person is lead to believe he/she is a friend/ally, that individual can expect treachery.

An attack on the queen will arouse the ire of both the King and the Church of Light and Dark. The perpetrator of such a foul deed

will be hunted down and brought to justice.

THE ROYAL COUNSELOR (ZA)

Real Name: Rasshamtk **Age:** 1100 years old

Attributes: I.Q. 11, M.E. 8, M.A. 4, P.S. 17 (+2 to damage), P.P. 12, P.E. 19 (+2 vs magic and poison), P.B. 6, Spd. 18.

Attacks Per Melee: Three by bite, claws, weapons or magic.

Natural Abilities: Fly, nightvision — 60ft, track by smell — 76%, see the invisible, prowl — 66%, impervious to fire, bio-regeneration (1-8 h.p. per melee), speaks all languages, but can not read nor write.

Magic Abilities: Equal to a 4th level warlock with 8 spells per day. Spells are limited to: stench of hades, cloud of ash, fiery touch, circle of flame, wall of flame, fuel flame, fire balls, extinguish fires and darkness. *For more data, see Monsters & Animals, pg 102.*

Notes: The Za are an ancient race of mystic creatures that resemble large, winged dogs with gnarled hands and long claws. They are generally evil, greedy creatures who covet wealth and power.

This one is no exception. It's position as counsel to the King of the cyclops, has given it more wealth and power than it ever dreamed of attaining. Its sole concern is the Cardinal of the Church of Light and Dark (the sphinx), whose cleverness and influence on the queen could usurp the Za's place in the royal hierarchy. Currently the Za enjoys the complete trust and loyalty of both the King and the Prince, and serves them as the Kingdom's most trusted and revered citizen. It is a position it intends to keep. Consequently, the Za is ever vigilant concerning the King and Prince's well-being, and the activities of the Queen and Cardinal. It is well known that the King's counsel and the Cardinal despise each other, and both take great pleasure in continually interfering in the plans of the other. The Za views the King and his heir as a meal ticket to generations of luxury, and will not jeopardize his position in the slightest way. However, it will carefully attempt to undermine the Cardinal and Queen at every opportunity.

Treasure horde in its tower retreat: 68,000 in gold coins, 490,000 in gems and jewelry, 6 ounces of dragon bone dust, 2 soul gems (worth 60,000 gold each), 30 maximum damage lightning javelins, 6 smoke bombs (grey), one angel feather, 2 pair of faerie wings, one pair of elf/human sized boots of fleetness, 2 fumes of apparitions, 6 doses of dragon's breath poison, 1 potion of size of the behemoth, 1 truth serum, 10 rolls of magic bandages, 2 environmental tents, and one quill of literacy.

The treasure is guarded by two beastiary and two demon guardian stones.

CARDINAL ANHUR-MYKLL — Sphinx — Miscreant

Real Name: Ssplh-mykll

Alignment: Miscreant

Attributes: I.Q. 19 (+5% on all skills), M.E. 17 (+1 vs psionics), M.A. 13, P.S. 26 (+11 to damage), P.P. 18 (+2 strike/parry/dodge), P.E. 19 (+2 vs magic/poison), P.B. 17 (35% to impress), Spd. 18 (60mph flying).

10th level Scholar, 6th level Wizard, 3rd level Priest of Darkness.

Hit Points: 79 **Natural A.R.:** 10

Age: 1100 years old.

Attacks Per Melee: 2; physical or spell casting. +11 to damage (2-12 claws), +2 to strike/parry/dodge, +1 vs psionics, +3 vs spell magic, +1 vs circles/wards.

Special Abilities: Nightvision — 120ft, prowl — 60%, track — 77%, speaks all languages.

Skills: Locate secret compartments — 64%, read/write Elven — 100%, read/write Dwarven — 100%, use poison — 95%, medical — 98/98%, mathematics — 98%, religious doctrine (3rd level) — 69%, racial history — 98%, devil & demon lore — 98%, faerie lore (3rd level) — 55%, recognize poison (6th level) — 59%, recognize precious metals/stones — 81%, recognize runes (6th level)



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— 53%, study circles (6th level) — 59%, study symbols (6th level)
— 71%, study wards (6th level) — 71/35%, scroll conversion — 47%.

Wizard Abilities: (6th level). Two spell attacks per melee; nine spells daily; +2 spell strength (14 or higher to save).

Spells Known: ALL level one and level two. Fleet feet, fly as the eagle, mask of deceit, sphere of invisibility, armour of Ithan, words of truth, breath underwater, fire ball, miasma, control the beasts, negate magic, wall of thorns, heal self, metamorphosis (self), heal burns, water seal, calm storm.

Clergy Abilities: (3rd level). Priest of Darkness; Anubis & Anhur. One spell attack per melee; +1 spell strength (13 or higher saves). 4 spells daily.

Spells: Charismatic aura, reduce self (6 inches), immobilize, call lightning. Curse — 24%, animate dead (6 H.P.) — 32%, healing touch — 1-8 H.P., remove curse/exorcism — 15%, prayer of damned — 31%, (see *Palladium RPG*, pg 144), summon the minions of darkness — 24%, 15 melees. Allowed to summon Alu, Labassu, Ghouls and Nasu lesser demons.

Notes: The Cardinal is an ambitious and greedy character who has built his seat of power to rival that of the king's. Brilliant, treacherous, cunning; excellent tactician, diplomat and politician. Treats all other creatures as insignificant pawns to "his" games. Callous, cruel, manipulative.

Hates the Za (king's counselor), whom he views as a potential threat to his power. Dislikes the King and Prince whom he looks upon as arrogant imbeciles. Pretends to be the Queen's best friend, confidant and spiritual adviser, which makes him privy to sensitive royal information. The Queen is more loyal to the Cardinal than to her husband or son.

Most of the people look to the Cardinal, Anhur-mykl, as a god-send, and the most honored and respected of all the island's residents. He enjoys loyalty, praise, favors and prosperity from a devoted community. It is important to point out that, while he heads the Church of Light and Dark, his personal, secret, affiliation is with Anubis and Anhur; the other gods in the pantheon are tolerated for show. Only the gods in the pantheon of Light and Dark are allowed to exist. All others are destroyed or held down to a minimum size.

The Church of Light and Dark has one huge cathedral (only the royal palace exceeds its grandeur), and several smaller temples and shrines scattered about the city and trade port.

The smaller temples are generally staffed by one head priest (3rd to 6th level), 1-4 second level and 2-8 first level priests, along with 2-12 devotees and laborers.

The Cathedral is a large compound that houses a staff of 48 laborers, such as cooks, servants, grounds keepers and so on as well as about 36 first level priests, 24 second level priests, 4-24 third level priests, 2 to 12 fourth level and 2 to 8 sixth level priests. An additional 30 to 60 devotees supplement the work force as aids and assistants. Rooms for visitors are also available.

The Bishop Lykk, a cyclops, is completely loyal to the sphinx for, under the Cardinal's rule, the church has prospered greatly. 11th level priest, miscreant, age: 300; directly aligned to Set and Anubis.

The Honor Guard is the church's private army. Predominately cyclops, ogre and other large non-humans.

General Statistics:

Mostly 2nd or 3rd level mercenaries, soldiers or thieves. Total of 160 men.

Chain mail armour; A.R. 13, S.D.C. 44

Standard Arms: Berdiche pole arms (3-18 damage), broadsword (2-16 if giant), knife, and one lightning bolt javelin (3-24 damage).

Average hit points: 30

Average alignment: Anarchist or Evil

Average I.Q.: 9, P.S.: 18

Officers are 4th to 6th level men at arms, averaging 50 hit points, anarchist or evil, same armour, same weapons. Average I.Q.: 11, P.S.: 20. Lightning bolt javelins (2), 5 to 40 damage. Many also have personal weapons, upgraded armour and 1-4 minor magic items.

THE GRYPHON'S NEST BAY (Pirate's Cove)

By Alex Marciniszyn

Secretly nestled away on the west coast of the Isle of the Cyclops is a pirate's cove masquerading as a regular town. Players will note that 76% of the town is composed of pirates and their families. Another 2% is made of trusted career criminals and smugglers. Other criminal types often appear in town for hiding, but are limited to staying at certain safe houses or going to "pirate-only" establishments, mostly in the north part of town. The southern part of town is where most tourists visit.

The pirates are doubly concerned about keeping their true occupations secret since they essentially work for the western empire. They provide a means for the empire to raid competitors and attack its enemies at will, all the while having it blamed on "pirates".

The Western Empire allows pirates, which sail under a particular flag, to assault, plunder and sink any non-Empire vessel that enters its waters. While the Western Empire may give "mock" pursuit to keep up diplomatic appearances, somehow the pirates always seem to slip away. While many suspect the Empire's complicity in these sea raids, their suspicions can not be proven. The pirates NEVER set foot on Western Empire soil nor is there a direct line of communication. All communication and moneys (50/50 split on all booty) are laundered through the Isle of the Cyclops and the "Trade Port". Few foreign ships will pursue pirates that round the Isle of the Cyclops in fear of sea serpents and/or the wrath of the Cyclops. The common belief is that the pirates have a base on the main land mass, broken away from the *Land of the Damned*. Three, southern sponsored expeditions to verify this theory have disappeared.

As an extra measure of safety there are several catapults hidden near the buildings #2, 3 and 4, (marked X) ready to fire on any approaching ships (stones or flaming rounds of wood). The gunners are experts and bored with practice. **Two attacks per melee** (one if not expert). **Range:** 680ft, **Damage:** from a typical 50lb stone is 4-40 (4D10), 100lb stone is 8-80 + 10 (8D10 + 10) and from flaming round 6-36 + 6 with a 30% chance of starting a fire per each one fired. **Bonus:** to strike ships and other large targets +1; man size or targets smaller than 15ft in diameter -2. Roll to strike just like hand to hand combat. **Parrying** a catapulted projectile is impossible except perhaps by magic such as a call lightning, fire ball, or wall of force or other mystic shield. The former may destroy the projectile (50lb stone S.D.C. 100, 100lb stone S.D.C. 300, fire round S.D.C. 70) or, more likely knock it off course (35% chance), missing its target. Projectiles that have taken damage from a counterattack do less damage; G.M.'s should reduce the damage die roll proportionally to the damage (less mass) it has taken. **Mind Mages and telekinesis** cannot stop a projectile hurled with such force unless the psionic is 6th level or higher. Even then the strain costs him double the normal I.S.P.

Population Statistics

62% Human (mostly non-Western)

10% Elves

6% Ogres

22% Other non-humans (mostly orc and goblin), total numbers vary from 400 to 900 people.

76% Pirates

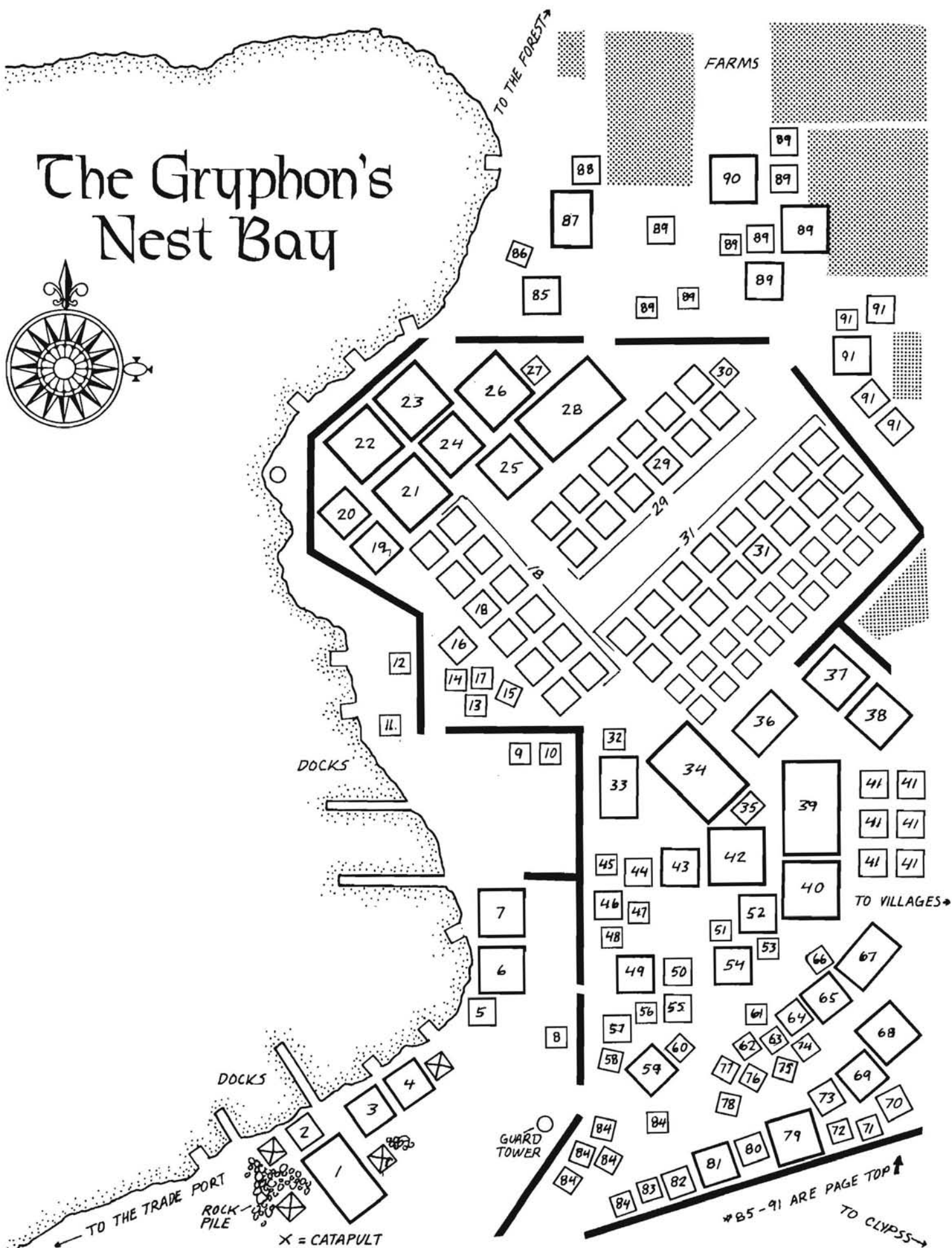
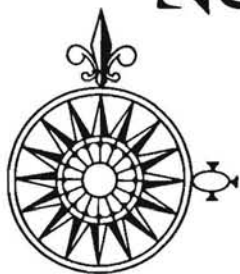
24% Non-pirates

Pirates Cove

1. **Simms Warehouse:** Supposedly a public warehouse, it is actually used to temporarily store contraband awaiting transfer to other ships/buyers. Many guards (pirates) disguised as "workers".
2. **Jason's Dock Service:** Pirate operated, it provides additional hands to unload ships and has a 5th level healer available for any minor or major injuries. They are also expert catapult gunners. The shed next to the service houses one of the catapults. A pile of over a hundred 50lb stones is found south of the building.
3. **Tradewinds Fish Seller:** Pirate operated; large fishing boats can sell their catch here where it will then be cleaned and brought to market. The large tool shed houses a catapult of which the fish sellers are expert in operating.
4. **Bay Boat Rental:** Pirate operated, a variety of small, medium and a few large boats are available for rent. Nets can also be purchased and repaired here. The supply shed next to it houses a catapult and equipment for launching fire rounds. 20 of these rounds are prepared and also stored here.
5. **Office of the Harbormaster:** A human, Orlok Penton, acts as supervisor to ensure that all harbor activities abide by the law. In truth, he is an observer from the Western Empire, always watchful to ensure that it is not being double-crossed. Orlok is a 6th level assassin.
6. **Public Warehouse:** Space for lease or rent.
7. **Grain & Spice Warehouse:** Certain cereal grains and spices do not grow well on the isle of the cyclops and have to be imported.
8. **Derek Olson & Son:** A family fishing business. Work as informers for the pirates.
9. **Crafts by the Sea:** A small shop that collects seashells and turns them into works of art. Wholesale only. Pirate operated, it is often used to smuggle small items such as magic and gems by placing the item inside the art.
10. **Sid's Salvage:** Sid is a broker in merchandise that is water damaged (or otherwise "banged up") during shipping. Great prices. A legitimate business. Sid also runs a small, pawnshop-type business on the side at reasonable rates.
11. **Sail Away Boat Rental:** Exclusively small sail boats for pleasure uses only. Expensive.
12. **The Bay Club:** The members of this 'men only', swimming/athletic club are actually well trained men at arms. They often innocently swim out to strange boats that may contain undesirables. They will attack or report on any suspicious craft. 32 regular members, all are 3rd to 6th level pirates, mercenaries, ex-soldiers, or other men at arms O.C.C. The club is very ritzy inside (outside its a dump) with an abundance of luxuries, fine food and alcohol.
13. **Last Chance Pub:** A good place to stop for a drink on your way to the docks or on your way back. A higher class establishment, highish prices. A legitimate business.
14. **Courtesy House:** A small building housing a few elderly men that has a room or two for overnight guests. Very cheap.
Actually the house is a front for an independent smuggling operation that specializes in getting criminals into and out of town and hiding them from the authorities. The elderly gents are master thieves and assassins of about 10th level proficiency.

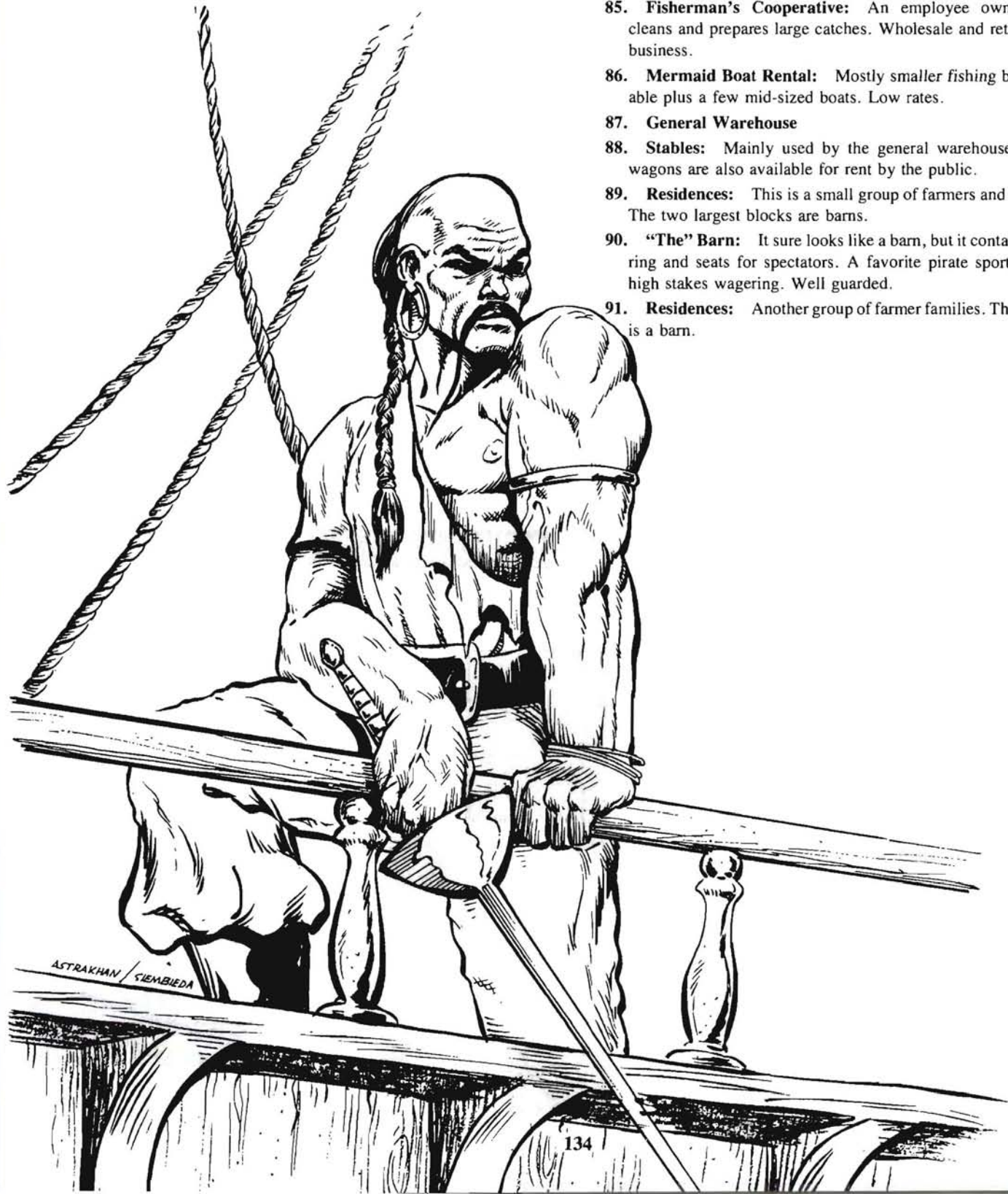
15. **Alabeth Chart & Map:** An old elf has many maps & charts for sale at *premium* prices. A legitimate establishment.
16. **The Library:** It does house many books (mostly recent history and fiction), but primarily acts as an identification office, where one can be thoroughly checked out before meeting with any upper level pirates in town.
17. **The Master's Winery:** Fine imported (hijacked) wines, large selection.
18. **Militia Barracks:** Most unmarried pirate regulars make their home here. They are trained to protect the town from a sea assault. Most are first and second level pirates.
19. **Militia Armourer & Repair:** Although all members of the militia own their own weapons and armour, this shop is also called upon to produce specialty armour for important people that are *often* smuggled into town.
20. **Silver Mansion:** Home to Erickson the wizard, a very powerful magic user. Rumored to be hunted by both the *Land of the South Winds* and *Timiro Kingdom* for scores of crimes and acts of evil. The wizard is human, 7th level, believed to be a native of the Yin-Sloth Jungles.
21. **Officer's Hall:** A residence, meeting place and planning center for pirate leaders. Sometimes used for special celebrations.
22. **Auxiliary Hall:** A gymnasium used for sports and training for the elite *only*. It has a dozen rooms available for those recuperating from physical injuries that need to be out of sight for a while and guarded.
23. **Executive Residence:** A lavish private hotel for non-military (non-pirate) guests in town. By invitation only!
24. **Gryphon Manor:** The mayor's home. The mayor is a retired pirate captain.
25. **Church of the Seven Waters.**
26. **Bank & Trade Exchange:** Contains a small storage vault, exchanges differing currencies, writes loans and handles any larger money transactions. Heavily guarded.
27. **Residence of the Guards:** Home for six, specially trained bank guards. All are 6th level men at arms.
28. **Seaman's Home:** A large hotel for full time pirates/smugglers that need to remain anonymous and therefore could not stay in a hotel in the town proper. Very low rates (pirates *only* — all others will be told; "Sorry, full up").
29. **Elite Barracks:** For seaman/fighters that are also trained for defending against land assaults. 3rd level and up.
30. **Barrack's Captain Residence.**
31. **Residences:** Mostly pirate families. Depending on "income" levels, they can choose the larger or smaller houses.
32. **Cooper's Market:** A small general store operated by a legitimate businessman. Prices are 20% higher than standard.
33. **B and M Slaughterhouse:** Fresh meats, with some imported smoked meats. Wholesale and retail.
34. **Mid-Town Hotel:** Reasonable rates and good food. Open to pirates and visitors alike.
35. **Mid-Town Stable:** Mostly for hotel guests' use, but horses and wagons can be rented by others if business is slow (at 1½ times hotel guest rates).
36. **Weaver's Mill:** This is a large shop that employs many local women in the making of both fine and common garments. Wholesale for export and retail.
37. **Fabric Supply Warehouse**
38. **Public Warehouse ♦ 3:** Mostly hardware, pots and pans.
39. **Music & Dancing Hall:** Mostly for young people & tourists. The entertainment can range from weekly public dances to performances by professional actors and dancers. A very popular spot.
40. **Temple of Light & Dark:** Four, 2nd level priests; one high priest, 5th level.
41. **Residences of the Local Police:** Why call in the militia for a minor fight or disagreement?
42. **Starfish Restaurant:** Specializing in non-seafood dishes, this eatery has, as its centerpiece, a shallow indoor pool stocked with the most colorful and exotic fish from the neighboring waters. Fair prices.
43. **The Lock and Key:** An all night gambling establishment. Drinks are served and no "low lifes" are allowed. Extra large bouncers (4th level and up; P.S. 18 or higher).
44. **Drop of Venom:** The "low lifes" usually crawl in here for a drink. Prices are low, but the drinks are watered.
45. **Mike's Pets:** Selling cats and smaller varieties of dogs *ONLY*.
46. **Residence:** A house that is used as a wall outpost manned by two men of arms.
47. **Clara — Fortune Teller:** An aging female elf purports to tell fortunes, but only succeeds in spreading gossip about other women in the town. Fair prices.
48. **Residence:** Local family, owns leather & canvas shop.
49. **Leather & Canvas Shop:** Makes sails, boots, leather belts, etc. Also does repairs. A non-pirate business.
50. **Tinker Shop:** Makes and sells large and small metal boxes. A non-pirate.
51. **Residence:** Family that owns the bakery.
52. **Mistras Baked Goods:** A large bakery that makes and sells breads, cakes and pastries wholesale and retail. A legitimate business.
53. **Residence:** Family that owns flour mill.
54. **Flour Mill:** Another legitimate business.
55. **The Pottery Shop:** Pottery for everyday uses; water vases, cups, bowls, etc. Non-pirate.
56. **Residence:** Owner of pottery shop.
57. **Moonlight Engraving:** All metal objects inscribed, excellent decorative work done here. Non-pirate.
58. **Residence:** Owner of engraving shop.
59. **Royal Furniture:** Good selection of tables and chairs. Also sells treated lumber for boat building. Pirate supplied and operated. Reasonable prices.
60. **Residence:** Owner of furniture shop.
61. **Alchemist's Shop:** Small, and limited to common potions, powders, fumes, poisons, herbs, paper products and services. Standard prices.
62. **Pipe & Tobacco Shop:** Fair prices; supplied and operated by pirates.
63. **Silversmith:** Fine selection of small silver items, i.e., rings, bracelets, necklaces, etc. Supplied by pirate contraband.
64. **Obor's Fine Glass:** A local glassblower and artisan. A legitimate business.
65. **The Elder Weaver:** Maker of area rugs, tapestries and so on. Non-pirate, fair prices.
66. **Residence:** Owner of weaving shop.
67. **Jen's Provisions:** Arranges purchase and delivery of whatever a full ship's company might need for a voyage. Has affiliations with pirates.
68. **Wanda's:** A boarding house frequented by pirates.
69. **Guild Hall of Merchants:** Rarely used.
70. **Bird's Nest:** A drinking establishment known for its frequent fist fights.
71. **Residence:** Several trusted, non-drinking, men of arms keep watch here along the wall. Although not pirates they work with them.

The Gryphon's Nest Bay

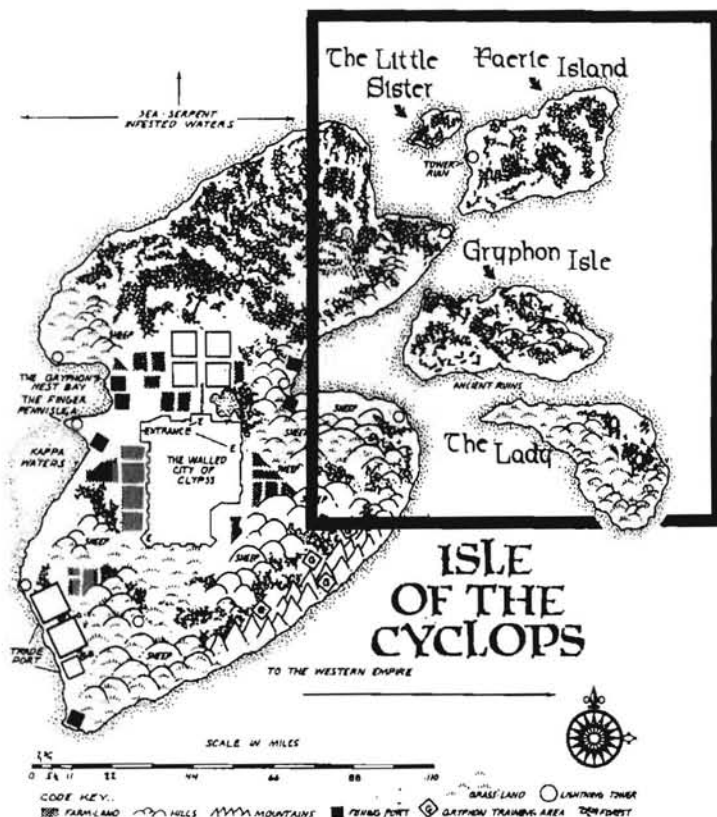


- 72. **Ed's Loans:** A pawn shop for small items worth 100 gold or less. Non-pirate.
- 73. **Barber Shop:** Also a "safe house" for any pirates being pursued by outsiders.
- 74. **Kirt's Fine Jewelry:** High priced gems set into rings, brooches, necklaces, etc. Supplied by pirate booty.
- 75. **R and G Shoes:** Some shoes for men, but mostly a woman's shoe store. A legitimate business.
- 76. **Painter's Studio:** William Apfel does landscapes and portraits.
- 77. **Residence**
- 78. **The Sword & Shield:** A small saloon, fair prices, mostly ale and beer.

- 79. **Residence:** A large, stone, three story building used as a safe house and to temporarily store loot before it's safe to move it. Heavily guarded inside.
- 80. **Carpenter and Wheelwright:** Provides wagons used by safe house next door.
- 81. **Fishermen's Rest:** A lunch spot for dock workers and boatmen. A legitimate establishment.
- 82. **The Small Keg:** Serves ale and wine only.
- 83. **Gene's Tool Supply:** High prices.
- 84. **Residences:** Once again, a group of safe houses lived in by average looking people who will hide their fellow pirates and loot, when needed.
- 85. **Fisherman's Cooperative:** An employee owned shop that cleans and prepares large catches. Wholesale and retail. An honest business.
- 86. **Mermaid Boat Rental:** Mostly smaller fishing boats are available plus a few mid-sized boats. Low rates.
- 87. **General Warehouse**
- 88. **Stables:** Mainly used by the general warehouse. Horses and wagons are also available for rent by the public.
- 89. **Residences:** This is a small group of farmers and their families. The two largest blocks are barns.
- 90. **"The" Barn:** It sure looks like a barn, but it contains a wrestling ring and seats for spectators. A favorite pirate sport with a lot of high stakes wagering. Well guarded.
- 91. **Residences:** Another group of farmer families. The largest block is a barn.



THE FOUR SISTERS ISLANDS



THE LADY (Island)

To the east of the Isle of the Cyclops is a cluster of four islands known as **The Four Sisters**. The first of these islands, hanging to the south, is **The Lady**, an island of low hills, tall grass and sparse forest. Like its sister islands it is shunned by the cyclops. In this particular case the serene island has been adopted by sphinxes. For the last 1500 years the sphinxes have used this isle as a respite from the world. Here they can enjoy a peaceful seclusion that can only be found on a mountaintop or in the Land of the Damned. Since the cyclops welcome creatures normally shunned by humans and elves, their relationship with the sphinxes is so disturbingly amicable that the sphinxes are one of the few non-giant races welcomed in the Great Walled City of Clympss.

Although one could boast that The Lady holds the largest population of sphinxes in the world, the actual population in residence is deceptively low. Sphinxes are rare, enigmatic creatures of magic that roam the world in search of easy wealth, power and knowledge. Because they are so scarce the few dozen that linger on The Lady seems like a multitude, indeed there is no other place in the world where so many sphinxes could be found at one time.

Generally lethargic creatures, except when on a quest or led by some driving desire, they come to the island to rest in the sun, exchange tales of adventure, chase wild boar and otherwise relax. The period of relaxation may last only a few weeks or as long as a decade or two. A typical youthful sphinx will usually stay six months to two years. It is the older sphinxes that linger the longest. Their exact numbers vary widely from month to month, but 8 to 32 (8D4) can be found at almost any given time.

The sphinxes may live in a modest clay or wood hut or out in the open; claiming a favorite spot under a tree, at a hill or valley as "home". Most seem to prefer life under the stars rather than the confines of a hut. Most have only a handful of valuables carried on their person or hidden someplace. Such possessions are likely to be gems worth 2000

to 12,000 gold, a magic item, books, personal odds and ends, and souvenirs from adventures. The total accumulation of said items rarely surpasses a dozen objects.

Humans, elves and other humanoids are generally viewed with disdain. Most sphinxes will not tolerate their presence on the island.

Encounter Table for The Lady Island (Roll percentile dice once every six hours)

- 1-11 Common Faerie just passing by; may stop to cause mischief briefly (60% chance).
- 12-20 One Gryphon on the prowl.
- 21-27 A pack of 4 to 16 (4D4) hoppers in search of prey.
- 28-40 One sphinx, cranky; will ignore all humanoids and attack extremely persistent, rude or insulting characters. Will not fight to the death, fleeing if hurt severely.
- 41-50 1 to 6 wild pigs; hostile.
- 51-60 An oldish sphinx, 8th level scholar, 3rd level wizard; friendly, in search of lengthy discussions about adventures, politics, demons and magic. Will *insist* on at least 1 to 4 hours of talk.
- 61-66 2 to 8 hoppers; will attack only individuals.
- 67-80 Two tough sphinxes who enjoy terrorizing humanoids. Will take select valuables, if only to cause trouble. Will physically pummel anyone who resists, but will not kill unless necessary.
- 81-86 One mean sphinx who will demand any humanoids to leave the island under the threat of; "If I see you again you will die." This is not an idle threat. Diabolic alignment, 72 hit points, 4th level wizard.
- 87-91 Krylac the hermit will warn of the island's dangers and tell visitors to leave immediately. Will also tell of the earthquake and the legend of the Mantle of the Gods on Gryphon Island.
- 92-97 One vicious harpy looking for victims.
- 98-00 1 to 4 sphinxes; will ignore humanoids unless pestered. At which point they will lash out physically or via magic with deadly force.

The Hermit Krylac

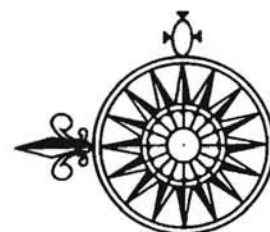
Occasionally a cyclops or other humanoid is invited to the isle of The Lady by a friendly sphinx. However, only one humanoid lives on the island, Krylac the hermit.

Krylac is a skinny old ogre who lives around the four largest hills on the island. He is surprisingly friendly toward *all* other humanoids, including humans and elves, and is fluent in most languages (cannot speak wolffen, northern or eastern). He will warn any visitors that the island isn't safe because of the sphinxes that inhabit and visit the island, and urge them to leave immediately.


The old hermit will continue to relate how lucky the group is to have arrived now because many of the sphinxes have flown off in search of the Mantle of the Gods on Gryphon Isle. Krylac is extremely knowledgeable about local history and legends, and will gladly relate the story of the Titan's hidden temple, the ancient ruins, the magic mantle and rumors of magic weapons also in the hidden temple. (See *Gryphon Isle* for details. **Note:** He knows nothing about the recent deaths, mummy or other events on the neighboring island). He will explain that a recent earthquake shook both islands and is said to have revealed a hitherto unknown, secret passage among the ancient ruins. Krylac will blurt all this out without thought, looking guilty afterward if characters express a desire to explore the ruins themselves. If questioned he will provide the legend of the ruins and the power of the mantle (not entirely accurate through no fault of Krylac's). However, he will caution against it as being far too dangerous.

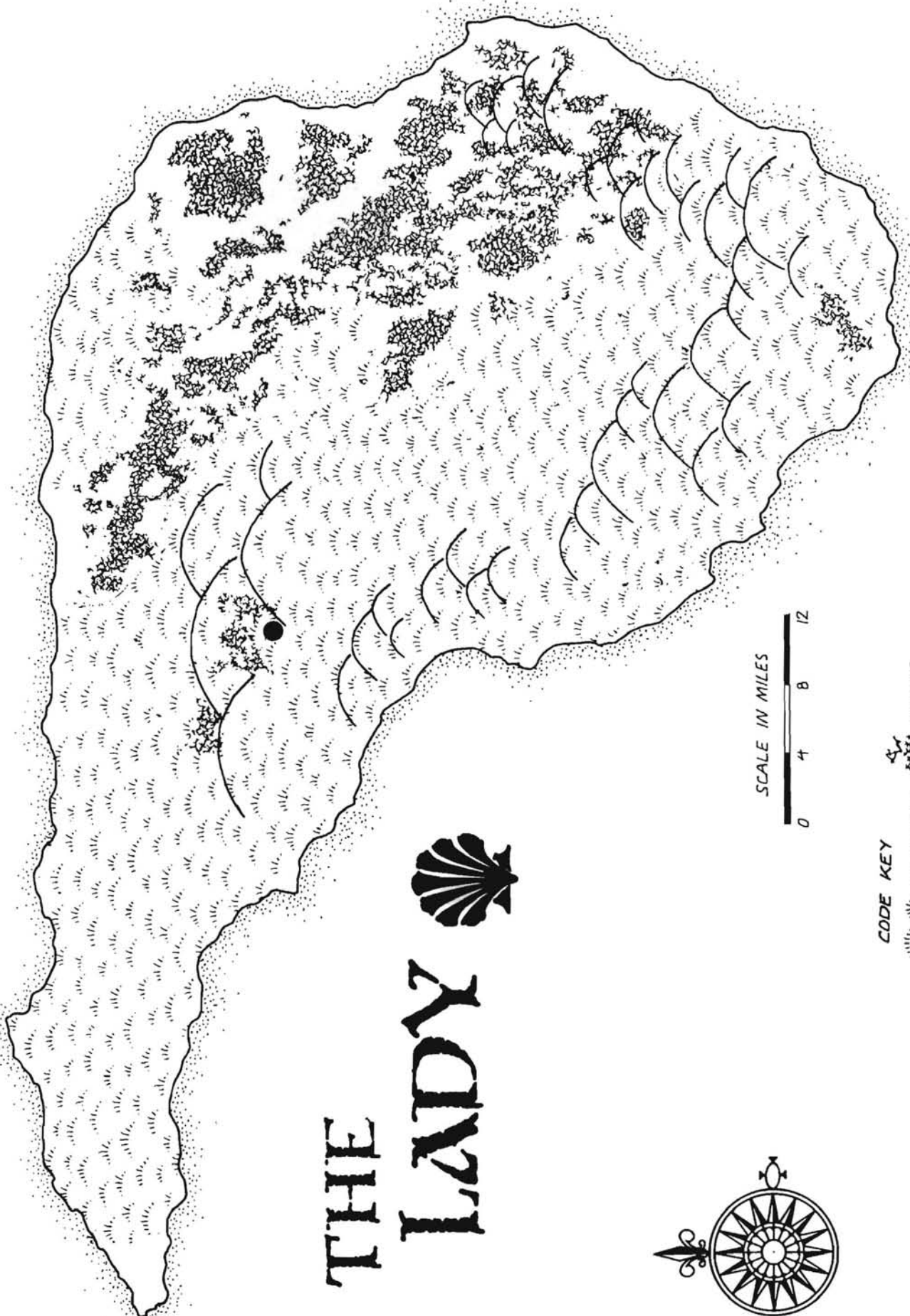
Krylac lives in a weather-beaten wood shack that is built underneath a towering boulder. The ceiling and East wall is the 18 foot, jutting

THE LADY



SCALE IN MILES
0 4 8 12

CODE KEY
 GRASSLAND
 FOREST



rock. Inside are the humblest of possessions. A faded and moth eaten carpet, a mattress of woven grass, kitchen utensils, a variety of pots, a blanket made from wild boar hides (as are his clothes), a cracked mirror, 40ft of rope, a mallet, two empty bottles, five vials with powdered herbs, a collection of roots and leaves, and a five foot tall walking stick. Hidden under a rock is a book of elven poems, a picture book of children's stories, a silver dagger and one magic potion of healing. A 10 gallon keg of homemade wine and another keg of fresh water are in a small pit to keep them cool.

Despite appearances, Krylac is not alone for a **nymph** inhabits the giant boulder which shelters the hermit. She is Krylac's sole companion and best friend. The nymph is very protective of her friend and will assail any person(s) who would dare to harm, bully or threaten the old ogre. If trouble arises she will act by calling upon her magic without revealing her presence. If the hermit should be slain she will destroy everyone who was a part of it or condoned it. *See nymph, page 228-229 in the Palladium RPG.*

Note: 1) Krylac never wanders more than 300 to 400 feet from his hut and is always under the ever watchful eye of the nymph. 2) He will not talk about himself or his past. Even a telepathic probe will only come up with a feeling of deep remorse about some evil act from a few decades past. 3) Krylac has been on the island for 32 years. 4) The sphinxes will not harm him and may come to his aid as he often attends to their ills.

Krylac

Ogre Age: 91 — feeble

Alignment: Unprincipled

7th Level Healer

Ex-8th Level Assassin (all skills lost from lack of practice)

Hit Points: 49

Attributes: I.Q. 10 M.E. 11 M.A. 7 P.S. 9 P.P. 11 P.E. 16 P.B. 5 Spd. 6

Attacks Per Melee: 2

Bonuses: +5 save vs poison, +16 vs coma/death, +2 vs psionics, +2 vs insanity, +1 to parry and dodge.

Healing Abilities: 92 I.S.P.; Bio-regeneration (self), death trance, meditation, resist cold (self), resist thirst (self), resist fire (self), resist hunger (self), healing touch (2-12+2 H.P.), lust for life (+12% to save vs coma), negate toxins, soothing touch, exorcism (42% chance), resurrection 84% (costs 10 I.S.P.; permanently lost). Expert at medical.

Other Abilities of Note: Speaks Ogre, Goblin, Elven 100%, Western and Eastern 85%, read/write Elven 60%, use poison 47%. ALL combat skills and weapon proficiencies from the Assassin O.C.C. are forgotten or so rusty that they no longer apply. *See the Healer O.C.C. for details.* Palladium RPG, pg. 151-153.

The Nymph "Clare" (Real Name: Clara Lissaph)

The nymph is a ghostly figure that appears to be a beautiful (P.B. 21) elven maiden. She and the old healer are the best of friends and protect and help each other. As a being without physical substance physical attacks/weapons pass right through her. Only magic can harm a nymph.

Alignment: Scrupulous

Hit Points: 60

Attacks Per Melee: 2 by magic

Magic Abilities: Cloud of slumber, dust storm, create fog, purple mist, call lightning, grow plants, animate plants, extinguish fires, wind rush, calm waters, wall of thorns and breath of life; all at 10th level strength.

Natural Abilities: Nightvision 90ft, fly, turn invisible, swim, speaks all languages; knows/recognizes ALL plants, herbs, poison.

Note: Inhabits the huge boulder that's part of the ogre's hut. Protectress of the island. 20% chance of 1-4 faeries visiting.

GRYPHON ISLAND

Gryphon Island is an inviting isle with lush, green, rolling hills, tall grass and scattered sub-tropical forest. However, its inhabitants are far from friendly. Hostile bands of ratlings and bogiemen eagerly await unsuspecting visitors to plunder and slay. The giant blow worms, and fire worms stalk the hills and forest for easy prey. Harpies, peryton and other foul creatures are also known to frequent the island. Consequently the cyclops never venture on its soil (unless absolutely necessary) and even pirates fear to pause along her shores for any length of time.

How or why the characters come to the island is up to the players and/or the game master and circumstance. They can arrive by ship in search of adventure, or to investigate the ancient ruins, shipwreck, stop for provisions, pursuing pirates, fleeing the Isle of the Cyclops or authorities, or come specifically in search of the "Mantle of the Gods" (an ancient Titan artifact believed to be lost among the ruins on Gryphon Island) or any other logical reason the players or G.M. may come up with.

It is important to note that while the Cyclops guard their island jealously, they will usually ignore any one or two, non-warships which might stray near their homeland. However, any merchant ship or vessel that looks like it may be carrying valuable cargo will be set upon by 1-4 pirate ships within one to six hours after being sighted. Usually, in these cases, the intruding vessel will be boarded, taken in tow to the Pirates Cove, the ship refitted for pirate use or sold, the cargo taken and sold, and the crew used or sold as slaves.

The Forests

Gryphon Island is a lightly wooded isle usually ignored by the cyclops. Any unusual activity on or around the island is likely to be noticed by the Lightning Towers (Lighthouse & lookout posts) which face the island from three points on the Isle of the Cyclops. The number of hostile elements such as fire worms, blow worms, harpies and ratlings makes the place unsuitable for a secret outpost or jump point for an invasion. Adventurers must be on guard, especially when in the forest. *See random encounters table.*

The Hills

The hills to the east are a mix of forest and grassland. It is here that the largest bands of ratlings can be found. Unlike their counterparts on the Isle of the Cyclops and Western Empire, they are less skilled and more aggressive. Popular belief has it that they are the descendants of a tribe of ratlings banished to the island centuries ago. The fierce island predators and harsh ocean storms keeps the population fairly low, about 650 total.

The largest community numbers at about two hundred, living in a network of underground tunnels which honeycomb the two largest hills. Other smaller clans can be found scattered throughout the island's forests or in shallow tunnel networks among the other hills. A typical clan can range anywhere from 8-64 members (roll 8D8). Most of the young males are aggressive hunters who are anxious to prove themselves in combat or take booty from interlopers. A typical tribe will consist of 45% males, 35% females and 20% young (children). The ratlings on this island are hostile toward all other races.

Typical Ratlings

Size: 4 to 5½ feet tall.

Average Alignment: Selfish or evil

Typical O.C.C.: Thief, mercenary or ranger.

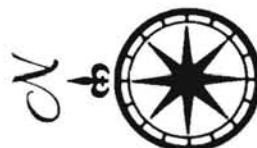
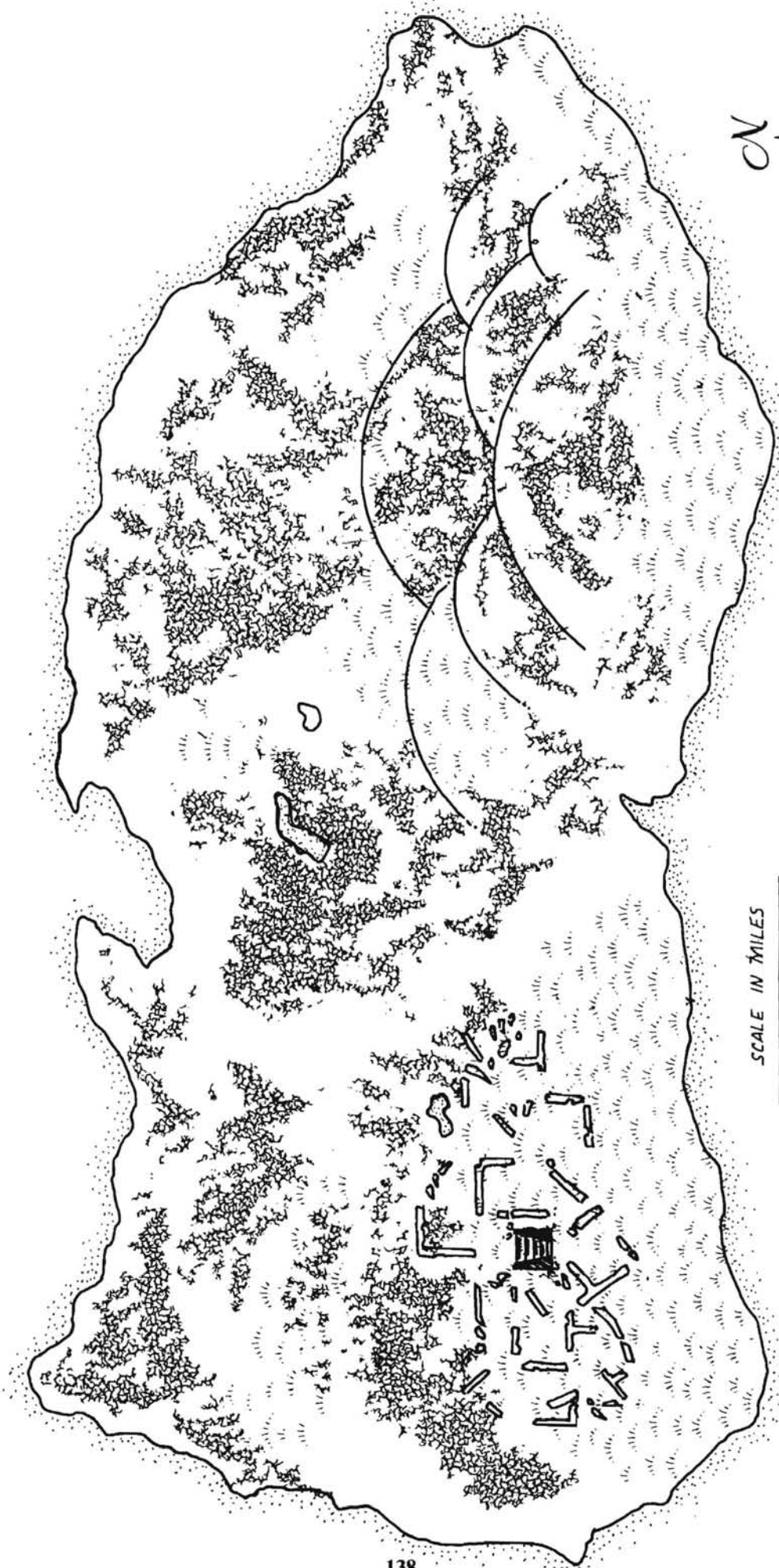
No magic other than Shaman.

Average Level: 1st, 2nd and 3rd

Average Attributes: I.Q. 12, M.E. 6, M.A. 9, P.S. 7, P.P. 9, P.E. 9, P.B. 6, Spd. 9

Natural Abilities: Nightvision 40ft, poor day vision (90ft), scale walls 70%, swim 70%, imitate voices 60%

GRYPHON ISLE Ψ



SCALE IN MILES
0 4 8 12

- CODE KEY
-  HILLS
 -  FRESH WATER
 -  RUINS
 -  GRASSLAND
 -  FOREST

Language: Elf and goblin.

Average Hit Points: 20

Weapons: Mostly spears, slings, stone axes and weapons stolen from island visitors (any).

Armour: This is rare; only those items taken from island interlopers.

Valuables: Rarely more than the equivalent of 6-36 gold per ratling (usually weapons or tools rather than coin).

Note: See the *Palladium Book of Monsters & Animals*, pp 67-68, for details.

Fire Worms (A worm of Taut)

Animal predators about 3 feet long; cranky and hostile.

Attacks Per Melee: 2 by spitting fire which inflicts 4-24 points of damage. **Range:** 30ft.

Speed: 6 Animal I.Q.

Abilities: Track by smell 66%, prowl 60%, climb 40%, impervious to flame and heat including magic fires.

Hit Points: 50

Blow Worm (A worm of Taut)

A gigantic predator that traps its prey in a suffocating, sticky glob of mucus which it can spit at amazing distances.

Attacks Per Melee: One glob attack. Traps prey in a giant glob that reduces the victim's speed to one eighth and suffocates within six melees, unless pulled free (lose consciousness within four melees). Engulfs prey whole. Being struck by a thrashing blow worm or having one roll on top of you does 5-50+10 points of damage.

Abilities: Excellent sense of smell to locate its victim (89%), dig through soil at a speed of 8. +1 to strike, +5 save vs poisons.

Speed: 8 Animal I.Q.

Hit Points: 120

Size: About 150ft long, weighing 4 or 5 tons.

The blow worms are the greatest threat to the underground dwelling ratlings in the hills. Blow worms seem quite abundant on Gryphon Island numbering over 100 every few seasons.

Note: See the *Palladium Book of Monsters & Animals* for more details on these and other Worms of Taut; pp 95-99.

Random Encounter Table for Gryphon Island

(Roll once for every four to six hours)

- | | |
|-------|---|
| 1-10 | 1-4 fire worms; hostile and hungry. |
| 11-15 | 2-8 wild pigs. |
| 16-20 | One foul hearted harpy. |
| 21-30 | 1-6 bogie men; will attack only if they outnumber their opponents. |
| 31-36 | One wandering blow worm in search of prey. |
| 37-40 | 2-8 ratlings looking for booty and will attack the group, but will flee if casualties are heavy. ALL are 2nd level thieves. |
| 41-47 | 1-4 wild pigs. |
| 48-54 | One fire worm defending its nest. |
| 55-64 | 1-4 ratling bushwhackers; evil, all are 3rd level thieves, studded leather armour. |
| 65-70 | Two harpies in search of trouble. |
| 71-76 | One blow worm on the prowl. |
| 77-80 | A mated pair of gryphon; will attack only if threatened. |
| 81-85 | A single grunor hiding in the shadows waiting for prey. |
| 86-88 | 3-12 pirates, 2nd to 3rd level, heavily armed; burying treasure. They will hunt down anyone who sees them. The treasure is worth 1000 to 8000 in gold (roll 1D8 x 1000) |
| 89-96 | One friendly ratling willing to sell information about the island, the ruins, the pit and the Mantle of the Gods at fairly reasonable prices (gold and booze). |
| 97-00 | Two common faeries looking for a handout of sweets, milk or wine. |

Encounter Tables for the Hills

(Roll once every four hours)

- | | |
|-------|---|
| 1-10 | A sleeping blow worm; will attack only if awakened. |
| 11-20 | A ratling family will flee, attacking only if attacked first or pursued. Family consists of female, male and two children. Will alert others of the interlopers. |
| 21-28 | A hostile fire worm feeding on the carcass of a pig. |
| 29-36 | A cocky ratling warrior who will tell the group that only death awaits them at "the Pit". Will tell them about the ruins and the Mantle of the Gods, then run off into the shadows. |
| 37-50 | One blow worm in search of prey. |
| 51-60 | 2-8 ratlings hunting; will attack or plunder group if they think it feasible. |
| 61-66 | One harpy looking for evil play; very hostile. |
| 67-78 | 3-12 (3D4) ratling warriors will try to chase group away from lair. Will be joined by 2-8 others within 5 melees. |
| 79-84 | 1-4 blow worms sunning themselves (or resting). |
| 85-90 | A pair of bogies looking to cause trouble. They'll tell the group about the ruins and treasure (or lead them into some other danger). |
| 91-95 | 1-4 fire worms in search of prey. |
| 96-00 | 2-12 ratlings; hostile, second level warriors out to prove themselves. |

THE RUINS OF THE TITANS

Thousands of years ago, before the cyclops claimed their island, the Titans built a place dedicated to the god Ra and his gods of light. It is said that hidden among the marble buildings was a great temple and in that temple the burial chamber of the Titan's greatest warriors. Warriors buried with the magic weapons that helped them attain their greatness. The most coveted of these, **The Mantle of the Gods**.

Jealous and bitter, the cyclops laid siege against the Titan community. For every one titan slain many cyclops would fall. Yet, in the end, the titans would be defeated and their city laid to ruin by their assailants. However, the temple and its secrets were never found.

Legends of the lost temple, the weapons, and the infamous mantle would lure many to Gryphon Island, but none could unravel its secrets and many would die. Over the passing milleniums the legend has faded into a nearly forgotten myth. A wondrous tale of mystery and adventure told by aging priests of light to children hungry for such yarns. Scholars and priests alike doubt the temple ever really existed. Or, if it did, it is forever lost.

Ruins of a Titan city do exist on Gryphon Island, but neither cyclops nor humans nor any other has ever located any hidden temple. Today the ancient city is little more than a maze of vine covered walls and rubble inhabited by scattered packs of bogie men and ratlings who prey upon those rare adventurers who still come looking for the lost temple every few decades.

The Adventure Begins . . .

Two nights prior to the group's arrival Gryphon Island was struck by a violent earthquake that shook the entire island chain. Fortunately, for the inhabitants, the west side of the island was hardest hit sparing the more densely populated eastern portion from nature's wrath. In fact, the entire commotion would have gone without incident if a clumsy ratling hadn't fallen into "The Pit", an ancient stairwell to a dead end chamber.

The Pit has always been regarded as a place of superstition and fear. Many an off-islander has come to the pit in search of the Titans' lost temple and the Mantle of the Gods only to find an empty chamber devoid of treasure, clues or adventure. However, the fates have changed all that for the quake has torn open a sizable crevice that leads into a temple of gold.

The ratling who discovered the temple wisely fled the sight, but his

tale met the inquisitive ear of a scholarly sphinx who immediately recognized the potential of said finding. The discovery of a temple, perhaps "the" temple, rippled through the Sphinx's community on *The Lady* (the neighboring isle) with an impact greater than any earthquake. By nightfall most of the sphinxes, already quarreling and fighting amongst themselves, flew to the Gryphon Island in pursuit of ancient magics. One would fall immediate prey to a hunting blow worm, three others would die at the hands of their brethren. Alas, the half dozen or so sphinxes that would enter "The Pit" would ALL be simultaneously struck dead minutes after they entered. A few other bold sphinxes and ratlings would descend into the abyss never to be seen again. Later that night, as well as the next, a creature that walked like a man would slaughter anyone it happened to find. After two nights "it" would claim the lives of 13 bogie men and twice as many ratlings too foolhardy to flee.

The *bogie men* are convinced that the ancient evil that was trapped in The Pit has been released to torment the living. Fearful of "it" and fearful of the forest's night predators, they have migrated to the edge of the ruins to hide. They are too nervous to attack any strangers unless they are absolutely certain they can win without serious casualties. Any acts of magic are likely to send them running. They will gladly provide what little knowledge they have about the Pit, the "it" that kills, and all incidents leading up to the earthquake and after. The only truly useful information that can be gleaned is that the IT is twice the size of a human, hideous, indestructible (at least by bogie man standards), physically powerful and "wields fire like a club."

The *ratlings* in the area are more reclusive and much less helpful. They are not as cowardly or superstitious, but are beginning to believe the bogie men may be correct about this *thing*. They have seen this gigantic thing rise out of the pit and strike down their mightiest warriors (usually 3rd to 5th level mercenary fighter O.C.C.'s) with astounding ease, laughing throughout the melee. Any information the ratlings may provide will only confirm what the bogie men have said. **Note:** The ratlings are more likely to attack, plunder or challenge strangers to combat rather than be helpful.

NIGHTFALL

If the player characters wait till nightfall they will see a huge, 15ft, corpse-like figure (Titan?) emerge from the Pit/stairwell. It will silently approach any humanoid(s) that it spies. It will ignore any questions, requests, demands or threats, laughing all the while in a deep guttural tone. When it is near enough to engage in combat, it strikes without mercy; first with its bare hand and then with a large flaming sword. On its head and shoulders is the Mantle of the Gods.

Any Men of Magic or clergy will recognize the creature as being a mummy. The Mantle of the Gods supplements its already formidable supernatural powers. Only magic and magic weapons can harm it. If the group seems too powerful it will retreat (after it has lost half its hit points) back down the stairwell to its hidden sanctuary (and allies). Insane and addled, it still displays amazing cunning and will not leave its subterranean dwelling abandoned for more than an hour after an encounter with creatures unnatural to this island. It will view elves and humans as its deadliest antagonists.

THE PIT

Among the ancient ruins, covered in a thick overgrowth of vegetation, is a crumbling stone stairwell that leads beneath the earth. The bogie men and other creatures who live among the ruins know the opening in the ground as *the Pit*, a place of death. The recent earthquake has "released the death that waits within." Now "it" walks among the ruins freely, every night killing any it finds. The lowly creatures of the ruins cannot articulate what the "it" might be, just that it is bigger than a man and shaped in his image.

The bogie men will chide and taunt the group, mixing lies and truth about the Pit and what might wait below. In all honesty they just *don't*

know what dangers lurk in the catacombs of the pit. What they *do* know is that a series of chambers was unearthed after the great tremor that shook the islands two nights ago. Since the tremor many sphinx, and a few others have come to the Pit in great excitement, some fighting amongst themselves, even killing each other. Only a tiny handful of those who entered the pit have come out, and those who emerged either dropped dead moments later or ran off (flew off) in terror. The skeletons of two sphinxes, recently picked clean by scavengers, lay within 10ft of the gaping pit. The bogie men claim they died without a wound.

Entering The Pit

The Entrance Chamber:

- 1) As one descends the stairwell the air becomes increasingly musty and smells of decaying flesh. The stairs fill the 30ft wide opening which descends about 90ft. At the bottom is a dirty, damp, 50 x 100 foot chamber. Two sphinx lay dead and decaying on the floor. There is no apparent mortal wound on either body. In the south wall there is clearly a secret door slightly pushed into the wall. No matter how hard everyone might try, the door will NOT budge an inch (its been held tight like this for thousands of years after an earthquake caved in the ceiling on the other side).

This chamber and the depressed secret door has been known and visited for years, but no way into the Titan burial chambers could be found. Now, thanks to the recent earthquake, a gaping crevice has torn the east wall asunder carving a natural passage to the connecting chambers. The crevice runs about 125 feet. Near the end, the body of a fallen ratling with short sword, dagger, and soft leather armour lays twisted. Although there is no evidence of any wound, agony is etched into the corpse's face.

Note: The smell in the entrance chamber crevice and the next chamber is stifling. Non-men of arms characters must roll (1D20) under their P.E. to avoid vomiting.

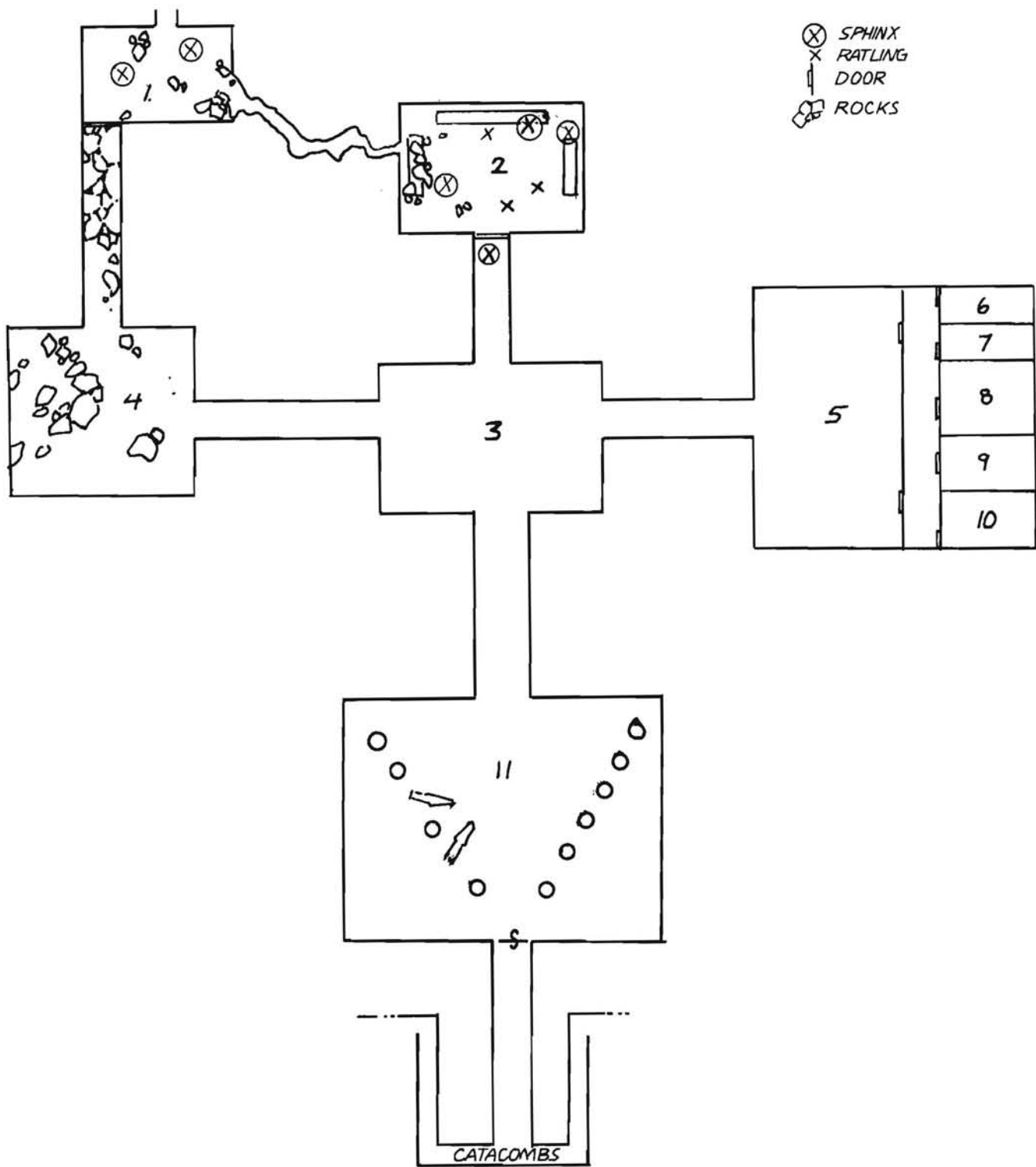
Temple of Light

- 2) The natural passage connects with a temple chamber approximately 130 by 80 feet (all ceilings are 20ft tall). Partially blocking easy entrance is a large bronze altar covered with boulders from the quake. Climbing over the altar and rocks will reveal another, identical, bronze altar directly adjacent to the first, and a huge gold altar no less than 50 feet long and 10 feet wide. The gold altar may be worth over 500,000 gold but weighs several tons. Furthermore, any good characters, especially those who worship the gods of light, would not desecrate the temple. Six rotting bodies, three sphinx, an ogre and two ratlings, attest to what might befall anyone who tampers with altars in this room.

Above each altar, carved in the stone and embossed in gold, is the image of a god. The crevice has destroyed most of the first bronze altar's god-head, but it appears to be Isis, the all mother. Above the other bronze altar Osiris, the law giver, and above the gold is the image of Ra, lord of light. Closer inspection of the gold altar will show that clutched in the hands of the ratling corpse is a small gold tabernacle. A diabolist, summoner or character familiar with mystic symbols will recognize over 100 wards carved among the altar's countless religious symbols, icons and designs. Visible, without actually touching the *empty* tabernacle, are a half dozen trigger wards. It is now obvious that a bombardment of a multitude of deadly wards (death, burning pain, and energy ward compose the majority carved in the altar; all are area effect and 15th level in power) were responsible for the deaths. Unknown to the characters, all the wards in this room have been activated so it is quite safe. No other valuables are in the room or on the corpses. Bronze double doors in the south wall open into a hallway that runs south, ending in a 140 by 90 foot chamber. The corpse of another sphinx lays just beyond the door.

The Central Chamber

- 3) In this central chamber the air is thick and musty, although free



SEE NEXT DIAGRAM FOR CATACOMBS

of the stench of death. The empty chamber accesses to four corridors. To the north is the temple room where the characters have just come from. The three others branch west, east, and south. **Note:** Scuffed foot, prints, large and human size, lead in each direction.

West

- 4) The corridor ends in a damp, dirty room littered with much fallen rock, ceiling and earth. Fresh air seems to be leaking in from undetectable cracks to the surface. In the north wall is a large stairwell that leads up to a dead-end of rocks. This is what blocks the secret door in the first chamber. (**Note:** It is impossible to dig through the tons of fallen rock and dirt). A clattering, scraping

noise will be heard from among the rocks in the northwest part of the room followed by two rats scurrying out of the room and down the corridor as quick as their little feet will carry them.

The noise will stop for a moment, start again, stop and start again. It sort of sounds like someone scraping rock with a knife (digging?) or rubbing hard leather armour against a rough stone. A careful, silent investigation will reveal a grunor, a huge segmented insect known for its tough natural body armour and deadliness. If left undisturbed it will continue to dig for grubs. If attacked or aroused it will attack the nearest living creature, biting and stinging. The commotion will awaken the two other grunors curled up among the rocks who will join in the foray.

The Gruunors

Length: 4½ft long.

Natural A.R.: 16

Hit Points: #1) 23 #2) 33 #3) 29

Attacks Per Melee: 2 by bite doing 1-8 damage or rear stinger which also does 1-8 damage.

Bonuses: +1 to strike, parry and dodge.

Abilities: Night vision 60ft, scale walls 90%, speed 8, resistant to cold and fire (does ½ damage).

See the *Palladium Book of Monsters & Animals*, page 40, for more details.

No valuables in the room.

East

- 5) The east corridor leads to a large, empty chamber with two bronze doors at either end of the east wall. Both doors open to a hallway with five doors (rooms). One can safely presume that this was once a caretaker's or priest's residence. Each of the doors opens to a small individual room. Any furnishings or personal belongings have deteriorated into the lumps of debris that clutter each room.
- 6) The door is open a few inches, the scuffed footprints are only a day old; probably ratlings. Total numbers, four to six. Inside, the debris seems to have been thoroughly searched. No valuables.
- 7) The door is shut, but blood smears the handle and a few drops stain the dusty floor. Inside is evidence of search, struggle and combat. Splatters of blood can be seen as well as the impression of a fallen body (about 5ft tall) in the dirt of the room. A search of the room will unearth a recently bloodied knife near the door and two Old Kingdom gold pieces worth 25 gold each.
- 8) The door is slightly ajar and also stained by a bloody hand print. This is the largest of the five rooms; the dust of what must have been a fine library covers the shelves that line the walls. In the center of the room is the body of a slain ratling stripped of its armour and possessions. Other than signs of a brief skirmish, the room does *not* appear to have been searched. A sincere search (20 minutes to an hour) through the deteriorated paper and bits of leather bindings will uncover the following.
North Wall: Scrolls well preserved by magic; remove curse, see wards and close fissure.
East Wall: A leather bound book preserved by the magic silver runes that it is written in. The tome is a religious book filled with pages and pages of stories about the gods Ra, Osiris, Isis and the other gods of light; their goals, laws and struggles against evil. The book is a collector's item worth 1000 to 4000 gold or a priceless religious icon that would surely gain the favor of any high priest of the gods of light (worth at least 100,000 in gold or assistance).

- 9) The room has been thoroughly ransacked. No valuables.
- 10) The room has been thoroughly ransacked. No valuables.

South

- 11) The south corridor runs some 200 feet ending in a gigantic temple chamber. Scuffed footprints show that the ratlings have been in this area as well.

Six 15ft statues form a "V" pointing to the south wall. Three of the statues have toppled over the ages. Footprints cover every corner of the floor and vacant statue eyes indicate that the room has been thoroughly searched and gems for the statues' eyes pried out. The statues are all warriors of both sexes. It is impossible to tell whether they are gods or titan warriors.

A ranger or the very observant will notice that some of the footprints seem to disappear behind a section of wall at the point of the V-shape. He or she will also notice that some of the tracks seem to be giant size, leading to and from the wall. These giant footprints are difficult to identify because the maker has a shuffling gate that drags out and disfigures the prints. In retrospect the

character identifying the tracks will realize that this type of trail has been *everywhere* in the ruins.

Suddenly a ghostly figure of a titan will step through the wall into the room. Dark, sad eyes will stare out at the adventurers. The sullen figure will address everybody in the room. Regardless of whether characters are of good, selfish or evil alignments, the spirit will make a plea for help. If the person(s) is evil the slant of the conversation will focus a little less on virtue and more on the potential dangers and physical rewards. It will speak in Elven or can communicate telepathically with any psionic character.

"Travelers of the new age, fear me not, for I am but a restless spirit who can find no peace until what has been done, is undone. I bid for your compassion and aid in this desperate hour. *The Sentinel* which was meant to guard this place is itself evil. An evil that could, in time, threaten *your* world, for upon its brow and shoulders it wears the **Mantle of the Gods**." The ghost pauses and appears to become even sadder. "I see the greed in your eyes," it continues. "I feel your excitement and desires wash over me like a flood. Know this!" its voice booms loudly, the face stern and menacing; "*The Mantle of the Gods* belongs here with those who once wielded its power to destroy ancient evils long forgotten by Elves and Manlings alike. The mantle is not meant for man nor his brethren creatures. With the mantle comes death and sorrow, a curse that must not be inflicted on this troubled world."

The ghostly warrior pauses, his voice again softens. "I cannot harm you in any way nor force you to fight selflessly as champions of light. Yet I do ask you to stop the thing that wields the mantle before it grows too powerful or it falls into the hands of evil forces.

"The creature, the sentinel, is a mummy of a great titan warrior who had forsaken his evil ways to aid his fellow titans in an epic battle against the minions of evil. Badly disfigured and losing all that he held dear in battle, the warrior volunteered to become the guardian of this place of the dead and defender of the mantle. Yet I am grieved to report that he has turned again to his dark ways and will use the Mantle of the Gods for his own twisted purposes.

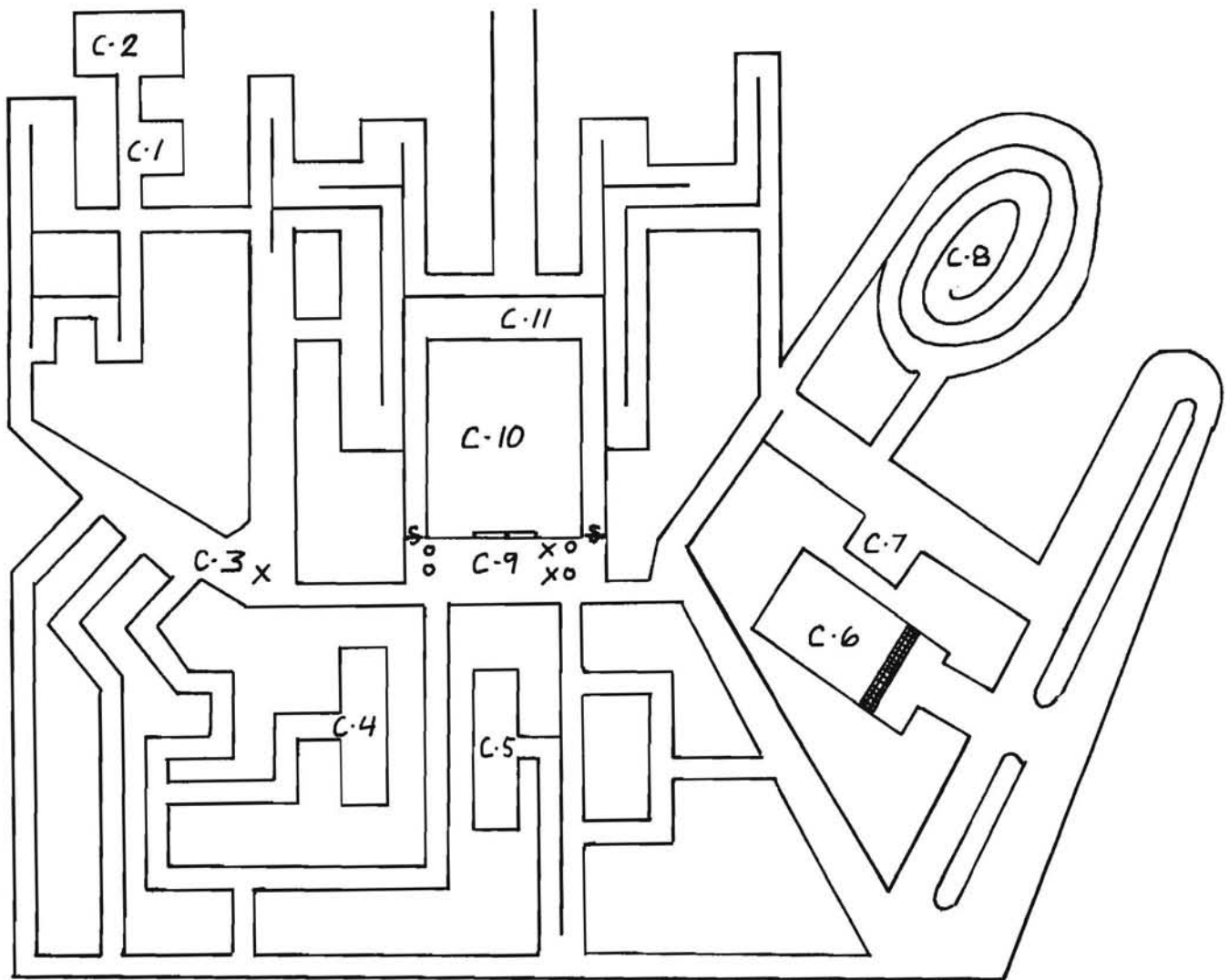
"The sentinel is powerful, but not invincible. Its wits are scrambled and dulled by the process that made the titan into an undead (mummy). This will work to your advantage for the creature is quite mad and easily lured into heedless action by taunts and challenges. Furthermore, its addled mind cannot command the full mystic power supplied by the mantle. The creature **MUST** be destroyed!! Alas, only magic can destroy a mummy; so you must use your brawn and cunning wisely, and your magic, to deliver the killing blow."

Note: The group is likely to not have enough fire-power to destroy the creature. If this is the case the ghost will tell them that they (the group) can *borrow* weapons from the five warriors entombed here.

"I only ask you to return *all* items found in this sacred place. Defeat the creature and take nothing from this place and I assure you that you *shall* be rewarded." The ghost will pause long enough to answer a few pertinent questions (*not* questions like what kind of reward or who are you, etc., nor will the ghost of the titan offer any clues as to what might happen if the magic weapons, mantle or items are not left behind). The following information will be provided and it will then bid the group farewell "and may Ra guide you in destroying my son!"

- 1) There are five warriors interred within; the weapons of each can be borrowed. The ghost doesn't articulate what will happen if they are not returned, nor the location of the tombs.
- 2) The catacombs are a maze. He will not provide directions.
- 3) When the mummy is destroyed the entrance must be sealed with earth and stone.

THE CATACOMBS



- 4) The mummy inside wears the mantle. He will point out the mummy's weaknesses.

The Catacombs

The catacombs of the crypt in which the titan warriors are entombed is deliberately maze-like to dissuade and confuse would-be thieves. The group will have to wander about in order to find the tombs. Although, there are FIVE tombs and five magic weapons the group does NOT need to find each one. Whenever the characters feel they are strong enough to confront the mummy they can; whether it be with one of the magic weapons or four (the mummy wields the fifth).

The passage weaves and branches in other directions several times; the exact path taken is left completely to the characters. Splitting up may not be a wise thing to do, but a definite option. The dragging shuffle of the mummy and an occasional, intact, rattling and sphinx footprint can be seen throughout the dust laden floor of the catacomb.

There is an 18% chance of encountering the mummy at EACH of the five tombs (roll percentile dice). If such an encounter occurs, the characters should be able to avoid it or hold it at bay long enough to escape for the time being. Once the creature is aware of intruders it will actively seek them out, following footprints and checking each

tomb. This will increase future encounters at the other tombs to 40%. Likewise, much noise may arouse the creature, making encounters 25%.

WEST

C-1 The Shrine of Osiris is a small, doorless, side chamber containing a small marble altar, marble slab cut-aways for candles, and a 12ft statue of Osiris. The left eye is a ruby (worth 8000 gold), the right is a diamond (worth 12,000 gold); neither is magic. On closer inspection it is obvious that both gems have been pried out and replaced. The brown stains on the face, especially near the gem eyes, is blood, . . . not more than two days old. Footprints around the statue are too smeared to make out.

C-2 The Tomb of a Titan. A 15ft long sarcophagus of stone rests in the center of the floor. The figure of a life size woman warrior (Titan) is carved out of the stone block that is the lid. The hands are folded and cupped, holding this warrior's weapon; a crystal of glass.

The Glass Crystal

- 1) Indestructible.
- 2) Encases the bearer in a transparent, crystal, armour making that person impervious to fire and provides an A.R. of 17 and S.D.C. of 300 (it also regenerates 20 S.D.C. every fourth melee).

Weightless.

- 3) Magically creates a crystal short sword at will, but only during a crisis/combat situation. Sword is indestructible, does 2-12 + 4 damage. If dropped or the bearer of the crystal slain, it will disappear. Only the bearer of the crystal can summon and use the crystal blade.
- 4) A curse of Reduced Healing on all who use the crystal plus a curse of Vulnerability on any evil or selfish alignment.

SOUTH

C-3 A decapitated ratling lays in the junction of this corridor. The hard leather armour seems to be singed around the neck and shoulders. Its short sword and knife lay at its side. No other valuables.

C-4 The Tomb of a Titan. A 15ft long sarcophagus of jade rests in the center of the floor. The figure of a powerful, armourless warrior carved in jade comprises the lid. In his hand is held a scabbard with a jade sword still inside. The jade bastard sword is dull and surprisingly heavy (a strength of 14 or better is needed to wield it). However, it is excellently balanced and a deadly weapon.

The Jade Sword

- 1) Indestructible.
- 2) Does 4-24 damage (does double, 8D6 to devils and demons).
- 3) Well balanced; +1 to strike, +2 to parry.
- 4) Curse of Rags affects any who uses the item after a 48 hour period. A curse of Phantom Noises will plague any evil or selfish alignment in addition to the curse of rags.

C-5 The Tomb of a Titan. An 18ft long sarcophagus modeled out of lead and dotted with salt crystals rests in the center of this tomb chamber. A female warrior graces the lid holding an iron scepter with a silver vine of leaves curling around it. The scepter is a mere 2½ft long and clearly not intended to be used as a hand held weapon.

The Scepter of Apis

- 1) Indestructible.
- 2) Endows the user with the sensitivity of the Goddess Apis: sense magic, sense good or evil, detect psionics, aura of truth. All are equal to the psionic abilities with no I.S.P. limits.
- 3) Perform each of the following two times *each* per 24 hour period. Chameleon, track, animate plants, sand storm, travel through walls. All are equal to a 6th level earth warlock.
- 4) A curse of Insect Attraction will plague anyone who uses the scepter after a 24 hour period. A curse of confusion will plague any evil or selfish alignments in addition to the insect curse.

C-6 The Tomb of a Titan. An 18ft long sarcophagus rests in the center of this doubly large chamber. Iron bars that run from floor to ceiling have been bent to allow any human sized creature access to the burial chamber. Laying in front of the bars is the mangled body of a ratling. The footprints of a large cat (sphinx) can be seen around the area, but suddenly stop (flew off).

Beyond the iron bars is a 12ft wide trench that runs from wall to wall and about 30ft deep. Nasty looking spikes line the trench floor. A fall onto the spikes will do 6-36 damage.

Across the pit/trench is a sarcophagus molded in bronze. Any of the characters who saw the *ghost* back at the temple chamber will immediately recognize the bronze figure as one in the same. An inscription written in Elven reads, "Here rests the noble Oberon, greatest of the Titan chieftains." The figure's hands are clearly designed to hold something, but now grasp at empty air.

The mummy has slain the ratlings which took the missing sword and scabbard, and has kept it for himself. Because the ancient warrior is the mummy's father the curses do not affect it. The weapon is a large, two handed, flaming sword. Its handle is pearl and shaped in the image of the god Ra.

The Sword of Oberon (A minor Rune Sword)

- 1) Indestructible.

- 2) Makes the person wielding it impervious to fire and cold, adds 20 hit points, +1 on all savings throws and can turn into a fire whip at will (doing 6-36 damage). The transformation into a fire whip can happen **ONLY** when the opponent is evil! The whip cannot be used against good or even selfish alignments.
- 3) Damage inflicted as a flaming sword is 4-24 + 4.
- 4) The curse of Hallucinatory Noises will plague anyone who keeps the sword. In addition, the curse of Dislike will afflict any characters of evil or selfish alignments.

Note: The mummy wields this weapon most expertly in both sword form and as a fire whip.

C-7 Shrine of Isis: very similar to the Shrine of Osiris (C-1), the marble statue has been recently toppled and smashed.

C-8 The Tomb of a Titan. At the end of the circular corridor is the last titan's tomb. The figure that adorns the sarcophagus is clad in a long robe and no armour. A warlock perhaps. In its hands is an 8ft length of iron staff. Closer inspection of the staff will show a handful of mystic symbols of magic, good, and knowledge along with the symbol of Thoth etched into it.

The Staff of Cunning

- 1) Indestructible.
- 2) Does 2-12 damage.
- 3) Provides the following knowledge and abilities . . . sense traps (same as the psionic ability), locate secret compartments, recognize weapon quality (both at 70%), see the invisible, recognize wards, +4 to save vs illusions and teleport (2× daily).
- 4) The curse that plagues its owner is Misunderstanding. An additional curse of cold will afflict those of evil (not selfish) alignment as well.

Note: NONE of the curses will affect the characters unless they keep the weapons for over 48 hours.

C-9 The vestibule to the Temple of the Phoenix. The two statues against the west wall are the gods Anhur, the slayer of enemies, and Horus, the great sphinx. On the east wall is Set, god of darkness, and Anubis, lord of the dead. In the statue of Anubis laying its outstretched hands, is the mangled body of another ratling and at the feet of Set, a slain sphinx.

C-10 Bronze double doors open into this large temple of Bennu the Phoenix and the dwelling place (crypt) of the mummy. About half-way in the room is a recently painted summoning circle (drawn by the dead sphinx at the feet of Set). This has worked to place two *Alu demons* in the mummy's service (See *Palladium RPG*, page 174). Both of these wolf headed humanoids are of diabolic alignment.

Hit Points: #1) 36 #2) 21

Attacks Per Melee: Two by claws doing 2-12 damage or by bite which does 1-8 damage.

Bonuses: +4 to damage; +2 to strike, parry, dodge; +2 on all savings throws.

Abilities of Note: Bio-regen 2-12 H.P. per melee, fire does half damage, see the invisible, turn invisible at will, nightvision 120ft, track 70%, speed 14, I.Q. 9, prowl 69%

The mummy's resting place is a shallow, open sarcophagus near the north wall. Inside the sarcophagus is 123 gold, 31 silver, a mirror, 4 silver knives and an earthquake scroll that can seal the opening to the "Pit" (#1) forever, that have been collected from those he killed. Behind the coffin, in the north wall, is a secret door that connects to a U-shaped passageway. The passage leads to secret exits to the right and left of the temple vestibule (C-9).

Encountering the mummy here is most likely during the day, 81%, and least at night, 50%. The demons are always here, but will pursue intruders to anywhere in the complex. See the *mummy description* in the #11, South section.



The Mummy

Weaknesses: Low I.Q., insane; its wrappings are very tattered, making the creature vulnerable to the painful light of day. If it could be lured outside it would be so pain wracked that it would lose one attack per melee and be (minus) -3 to strike, parry and dodge. Fortunately the mummy does *not* wield the magic abilities of the mantle (#6 in the description)

Alignment: Miscreant

Natural A.R.: 12

Hit Points: 154 with mantle; 54 without.

Attacks Per Melee: 3 (including the mantle's bonus)

Damage: 1-8 + 5 with bare hands, 4-24 + 4 with flaming sword it has taken from one of the titan crypts.

Bonuses: +4 on ALL saving throws; +3 to strike, +3 to parry, +1 to throw when using a large sword (an old O.C.C. W.P. skill that the befuddled creature still retains. It was once a knight and wizard).

Attributes: I.Q. 6, M.E. 7, M.A. 12, P.S. 20, P.P. 15, P.E. 19, P.B. 9, Spd. 8 (20 with mantle)

Special Note: *IMPERVIOUS* to normal weapons and fire; only magic can damage or destroy it. Turn dead will *not* affect it.

Other Notes: The creature is insane, bent on wreaking havoc and death. This is the bogie-men's "it" that walks among the ruins at night killing anyone that it encounters. The mummy can only leave the ancient underground crypt at night for the light of day causes it great pain (A sphere of daylight is too small to affect it). Although mad, the mummy still possesses amazing cunning and wiles on a sort of primal level. It has become a deadly predator who delights in killing. It covets no wealth, although it dimly recalls wealth is power and it does crave power though it's not quite sure why. These emotions are flickering memories of its past existence which have been reinterpreted as its current purpose. If not destroyed the mummy could/would eventually join forces with some clever disciple of evil to wreak havoc on an unsuspecting world. The monstrosity would be particularly attracted to schemes of conquest or acts of evil against royalty, elves, titans and gods of light. It will *not* relinquish the Mantle of the Gods or the flaming sword of Oberon.

The mummy can be encountered anywhere inside the underground complex or above ground at night (50% likelihood), but is most likely to be found in the catacombs (80% chance during the day). Here, within its "home" grounds, it will toy with its new playmates, striking to kill only after it gets bored or is angered or severely injured by an attack. Also see The Mantle of the Gods and the Sword of Oberon (Room C-6).

OTHER NPC's

If the group of playing characters is particularly large (five or more, 3rd level or higher), high level, or extremely magical; the game master may want to add a few menacing allies to the mummy's threat. In several play-tests I ran, six to nine players whose characters were each 4th to 6th level, but with no magic weapons and only the mystic resources of a warlock and mind mage. Additional magic was gained from the "borrowed" titan weapons.

I found the following NPC additions necessary to make the adventure challenging. GM's may use none, some, or all of these characters depending on the group's strengths.

Krin the Sphinx

Size: 7ft long; 1600lbs

Alignment: Miscreant

Attributes: I.Q. 16, M.E. 18, M.A. 14, P.S. 21, P.P. 14, P.E. 19, P.B. 20, Spd. 17 (85 in flight)

Hit Points: 79

A.R.: 10

Natural Abilities: Nightvision 120ft, prowl 60%, track by smell 77%, speaks ALL languages.

Attacks Per Melee: 2 by claws doing 2-12 + 12 (P.S. damage bonus and natural strength bonus).

Bonuses: +3 to strike, parry and dodge.

Magic: 6th level summoner; knows only summoning and protection circles.

Psionics: None

Description: Krin is a cunning master of deceit and treachery. He arrived at the catacombs only a few hours before the player characters, but has already found the crazed mummy. Fearful of the mantle's powers, Krin has decided NOT to try to take it away from the mummy. Instead, he has convinced the insane creature that he is a valuable ally who can help him in his plans of carnage. In truth the sphinx hopes to manipulate the mummy to perform acts of evil which will help him extract revenge and wealth from his enemies.

As a show of power, Krin has summoned three of his favorite demons; *two Alu*, lesser demons (See the *Palladium RPG*, page 174), and a *Baal-rog* (*Palladium RPG*, page 177).

The *two Alu* wander the maze-like catacombs separately, looking for new victims to destroy for their master, Krin. They will not touch or use any of the titan's weapons. If clearly out-powered the *Alu* will attempt to escape to warn the others.

The *Baal-rog* remains with the mummy and sphinx in the Temple of Benna the Phoenix, #C-10. If warned of interlopers by one of the *Alu*, Krin will send out the *Alu* (one or both) along with the *Baal-rog* to destroy them. The *Baal-rog* will also be used to investigate potential danger and to protect Krin.

Krin will usually stay with the mummy, but will flee if things get desperate. Although deadly in a fight, the sphinx is much more a schemer than a warrior. So treacherous is he that he may try to convince the group that the mummy summoned the demons and forced him (the sphinx) to serve as an unwilling slave. Krin will then feign everlasting gratitude and even offer to join the group. This is folly, for Krin will use the group for his own purposes, and betray, rob and kill them when the opportunity arises later.

Other NPC's that can liven things up is a band of 2 to 4, second level, ratling merc's; a wandering grunor recently trapped in the area and/or a gargoyle also summoned by Krin.

The Mantle of the Gods

The Mantle resembles the head-dress of an Egyptian Pharaoh along with a large ornamental neck piece. The mantle is made of gold and is gem studded.

Properties and Abilities

1. Indestructible.
2. Can be used by any alignment.
3. Increases wearer's attributes: P.S. to 20, Speed 20, P.B. 24, M.A. 20; all other attributes are unchanged. The increases are in effect only when the mantle is worn. The P.B. doesn't apply to the mummy.
4. Adds 100 hit points.
5. Enables the wearer to see the invisible, nightvision 120ft, speak all languages, fire and cold resistant (does half damage).
6. Magic abilities: can perform *each* up to *three times* a day: radiate light 90ft, calm storms (equal to a 6th level warlock), heal burns (4-24 H.P.), healing touch (4-24 H.P.), bio-regenerate (4-24 H.P.), create wall of flame, circle of fire, fire ball, spontaneous combustion, fuel flame, breath without air, stop wind, wind rush, walk the wind, call lightning (all are equal to a 6th level warlock).
7. Bonuses: (attribute bonuses not included), +2 on *all* savings throws. One extra hand to hand attack per melee.
8. The curse of the mantle affects anybody who owns or wears the mantle for more than 48 hours. *Headaches*, *Glowing Eyes* and *Spoilage*. See curses in the alchemist section.

The Character's Reward

If the characters have successfully destroyed the mummy and if they have honestly returned the magic weapons and other items found in the underground complex, they *will* be rewarded. Each character who has willingly complied *will* be blessed in that all wounds will be healed (unless killed). Furthermore, the bravest or most good aligned character will stumble over a small metal box sticking halfway out of the dirt. Inside there will be a treasure of 50, gold, Old Kingdom coins; each is a sphinx coin worth 500 gold each (total value is 25,000 gold). The treasure is meant to be *SHARED* by *all*.

Any characters who have kept the magic weapons they borrowed will suffer the curse(s) described by each and will NOT be healed. Furthermore, characters who keep the weapon will have his alignment changed to anarchist (no debate). If he is repentant later he (or she) must turn the item over to a priest of Ra or church of light; however, the curse will linger and the priest will NOT remove it. If it is a priest of light who keeps the weapon or the mantle, he/she will lose *ALL* priestly powers and can *never* be a priest of light again.

If the Mantle of the Gods is kept, even if by one individual, the entire group loses the reward of gold and healing, and *all* will suffer from a curse of glow, marking them as thieves. **Note:** No good character(s) should allow the Mantle to be taken for any reason by anyone.



FAERIE ISLE 2



147



SCALE IN MILES

0 4 8 12

CODE KEY

FRESH WATER
 MARSH
 GRASSLAND
 FOREST

THE FAERIE ISLAND

This is a place the faerie folk call home and no mortal is safe from their pranks or mischief. The cyclops and those native to the area shun the little island paradise and even pirates and fishermen steer clear of its waters.

Although not particularly evil the faeries and their kin have no understanding of the human condition. This can lead to harrowing experiences at the hands of playful faeries out for a little fun. One must remember that most faerie folk are like tiny, self absorbed little children. Children wild, happy and free to carry on with their scatter-brained antics and consumed with fun and games. Vagabonds without a society, laws or restrictions, they buzz about freely; first dancing in the sun, next dropping an overripe berry on a fellow's head playing tag, teasing a wild pig by pulling its tail and whiskers, chase a mouse and dance, make some faerie food, rest for ten minutes, and then play some more. The faeries carefree innocence is both enchanting and irksome, for their games can be especially hazardous to non-faerie life.

Humans, dwarves, goblins, orcs, ogres and wolven are among the faerie folks' favorite playmates. Although a faerie may appear shy it's almost a certainty that he or she is simply scoping out the situation and is *not* alone. Terminal pranksters, they will besiege a group of humanoids with any combination of shenanigans. Tying and untying shoes and boots, tying laces together, unbuckle belts, pulling down pants, stealing hats or light objects of apparent value so that the person will give chase ("Isn't this grand; he's playing tag or hide 'n seek", thinks the tiny winged perpetrators). Unfortunately, for mortals, these children are blessed with magic which adds an entire new dimension to the word "fun". Charms, especially love charms, are often used to force a poor mortal into doing something ridiculous, embarrassing or silly. Circles of rain, animated plants ensnaring or tickling, wind rush and the faerie's dance are also standard in the little people's repertoire of humor.

Like a typical spoiled brat, the more angry, frustrated or perplexed a victim becomes the more funny it is and the longer they will stay to play. But to the poor fool who turns the table on the faerie folk for they are not half as pleased at being the brunt of a joke as they are dishing it out. Likewise to intentionally (or even accidentally) hurt or kill a faerie or its friend is to flirt with death or worse. Many are the stories of evil or cruel men and women who are locked away under a faerie mound in endless slumber or dance, or a lifetime of cruel pranks as punishment, or simply slain. To anger the faerie folk is madness.

Despite their mischief and often cruel or dangerous sense of humor, the faerie folk are sensitive to sorrow and despair in all creatures. Faeries, sprites, pixies, and brownies are an especially jovial and friendly lot who will always try to drive away sorrow. This will be done by powering the sad person with flowers or by offering a spectacular performance of dance and aerial acrobatics. If this doesn't work they will try to appease the sorrowful with little acts of kindness such as offering berries or wine, combing hair, mending clothes and so on. If all fails they too will cry and mope until the next day's dawn.

FAERIE FOODS

It is said that; "Only a fool partakes in the fruits of the faerie for it is laced with magic most foul." Perhaps a trifle overstated but essentially true. Prepared faerie food and drinks may appear to be ordinary wine, berries, nuts and poultry, but are actually enchanted. To eat the smallest morsel of this potent magic will affect mortals in the most peculiar way. Ever the comedians, the type of food usually suggests its effects; for example, frog legs will turn the eater's legs into frogs legs, mixed nuts instills a variety of phobias, burgundy turns the drinker's skin purple and so on.

Note: See the *Alchemist* section elsewhere in this book for a fine selection of NEW faerie foods. For more details on Faeries and individual types, see the *Palladium RPG* pages 221-231.

THE OLD TOWER

About 2500 years ago the cyclops made a last futile attempt to establish a small lookout post and light-tower on the Faerie Island. Despite constant annoyance from the little people, the mighty four story edifice was erected along with a small stone dock for supply boats. Three weeks later the tower was forever abandoned (and six tower sentries forever missing).

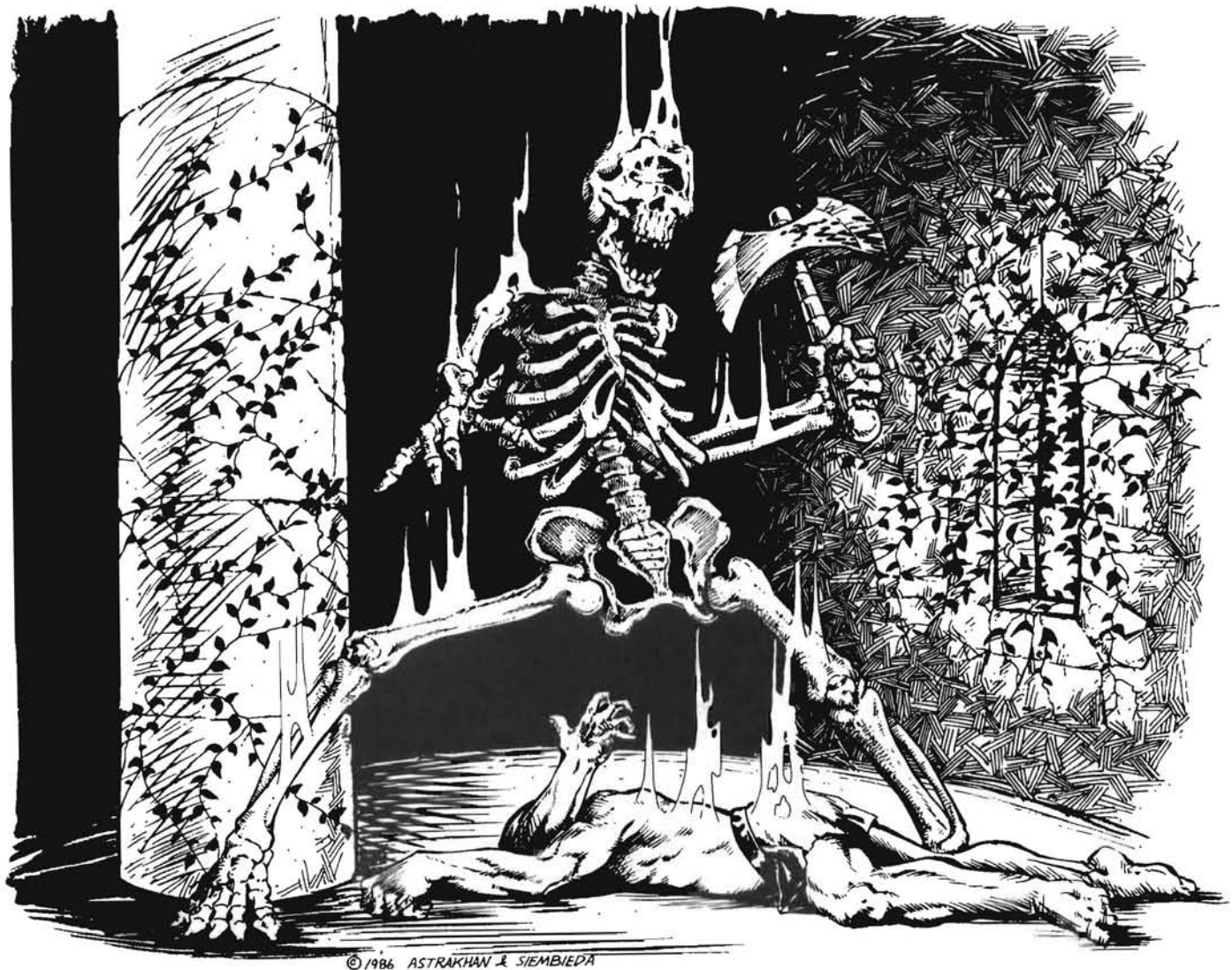
Today the ancient tower still stands straight and tall, covered in a thick weave of blossoming ivy. The eerie lights and noises are the result of faerie games, but the unknowing common folk believe them to be the ghostly apparitions of the six tower sentries whose ghosts still stand guard at the tower. The Faeries were very quick to pick up on the cyclops' and other mortal humanoids' fears and have established a regular routine of noises, tricks and gimmicks to perpetuate the myth. In addition to the odd lights, moans, and shrieks, the faeries use their magic to create sudden winds (wind rush), rain showers (circles of rain), weird apparitions (mesmerism), bewitch (charm), and animate objects.

As if this were not enough they have created a most convincingly haunted, frightful environment inside the tower. The night elves (faeries) and bogies lay full claim to this achievement.

A brutally smashed ogre skull with a spider nest greets all visitors. Cobwebs, spider webs and thin grasping vines lace the entire length of the stairwell. *The First Floor* entrance chamber is filled with piles of leaves and decaying rags. Inspection of the 8 inches of pulped vegetation and the various mounds of leaves will produce 1 to 6 gold coins, a variety of harmless worms, larvae and beetles; a rusty useless pot, serving fork, dagger (useless) and a family of diamond-back rattlesnakes (bite does 1-4 points of damage plus 1D6 + 1 damage every additional melee for a total of 1-6 melees. The effects of multiple bites are accumulative).

The Second Floor was once a kitchen and storage area, and still has its original iron pots and kettles fused by decay to the wall where they hang. Leaves and the dust of centuries line the floor. Near the west window, which faces the ocean, are three piles of rocks obviously placed there for some reason. Starting left to right; . . . under the *first pile* is an Old Kingdom 50 gold Kril (the coin is left because big people seem to like those things). Under the *second pile* is the skeleton of a rat; and under the *third pile* is an old rat-trap fixed to work well and placed under the rocks in such a way as to not trigger it. There's a 60% chance of anybody removing the rocks or feeling under them to get snapped by the trap which does 1-6 points of damage. When a person(s) tries to leave the room the bogie who lives there, usually aided and abetted by 2-8 night elves, begins his act; first moaning and then speaking in conventional goblin (the only language he knows other than faerie). "OOOohh. Who has disturbed my place?" A clump of dirt or small rock will rise up and be seemingly thrown by invisible, ghostly hands at the person who has the Old Kingdom Kril. (If none have the old coin the accusations will be more general). The croaking voice (probably ventriloquism) will demand the coin's return or suffer his wrath! With this a sphere of light will appear in the doorway. If the person(s) attempts to leave he will be knocked back into the room by a wind rush. Only after the coin is replaced will the character(s) be allowed to leave the room. If wine or ale or candy is obvious, the ghost (bogie) will demand that ALL of it be left behind. A token amount of gold such as 2 to 12 gold coins per person may also be demanded; unlike faeries, bogies collect gold and gems. Resistance to or questions about these requests will be met with a "do as I say or face my wrath;" followed by wind rush, mesmerism, pelting by animated objects/stones, fog of fear or wisp of confusion. The night elves will assist and protect the bogie.

The Adjoining Large Room is entirely covered in ivy, flower bearing vines and other attractive flowers and foliage. The Ghost (bogie) will warn and then chase unwelcomed visitors away. A search among the



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vines would reveal 4 to 24 night elves and 3 to 18 common faeries. Hidden here and there are little caches of faerie food (G.M.'s choice).

The third floor is what's left of the one large barrack or sleeping room. The original wood structures have long since rotted to dust. However, a newish table, three flimsy chairs and a water stained iron trunk sit near the center of the room. Clumped beneath the south window is an old skeleton of an orc with a well preserved spear cradled between its ribs (this is supposed to be scary). Cobwebs caress the ceiling and dark, twisted vines block the other three windows making the room dark even during the day. Mounds of leaves, mud, sticks and rubbish can be seen scattered about the room. Ominous and threatening cradles of vines create disconcerting shapes and hide-aways. This is the home and playground of four bogies, of which at least two are always present.

Suddenly the room will be filled with fog (fog of fear) or purple mist (spell) which is likely to instill fear in all within the room. Terrible moans will echo throughout the chamber and debris will rise from the floor.

If a character(s) does not succumb to the magic he or she can continue to examine the surroundings. Laying near the skeleton, half covered in decay, is a bottle of still drinkable, high quality wine. Unfortunately, its another faerie trick, for the delicious brew is bubbly wine, a faerie concoction (see its effects in the Alchemist section).

If the iron trunk is opened, and the bogies will allow this, the contents will come flying out like a giant Jack-In-The-Box. The contents are a jumble of old animal bones. Its purpose is to startle not damage.

In the West corner of the room, under a particular, large, almost cave-like weave of thick vines, is the glint of gold and gems. Closer inspection reveals the gem encrusted hilt of a short sword among the rubble. The only thing that bars the way to it is a very large spider web, about a four foot radius. Under the cave-like overhang of vines there appears to be periodic movement, but the vines obscure one's view. To reach the valuable hilt one must pass his hand through the spider web and about 3½ feet under the vines. The hilt is stuck so it cannot be knocked free with a sword or staff. The thing under the vines is a hideous, spider-like thing with huge pincers. The three foot long spider-thing is actually a puppet operated by one bogie or a faerie. Its pincers are coated with the same magic solution used on faerie arrows, causing paralysis unless a save vs magic of 12 or higher is rolled. Roll for each bite. The actual bite inflicts only one point of damage, has two attacks per melee; and is +1 to strike, +2 to dodge, with a speed of 8.

If the hilt is attained the bogies will fight to get it back at all costs using wind rush, wisps of confusion and enlisting the aid of their nearby faerie cousins. The hilt is the bogie's prized treasure, studded with 16 gems worth about 1000 gold each.

The fourth, top, floor is best. The once mighty iron door is torn from its hinges and lays on the filthy floor. Blood (actually brown-red stain) is splattered on the top six stairs as well as most of the door. As on the third floor, all but one window is left uncovered by the vines making it dark even during the day. It is the large, signal window facing the

west that is not totally vine covered. Ivy and mold hang from the ceiling, some dangling to the floor.

Sitting in the rear of the room, 15ft from the window, is the skeletal remains of a cyclops. It rests at a crude, weather-beaten table, sitting in the lone chair. On the table is a 2 gallon keg of wine (faerie burgundy), a half dozen empty wine bottles and four mugs. Everything is dust laden. Shortly after someone(s) has entered the room the skeleton will respond by rapping on the table and motion that person or persons over to the table for a drink.

Note: Invisible people or creatures will be seen as well and motioned over to join it. The wine poured will be faerie magic burgundy (from the 2 gallon keg) which will turn everyone who takes even the tiniest sip completely purple. Anyone who pulls out his own alcohol will be motioned to put it away. Refusal to drink will result in angry moans and hostile motions. Likewise any trickery, attacks, or sneaking about will provoke the giant 15ft skeleton to attack with the giant battle axe that sits at his side (does 3 to 18 damage).

As soon as an attack is provoked the room will become filled with three, simultaneously cast fogs of fear. Players must make *three* savings throws of 14 or higher to save against this faerie magic. A failed roll means the characters are wracked with fear. *The next melee* the faeries will cast a purple mist on top of the fog (*See Palladium RPG, page 95*). Again characters must make three savings throws. *During* the entire battle/conflict the other bogies and faeries hiding among the vines and debris, as spectators to this great entertainment, will throw in occasional shrieks, howls, moans, wind rush and animated objects. This should create quite a feeling of confusion and panic for the besieged humanoids as it will seem as if they are being surrounded by a dozen or more hostile, ghostly spirits. Smart characters, and those terror wracked by the magic, will run howling from the tower. A good show will usually satisfy the faeries and prevent pursuit.

The Skeleton

The skeleton is actually a giant puppet operated by about a dozen hidden faeries and orchestrated by one or more bogies. It is not meant to inflict damage but to invoke fear. The faeries operating the thing, and spectators alike, will make certain the skeleton puppet is not severely damaged. This will be accomplished with wind rushes, pelting with objects, pulling hair, tripping attackers, etc.

If the clergy or other act of magic takes control by "animating and controlling the dead" it will upset the entire show and invoke serious reaction/assaults from the 40 to 120 faerie spectators.

About the Skeleton . . .

Attacks Per Melee: 2 with axe (3D6 damage) or fist (1D6 damage).

Speed: 6

Alignment: None, although the faeries will vary from miscreant to predominately anarchist (selfish).

Cannot be turned as dead or undead because it is only a puppet. Likewise it cannot be communicated with psionically or by commune with spirits.

A psionic presence sense would detect dozens of presences within the room.

See aura would indicate a blurred, multiple faerie aura of differing alignments and most definitely magic. Sense evil would be a yes, but a sense good would also register a weak yes (or at least not evil).

Treasure Notes

Non-faerie characters, including orcs, kobolds and goblins, will never be able to search the room at all because of the numerous faeries and vicious bogies. If they could, they would find the following treasure trove for *all* the bogies' valuables are hidden about the room:

4632 in Gold.

9400 in Gems and Jewelry.

Magic Dagger, eternally sharp, +3 to damage.

3 Bottles of Fine Wine (not faerie)

And a variety of several faerie foods and drinks.

Faerie Note: In addition to the bogies and faeries already mentioned, approximately 100 night elves (faeries), 30 green wood and over 150 common faeries inhabit the tangle of vines and floors that cover the 4 story tower.

THE HYDRA'S DEN

Cradled in the densest part of the forest, a few miles from the southern coast, is the hydra's den. If the cyclops know of this foul beast's existence they are not doing anything about it. The dragon rarely wanders far from the cavernous den it has dug over the centuries. When it does leave, in search of food or helpless victims, a host of evil faerie folk protect the den and its treasures. Only the foolish or bold dare to invade its home. None have yet succeeded in slaying the beast or stealing its treasure.

Random Encounters in the Dense Forest (Roll percentile dice once for every 3 hours)

- | | |
|-------|---|
| 1-5 | The hydra on the prowl |
| 6-18 | 2 to 8 Wild Pigs |
| 19-24 | 1-4 hostile toad stools |
| 25-35 | 1-4 satyrs; will attack only if attacked first, may warn group of the "devil beast" if the group is kind and generous. |
| 36-42 | 2-12 hostile wild pigs. |
| 43-54 | 1-4 wandering common faeries; 50% chance of pestering the group for 4 to 12 melees. |
| 55-68 | One cruel bogie who will tell the group about the fabulous treasure-cave guarded by the evil pucks (will not tell about the hydra). |
| 69-75 | 1-4 pucks; hostile unless outnumbered. |
| 76-81 | 1-4 wild pigs (boars); really pucks in pig form that will follow and attack from behind or steal. |
| 82-89 | Hostile pucks. |
| 90-95 | 2-8 Hostile toad stools (evil faerie folk) |
| 96-98 | 1-4 Bogies looking for fun at the expense of others. |
| 99-00 | The Hydra, hungry for interlopers. |

The Den

Around the den, within a 600 foot area, are always 4-12 pucks and 1 to 4 bogies. They are friends and allies of the hydra and will defend his den whenever the hydra is away or whenever he might need help in fending off interlopers. Only the pucks will fight to the death.

The den itself is a long "U" shaped digging, 60ft beneath the earth and rock. It is a sturdy, expertly dug dwelling with no chance of collapse (perhaps other than magically induced). Around the 30 foot *opening* are scores of dead, broken, uprooted and scorched trees to mark the hydra's presence. Undoubtedly much of this destruction is the result of past battles.

Approximately 80ft west of the opening is a fallen tree. Under the moist mold and leaves lives an old friend of the hydra's, a *toad stool* of the foulest temperment. If the toad stool (faerie folk) can attack on a one-on-one basis it will do so, always attacking from behind. If outnumbered or out-powered it will turn into a normal looking/sized toad and sneak by to warn the hydra.

Note: There is no reason for the characters to suspect a "toad" of anything. This means that no one will attack it even if it is noticed.

The sole entrance angles somewhat, running about 120ft in a north-westerly direction. The tunnel is about 35ft wide, 30 to 40ft tall and slopes till it is about 60 to 70ft underground. Occasional animal, saytr, puck and other humanoid bones litter the tunnel. There is a 40% chance of encountering 1 to 4 of the *pucks* that live here. Hostile and mean, they will attempt to slay any intruders. If outnumbered they will shriek, call out and run off to alert their fellows and the hydra.

The mammoth burrow opens into a sort of chamber before it turns



to the east. It is here that players are likely to meet their greatest challenge prior to combatting the hydra itself, for the chamber is the home of many pucks and toad stools. If forewarned, the foul creatures will be ready to attack. Livestock, such as wild boars, goats, ponies and dogs are likely to be metamorphed pucks who will try to get close or behind the characters before transforming to attack.

The area contains . . .

(70×95ft chamber, 40ft ceiling)

Several crude wood and stone tables; no chairs.

Bundles of dry grass, leaves and rags for bedding.

Small piles of rocks to sit on.

Scattered piles of fruits, roots and mushrooms.

Mushroom Patch (with 2 to 8 toad stools hidden among them).

Treasure

- 29 scattered piles of gold and silver, usually hidden under bedding or stones. Each pile is worth 20 to 120 gold each (roll 2D6×10).
Note: To find more than a half dozen will require at least 1 to 4 hours of careful searching.
- Buried a few inches beneath the dirt in the largest animal pen is a treasure cache of 200 to 800 gold (roll 2D4×100), a magic crystal of light and one potion of healing (1D8 hit points).
- Alcohol: 6 bottles of good wine, 2 gallon keg of homemade mead and a freshly made, 5 gallon vat of the same; one gallon keg of bubbly wine (faerie magic).
- Livestock (real) 1-4 goats, 1-8 wild pigs.

Pucks — 4-16 (roll 4D4)

Size: 3ft tall

20% wear leather armour — A.R.: 9 S.D.C.: 20

All are 2nd level thieves; abilities include pick pockets 55%, pick locks 45%, prowl 50%, recognize poison 72%.

Attacks Per Melee: 2

Bonuses: +2 to strike, parry and dodge

Average Hit Points: 27

Average Attributes: I.Q. 6, P.S. 7, P.P. 16-19, Spd. 12

Average Alignment: Miscreant (all are evil)

Faerie Magic: NONE, but can naturally change form into that of a goat, boar, pony or dog.

Weapons: ALL have a dagger, plus a small spear or short sword or club. ALL weapons do 1D6 damage.

Natural Weapons: Bite does 1D6 or claws do 1D6 damage.

The Leader — Grphmt

2nd Level Thief

Chain Armour A.R.: 13 S.D.C.: 32

Weapons: Morning star 1-8 damage, gryphon claw (magic) 2-12 damage, silver dagger 1-6 damage.

Hit Points: 45

Attributes: I.Q. 9 P.S. 8 P.P. 20 Spd. 20, all others average.

Alignment: Diabolic

Bonuses: +3 to strike, parry and dodge; +2 save vs magic and poison. 50 gold on person.

See the Palladium RPG, page 230, for more details about pucks.

Toad Stools — 3-12 (Roll 3D4)

Size: 2 to 3ft long

Wear no armour nor use weapons

Attacks Per Melee: 2

Bite is poisonous but not initially deadly. Does 1-6+2 damage and venom causes fever and nausea for 24 hours. Victims are -3 to dodge and parry. The duration is cumulative with each bite.

Touch of a toad stool causes painful warts to appear where touched. Very uncomfortable; lasts 1 to 4 weeks unless a remove curse is performed.

Average Hit Points: 26

Bonuses: None

Faerie Magic: Create fog and animate plants. Can also polymorph into a real toad at will (still causes warts if touched).

See the Palladium RPG, page 229, for more details.

Continuing down the burrow will reveal a side chamber filled with fresh water from an underground spring. Chance of encountering 1 to 4 toad stools here. This passageway will continue to curve back toward the south, leading into the Hydra's den. The gargantuan, 130×160 foot, den reeks of animals, death and decay. The floor is littered with the animal and humanoid remains of its many victims. If forewarned by a puck or toad stool the Hydra will have the initiative/first attack and be on guard. The hideous creature will attack without mercy, always striking to kill.

To see the ancient terror, whom the satyr call the "devil beast", will strike fear into the stoutest warrior. All players must roll a 20 sided die to determine whether their character has had a change of heart, deciding to flee, lest he die in the teeth of the most fearsome and powerful dragon he is ever likely to see. Each character must roll under his or her M.E.; if above the M.E. the character will demand to abandon such foolishness and will flee or hide regardless of alignments. If the fleeing character's friends/allies remain behind he may be able to regain his/her composure and rejoin the foray against his/her better judgment (it'll take 2 to 8 melees to regain composure).

The Hydra

Size: 25ft tall — 50 feet long.

Natural A.R.: 13; any attacks of 4-13 may hit but do *no* damage (this includes magic weapons).

Attacks Per Melee: 7 by bite or *breath*.

Bites do 3-18 damage.

Breath Attacks (7): All have a 30ft range, 6ft width. **Type and Damage:** Fire — 4-24, frost — 4-24+2, poisonous vapors paralyze for 1-8 melees, death 4-24+6, corrosive 4-24+10, slumber for 2-12 melees, psionic evil eye (80 I.S.P.). **NOTE:** Standard magic savings throws applies against poison vapors, death and slumber.

Bonuses: +4 to strike, parry and dodge; +3 on all savings throws.

Magic: None, other than breath.

Natural Abilities: Bio-regenerates 2-12 hit points per melee, fire and cold resistant (½ damage), nightvision 90ft, see the invisible and regenerates heads and limbs within 30 melees.

Clerical Abilities: Turn 4-24 dead 77%, animate 4-24 dead 77%

Age: 2100 years old

Hit Points: 229

Alignment: Diabolic

Treasure

Hidden under the bedding is a treasure that the beast has collected over the last dozen centuries. Even on this remote island it has gathered a king's ransom.

The amount of treasure is limited by how much time is spent in search.

Under 10 minutes 5%

11 to 20 minutes 10%

21 to 60 minutes 20%

2 hours 60%

4 hours 80%

6 hours 100%

40,000 in gold and silver

35,000 in gems

Weapons include 20 short swords, 8 large swords, 8 maces, 2 morning stars (Note: weapons of wood construction decay so they are not kept).

Armour: 3 human full suits of chain, 2 full human suits of scale mail, one giant cyclops suit of chain and one of splint, and one ogre or wolven size suit of double mail (A.R. 14)

Magic Items — (the last items to be found)

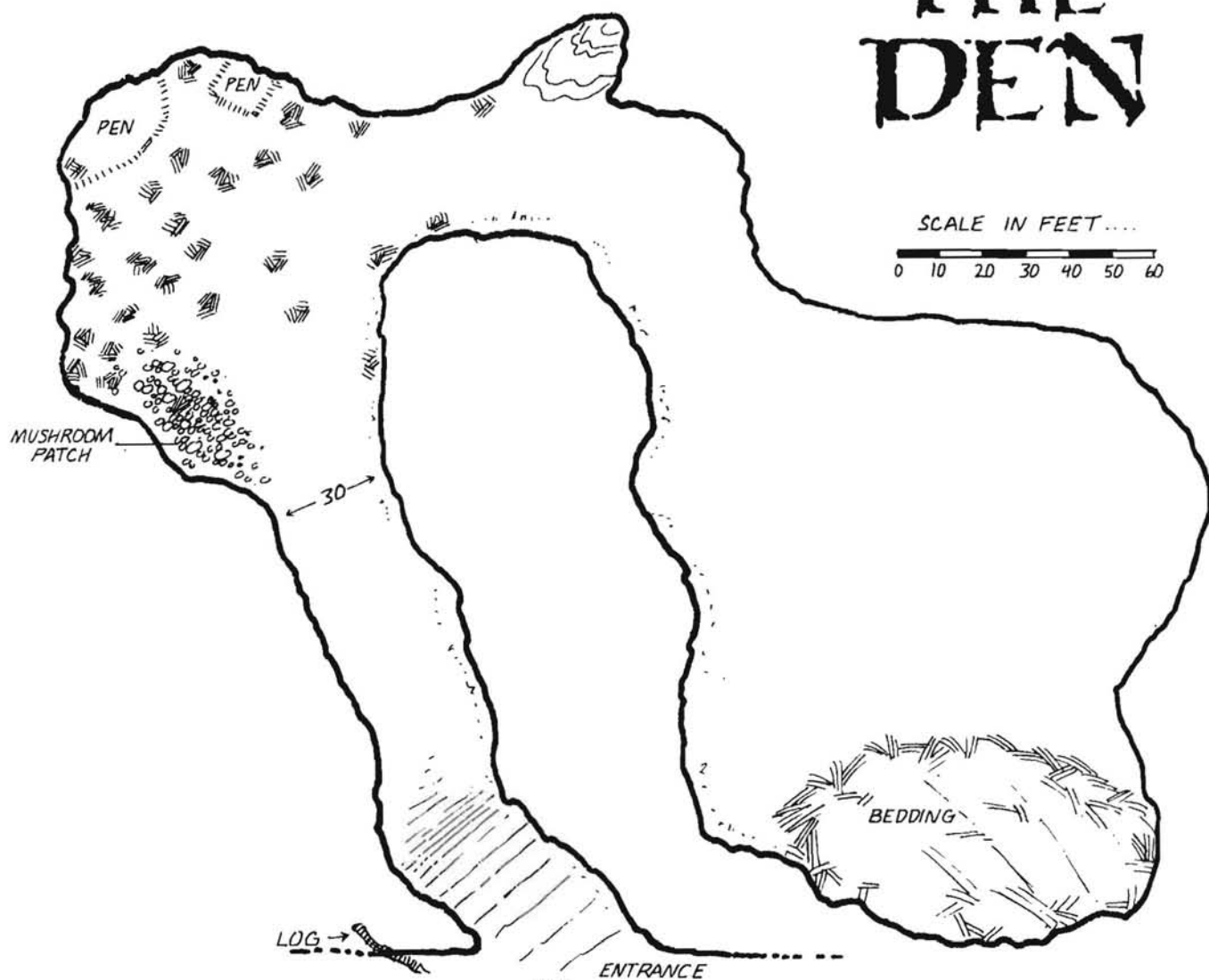
Silver Medallion of (the new) Dragonwright; levitation 3× daily.

FAERIE ISLAND

DEV ENTRANCE



THE DEN



Large War Hammer: (twice as heavy as normal) Spits Lightning 4 × daily, 40ft range, 3-18 + 2 damage. Does 2-12 damage normally and has an inscription in silver runes "Justice in the name of Od." This is *not* a rune weapon, but of apparent religious signification in the north.

Eye of the Cat (Magic Crystal)

Don't forget each hydra's tooth should bring at least 10,000 gold wholesale. Furthermore, the hydra/dragon bones are worth a small fortune, of course the carcass must be butchered. Butchering a dragon with its natural A.R. and thick flesh is an arduous task that would take a dozen trained men two or three weeks. NOTE: There is 18 to 28 teeth per each hydra head.

THE MARSH

The marsh is a large area near the center of Faerie Island inhabited by toad stools, pucks and bogies. It is not a safe place for humans and other mortals.

Random Encounter Table for the Marsh (Roll once for every hour in the Marsh)

1-6	1-4 common faeries just passing through.
7-12	1-4 toad stools; will attack only if threatened.
13-24	2-8 hostile pucks looking for trouble.
25-31	One mischievous bogie; will cause minor annoyance and likely (82%) to tell the group about the underground treasure, but will not mention the hydra.
32-40	Two toad stools in an evil mood.
41-50	Four puck bushwhackers.
51-60	1-4 bogies out for fun at the expense of others.
61-70	Two friendly and helpful greenwood faeries.
71-80	Four hostile pucks and two toad stool pals.
81-90	1-6 water sprites will pester and annoy the group but also warn and protect them from the evil faerie folk.
91-97	2-8 hostile toad stools.
98-00	The hydra, 160ft and closing.

THE NORTH WOODS

This far side of the island is perhaps the most heavily populated by faeries and their kin. These include several hundred common faeries, greenwood faeries, and tree sprites. A handful of night elves, bogies, pucks and wind puff sprites can also be found, but are not nearly as plentiful.

Several small bands (6-36) of satyrs wander the north woods as well. These half-man, half-goat faerie folk are generally shy nomads who threaten, intimidate, steal, and trick travelers rather than attack or kill. Infamous lechers, they are most dangerous to females, especially attractive humans, gnomes and elves. If an attractive maiden is spied they will kidnap and imprison her.

Random Encounter Table for the North Woods (Roll once for every two hours)

1-10	1-4 pucks looking for trouble.
11-19	One bogie in a mean mood; look out.
20-29	2-8 satyrs may follow the group (50%).
30-37	1-4 greenwood faeries in a playful mood.
38-44	2-8 vicious wild pigs.
45-50	1-6 deer.
51-56	Two night elves with a grudge against big people.
57-63	1-6 tree sprites looking for dancing partners.
64-71	2-12 satyr young-toughs out to prove themselves.
72-78	2-8 wind puff sprites in search of sweets.
79-86	2-8 satyrs ready for a fight.
87-90	Three pucks and an evil satyr in search of murderous pleasure.
91-94	3-18 satyrs will attempt to plunder gold, wine, weapons and women if they outnumber the group.

95-96 1-6 hostile wild boars.

97-98 1-6 common faeries sleeping in the sun; will not take kindly to being awakened by big people.

99 A wild pegasus.

00 The hydra on the prowl.

A Typical Satyr

Size: 5ft tall

Attacks Per Melee: 2

Weapons: Handmade wood and stone knives, spears, and clubs. All do 1-6 damage.

Bonuses: None

Average Hit Points: 27

Average Attributes: I.Q. 6, P.S. 10, P.P. 9 Spd. 15

Faerie Magic: Change wind direction, create mild wind, howling wind.

Typical Alignment: Unprincipled and anarchist.

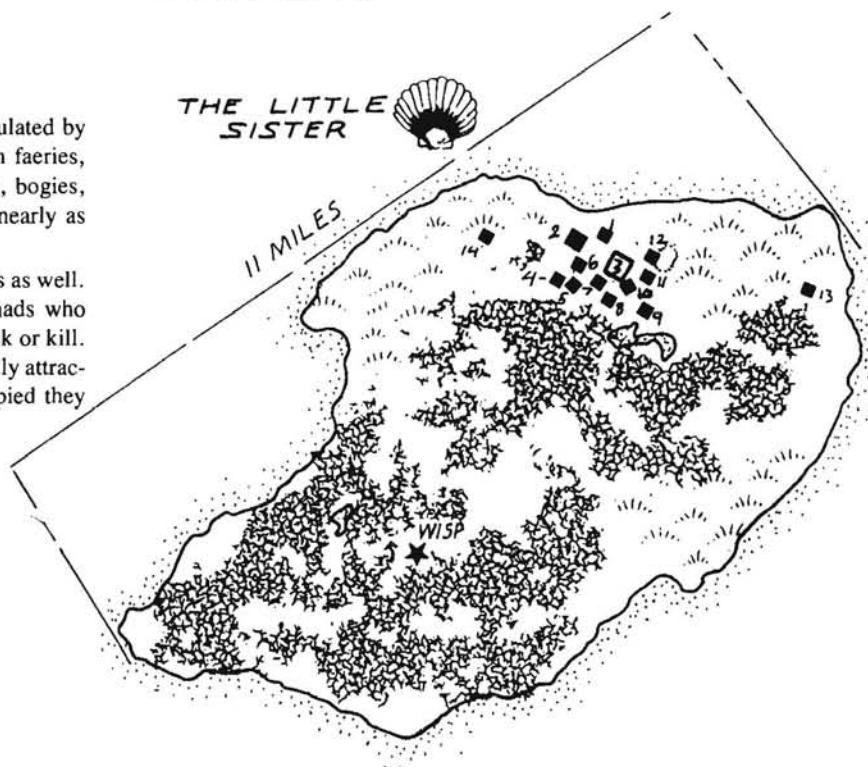
Treasure

Very little; 2-12 gold each. Note: Common items such as metal tools, pots, pans and weapons are coveted by these creatures. Thus a short sword, knife, or mace is a treasure. Wine and rum are also valued, but not likely to be available.

THE LITTLE SISTER ISLAND

The Little Sister is the smallest of the island cluster. Its proximity to the sea serpent infested waters of the north and the Faerie Island makes it a place to be avoided by cyclops and humans alike. Ironically the little forested island is fairly devoid of dangers or even faerie influence.

Occasionally pirates not secretly affiliated with the Western Empire use the Little Sister as a hideaway. The pirate hideaway is restricted to the North-East coast line. The chance of encountering pirates (one boat/100 men) is 38%.



The Pirate's Hideaway

- 1) Rope Shack:** Contains a total of 700ft of rope in various lengths, twine, heavy thread for sail repairs, sewing needles, sail patches, fishing line, two empty 50 gallon barrels and two knives.

- 2) **Bunk House:** Capable of holding up to 60 men comfortably; two story wood building. Empty when not occupied by pirates.
- 3) **Main House:** The largest of the 14 buildings, it is the only other two story structure on the island. The doors will be locked when not occupied. The first floor has a large dining area with several, long, wood tables, benches and chairs; kitchen and storage room with many pots, pans and cooking utensils. Attached to the kitchen is the pantry containing 90lbs of flour, 100lbs of grain, 50lbs of sugar, 30lbs of salt, various spices, 10lbs of lard and a 10 gallon keg of rum (fair quality). All perishables are tightly sealed with wax.

The second floor is a bunk house with eight individual sleeping quarters for officers and three larger bunk areas for up to 60 men. No valuables.

A detect secret compartments or close scrutiny on the floor on the ground level will reveal a trap-door which leads to an extremely large "storm" cellar. Contains four torches, one lantern, a dozen candles, one large plush chair (captain's), several benches, three large tables, one 50 gallon barrel of water, one 50 gallon barrel of wine, three empty 50 gallon wine barrels, a flute, mandolin, two runka polearms (2-12 damage) and three poor quality knives.

Further scrutiny of the cellar to detect secret compartments will reveal a 10×10 secret hideaway room in the north wall. Contains two bedrolls, 5 gallon keg of high quality wine, lantern, incense (3 sticks), suit of human/elf size chain mail, crossbow, 24 bolts, and broad sword. In the south corner of the floor is another secret compartment, 2×2×2 feet. Contains 500 in gold, 3000 in small gems, 2 daggers, 2 potions of healing (1-8 each), bottle of good brandy, bandages. **Note:** The secret door to the room can be locked from the inside with an S.D.C. of 300. This room is known only to the captains and first mate.

- 4) **Smoke House:** Empty when not in use. Meats and fish are smoked, salted and otherwise preserved. 25 gallon barrel with 10lbs of salt still in it.
- 5) **Storage Shack:** A shabby but sturdy windowless shack with an outside lock and sliding bolts. Also used as a prison.
- 6) **Carpentry Shack:** The third largest building holds 100 wood pegs, 400 nails of various sizes, 6 saws, chisels, wedges, woodworking tools, files, two dozen hammers, 6 mallets, 18 scrapers, 10 gallons of red paint, 4 gallons of black paint, 30 gallons of varnish, 50 gallons of tar, and assorted other tools. Another 120 foot length of rope can be found along with 6 sets of manacles for hands and legs, one suit of ogre size studded leather, 2 short swords, 11 crossbow bolts (no bow) and 9 hand axes. A variety of planks, boards and poles are neatly stacked against the south wall.
- 7) **Bath House:** Contains two wagons with barrels for water and 5 bathing tubs.
- 8) **The First Mate's Cabin:** Contains table, chairs, bedroll. No valuables or personal belongings when not in use.
- 9) **The Captain's Cabin:** The nicest, yet most modestly furnished of all the cabins. No valuables will be found when not in use.
- 10) **The Warlock's Cabin:** This cabin is used by the ship's warlock or other man of magic.
- 11) **The Navigator's Cabin:** Another modest cabin up-wind of the animal pens.
- 12) **Animal Pens:** Used for temporary holding of livestock and poultry. Empty when not in use.
- 13 and 14) Both are "lookout posts"; small, modest, yet sturdy cabins with reinforced doors and arrow slits instead of windows. When in use two to four men will stand guard, watching for unfriendly ships (or ground forces coming up from the forest).

WILL-O-THE-WISP

Near the center of the island is a magnificent, monstrous tree that towers above all the others. Both beautiful and frightening, the crown

of the tree is green and lush reaching over 800ft into the sky. The lower region of the ancient tree is no less impressive with a twisting trunk, 30ft round, and a weave of unburied roots that stretches another 200ft in all directions. Its lower branches are mostly barren, dangling like so many arms with a thousand fingers clawing at the earth and leaves. The sun has not shown beneath its curtain of leaves and branches in centuries so that it appears to be dusk even at high noon. Three hundred feet above ground are the scars from lightning; its split trunk growing together to greet the sun.

Despite its ominous, even frightful, base the mighty tree has weathered every storm and serves to protect the small and frail creatures of the forest. Beauty thrives here for those who pause to look. Squirrels, chipmunks, mice and a conglomeration of birds, nest and play within its sturdy trunk and tangle of roots and branches. Faeries and sprites dance with the butterflies and sleep cradled in the leafy embrace of their ancient friend.

A friend in more ways than one might believe, for the towering forest sentinel is itself a woodland spirit, a will-o-the-wisp; a benevolent force and protector of kindred spirits.

Surprisingly the pirates, especially the men of Captain Lebrac, recognize this "spirit" and respect it; some out of fear, others by choice. For this reason the pirates rarely enter its forest nor hunt its creatures. Rumor has it that Captain Lebrac slew a dozen of his own men who were torturing incapacitated faeries just outside the reach of the tree. On another occasion it is said that Lebrac helped defend the tree and the ferie folk from some sort of terrible evil force at great personal risk to himself and his men. It is further rumored that, in turn, the will-o-the-wisp allows Lebrac to bury his treasure under its roots, protecting it from any who might unrightfully claim it.

The Will-O-The-Wisp

Alignment: Scrupulous

Age: 1000 years within this particular tree.

Attacks Per Melee: 4 in *hand to hand*, striking with heavy branches that do 2-12 damage. It can also *entangle* 2-12 creatures simultaneously. To break free of entanglement by branches will require the infliction of 30 points of damage. Entanglement by roots requires 60 points of damage to break/chop free. **Note:** There is a 62% likelihood the person is so completely entangled that he or she cannot move/strike/attack in any way other than by spell or psionics. Of course the Will-O-The-Wisp can release its captives at any time. This particular Will-O-The-Wisp will kill *only* if absolutely necessary.

Magic Attacks: 10th level proficiency — 1 attack per melee.

Magic Abilities: Call lightning, wind rush, purple mist, create fog, circle of rain, mend wood/clay, and extinguish fires.

Hit Points: of the tree is 20,000

Hit Points: of the wisp entity is 160

Attributes: I.Q. 10, M.E. 21, M.A. 9, P.S. 19, P.P. 8, P.E. 16, P.B. 14, Spd. 2

Note: In addition to the Wisp's natural defenses there are always 3-12 (3D4) common faeries, 4-16 (4D4) tree sprites and 1-6 (1D6) bogies. ALL are loyal to the Wisp and would die defending it.

The Pirates' Treasure

Near the base of the ancient tree is the booty of pirate Captain Lebrac. It is hidden among the tree's roots about five feet under the earth. For Captain Lebrac or one of his "trusted" men to gain access, the tree will simply spread its roots, opening to reveal the locked chests and armour.

The Items Include . . .

- 21,400 in silver and gold coins
- 14,000 in gems
- One full suit of solid gold plate armour, perhaps for some royalty (A.R. 8, S.D.C. 40), worth about 10,000 gold.
- Two ounces of dragon bone dust



- 44 lotus petals
- Two suits of scale armour
- Six suits of chain armour
- Two suits of studded leather armour
- Four large shields
- One full suit of plate barding
- Swords; 4 scimitars, 2 bastard swords, one claymore
- Potions locked in a small padded iron box:
 - 2 Truth Serum
 - 1 Mute
 - 1 Swim as a fish
 - 1 Negate Magic
 - 2 Healing (1-8 H.P.)

The Pirate Lebrac

Captain Lebrac is an honorable man, as pirates go, loved by his men. He plunders only Western Empire and Land of the South Winds vessels in a personal vendetta. He rarely takes captives or deals in slaves or kidnappings. In keeping with his personal code he sinks only other pirates, war or military ships and tries never to take a life without cause.

The second in command is the eighth level air warlock, Sig (elf). His personal aid is Karvor a physically powerful (P.S. 25) and clever (I.Q. 18) ogre pirate (9th level) and diabolist (3rd level). Captains Martin (10th level) and Ranol (6th level) command the two other ships under his command.

All of Lebrac's men are unprincipled, anarchist and aberrant with some miscreant thrown in.

A summary of Captain Lebrac . . .

12th Level Pirate Elf Age: 60

Alignment: Aberrant

Armour: Magic leather of iron; **A.R.:** 15 **S.D.C.:** 180

Weapons: Grappling hook, 2 knives, scimitar

Weapons: Magic Invisible broad sword (1-8 damage), +2 to strike and parry. Medallion of mystic eye (levitate 3× daily & +1 vs

psionics).

Potions: (Locked in his cabin) 1 invisibility, 1 negate magic potion, 1 foresee the future, 2 truth serums, 3 healing (1-8 H.P.), 2 healing superior (2-12 H.P.) and 1 impervious to fire.

Personal Monies: 12,000 in gems and gold; this is in addition to the hidden treasure on the island. Extra suit of studded leather armour, large shield, 2 extra daggers; broad sword (kobold), +2 to damage. Also keeps a gem of direction.

Attributes: I.Q. 13, M.E. 18, P.S. 13, P.P. 14, all others are average.

Random Encounter Table for the Little Sister (Roll once every five hours)

1-13	1-4 common faeries looking for mischief.
14-20	1-6 wild pigs
21-30	One hostile harpy.
31-40	2-8 water sprites in a curious mood; will rifle through belongings and cause playful mischief.
41-48	One peryton looking to vent some evil!
49-54	1-4 runaway orc or ogre slaves, or criminals hiding on the island. All are evil. (pirates?)
55-62	1-6 playful tree sprites.
63-70	One gryphon on the prowl, but will only attack if threatened.
71-80	Two harpies in a deadly mood.
81-88	One brownie looking for a handout of sweets, milk, beer or wine (may request a hat if one is available). Will warn friendly people of the pirates or other danger.
89-92	2-8 wild pigs hostile from faerie pranks will lash out angrily.
93-00	One gryphon, hungry and hostile.

Note: Pirates are not listed because they are not a regular presence on the island and rarely enter the South-West half of the island. If pirates are docked their presence will be made known quickly. Whether or not the pirates are friendly, hostile or indifferent toward the player characters is up to the G.M. and circumstance.

THE FLOENRY ISLAND CHAIN

LAND OF THE
SOUTH WINDS

ITHMUS OF
PENDALTOR

RAMSBOTTOM
SULANDOK

THE STRAITS
OF RELAR

BURCEE

SERPENT'S TOOTH

OSTO

TOTUGO

THE ROCK

THE FINGER

WEST MNN

OEN

ENRY

EAST MNN

LYRD

GRIMBOR
ISLAND

DRAGON'S
ROOST

SOUTH BAY

SCALE IN MILES

0 32 64 96 128

The Floenry Islands are the last reaches of the known world in the south. All are tropical, with tall grass and jungles. Average temperature is 90 degrees, made tolerable by the ocean breezes which sweep the islands.

Man's arrival to the islands is relatively recent, within the last five centuries. Although first charted by the Timiro Kingdom, it was the Land of the South Winds who first explored the two largest islands. Reports of an ancient city laid to ruin by the passage of time provoked the curiosity of the Western Empire. However, the Empire's explorations (under much protest by the Land of the South Winds) unearthed no treasure or arcane knowledge. The Western scholars are convinced the ancient civilization, of which many ruins can be found on nearly every island, predates the elves and dwarves, and had almost undoubtedly been built by one of the forgotten archaic races who perished during the cataclysmic battle with the dreaded Old Ones eons past. Western scholars further believe that the ape-like, giant Grimbor are the cursed (de-evolved) ancestors of this, once great, race. The Southern Kingdoms find such notions ludicrous and reject them entirely.

Over the last two centuries, the Western Empire has lost what few feeble claims it may have had on the islands. However, Empire slavers still frequent the remote islands to capture the lumbering Grimbor for sport in their gladiatorial arenas. Grimbor safaris on the remote islands are also continued by the nobles of the West as well as the Land of the South Winds.

The Land of the South Winds, Timiro Kingdom, and the Western Empire all still contend to own all or part of the island chain. Fortunately, the islands possess no great value in natural resources or strategic significance. Even though they straddle the world's shipping routes, they are too distant from the mainland for an effective blockade. Furthermore, any attempt by a political powers to establish a military stronghold would cause immediate conflict with all of the kingdoms in that part of the world, including the Land of the South Winds, Timiro Kingdom, the Eastern Territory and Western Empire. It is conceivable that even the distant Kingdom of Bizantium, and newly formed Wolfen Empire, would become involved in at least a peripheral way. Consequently, while the West and Southern kingdoms posture, grumble, threaten and stomp their feet, none will dare take any stronger action. This has left the islands as a sort of independent territory without affiliation to any one kingdom.

Of the fourteen islands, only three are known to have been even remotely claimed and colonized by humans. The dense vegetation, deadly predators, sudden storms and poor soil (for farming) makes all the islands a hostile and forbidden environment.

OEN

The island of Oen is a province of the Land of the South Winds and is the most developed and populated of the islands, with scattered fishing villages and sugar cane plantations. The jungle that remains is thin, with few natural predators. The people are mostly farmers, peasants

OEN ISLAND

PORT OEN

FARMLAND

LIGHT JUNGLE

SCALE IN MILES

0 32 64 96

and non-human slaves. A typical village is populated with 200 to 800 people, and contains no shops, markets or rooming houses. Sandy beaches rim the entire length of the west coast, giving easy access to small vessels. Large ships must be careful not to run aground in its shallow waters.

The closest thing to a city is Port Oen. It is at Port Oen that the Land of the South Winds conducts its business. The island's Royal Regent, tax collector, sugar cane warehouses, main docks, Royal Army (a small outpost) and a handful of taverns, tiny shops and one boarding house are located at the Port.

The shops are mostly local craftsmen selling common necessities such as rope, tools, utensils, food, drink and simple clothing. There is NO magic, armour or weapons available. Nor are there any fancy clothes, equipment or services. This is a simple, hard working community with few amenities. What few shops exist cater to visiting sailors on short leave from their cargo ships.

Summary of Oen Island

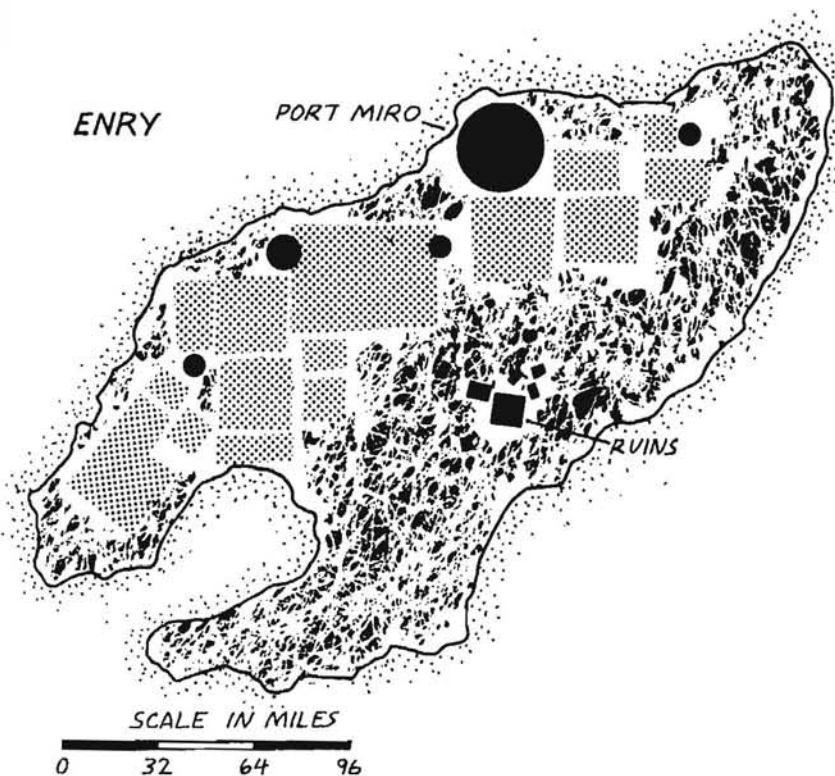
Total Population: Estimated 43,000

70% Human

5% Non-Human

25% Non-Human plantation slaves; mostly orcs.

- A province of the Land of the South Winds.
- Its largest and central town is Port Oen. It is here that all ruling figures reside. The Royal Army is also stationed at Port Oen with 200, 1st to 3rd level soldiers.



ENRY ISLAND

The Island of Enry is the largest in the chain and is an unofficial territory of the *Timiro Kingdom*. In the last decade, however, Enry Island has become a political embarrassment and a hotbed of civil unrest.

The people of Enry are extremely religious, having been the ardent followers of the *Church of Light* (Ra, Isis, and Thoth). Indeed, the founding expedition was organized and led by the late, Cardinal Beliphont, a truly great figure in the history of Timiro. 80% of the people living on the island are direct descendants of that original colonization expedition and were, until recently, all members of the

Church of Light. However, something occurred, a decade ago, that has transformed the peaceful and prosperous Enry Island into a religious war zone.

The exact details are not clear, but the following is the most accepted version of what happened. Apparently, a great mage and his entourage visited the isle seeking a retreat after a great and horrendous adventure in the Old Kingdom. They appeared out of the air, without warning or vessel. Night after night, he spun tall tales of this epic adventure; an adventure that pit him and his companions against the last awake Old One. It would seem that the nature of the tales invoked the ire of the priests of Light and a debate and feud began. During this feuding, the mage proclaimed that Thoth, one of the members of the church's triumvirate of gods, was himself an Old One transformed by some sort of arcane magic. The story has it that the mage also had some ancient tomes which supported his outlandish claim. Outraged, the priest challenged the mage to mystic combat, proclaiming, "Thoth and the legions of light shall guide my hand in destroying you, 'O devil spawn blasphemer!'"

After the battle, which grew to include over a dozen priests and the mage's companions, it was the mage and his cohorts who stood triumphant. Wiping the sweat and blood from his brow, he said: "Let it be known to all that I, Noah, greatest mage in all the world, speaks the truth, or let Thoth himself strike me dead." After a few minutes, he announced in an unnatural, booming voice: "Only fools will worship a dreaded Old One in any guise, be it god or demon. As worship of the Old Ones can awaken them from their enchanted slumber. A slumber which you and all other witless, misguided, fools who worship the god Thoth, disturb with every prayer. I pity you, for you are the pathetic pawns of an evil master!" With this, the mage turned, collected his belongings and entourage, and walked into the jungle never to be seen again.

Who the mage was is unknown. There is no record of any confrontation with an Old One in over 30,000 years. Nor is there any record of a mage, from any land, known as Noah. This has led some to believe that the fiend was a demon sent to wreak mayhem upon the happy community. Others believe he was an angel sent to warn them of their folly and destroy the priests who had led them to the brink of self-destruction.

Whoever the mage was, he has forever destroyed the serenity of Enry Island. The people are divided into, two fanatical, religious camps. One which still worships Thoth and the Church of Light (it represents the majority, about 60% of the people), and those who truly believe that Thoth is an Old One and that continued worship will bring about the end of the world. Consequently, the latter group has become irrevocably driven to destroy the Church of Light and stop the worship of "Thoth the Deceiver" as they now call him. What began as a peaceful movement to enlighten the misinformed, quickly turned to frustration and violence. The island community is now segregated, with the majority, The Church of Light, the unofficial rulers and controllers of the main port, imports and exports, the militia, government, immigration (who can leave the island), and the keepers of the one, true, church! To speak against or badly of the church, priests or the gods, Ra, Isis, and especially Thoth, is blasphemy and subject to fine, public ridicule and/or imprisonment. To openly speak out against Thoth, that is, to openly claim that he is an Old One or that the church is the vehicle of the Old Ones, is the ultimate heresy and can lead to anything from a fist fight or brawl, to a riot, imprisonment or execution. Likewise, anyone who beats or kills someone who has clearly committed public heresy is considered a hero/defender of the Church of Light, and free from all criminal charges.

The **Anti-Thoth cult** has forsaken all gods in the Pantheon of Light and Dark, and currently worship elemental forces and jungle gods. Persecuted and forbidden to preach against Thoth or the Church of Light, has led to the creation of secret societies, cults and meeting

places, where people of like mind can speak freely. Paranoia, fear and hatred breeds escalating violence fueled by desperation. The Anti-Thoth cult has become obsessed and maniacal about the followers of Thoth. If they can not be swayed by the spoken word then they must be destroyed. Temples, shrines and churches are the sites of constant violence, whether it be vandalism, theft, fires, murder, kidnapping, magic attacks or outright riots or armed assaults. Religious icons, structures, priests, heads of government and fervent worshippers of Thoth are the main targets of violence, but anybody can be swept up in the tumultuous cauldron of seething emotions. Horrible acts of cruelty, injustice and revenge are perpetrated against both factions, by both factions. However, it is important to stress that most of these people are *good*, honest, god fearing men, women and children, who are not inherently evil nor insane. They do not see their actions as cruel, evil or unjust. Instead, they view them as actions of self-preservation, enlightenment and necessity. Most see themselves as victims of the other side's evil, and they, themselves, right and innocent of any wrongdoing.



THE CULT OF YIN-SLOTH

The most fanatical and murderous of the many cults and factions is the secret cult of Yin-Sloth the Terrible. *This cult's goal is to awaken the Old Ones.* Ironically, these people's beliefs concur with the Anti-Thoth cults, that Thoth is an Old One and that his worshippers will inadvertently awaken the Old Ones. However, they long for the revival of the Old Ones and do not want the worship of Thoth to cease. Consequently, they are motivated to destroy the Anti-Thoth movement.

The horrifying tactics of this evil cult are all clearly done *in the name of the Church of Light*. This has driven the Anti-Thoth believers into a frenzy. Dismemberment, torture, mutilation, human sacrifice and all manner of depravity are the trademarks of the Yin-Sloth cultists.

Although the Church of Light insists that they do not condone, encourage or partake in such atrocities, the Yin-Sloth cultists have the anti-Thoth followers convinced otherwise. Thus, all of their crimes fall on the Church of Light, and the tension, fear and hate grows on all sides. **Note:** There are about 1000 loyal fanatics in the Yin-Sloth cult.

GAME MASTER NOTES

The Enry island is a dangerous place for any visitors, whether they support the Anti-Thoth or Gods of Light. Sentiment from strangers is likely to provoke some foul action from somebody.

The main port of Miro is the safest place for visitors. It is a small, no frills, harbor town with many docks, piers and warehouses. It is most often used as a rest and supply stop by merchant ships from the west. As such, there are a half dozen inns, taverns and brothels. Shops are small and usually deal with common, useful tools, utensils, clothes, food and drink. Common weapons, and armour of poor quality, can be purchased (or items repaired), but no magic is available anywhere. Healing and special, mystic services are provided by the Church of Light, only!

The coast and island interior is dotted with fishing and farming villages. The main crops are sugar cane used for the manufacturing of molasses and rum. The east is entirely jungle, but not nearly as dangerous as its many sister islands, for the Grimbor and most other predators have been eliminated.

In the center of the jungle is an ancient (Grimbor?) ruin of a pyramid-like structure that has been adopted by the Yin-Sloth cult. A third level priest of Yin-Sloth, and 6D6 followers, are in the area at all times. They are cruel, evil men who will attack any person or group that looks vulnerable. Captives will be robbed and sacrificed to Yin-Sloth. 50% of these cultists are cannibals.

Random Village Encounter Tables

- 01-10 Black priest of Yin-Sloth:** Hostile, eager to prove himself. Level of experience: 1D4. Adjust spells and abilities appropriately. Miscreant alignment.
- 11-20 3D4 members of the Church of Light,** looking for a victim to punish. Mean, drunk and potentially murderous. All are equal to a second level mercenary; average hit points — 14, armed with swords and spears, no magic. Will flee if magic is exhibited or if half of them are subdued. However, the survivors are likely (60%) to cause more trouble for the player characters at a later time.
- 21-24 Public Flogging:** Old, Anti-Thoth orc. The flogging is likely to kill him (86%). Anybody who interferes or helps the orc will be presumed to be sympathizers of the Anti-Thoth movement and viewed with great suspicion. Any violence will bring criminal charges against all persons involved. However, minor altercations can be absolved with a donation to the Church of Light (100 gold or more).

- 25-33 Shrine or Temple Assault:** 4D4 + 2 men are attacking a holy place, wrecking statues and structures as well as attacking priests and worshippers regardless of age or sex. Already one young priest, two women, three men and a child, have been severely hurt or killed.
- The assailants* are all masked, wear hard leather armour, A.R. 10, S.D.C. 30, armed with common blade weapons and an occasional cross bow (1 in 4). All are equal to second level mercenaries, with average hit points of 18. They will engage anyone who joins in the combat, but flee if 1/3 of their number are injured. None will fight to the death.
- 34-38 A wizened old preacher** will warn of the dangers in the area, as well as warn the group of "Thoth the Deceiver". If overheard, the gentle old elf may be attacked, imprisoned, publicly humiliated and beaten (50% chance of the beating killing him).
- 39-42 Rogue Grimbore** with a taste for blood. It will attack and try to kill anybody who attacks it or makes a sudden move, or is within 10ft. 3D4 + 34 hit points. Damage: bite — 1D8, club — 1D8 + 6 damage (+6 is the P.S. damage bonus), hand — 1D6 + 6 damage. Will fight till the death if wounded.
- 43-45 One Dead follower of the Church of Light.** A total of 6 gold coins and a knife are the only valuables. The murder is very recent (G.M.'s option to have murderer(s) still in the area).
- 46-50 2D4 Drunken, human, sailors** (Western Empire) who will pick a fight with any non-humans especially wolves, orcs and goblins. All are 3rd level sailors, average hit points 21. None will fight to the death (G.M.'s option to make one or two tougher with attribute bonuses or special weapons).
- 51-57 2D4 + 1 Yin-Sloth cultists** looking for a victim to sacrifice. All are equal to second level thieves. (G.M.'s option to include a low level black priest, 1st, 2nd or 3rd level).
- 58-66 4D6 Miro Militia men** searching for anti-Thoth cult members suspected in the murder of a family (7 people). They are in a foul mood and will treat strangers with suspicion, and roughly. If the player characters make snide remarks, speak against the Church of Light or its gods or priests, or get involved in combat with the militia, they will be placed under arrest and taken back to Port Miro to stand trial. If there is more resistance, a full fledged fight will break out, with the militia fighting to kill.
- All militia men are second and third level mercenaries, with one sergeant who is fourth level. All are of good or selfish alignments; average hit points — 22, armed with short swords, spears, shield and studded leather armor. (The G.M. may alter or spice up as he/she deems suitable).
- 67-74 Drug crazed assassin** from the cult of Yin-Sloth. He is skilled, cunning and deadly; striking out with hit and run tactics. If cornered, he will fight to escape. If escape is impossible, he will fight to the death. *The assassin:* 5th level, diabolic, 3 attacks per melee, bonuses: +4 to damage, +2 to strike, parry or dodge. Weapons: silver tipped dagger (1-6 damage), throwing knife (1-6 damage), cutlass (1-6 damage), hand pick hidden in boot (1-4 damage), and a blow gun with 8 poison darts (scorpion's blood poison does 4D8 damage).
- 75-81 2D6 Anti-Thoth cultists** looking to punish a believer in Thoth. All are bullies equal to first and second level mercenaries. Armed with clubs and knives; no armour. Anarchist alignments.
- 82-90 Building set on fire** by one of the religious factions. 50% chance of being a temple, shrine or some other religious significance. (G.M.'s choice to spice this up with people trapped in the building or the perpetrators being spotted).
- 91-00 Riot:** 2D6 buildings are on fire, numerous fist fights, throngs of people running and screaming; total mayhem. 50% chance of player characters being attacked by 1 to 4 confused or angry people with clubs, rocks (1D4 damage each), knives or fists. Roll every four or five minutes/melees.

Random Jungle Encounters

- 01-10 4D6 + 2 Refugees** from either religious faction who are hiding in the jungle. 2D4 straw huts and a small farm area represents their entire village. Armed with common blade weapons, spears, clubs and a handful of short bows. All are 3rd level farmers/peasants; average hit points 20. Fearful of strangers, but, if befriended, they will offer simple food, fresh water and what little information they know about the conflicts, and jungle. They know nothing about the old ruins.
- 11-20 1D4 Grimbore;** they will attack only if threatened.
- 21-26 2D4 + 2 bullies** using the religious conflict as an excuse to cause trouble. They are looking for victims to brutalize or kill. Far from the eyes of others, their evil will be unbounded.
- All are equal to second level mercenaries; miscreant and diabolic alignments. Armed with cutlasses, knives, spears and whips. The leader is a big, powerfully built man wielding a flambe (3-18 damage) and morning star (1-8 damage). All wear soft leather armour; A.R. 9, S.D.C. 20. (The G.M. may increase their number or levels to best accommodate his players and story).
- 27-30 Tiger and cub.** Very protective of the cubs and will not be chased away. If she feels threatened, she will attack until she or her victim is slain.
- 31-38 Scouting party of 1D4 Yin-Sloth fanatics.** Will run away from anybody who spots them. This spells trouble, because they will warn their fellow cultists of the player character's presence. If captured, they will reveal nothing; ranting only: "Thoth is the Deceiver. All praise his evil. Rejoice, rejoice! The Old Ones cometh." No threats or torture will produce any better results. If bound and kept with the group, the cultist(s) will attempt to escape and/or lead the group into danger, or attempt to kill.
- All of these guys are second level assassins, miscreant or diabolic; average hit points 20. Wear only a loincloth and have war paint and tattoos covering the face and body. Weapons are only a spear and knife. All are cannibals.
- 39-44 1-4 Krel** with a taste for human blood. Are most likely to attack stragglers. The krel will flee if they sustain too much damage. They will not fight to the death. Average hit points — 30; bite does 1D6 damage, claws 1D8, Two attacks per melee; +2 to strike, parry and dodge and +2 to damage. Speak goblin and some of the human's Southern language (55%).
- 45-52 A fringe group of murderous Anti-Thoth cultist** hiding from the authorities. All are desperate characters driven to the brink of insanity. They are extremely militant and believe their only recourse is to destroy all people and places where Thoth is worshipped.
- 3D4 cultists, all equal to second level mercenaries; unprincipled, aberrant, miscreant and anarchist alignments. Armed with small and large swords, knives, spears and small shields. Average hit points are 16.
- Fearful of everybody, strangers will be killed unless they are too powerful. In the latter case, reinforcements will be gotten. Another 4D6 cult members will be a mere 1-4 miles away.
- 53-58 A Harpy** in search of prey. Will fight till it has lost most of its hit points, then flee. Average hit points 36.
- 59-64 Stumble across a weapons cache:** Contains one length of 150ft rope, 6 knives, 8 short swords, 12 short bow arrows, 12 blow darts (not poisoned) and a one gallon skin of water. The cache can be in a hollowed tree, shallow pit or in a bundle tied up in a tree.
- 65-72 Two bull Grimbore** in heat and in a foul mood. They will attack anybody who comes within 20 feet. Hit Points: 1) 40, 2) 46, both are +12 to damage; bite does 1D8, hand 1D6,

club 1D8 (plus the +12 for each). There is a 70% likelihood that they will fall into a killing frenzy, lashing out at everybody until killed (add 10 hit points if in a frenzy state). Otherwise, they will limp off if they lose half their hit points.

- 73-78 Human Sacrifice:** A black priest of Yin-Sloth and 1D4+1 followers are about to plunge a sacrificial dagger into the heart of a village woman. Players have 4 melees/minutes to act before he finishes his prayers and kills her.

The cultists will be outraged and try to kill those who dared to interfere.

The priest is third level, diabolic, armed with only the sacrificial blade (1-6+3 damage; magically, eternally sharp). Hit Points: 22. The others are all third level thieves of miscreant alignment. Each, including the priest, are half naked, decorated, from head to toe in war paint. The cultists are armed with slings, short swords and knives.

- 79-83 Spitting Cobra:** Will spit venom if startled. This impressive and dangerous snake will weave his dance with neck ribs spread, watching the character(s) who have disturbed him for 3D4 melees/minutes. If everybody remains motionless it will slither away. If the character(s) move it will spit its venom and bite.

The venom does 2D6 damage initially plus and additional 1D8 damage for another 1 to 6 melees (roll damage for each melee affected), or until the eyes are flushed with water. If the eyes are NOT flushed with water immediately (within 10 melees), the character will be permanently blind. Note: Anyone with venom in his/her eyes is helpless, unable to strike, parry or dodge, and in much pain and panic. The Snake is +3 to strike with the venom, and to bite. Range to bite or spit venom is about 7 feet. Note: Save vs poison (14 or higher) will prevent the additional damage and permanent blindness (temporary lasts 4D4 melees).

- 84-90 Grimbor troupe of 4D6:** Not hostile unless provoked. The males will immediately defend the tribe.

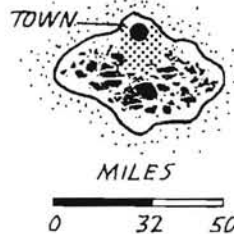
- 91-00 4D4+4 Yin-Sloth cultists** and a priest on an expedition to murder and maim. Hostile; will attack and fight to the death. Average hit points 20, most are second level thieves or mercenaries, armed with swords and spears. All are of evil alignments. The priest is fourth level (5th or 6th level, if your group can handle it), miscreant, 33 hit points and devilishly cunning. Weapons include a gem studded sacrificial dagger (market value about 2000 gold), and an ornate staff which is magic and can create a blinding flash 3 times daily. The priest and cultists wear only a loin cloth and tribal war paint.

Summary of Enry Island

Total Population: 78,000
80% Human
12% Other
8% Orc Slaves

- A self-sufficient territory of the Timiro Kingdom.
- Chief ruling body affiliated with the Church of Light; approximately 60% of the population.
- Radical, militant cult movement to topple the Church of Light and ruling body. This is the Anti-Toth cult which represents about 40% of the population.
- The Secret Cult of Yin-Sloth is a covert, fanatical, death cult which antagonizes both religious factions by performing horrible acts of evil on the anti-Toth cult while pretending to be members of the Church of Light. The activity of this group, more than any other, has pushed emotions to the ragged edge. Estimated number of Yin-Sloth cultists is 1000.
- The situation is highly volatile and an outright, bloody, civil war is inevitable.

EAST MNN



EAST MNN

East Mnn is a small, 50 mile long, stretch of beach and jungle. Except for a small, self sufficient town of human and orc farmers, it is untouched by mankind. The town is located at the most northern point of the island, surrounded by dense jungle. Fishing shanties and small, paddle and sailing boats dot the shore. The orcs have become amazingly good swimmers, and have developed a knack for trapping lobsters and oyster diving. Most of the humans and remaining orcs live in a blissful community of farmers. There are no shops, markets, inns, or taverns; only family homes, community meeting house, dance hall, smoke houses and Church of Light and Dark.

In this tiny, backwater community, men and orcs have learned to live and work together as equals.

Visitors are rare, although some Western Empire merchant ships make regular stops, sending in their row boats to barter and trade for fresh lobster and pearls. Surprisingly, these merchants trade fairly with the people of East Mnn, offering useful tools, bolts of fabric, goats and sheep, laying hens, spices and wine. Perhaps it is because they know that the island and its inhabitants are protected by a mated pair of flying turtles. Indeed, there are several reports of sightings of FOUR of these most rare, beautiful and mystical creatures.

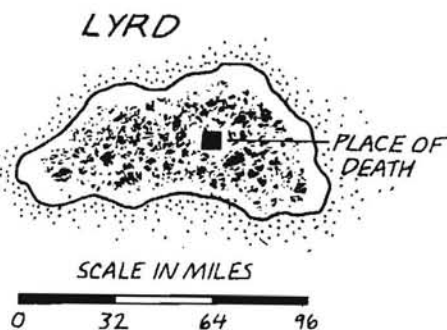
The jungle is untamed, with wild animals clans of Krel, and troupes of Grimbor wandering freely. The townspeople rarely penetrate more than a few miles into the jungle or stay along its sandy shores. Consequently, no one knows of the towering ruins which stand like silent sentinels in the middle of the island. Three pyramid-like edifices (very much like the Mayan Indians of South America), overgrown with vegetation stand 300 feet tall and are in exceptionally good condition. Three separate groups of Grimbor live in and around the pyramids. The largest has 57 members while the other two have about 32 each.

Game Master Note: You may do what you like with the ruins. It is certainly an ideal atmosphere for adventure. Perhaps ancient magic or valuable historical information is locked inside, guarded by long dormant, mummified (*and animated*), descendants of the Grimbor, who did build the pyramids. Perhaps some dread evil force spawned by arcane magic or the Old Ones is trapped within, waiting for someone to free it. The possibilities are endless. Think about it.

Summary of East Mnn

Total Population: Total Population of its one town (Splinter) — 1100
53% Human
47% Orc

- Mostly jungle, uninhabited by intelligent humanoids. Approximately 300 Grimbor and 90 Krel prowl the jungle.
- Protected by four, mystical, flying turtles.
- It is not affiliated with any kingdom.



LYRD ISLE

This is one of the shunned islands in the Floenry chain. Its ideal location has made it the target of several colonization attempts, but ALL have failed after unexplained murders, disappearances and disasters. Rumors claim that the island is possessed by demons. In a way this is true, for the island is inhabited, not by demons, but by equally malevolent and primeval creatures; were beasts.

GAME MASTER SECTION

Were beasts are an ancient race of magic creatures who appear to be human during the light of day, but transform into a specific type of animal at night. During the day, in human form, they possess no supernatural powers and can be killed as easily as any normal man. But, unless the head is severed, burned and buried away from the body, it will rise every night to live as a werebeast. The were-animal can only be slain by silver or magic. Normal fire and cold do only half damage.

A tribe of tall, dusky, skin-colored men and women live on the island. They will appear secretive and shy, scattering and hiding from strangers. Eventually, one or two bold males, without weapons, will approach visitors and, speaking in elf or goblin, warn them that: "The jungle does not welcome foreign blood. If you stay, you will be cursed and all die. Leave soon. Do not delay." If pressed for more information, the men will continue on with a convoluted story of jungle gods, demons and danger. They will be quick to point out that they have nothing to do with any of this and wish the strangers well (but fear for their safety). Why aren't they victims of this "evil"? Because they are native to the land. "We are one with the jungle. We belong here. We are the jungle." Towards late afternoon the natives will always slip away into the dense jungle.

The First Night will be uneventful although frightful screeches, growls, and cries will be heard all night long. If the group or individual goes deeper into the jungle, a pair of large panthers will be seen, then disappear into the darkness.

The Second Night will be much more eventful. Any livestock (at least one or two, if not several) will be attacked and throats ripped out. Supplies may be stolen during the confusion and one non-player character (NPC) killed (if no NPC is available, then a player character should be attacked, clawed, hurt, but not killed). This sort of attack will continue for 1 to 4 nights. Eventually, if not immediately, it will be obvious that they are being attacked by black panthers which seem to exhibit unnatural cunning. To throw the characters off the idea of werebeast, the creatures will make certain that a "real" panther or two are slain by the group.

Each morning, the dark hued natives will bemoan the tragedy and reiterate that the characters should leave before more die.

After four or five nights, the friendly native(s) will confess that there is an unusual place where a strange monolith stands, called the "Place of Death". He will speculate that it is the source of evil, but too dangerous to go to. With some coaxing, he will be convinced to take the group to the monolith. The trip will last till evening no matter how early the trek begins (your friendly native guide will see to that). Around 7pm, the group will reach the monolith; a 30ft tall, 3 foot wide slab

which leans at a 45 degree angle to the north. Around it, within a 90 foot area, are piles and piles of human skeletons and bones. Here lays the remains of hundreds of previous island visitors who did not heed the warning to leave. The native guide will feign fear and apprehension, insisting that everybody should leave immediately. You leave the island! If this grisly sight moves the characters into leaving the island, their last night's stay will be noisy, but uneventful. If they stay, they will battle a group of werepanthers to the death.

Further investigation of the skeletal remains will reveal little. Specimens of all races, from human to troll, are present. Bits of deteriorated clothing and leather are also visible. No weapons, armour or valuables can be found. By this time, it is 8pm. The native guide says: "You have been warned and yet you stay. This is the Place of Death. Your death!" With those words he will begin to transform into a werepanther before their very eyes. If they act quickly, they can all get first attack and kill it. The creature will be vulnerable for two melees while it transforms. Remember, only silver and magic can hurt these things.

There will be a FIVE melee pause before the other werepanthers arrive and attack, so the players can prepare their characters. **Game Masters** should tailor the exact number of attacking werepanthers to what YOUR specific group can handle. This should be a rough, deadly confrontation, but definitely NOT hopeless. If your group can handle only 5 or 6 werebeasts, that's fine. If they can handle 30 or 40, let 'em have it. Combat should drag on all night, ending at dawn.

If surviving characters investigate around the monolith, an obvious trap door can be located. The door opens to reveal a stone corridor that's five feet tall, 3 feet wide and runs about 200 feet down a slight angle. At the end of the corridor is a large chamber (1200 square feet), full of booty collected from the dead above. There are literally hundreds of shields, knives, swords and dozens of other common weapons. Approximately 80 suits of chain mail, 20 scale mail, 20 splint, and 30 plate armour, fill half the room. **Note:** 40% of the weapons and armour are ruined by rust and decay from age and humidity. **Other treasure:** 56 Old Kingdom Dragon Coins worth 5000 gold each, 90,000 in gold coins from various kingdoms, 87,000 in silver coins and 250,000 worth of gems. Magic items are limited to a red glowing holy sword (healing touch and sense evil); 2 suits of human sized, noiseless, lightweight, double chain mail; eternally sharp claymore (+3 to damage), wand that spits lightning (3 times daily, 3-18+2 damage), talisman of a silver skull (protection from undead), one environmental tent, one eye of the cat crystal and one fume of divination.

G.M. Note: 1) You may add or change items, but don't get too extravagant; this is quite a treasure trove already. 2) Also, it is not wise for the characters to linger until nightfall. Night will see another werepanther assault equal to the previous. 3) The smartest move is to grab what they can and get the heck off the island. 4) Magic items are mixed among the many other items. To find 75% will take at least 6 hours; half, 3 hours. If magic is used, reduce the time by half. Of course, the group will have 12 hours of daylight to work in.

THE FINAL BATTLE

The leader, Old Claw, and his assistant, Prowler, will try a *daytime* assault on the group using their druidic powers and feline form. Only these two, their familiars, and any summoned animals, will be involved in the combat.

A TYPICAL WEREPANTHER

Hit Points: 30 plus 2D6. **Natural A.R.:** 12; strikes below 12 do no damage even with silver or magic weapons.

Attacks Per Melee: Two, by bite or claws; both inflict 1-8+2 damage. +2 to strike, parry and dodge.

Natural Abilities: Speed 20mph, track by smell 74%, nightvision 60ft, bio-regeneration (1D8 hit points every four melees), normal fire and cold do half damage; impervious to normal weapons, only silver and magic can harm them. They retain their I.Q. and memory while in animal form and can still speak in a guttural way. Can not change into

an animal during the day, nor change into a human at night. See *Monsters and Animals*, pg. 92, for more details.

Special: These particular werepeople are fairly old and know every inch of their jungle. Each is equal to a 5th level.

THE LEADER, OLD CLAW

8th level Druid

Totem Animal: Feline; prowl 80%, climb 76%, +2 to strike, parry and dodge.

Possesses all other druidic abilities at 8th level proficiency.

Familiar is a tiger: 3 attacks per melee; claws do 2-12+8 damage, bite does 1-10+8 damage, +3 to strike, +3 to dodge.

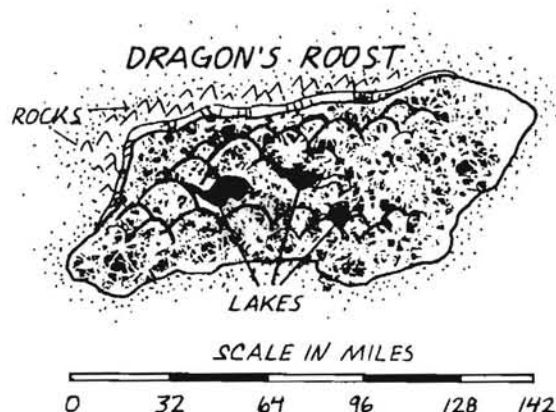
Hit Points: 81

Alignment: Aberrant

Note: He can transform into a panther during the day via druid metamorphosis. He also has two assistants. Both are 4th level druids of the feline totem. *Prowler*, with 54 hit points, and *Sly*, with 57 hit points. Both are miscreant alignments.

Summary of Lyrd

- Total population of normal humanoids: None
- Population of werepanthers: Unknown (under 100)
- Very dense jungle; major wildlife: feline, deer and fowl.
- Believed to be inhabited by demons.



DRAGON'S ROOST

The Dragon's Roost is one island that is avoided at all cost, for dragons of all kinds are known to roam this tropical, island paradise. The island itself is covered with thick, lush, tropical forest. Jagged rocks rise out of the deep coastal waters along the low cliffs (80ft tall) that rim the north and west shores, making landing by ships extremely dangerous. Only the east tip of the island is easily approachable by ships.

The island interior is divided by a series of hills which point in a "V" shape to the west. It is here, in the shadowy valleys, that roam the mighty Wooly Dragons. Greed has inspired several ill-fated expeditions to the island to slay and retrieve these valuable creatures. Dragon bones, teeth, and flesh bring a high price throughout the world, and one beast would provide enough for a hundred men to retire in fabulous wealth for the rest of their lives. However, the island is seething with dangerous creatures, the Great Wooly Dragons not being the least of them.

Survivors of recent expeditions report that, although there are many tracks and signs of the dragons, over a weeks time only two were glimpsed and never near enough to attack. However, there were a multitude of harpies, grimbors and krel. Other reports mention adram, hytril and even a sphinx. It is also known that a large tribe of krel-lok live under the waves along the rocky north coast. Furthermore, sea serpents, specifically the horned ramrod and snaggletooth gobbler, are commonly sighted around the south, north and eastern shores of the island, perhaps feeding on krel-lok.

The island is considered so dangerous that merchant ships give it a wide berth of some 50 miles, and hesitate to aid any ships in trouble if they are within 40 miles of the island.

GAME MASTER NOTES:

The island is indeed crawling with primordial creatures. Despite reports to the contrary, there is a herd of Mighty Wooly Dragons, but they roam the valleys of the hills deepest in the jungle (toward the point of the V). Here they can languish in the shade and lakes, away from the cruel harpies that circle the hills and prey on the young and weak. The herd is fairly large, by most standards, with about 20 adults and five young.

The Old Rogue

An ancient, rogue, Wooly Dragon has claimed the southwestern-most tip of the jungle as *his* domain. He is so incredibly tough and vicious, that he has taken to provoking and battling harpies along the coast. Combatants who fall to him become the meal of the day. Grimbors and most wildlife have gone elsewhere. Except for an occasional, challenging male, even the other Wooly Dragons stay away.

THE ROGUE WOOLY DRAGON

Alignment: Miscreant **Age:** 947 years **Size:** 50ft tall, 87ft long. **Hit Points:** 520 **Natural A.R.:** 14

Attacks Per Melee: 2; claws do 4D6+15, bite does 6D6. **Bonuses:** +3 to strike, +2 to parry and dodge, +4 on ALL saving throws.

Psionics: All level one abilities at 6th level proficiency; 66 I.S.P. **Natural Abilities:** Nightvision 120ft, see the invisible, fire and cold resistant (does half damage), speed is 30. Intelligence is unusually high; I.Q. 8 (4 or 5 is the norm). Extremely cunning, clever, tricky and cruel. He will chase away or devour any creature who dares to enter his domain (which is marked by dragon droppings). Loves to bully and terrify other creatures.

Treasure Trove: Half buried under a huge tree is its treasure, which includes several hundred harpy bones and two dozen harpy skulls, 2700 in gold, 1600 in silver, 5000 in gems, a dozen suits of mangled armour (none is salvageable), 4 dozen short swords, 2 dozen large swords, 18 shiny metal shields, ferric (magic), cracked crystal ball (useless) and a petrified left foot (this is the mystical Left Foot of the god Osiris, a great and coveted holy relic. The holder of the foot will be magically +3 to dodge, leap 15ft up or across, and his/her *natural speed* is doubled. Note that the speed is doubled not P.P. or bonuses to strike or parry).

Kiplo, a mischievous and evil hytril, is the guardian of the treasure and friend of the rogue. Kiplo cleans the rogues teeth, fur, and polishes and guards the treasure. The deceptively cute and innocent hytril is clever, mean and evil. It protects the treasure as if it were his own. If any intruder(s) seems tough for him, and most usually are, he will sneak out a small hole in the back and quickly find the rogue. Both will return within 15 minutes/melees. The rogue will not be happy.

KIPLO

Alignment: Diabolic

Attributes: I.Q. 9, M.E. 4, M.A. 19, P.S. 6, P.P. 22, P.E. 8, P.B. 20, Spd. 17

Attacks Per Melee: 2; claws do 1D4, bite does 2 points or by weapon.

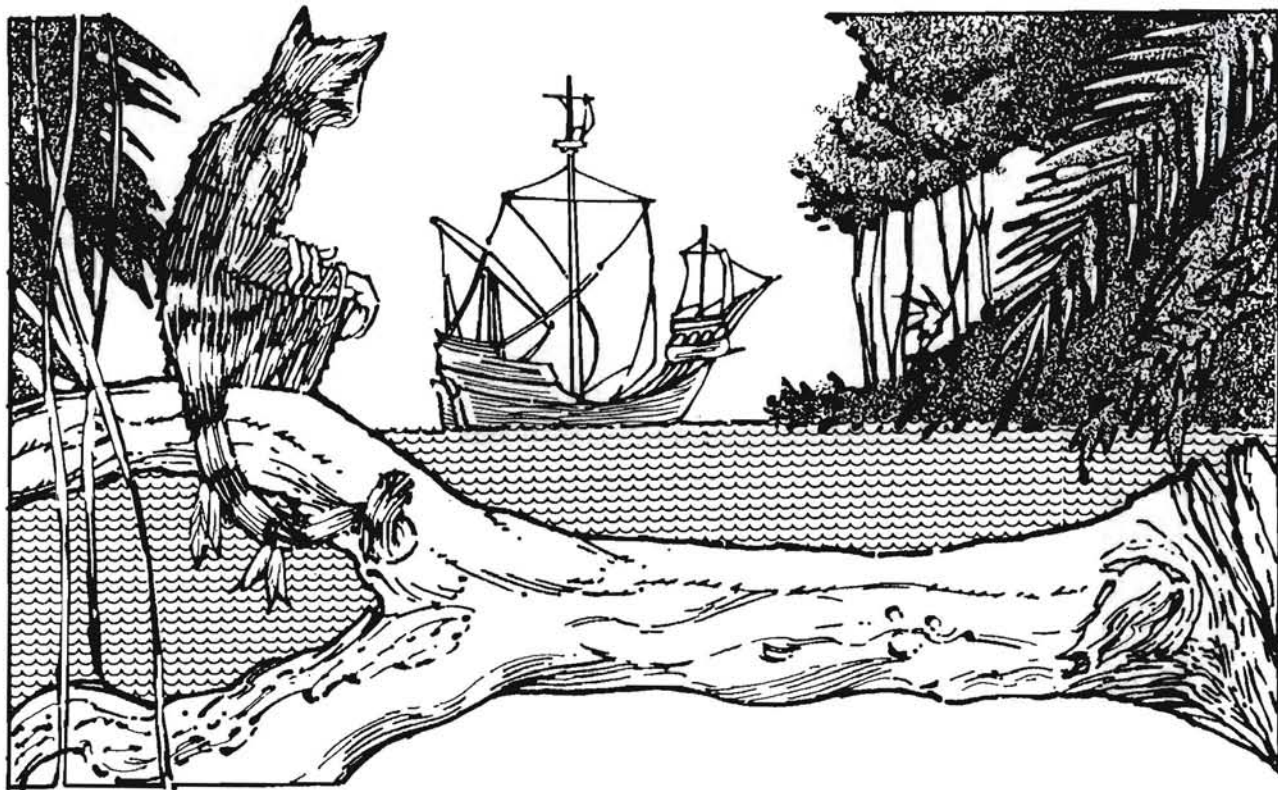
Bonuses: +6 to strike, +7 to parry and dodge.

Hit Points: 28 **Natural A.R.:** 4

Natural Abilities: Prowl 80%, climb 96%, pick pockets 68%, pick locks 40%, identify tracks 60%, track by smell 44%, nightvision 60ft, leap up to 6ft high.

Special Items: Uses a sling (1D4 damage), fancy knife with gold inlay and emeralds (gems are worth 1200 gold and is magic; returns when thrown and does a blinding flash 3 times per day). Also wears a jade charm that protects it from spell magic (+1 to save).

Note: Kiplo speaks goblin, and grimbors fluently and some elf (30%). If the group slays the dragon and finds the treasure, Kiplo will try



to claim that it is his. He is also likely to try to join the group as an island guide and new comrade, especially if the group takes the treasure.

TYPICAL MIGHTY WOOLY DRAGON

Alignment: Good or selfish.

A.R.: 14 **Size:** 90ft tall — 60ft long

Average Hit Points: 320

Attacks Per Melee: 2; claws do 4D6 + 15, bite does 3D6, stomp does 6D6 + 15, tail does 2D6 + 4.

Bonuses: +3 to strike, +2 to parry or dodge, +4 on ALL saving throws.

Natural Abilities: 120ft nightvision, see the invisible, resistant to fire and cold (does half damage), speed 30, I.Q. 4 or 5. Note: Young have half the hit points and abilities. *See the Palladium RPG, pg. 207, for details.*

TYPICAL GRIMBOR

Alignments: Unprincipled

A.R.: 6 **Size:** 10ft tall erect

Average Hit Points: 38

Attacks Per Melee: 2; bite does 1-8 or fists do 1-6 + 6 or yumbuto club 1-8 + 6 or throwing sticks 1-6 + 6.

Natural Abilities: Nightvision 40ft, swim 40%, identify tracks 50%, track by smell 60%, identify fruit 90%. *See pgs. 38-40 of Monsters & Animals.*

TYPICAL KREL

Feline predator with human-like hands/claws and intelligence.

Alignment: Usually selfish or evil.

A.R.: 4 **Size:** 3½ft long

Average Hit Points: 29

Attacks Per Melee: 2; bite doing 1-6 or claws doing 1-8 points of damage.

Bonuses: +2 to strike, parry, dodge and damage.

Natural Abilities: 90ft nightvision, prowl 88%, climb 40%, swim 60%, identify tracks 60%, track by smell 50%. Very aggressive, natural predators that run in pairs or prides of up to 20 members. *See Monsters & Animals, pgs. 51-52.*

Jungle Random Encounters

This table applies to all areas except the valley of the Wooly Dragon.

- 01-10** 1-4 **Grimbor** males hunting. Will grunt, hoot, howl, screech and pound their chests at any strangers, but will not attack unless attacked (or feel threatened) first.
- 11-18** One **Mighty Wooly Dragon** 100 yards away munching on some banana trees. Will ignore people unless it is attacked or someone comes within 50 feet of it. Even then it will lash out once or twice, and then run off into the jungle.
- 19-25** A **pair of Krel** looking for easy prey. Will attack individuals who wander off from the main group, pack animals, or may steal food supplies if they are easily available. They will flee if their prey puts up a good fight.
- 26-32** A **harpy** looking for trouble. Extremely hostile and will fight until it loses half its hit points, then flee.
- 33-38** **Crazed Grimbor** hurt in an earlier combat with some creature. Will attack anybody it encounters and will fight to the death. Has only half its normal hit points.
- 39-46** **2D4 Krel** feasting on a freshly killed deer. They will not back off and will fight in pairs if attacked, and continue to fight until the attackers have fled or they are killed.
- 47-54** **Female Wooly Dragon** in a bad mood. She will notice any intruders within 140ft, rear up on her hind legs, bellow at the top of her lungs and thrash about toppling trees. However, she will not attack unless attacked first. If the intruder leaves (at least 200 feet) she will stop her bellowing and thrashing, and walk away in the opposite direction. Otherwise the caterwauling will continue until her mate, a huge, bull dragon arrives (within 2D6 melees). The male will kill any threatening creatures within 200 feet. If the female is harmed, the male will destroy anybody it sees.
- 55-64** **1D4 + 1 Harpies** in a murderous mood. They will attack and fight till the death. (The G.M. may increase their number if his/her player group can handle it).
- 65-74** **3D4 Hytril** have stalked the group for the last hour. They will try to steal food, booze, knives, trinkets, gold, and bright clothing, at the first opportunity. They will fight only if cornered or attacked. Weapons are limited to rocks, sharpened sticks,

daggers, and tooth and claw. See *Kiplo* for natural abilities; hit points about 26 each, alignments are mostly anarchist.

- 75-79 An Adram looking for friends.** This is a ridiculous, vain, ugly creature with the head of a horse, black, humanoid body, and peacock feather tail. It will demand the group to praise its beauty (P.B. 6; ick), feed it, bathe it, and entertain it with stories, song (with which it will join in) and/or juggling. If teased, rejected, chastised or attacked, the creature will lash out with slashing claws and astonishing ferocity.

Adram: A.R.: 6

Hit Points: 30

Alignment: Miscreant

Attacks Per Melee: 3; claws do 1-6 (+1 damage bonus), bite does 1-4 or by weapon (it has no weapon of its own).

Bonuses: +10 to damage (high P.S.), +1 to strike, +2 to parry or dodge, +2 to save vs psionics and magic mind control.

This weird creature is conceited, mean and self-serving. If it does not kill the group itself, it will surely tag along and cause nothing but trouble. See *Monsters & Animals*, pgs. 11-12.

- 80-84 A leopard** on the prowl. It will attack only if threatened.
- 85-89 2D4 + 1 Harpies** looking for trouble. Will fight until half are killed.
- 90-95 2D6 + 2 pirates**, drunk and looking for sport. Armed with spears, cutlasses, knives and leather armour. Will flee if their opponents are too tough. (Note: This means a ship is docked off one of the coasts).
- 96-00 4D4 Krel** spoiling for combat. Will retreat after half are slain.

Random Encounters in the Dragon's Valleys

- 01-11 An old cantankerous male Wooly Dragon.** It will see anybody within 200 feet, stomp its feet, howl once, and charge. It will chase its prey for 600 yards (a quarter mile) and then give up if it has not caught it by then. Fortunately, age has reduced its speed by half (down to 15) as well as its eyesight and hearing. If it catches up with a person, it will snap him/her up in its giant maw (6D6 damage) and hurl him/her/it like a dog might toss one of its toys and walk away. The hurl and impact does another 3D6 + 2 damage regardless of armour. The old dragon has 560 hit points.
- 12-22 4D6 Grimbos** who will greet intruders with grunts, howls, chest beating and rock throwing (does 1 point of damage, as this is meant to scare not kill). If the intruders do not retreat, the largest male will charge out to challenge the nearest person. Any sudden movement by anyone else will get another male facing him/her. Characters may flee at anytime during combat without fear of pursuit. The Grimbos are simply protecting their families and territory. Only a scary display of magic will temporarily scatter the ape-men.
- 23-30 1-4 Krel** on the prowl. They will attack any individual who strays from the group. Or they may stalk the group, waiting until the right moment to steal small weapons, trinkets, gold, gems, food, or kill and eat a pack animal. They will not fight to the death and flee if their opponents are too tough.
- 31-36 1D4 + 2 Harpies** attacking a baby Mighty Wooly Dragon. The cute little guy (only 8 feet tall and 16 feet long) does not stand a chance against the harpies. Mom will arrive within 15 melees. The baby will recognize if the characters try to help it and will stop mom from attacking them. It will wheeze happily, do a little dance and trot over to a suspicious mother. Both will then disappear into the jungle.
- 37-41 Kukulkan** will warn characters of impending danger and trouble spots. Will heal characters of good alignments or good intention and then fly away. See *Palladium RPG*, pg. 211, for details about *kukulkan*.
- 42-46 Half buried skeletal remains** of a Mighty Wooly Dragon. Characters will have about four minutes/melees before 2D4

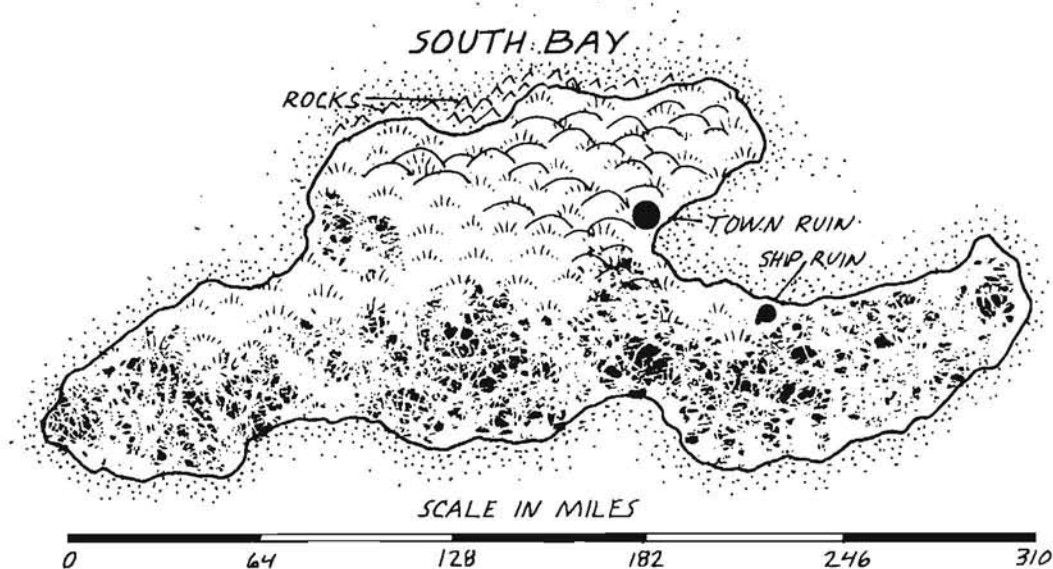
Wooly Dragons catch their scent and come to investigate. The dragons will stay in the immediate area for 2 to 12 days and are likely to attract another 1D6 dragons to the area (79%). If the characters acted quickly, they should be able to have chopped a chunk of bone before the other dragons arrived. Roll to determine the size of the bone by weight. 4D8 ounces.

- 47-55 Quicksand** covering a 60 foot area. The lead character(s) is almost certain to fall in (88%). The second person in line has a 60% chance of falling victim to the sand and the third person, 40%. All persons in the quicksand will sink below the muck within 6 melees and suffocate within 9. Characters must be pulled out or escape by magic flight, levitation, or other means.
- 56-60 Small lake** will require a two mile detour to walk around it. A *sea serpent* (as defined in the *Palladium RPG*, pg. 215) inhabits the lake and will notice any movement on its waters. (66% chance of noticing; roll for every 10 minutes on the lake, even near shore). A ravenous monster it will attack any potential prey. A.R.: 10, Hit Points: 100, I.Q.: 3. Attacks Per Melee: 3; bite does 2D6, or fire breath doing 4D6 + 6 damage. Will fight until it has lost half its hit points then flee underwater.
- 61-70 Mated pair of Wooly Dragons** with one young. Both adults will fight to the death to protect its young or mate.
- 71-76 2D4 Harpies** in search of dragon meat have spotted easier prey (the player characters); will attack and fight until half are killed.
- 77-80 A giant, yet shallow (20ft deep) burrow** filled with dry grass, leaves and sticks. Digging around in the debris will uncover 1 to 4 dragon eggs. Value for one, living, fertilized egg is worth about 2D6 × 10,000 gold to an alchemist or high level man of magic. Characters of good alignment will not take the egg and are likely to try to dissuade others from doing so. A frantic mother who has picked up the scent of man will arrive within 2D6 melees. She will kill the person nearest one of her eggs and stay to defend the nest (and other eggs, if any). She will fight to the death if necessary. 1D4 males will respond to her cries of distress within 6D4 melees. Note: An egg is three feet tall, weighs 90 pounds and will hatch in 6 or 8 weeks.
- 81-90 Cockatrice:** The most foul and evil creature on the island. Its home is among a rocky crag on the northern cliffs, but it often explores the entire island in search of cruel amusement. It will view humanoids as 1) Things of amusement. 2) Food. It may toy with the characters or attack outright. (the exact nature of the cockatrice's actions are left up to the G.M.). It will not fight to the death if it can help it, but, if it escapes, it will hunt down the characters later for revenge. In such a case, it may enlist the aid of harpies or cause other problems. A.R.: 12, Hit Points: 240, I.Q.: 8 Diabolic. See the *Palladium RPG*, pg. 215, for exact details.
- 91-00 Herd of 2D4 + 2 Mighty Wooly Dragons.** They will run off any intruders.

SOUTH BAY ISLAND

The third largest of the Floenry Islands, it is rocky, with gentle, grass covered, rolling hills and light jungle. To the north; south is the bay and the site of an old human settlement. About 200 years earlier the island was claimed by the Western Empire, but its poor, rock laden soil was unsuitable for anything other than sheep and goat farms. Still, to maintain political leverage, a town was built and several thousand settlers brought to this new land. Unfortunately, they inadvertently brought serpent rats with them.

The serpent rats, nocturnal predators and scavengers, adapted well to the new land and quickly infested it. In small numbers, they are a nuisance equal to the ordinary rat. In large numbers, they gather into packs, becoming increasingly bold, aggressive and ferocious. Soon, no man, woman or child was safe from the ravaging night-packs.



Today the village on the bay is a rotting ghost town. The people have long since fled, but the serpent rats remain as lords of their domain. In the bay is the wreck of a pirate galleon run aground on the rocky shore. What treasure it may hold is the secret of the foul little creatures which now inhabit it.

GAME MASTER NOTES

In addition to the serpent rats are the usual animals found in the Floenry chain; white tailed deer, monkeys, rodents, lizards, snakes, and birds. No Grimbor, Krel or Hytrils. The rocky terrain is ideal for the serpent rats. *Packs* range from 6 to 24, 30 to 40, and as big as 60. They are least common in the jungle areas and most common in the rocky hills, old town and pirate ship.

The pirate ship is a rotted, worthless mess. Deep in its bowels is the vault room with 3, large, metal chests, rusted with age. Whatever else might have been in the room has rotted away or been chewed up by the serpent rats.

The First Chest contains very accurate maps of the waters surrounding the Floenry Islands. References to inhabited islands are 47 years out of date. Six ship's logs covering the vessels last decade of travel, deteriorated parchment, writing quills, dry pigment, a broken mirror, a small silver cross, shaving kit and a bag of 11 perfect pearls (worth 80 gold each) are the entire content of the chest.

The Second Chest is trimmed with copper that has turned green and moldy. Its lock yields easily to reveal a booty of silver and gold ware worth about 4000 gold, 1000 in gold coins, and another 20,000 in jewelry.

The Third Chest is the heaviest and marked in wards of death, burning pain, blind, fear and sound alarm. Only the alarm ward is still active and will screech for 10 full melees (alerting the ship's 120 inhabitants). The lock is rusted shut and must take 30 points of damage before it will open. Inside the chest are a moth eaten and *worthless* cloak, gloves and rope (all were magic items destroyed by age and environment). There are also three marbles of transformation (rope 100ft, cutlass and battle axe), a *rune dagger* (I.Q. 10, alignment; unprincipled, telepathy with wielder, indestructible, adds +1 to all saving throws of the wielder, good or selfish alignments can use the weapon, and 4-24 points of damage), 500 in gold coins and a *marble headdress of a lion-like demon*. The headdress is of exceptional artistic quality and detail. On its forehead are carved the symbols of mystic knowledge (evil), sun (life & strength), duality (good and evil), and directed power (focus). The headdress is large enough to fit upon human or troll or even wolfen, but it is immensely heavy (110 pounds). However, once it is placed on the head it is light as a feather, snug and an overall perfect fit covering the entire head. Only the wearer's eyes can be seen through the eye slits. Instantly, the wearer will feel a surge of power

and strength.

The Lion Headdress Instills the Following:

- Great physical strength equal to P.S. 20 + 5 to damage (if the person has a P.S. of 20 or higher, just add the +5 bonus to damage).
- Nightvision 60 feet.
- Speed: 18, leap 6 feet high or long.
- +3 to save vs spell magic.
- Toxins, including magic clouds, mists and miasma, have no effect while the headdress is worn.
- Adds 30 to hit points.
- Can cast 6 spells daily: Tongues, Water to Wine, Decipher Magic, Darkness, Heal Self (2D6 hit points); any combination is possible. All are at 4th level proficiency.
- The headdress is nearly invulnerable; A.R.: 18, S.D.C.: 800. Regenerates 40 S.D.C. every two melees.

Evil Side Effects:

- Becomes increasingly paranoid and within 2D4 weeks, will not want to take the headdress off.
- Reduces Physical Beauty of the wearer by one P.B. point for every month the headdress is worn. Stops at a P.B. of 3. The loss is permanent.
- The character's alignment will reverse (unprincipled becomes miscreant, principled to aberrant, scrupulous to diabolic, anarchist to principled or aberrant, and vice versa) every time a magic spell is cast.

Note: A high level scholar/historian (13th level or higher, may have heard of the headdress and recognizes it (44% chance). The story of the headdress, its powers and side effects, can be found in the religious history section and mystic artifacts (real or legend) in the *Library of Bletherad* on the island Y-ODA, in the north. Otherwise the headdress and its sister masks are a forgotten legend.

Briefly, the story is that the jungle gods Pith, Tark, Ippotomi and Lopnel commissioned a great mage or another god (some say Thoth) to create FOUR mystic headdresses to help mortals combat the minions of the insanely evil god, Yin-Sloth the terrible. Yin-Sloth found this amusing and had his own headdress made in the shape of a crocodile and presented it to his high priest. Then he had a *Sixth* helmet made in the shape of a noble lion and then instilled it with foul side effects that will punish both body and soul (alignment) of its wearer. *The lion headdress* is Yin-Sloth's idea of a practical joke. ALL six of the headdresses have not been seen or mentioned in over 7000 years. Their existence has been relegated to the world of myth and legend. However, your characters know that they do (or did) exist, for the lion headdress is in their very midst. **G.M. Note:** *The following are the other five headdresses.* None have been seen for eons. Feel free to use them in this or some other campaign, if you wish.

1. **The headdress of Pith the Snake God** is in the shape of a cobra's head.

- Great physical prowess equal to a P.P. of 20, +3 to strike, parry and dodge. Prowl bonus of +20%.
- Can summon and/or command 6D8 snakes. Same limitations as a druid.
- Impervious to any poisons, including faerie food.
- Keen sense of taste, (90%) recognizes the taste of any organic substance, including poison, when tasted.
- Adds 20 hit points to the wearer.
- Usable only by anarchist or evil alignments, all others will feel as if their head is being crushed and must take it off within 4 melees or pass out (no real damage).
- Nearly indestructible; A.R.: 18, S.D.C.: 700 and regenerates 20 S.D.C. every four melees.
- *No known curses.*

2. **The headdress of Tark**, the spider goddess is shaped like a giant spider with its legs encircling the head and face.

- Enhanced physical prowess equal to P.P. 17, +1 to strike, parry and dodge; climb bonus of +30%.
- Nightvision 120ft.
- Turn 4D6 dead 60%.
- Can cast 6 spells daily: Tongues, Chameleon, Ventriloquism, Mask of Deceit or Magic Net; any combination is possible and the same spell may be repeated. Equal to a 3rd level proficiency.
- Adds 20 hit points to the wearer.
- Nearly indestructible; A.R.: 18, S.D.C.: 900 and regenerates 20 S.D.C. every four melees.
- *No known curses.*

3. **The headdress of Ippotomi**, the water goddess, is shaped like the head of a hippopotamus.

- Great Physical Endurance equal to P.E. 22, +4 to save vs poison or magic, +14% save vs coma.
- Breath indefinitely underwater; impervious to magic fumes, mists, and clouds.
- Swim (98%).
- Healing touch 2 times daily (restores 4D6 hit points).
- Adds 30 hit points to the wearer.
- Usable by those of a good alignment including unprincipled.
- Indestructible.
- No known curse; but at some time in its history the curse of "stink" has been placed upon it. *See curses in this book.*

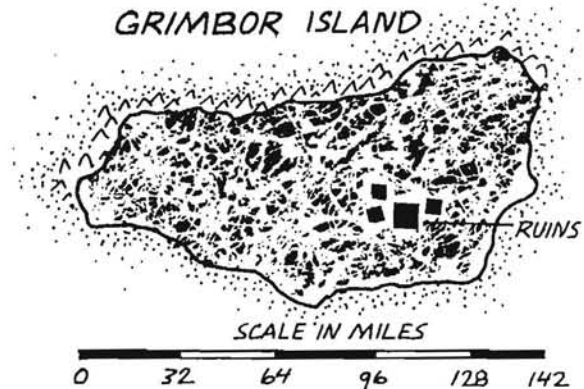
4. **The headdress of Lopnel**, the Red god is in the shape of a hawk's head.

- Great Physical Strength is equal to P.S. 20, +5 to damage (if the person has a P.S. of 20 or higher, just add the damage bonus).
- Recognize weapon quality 90%.
- Bio-regeneration. 1D6 hit points every two melees.
- Can cast 3 spells per day: Wind Rush, Call Lightning or the Armor of Ithan; any combination is possible and the same spell may be repeated. Equal to a 4th level wizard.
- Adds 40 hit points to the wearer.
- Usable by any alignment.
- Indestructible.
- Cursed: "Rags" as described within this book. *See curses.*

5. **The headdress of Yin-Sloth the terrible** is in the shape of a crocodile head made of discolored jade (blotchy grey and green).

- Turn 6D6 dead.
- Animate and command 2D4 dead.
- Summon 100-400 rodents; same limitations as druid.
- See the invisible.
- Can cast three spells per day: Tongues, Wind Rush, Miasma, Fog of Fear, or Fire Ball; any combination is possible and the same spell may be repeated. Equal to 6th level proficiency.

- Adds 30 hit points to the wearer.
- Usable by *non-humans* of selfish or evil alignments. Good characters, and humans who try the headdress on, will take 1-8 damage and suffer severe headaches and nausea for the next eight hours. If the helmet is not removed, the person will hallucinate that he is being transformed into Yin-Sloth. The delusion is so horribly real that the person will scream uncontrollably and run around in unreasoning terror before collapsing a few minutes later. The person will remain unconscious for 1-4 hours and is likely to have a permanent insanity (80%). Roll on the random insanity table.
- A curse of glowing eyes will effect anybody who has worn the headdress for over one week.



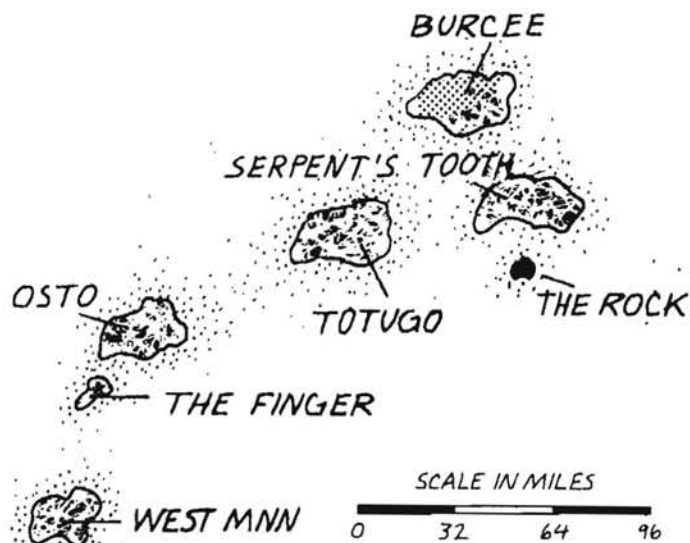
GRIMBOR ISLAND

The island nestled in the center of the Floenry chain is the namesake of the giant ape-men that inhabit it, the Grimbor. Like Lyrd and Southbay, jagged rocks rim the north coast, making it impossible for ships to dock. The jungle begins at the shoreline and covers the entire island in a flowering green canopy. Buried in a weave of vines every few hundred yards, or so it seems, is a massive, stone, toppled monument, totem pole or fragment, of the ancient ruins which permeate the chain. As a person progresses to the south, the ancient debris can be found more frequently, until the crumbled remains of a temple or pyramid pushes through the tapestry of leaf and vine. The structure, is truly astounding, for even with its top sheared off midway, it claws its way 300 feet into the sky and measures approximately 500 feet at the base. Numerous openings (doorways?) lead to massive chambers and short tunnel networks. The flat top is overgrown with trees and vines becoming a microcosm of the jungle that surrounds it. It is atop and around (rarely inside) the pyramid that most of the Grimbor can be found. The lumbering giants can easily scale the pyramid walls, and its jungle crowned top makes a perfect home away from predators and man. The availability of crumbled stone provides the Grimbor with instant ammunition with which to pelt intruders/hunters scaling the walls.

The vast number and variety of ruins, and the multitude of Grimbor which once inhabited the island, is what first gave rise to the notion that the ape-men were the descendants of the pyramid's builders (which is true). However, no solid evidence has every been found to confirm this theory.

Over the centuries, the island's inhabitants have been the victims of slavers, hunters and the fearful. The Grimbor, who once numbered into the thousands, are now reduced to several hundred. Although the Western slave ships arrive far less often, they still come to capture the mighty giants for the gladiatorial arena, traveling shows, and the personal pleasure of the wealthy. Thus, the Grimbor view all humans and their ilk, with disdain and hatred. The gentle giants have been taught to hate and fear . . . and kill. It is a lesson they have learned well. All humanoids are perceived as "demons" that must be driven

away or slain before they can steal or murder more loved ones. The human's use of magic, psionics, armour (the demon's second skin!) and metal armaments are just proof of their unnatural, supernatural, origins. These Grimbor have learned not to trust any humanoid, no matter how kind, for they are the deceivers and the ultimate evil. Consequently, humanoids visiting the island are attacked and, if possible, slain before they can work their evil. No amount of talk or empathy will dissuade these Grimbor. These are the survivors of mankind's cruelty and know full well the evil they are capable of.



BURCEE

The isle of Burcee is a plantation island claimed by the Land of the South Winds. Most of the Jungle has been cleared and replaced with farms and plantations. Bananas and sugar cane are the main produce. There is no army, merchant town, business district, magic or tourists. Burcee is a simple farm community for the Kingdom of the South Winds.

Total Population: 6140

Humans: 4040

Non-Humans: 900

Slaves (mostly orcs): 1200

Note: There are no Grimbor or other creatures common to the other islands.

THE ISLAND OF TOTUGO

See the *Pirates of the Floenry Chain* (pg 170) and page 179.

THE SERPENT'S TOOTH

Twenty six miles off the southern tip of Oen is the Serpent's Tooth island. It is a place of rumor, legend, myth and fear. The stories of wild pirate massacres, cannibals, dragons, demons, and sea serpents abound. Thus, the island is shunned by everyone in the Floenry chain, Land of the South Winds and Timiro. This is not a great loss as the land is dry and rocky, broken by a half dozen hills and sparse patches jungle. The poor soil is unsuitable for farming and the sea serpents in the area make fishing impossible.

Despite the myriad stories only two have any bearing in reality; 1) Sea Serpents are seen often and . . . 2) A chimera lives on the island. All other stories are the imaginings of folk who like to scare themselves with a good tale of primal dangers.

The sea serpents are not as great a problem as they may seem. They stay mostly around the Serpent's Tooth, its neighbor, the rock, and ocean waters to the south and around South Bay and the Dragons Roast. They rarely travel around oen or Enry and stay mostly around the uncivilized and remote island waters.

The chimera presents a problem only to anybody who visits the island which is rare because it is avoided at all cost. Even the pirates steer clear of the dreaded place.

The Chimera

Should someone be unfortunate enough to be marooned on or inadvertently visit the island, there is a 60% likelihood of encountering the creature. It is an aging and canterkerous fellow who looks sourfully upon visitors to its domain. It has learned that intimidation is its greatest weapon and uses a great variety of tactics. Block curdling roars echoing from the jungle is one of its favorite ploys as is sneak attacks and sneaking around (prowl) in general. Adventurers beware. For though the chimera is old it is far from feeble. The last of three, his isolation and loneliness only feeds his hostility.

The chimera is more animal than intelligent, but is a cunning predator.

I.Q.: 4, M.E.: 4, M.A.: 2, P.S.: 20, P.P.: 19, P.E.: 30, P.B.: 5, Spd.: 18
Hit Points: 61 A.R.: 10 Age: 1986

Attacks Per Melee: 2; hooves or bite 1D8 + damage bonus of +9; or by fire breath doing 3D6; range 16 feet. Other bonuses are +2 to strike, +2 to dodge, +8 vs magic and poison, +30% to save vs coma/death.

Natural Abilities: Bio-regeneration (1-8 hit points every melee), night-vision 60 feet, prowl 68%, track 74%.

Notes: It likes to collect *shiny* objects and has little stashes of treasure hidden all over the island. All are small trasure troves of gold, silver jewelry, highly polished weapons, shields and parts of worth 6D6 × 100 gold, with about 20 scattered throughout the island.

THE ROCK

A barren mound of rock and lava can be seen jutting 200 feet above the waves sixteen miles south of the Serpent's Tooth island. Except for a few scraggly patches of grass and weeds the tiny ten mile rock is devoid of indigenous life. However, it is a favorite "sunning" rock for the sea serpents in the area.

There is a 40% chance of seeing 1-6 sea serpents sprawled on its rocky shore soaking in the warm sunshine. Needless to say, sea vessels give this place a wide berth.

OSTO

A jungle paradise whose dense jungles has dissuaded any thoughts of colonization. A few small tribes of Grimbor, Krel and Hytril roam the island, but have yet learned to fear man.

THE FINGER

A tiny island off the coast of Osto is often called the Finger or the Finger of Osto and points to West Mnn. It is essentially a tiny clone of its sister island Osto; wild and free of civilized races.

WEST MNN

West Mnn is the first, or depending on one point of view, last island in the Floenry island chain. Like most of the others, it is mostly jungle with an abundance of white tailed deer, monkeys, snakes and fowl. A few small tribes of Grimbor still dwell in the northern jungles (total population is less than 50).

At the southern portion of the island is found the *Free Port of West Mnn*, a tiny self proclaimed kingdom of vagabonds, pirates, fishermen and farmers. The total population of this so called kingdom is approximately 8400.

The kingdom is segregated by a series of guild or occupational divisions and ghettos. The fishing community rims the south coast with their fishing boats and sea side shanties. Toward the center is the city proper, with its three inns, dozen taverns, handful of shops and main port. This is the only area where ocean vessels can safely dock. Up to six ships



can be accommodated simultaneously. Toward the interior are the farmers and rum plantations.

Although fairly self sufficient, the kingdom of West Mnn have two major sources of outside revenue. The manufacturing and selling of molasses and high quality rum (sold mostly to the Western Empire) and the arena. The arena is unique only in that it is located in the middle of no where (which attracts many vessels looking for a moment of "unofficial" respite from their long journey) and its violence. The Western Empire merchants helped pay for, build and stock the arena. Consequently, the western sailors comprise the majority of the island's patrons. The specialties of the arena are combats to the death, combat with Grimbor, Krel, Harpies and imported Bug Bears and other exotic (at least for this area) creatures from the north such as captured wolven, Kankoran, Bears and Bearmen.

As a neutral sovereignty, sailors from all nations, as well as pirates (called independents), are welcomed. The merchant district is limited to local craftsmen, common goods, foods and services. Very little magic, arms and armour is available.

G.M. NOTES

This is a rough and tumble town that can be both fun and dangerous for players. Non-humans will be seen as potential combatants in the arena and may be offered 6D6 × 100 gold to fight (depending on the deadlines) or kidnapped and forced to fight. Wolven are a fan favorite in the arena.

Brawls are common and indecisions of violence are politely overlooked by the authorities if enough hush money is provided. Generally a couple hundred gold will cover minor offenses, a few thousand for greater offenses and 10,000 to 20,000 gold for murder, kidnapping and extortion.

Except for the main port town around the arena, most of the community is comprised of honest, hard working farmers and fishermen (60% of the total population). This means the fishing and farming areas are generally safe and hospitable. Most of the hard working folk avoid the main port except to buy supplies.

The ruler of West Mnn is the self appointed King Marcus Carl Freedmn (true name: Marcus Frii). He is a pompous, often obnoxious fellow with a passion for fine western silks and jewelry. Despite his arrogance, he is an excellent businessman and organizer.

Human (really changeling) appears to be about 35 years old, balding with a slight beer belly.

I.Q. 13, M.E. 23, M.A. 19, P.S. 10, P.P. 9, P.E. 8, P.B. 9, Spd. 6
Alignment: Anarchist Hit Points: 53

8th level merchant (con artist), 2nd level thief. Always adorns himself in silks and 2D6 × 1000 gold worth of jewelry.

Special Items: Cloak of guises, gem of reality, and a dwarven cutlass that does 1D6 + 3 damage and is +1 to strike and parry.

The authorities are called the "ministry" and are completely loyal to King Marcus. Most are third level mercenaries, soldiers, thieves and pirates. Standard regalia includes polished black leather armour with red trim and frills (A.R. 9, S.D.C. 20), black helmets with red trim, small wood leather shields, short spear, short sword and one weapon of choice.

Advisor Chuul a dignitary from the Western Empire who helps run the authorities and operates the arena. He is totally loyal to King Marcus. Human — Age: 42; 4th level mind mage; I.S.P. 64

I.Q. 14, M.E. 9, M.A. 13, P.S. 8, P.P. 10, P.E. 12, P.B. 11, Spd. 10
Alignment: Aberrant Hit Points: 28

Special Items: Ring of invisibility (3 times per day), silver western style dagger (1D6 damage), charm of +1 save vs spell magic.

THE PIRATES OF THE FLOENRY ISLAND CHAIN

BY RANDY McCALL

INTRODUCTION

Game masters: This scenario should be used after your players have had a chance to gather some experience and advance a few levels; with a chance to gain reputations in the Palladium world as fearless, but more importantly, successful adventurers. Their very fame is what will lead to their being recruited for such a *dangerous, important and well paid (!)* mission.

The first part of this scenario is designed for five to eight characters of 3rd to 6th level, but truly requires more ingenuity and skill than raw power or killing ability. If you wish to run less experienced characters through the adventure, feel free to adjust some of the more difficult or dangerous parts to suit your players.

PLAYER'S INFORMATION/BACKGROUND

In the vast reaches of the Southern Ocean, the *Strait of Relar* is a seemingly unimportant stretch of open sea about 100 miles across, which lies between the Isthmus of Pendaltor (the most southerly section of the Land of the South Winds) and the Floenry Isles. Though relatively unimportant in itself, it is the main sea-lane by which the merchant vessels of the Western Empire travel to trade with the **Land of the South Winds**, the **Timiro Kingdom**, and the easternmost regions of the **Eastern Territories**. Through this small stretch of water passes immense riches in gold, silver, other precious metals and stones, magical items, books and slaves, as well as rare and unusual creatures.

One would think that this trading would greatly enrich the merchants on both sides, but things are not as they seem; like love and war, in trade all things are fair. Merchants of the Western Empire would pay only a pittance for many of the Eastern goods they bought while they would charge exorbitant prices for their silks, brandy and other goods. This would not have been so bad, except for an Imperial Edict which allowed merchants from other countries to establish trading houses in the Empire, but prevented them from shipping their own goods. Instead it requires all goods to be carried on Western vessels. Not surprisingly, these ships charged huge chartering fees, making it much more advantageous for Southern and Eastern businessmen to simply sell their goods to Western merchants for whatever price could be had. While goods could be smuggled into the West, the punishment for smuggling was simply too horrible to contemplate.

The Western shippers are quick to suggest a land route if their prices seem out of line. Of course, such a land route would require travel through the **Old Kingdom** or the **Yin-Sloth Jungles**, taking about four months of hard, extremely dangerous and expensive travel, as opposed to the easy and much less dangerous three weeks by sea. Then again, goods could be shipped northwards to a port on the *Inland Sea*, thence by water to *Phi* or *Lopan* and on to the Empire. By this route, a caravan *might* only have to go through 200 miles of the Old Kingdom, followed by another several hundred or so miles of Eastern wilderness, and then have to pay a *Phi* or *Lopan* merchant, broker to supply a ship. All in all, the Empire has held the merchants of the South and East in a stranglehold for years.

But the South is not entirely innocent within this web of intrigues. Though it has never been proven, more than one pirate captain is rumored to be paid and supported by the Land of the South Winds; striking at only the valuable Empire ships and then splitting the cargo with the Royal House and other merchant backers. It is also rumored that pirates can be hired as mercenaries to strike at certain ships, and

that the places to make such requests are always in the same town as a *South Winds Naval Garrison*. Of course, no one has ever proven such activities; certainly no pirate bases have ever been found in the South Winds kingdom.

However, the nearby **Floenry Isles** seems almost made to order for hiding and supporting pirate fleets. A mostly unexplored chain of small islands with freshwater springs, wild animals and jungle, the Floenry chain could hide and shelter a thousand pirate ships. The Isles are known to be the base of the *Pirate Federation*; a group of at least six pirate captains working together in a kind of loose organization, raiding the shipping lanes of the *Strait of Relar*. There are also said to be almost any number of small, "freelance" pirate vessels which use the Isles to hide in. While many pirates prey almost exclusively on the rich Western shipping, Eastern craft are the next in line to be plundered, followed by Timiro ships. Bizantium ships, from the small Northern kingdom, have proven too fast and deadly for most experienced pirates to bother with.

Both the Empire and the South Winds have been bickering for years about the deprivations of pirates and unfair trade practices. There was a period of time, about a year ago, that the Land of the South Winds was rumored to be about to declare war against the Western Empire. Certainly their navy was spending an unusual amount of time out at sea. Some said they were blockading Western shipping. All that is really known, is that, a month ago, all rumors of war ceased, and the trade Edict of the Western Empire was revoked, allowing Southern ships to bring their cargos to the West.

THE ADVENTURE BEGINS

The players, either having recently finished another adventure, or for some other reason at the game master's discretion, find themselves in the **city of Sulanok**, on the *Isthmus of Pendaltor*.

The day after the players arrive in town, they will be approached by two men at whatever place they are staying. Both are human and dressed as ordinary merchants. They will tell the players they wish to hire them, but will only discuss details in private.

Once in a room with a locked door, the men will introduce themselves as *Hirem Kesh*, *Ambassador of the Western Empire* and *Prince Frosand of the Land of the South Winds*. **NEITHER ARE FAKES!**



Once they have established themselves, Frosand will give the following explanation:

"You must forgive the way in which we approach you, but only the utmost secrecy can help us now. Your fame comes before you. When we heard you were in town, we decided to seek you out and ask your aid. But before we can tell you anymore, you must swear by your gods, or whatever you hold most dear, not to reveal any of what you are about to hear."*

(*G.M. Note: A possible scenario variation is to have the players' group mistaken for some other group of famous mercenaries or champions of justice, and hired in their stead.)

Frosand will wait until all have sworn; if anyone refuses to swear he will not say what brought him here, but will ask the person again, personally, to swear. If the person still refuses, Frosand will say:

"Very well, I will tell you anyway, for we are in desperate need, but beware, for if word of what is said here is ever revealed, the bounds of the world itself will not be large enough to hide you from the vengeance of the Western Empire and the Land of the South Winds."

*"About six months ago" Frosand will continue, "the Land of the South Winds and the Western Empire, after years of arguing, finally came to an agreement over a trade dispute. Basically, the Empire has agreed to drop trade restrictions against us if the South Winds gave certain concessions (which are unimportant to your mission), and if we agreed to help wipe out pirates in our area. To help bind our two countries closer together in trade and other things, the Emperor of the West and our King have consented to my marriage to the daughter of a great Western Noble House. She was sent secretly, by ship, for a first meeting a month ago. The ship left the Western port on time, but never arrived in the Land of the South Winds. At first, we thought the ship might have been sunk by storm or sea monster, but several days ago a message was brought to us by some sailors. They are innocent. They were paid, and paid well, to bring the message. They know nothing else, we have made certain of this. The message was a ransom note with a piece of jewelry which the Ambassador, has identified as belonging to my bride to be, *Roselins el Qusas*."*

"Before you ask, it appears the jewelry has been psychically "washed" somehow by a Mind Mage. We cannot locate her exactly using psionics. However, we have gauged a general direction of her position using it. We can supply a map to show what we think her location is and, if necessary, the jewel itself for you to use."

"While we could send in a war fleet to try and get her back, the pirates would probably kill her before we could reach her. We can not risk this, for on her life rests the success of our treaty. Where a fleet might not succeed, a group of heroes such as yourselves, could. This is why we have come to you; we want you to get into the Federation base and rescue Roselins."

At this point, the players can ask questions and haggle with Prince Frosand over a price for the mission. Frosand has some leeway in negotiating a fee or reward, and the players can push for a large sum of money. But they had best remember that they are going to be working for the Land of the South Winds' royal family; who can make life very difficult for them if they ask for too much or refuse the mission. Frosand will make some comments to this end, if the players do begin asking for too much or get unreasonable (in the game master's opinion).

In negotiating their fee, Frosand has the following limitations:

1. **A maximum fee** of 50,000 gold pieces will be paid to each player upon successful completion of the rescue. He will start out offering them 10,000 gold each. After all, this mission may be important, but money is money. Some may think this is an awful lot of money, but just think how much money a war would cost!
2. **In addition to their fee**, the players will each be given 10,000 gold worth of CREDIT, NOT CASH. This credit can be used to buy weapons, equipment, hirelings, magical artifacts or spell/circle knowledge. If a player mentions bribe money, they will be told that

any of them who wish, can turn in their credit for 1000 gold, cash. The credit is in the form of a Land of the South Winds Royal Mint Bond, valued at all shops in the city.

3. If needed or desired, the Land of the South Winds Navy will supply a small merchant ship, with a crew of 20 first level sailors, to take them on their mission.

As to the mission itself, the following information is available. Note that Frosand will go to great lengths to tell the players that most of the following information is only rumored or has been brought from none to reliable informants. Should anyone ask why, if the information is unreliable, it is so detailed, Frosand will shrug the question off with some off-hand comment about not looking a gift horse in the mouth.

- A. Roselins is being held on a small island in the middle of the Floenry chain. According to the information collected by agents, the island is known to the pirates as **Totugo** and is the base of operations for the *Pirate Federation*. The island has a small town on it, with a population of about 500. The town itself has all the docks, warehouses, dry docks, and repair facilities, needed for a large number of ships, as well as a large number of taverns, and bordellos, as well as, a black market bazaar with shops that sell almost anything you can think of at extraordinary prices (usually 5 to 10 times normal prices and sometimes greater). At any given time, there are at least 2 pirate warships docked, which means at least 200 pirates are having shore leave on the island.

- B. Roselins herself is most likely being held in the Federation building. This is the largest and most stoutly built structure in town. All the most valuable treasures are kept here. According to the information received, there are normally 15 pirates guarding the building outside, with four patrolling the halls inside. All are supposed to be armed with magical weapons and armour. Additionally, the *chief Wizard of the Federation* is supposed to have his home and workshop within the building.

- C. The sea around the pirate base is constantly patrolled by at least two pirate ships. Approaching the island by ship, unseen by either, the two patrol vessels or by lookouts on the island itself, would be very difficult. It is known that most pirate ships carry at least one wizard, cleric or warlock, but rarely more than that. How many men of magic might be residing in Totugo is unknown.

- D. As to the pirates of the Federation themselves, there are six, known pirate Captains which Frosand knows quite a bit about. (See *NPC Pirate descriptions*).

- E. One very substantiated rumor about the Federation is about the manner in which they replace pirates who are injured or killed. Some say that sailors are taken off captured vessels, either voluntarily or at sword-point. While this does happen, not nearly enough sailors could be recruited this way (after all, would you want to go to work for a madman?). It is said, however, that a small, rundown inn about 15 miles up the coastline from Sulanok, called "*Deadeye Suli's*", in the village of **Ramsbottom**, serves as the *Pirate Federation's* recruiting station. Sailors, thieves, men at arms, and men of magic, looking for employment, are believed to go there to get hired.

This is all the information that Frosand or the Ambassador have on the pirates and the present situation (or at least, it's all they're willing to give away), except for the map of the Floenry Isles itself and, of course, Roselins' jewelry: a small, ruby pendant worth at least 8,000 gold. While a time limit is not imposed, the game master should give the players the impression that something must be done fairly quickly. Once Roselins is rescued, she is to be brought to the Mayor's estate in Sulanok.

GAME MASTER INFORMATION

While the information given to the players by Prince Frosand is correct, much has been omitted. A marriage between Roselins and

Frosand was arranged as part of a peace and trade treaty between the Western Empire and the Land of the South Winds. What the players are not being told, however, is that the pirates of the Federation were ALL being supplied and supported by the Royal House of the Land of the South Winds until the treaty was struck. Somehow word has gotten to the Federation that the Land of the South Winds plans on wiping out the now unnecessary, and somewhat embarrassing, pirate base. Upon this discovery, the Federation decided to try and stop the agreement from going through by kidnapping Roselins. The pirates not only want to keep on living, they wish to continue the very lucrative business they've developed under the sanction of the Land of the South Winds.

Because the Federation is expecting an attack to free Roselins by either the Land of the South Winds' or Western Empire Navies, or maybe by both, the seas around Totugo are not being patrolled by just two ships, but by all sizes of pirate warships and a large number of small boats (3D4). Any vessel approaching Totugo will be attacked and captured.

At this point, the players have basically three ways in which they can proceed with the rescue. 1) They can take the offered merchant ship, head for Totugo and (most likely) get themselves captured. After which, they can attempt to break out of the dungeons and try to rescue Roselins. 2) They can sail near to Totugo and try either to swim to the island unnoticed or use some form of magic to travel underwater, or fly just above the wave tops. The problem with this being that the water in this area are crawling with sharks, sea monsters, and Kappa, and there's a 50% chance of being seen if they fly.

3) **The best way** for the players to reach the island is by going to "Deadeye Suli's" and convincing a very suspicious barkeep that they really are prospective pirates. A difficult job in itself, but they should be able to do it if they are convincing or use magic. They would have an even better chance if they arranged with Frosand to have word put out that they were on the run from the law, so they could claim they came to Suli's just to survive. Once they have been accepted (if they pass the tests) they will be taken by a small fishing boat to Totugo. Once there they will be shown around and given quarters, until such time as they are assigned to a ship. Of course, if they don't move fast enough, the players could end up being assigned to a pirate ship at sea before they have a chance to rescue Roselins.

THE CITY OF SULANOK

Population: 9975

Human: 3250

Non-Human: 6725

Sulanok is a seaport with a large contingent of sailors. Most on leave and looking for fun, some are looking for work and others are waiting for their ships to be loaded. To occupy these sailors and other sea travellers, the town is lavishly supplied with a small arena, and a multitude of bars, inns, taverns, drug houses and gambling places. A rough tough town, it is also among the wealthiest in the land, with innumerable merchant warehouses, exchange shops and brokers from half a dozen far-off lands around the world. Situated on the southern tip of the Isthmus of Pendaltor, the town of Sulanok sits protected on the beaches of a natural harbor. Though rather remote from the rest of the Land of the South Winds, Sulanok is ideally located for use as a stopover and cargo exchange point for merchants moving either east or west. Merchant vessels from the west can unload cargo here without having to travel an extra two to four hundred sea miles to the Land of the South Winds mainland. Additionally, ships wishing to pick up cargo dropped off from the west at this point can travel in a straight line to the *Timiro Kingdom*, and vice versa. Sulanok is also a *Royal Land of the South Winds' navy port* and the last major town to be encountered before ships reach the Yin-Sloth Jungles.

The crossing of so many different cultures, races and goods here creates an atmosphere much more reminiscent of a bazaar or fairgrounds

Sulanok

SCALE IN FEET

0 200 400 600

A.
NAVY
STATION

B.
PUBLIC DOCKS

C.
DRY DOCK

TOWN
SQUARE

than a sedate merchant town. At all times of the day and night, the area around the docks and wharves, and in the merchant quarter, is crowded with sailors, porters, and merchants making deals. Only when you move away from the hubbub of the business section of town does peace and quiet reign.

Because of the plentitude of merchandise available here (if not for its quality), almost everything in the equipment lists of the Palladium RPG can be found, restricted only by whatever you as a game master don't want to allow, prices are normally at book standard, though this may change depending on racial factors or player character behavior. There is only ONE *alchemist* in town. Prices for magical items available will be described later.

SULANOK MAP KEY

- A. Navy Station:** These are the naval dockyards. Normally, non-military personnel will not be allowed in. However, if the players decide to take the offered merchant vessel, this is where they will pick it up. There are usually 2-8 warships at dock here, and 4D6 × 100 Navy personnel are always present.
- B. The Docks:** Usually, 2D6 merchant ships will be docked waiting to pick up or drop off goods or supplies, or for repairs or rest and relaxation. Note: The harbor is patrolled by the Navy.
- C. Dry Dock and Ship Repairs and Refitting:** Fair prices for reasonably good workmanship.
- D. Merchandise Warehouses:** All are very well kept, dry structures available for rent on a daily, weekly and monthly basis. Prices are a little high, but reasonable. Portage and guard services are available for an additional charge. Livestock are kept at the pens in the East.

The following are the trade brokers from other lands:

- D-1.** Moneychanger (Land of the South Winds): gems, coins and precious metals.
- D-2.** Timiro Kingdom.
- D-3.** Lopan and Phi Consolidated.
- D-4.** Old Kingdom Imports.
- D-5.** Eastern Territory.
- D-6.** Land of the South Winds Import/Export.
- D-7.** Western Empire.
- D-8.** Kingdom of Bizantium.
- D-9.** Southern Independents (supplies colonies along the coast of the Yin-Sloth Jungle and Floenry Islands).

The Livestock area on the east side:

- D-10.** Livestock holding pens.
- D-11.** Livestock stable.
- D-12.** Horse stables and pens.
- D-13.** Cattle pens.

E. Local Marketplace: The local, small merchants, farmers, and craftsmen, rent stalls in this area to sell their goods and services. Most anything in the way of used items, copper and iron goods, cloth and simple clothing, wooden goods, as well as fresh food and spices of all kinds, can be bought here in small amounts. See *Palladium RPG*, pgs 48-50, for equipment list.

E-1. The Sea Ghost Inn: A wind battered, four story, wood structure known for its hospitality, soups and fish dinners, and fine tavern. Booze includes ale, dwarven beer (one is equal to three normal beers), and rum. All prices are standard book, very reasonable. Rooms run about 45 gold per night. Caters to, visitors and is a lively, yet safe, establishment for all races.

E-2. Carmen's Boarding House: Carmen is a 300lb, maternal spinster with delusions of great beauty. Still, she is a pleasant, honest, intelligent, human woman with a sense of justice that often leads her into dangerous situations; helping refugees and other, unjustly hunted persons.

Carmen: Age: 42; I.Q. 14, P.S. 10, P.P. 14, P.B. 8; all other attributes are average. 6th level Merchant (6th level, hand to hand mercenary fighter). Alignment: Unprincipled; Hit Points: 39; favorite weapons are staves and blunt weapons.



Room and board is a modest 20 gold per night. Wolfen, trolls, ogres and troglodytes are not allowed, but can sleep on a cot out-back for 5 gold (not bad if it's not raining).

E-3. Lumber Yard: Specializes in prepared woods for seagoing vessels. High prices for ship repairs, all others are average.

E-4. Spud's Tobacco Shop: A fairly large shop which carries all varieties of tobacco, snuff, perfumes and soap. Prices are an exceptional bargain. This place is open 24 hours a day. Spud is a gregarious Elf reputed to be everything from assassin to defrocked bishop.

Spud: A secretive fellow when it comes to his past (wanted by a very powerful family in the Western Empire for killing their first son in a fair duel). Age: 67 (looks 25); I.Q. 14, P.P. 22 (+4 to strike/parry/dodge), P.B. 25; all other attributes are average. Alignment: Anarchist; Hit Points: 31. 5th level ranger, 3rd level scholar (very knowledgeable about religions and demons). Spud is willing to buy and sell information and his sword arm, if the price or challenge is great enough. Special Items: Eldrich, Elven chain mail (magic); A.R.: 13, S.D.C. indestructible (none of these are known to exist any longer); black long sword (magic — demon slayer), does 1-8 + 6 damage (exceptional quality).

Spud's Assistants: **Kirg:** Kobold; 3rd level mercenary, average attributes, anarchist, Hit Points: 21. **Shalg:** Orc, retired 8th level sailor, unprincipled, Hit Points: 55, P.S. 21, all other attributes are average. **Mike:** Human; Age: 26, reformed 6th level thief who has found religion and the "light". Almost fanatically good person and follower of Isis. Principled alignment. Hit Points: 34, I.Q. 11, P.P. 19; all other attributes average.

- E-5. Market Square:** A pavilion of merchants which change almost daily depending on what new ships are in the harbor. Sells local fish, grains, foods, moonshine, and crafts, as well as, imported silks, spices, clothing and alcohol. Average prices.
- E-6. The Golden Light:** A lantern and candle shop. Prices are 25% less than listed in the Palladium RPG.
- E-7. The Rigger:** A seller of ropes, nets and sails. Also repairs sails. High prices.
- E-8. The Fishing Hut:** Sells fresh fish, as well as fishing equipment and bait. Reasonable prices.
- E-9. Jewelry Shop:** An excellent selection of gold and silver jewelry at bargain prices (40% discount). Only a small selection of gems are available at normal prices. Buys at 75% discount. Also sells other, gold and silver, wares; such as goblets, ornaments and candlesticks.
- E-10. The Paper Mate:** A shop which sells parchment, paper, and books. A full selection of writing paraphernalia.
- E-11. Mom's Bakery:** A shop always full of delicious breads and pastries. Four gold buys a dozen pastries of your choice.
- E-12. Bart's Meat Shop:** Sells a vast selection of fresh and preserved meats, fowl and fish, as well as dairy products. Normal book prices.
- E-13. The Drunken Goose:** A reputable dance hall and saloon that is popular with visitors and sailors. Sells the best ale and tastiest moonshine in town. Fair prices and honest fun.
- E-14. Herbalist:** Offers a fine selection of domestic and imported herbs, spices and tobacco, at low prices (25% less than usual).
- E-15. Tailor and Leather Works:** A guild of second-rate tailors and shoemakers whose speed and low prices compensate for their poor quality. They can satisfy all clothing and footwear needs and repairs. They also sell saddlebags, pouches, purses, waterskins, belts and related items. Prices are half the normal rate.
- E-16. The Sea Side Inn:** A boarding house that caters to sailors and transients. 25 gold will buy a warm bed for the night and a hardy breakfast of 4 eggs, bread and ham. All races accepted.
- E-17. Gems of the Sea:** A small shop which sells seashells, coral, and jewelry made from the two. Average prices.
- E-18. The Happy Jug Saloon:** A brightly lit tavern which seems to always have something going on whether it be a dart or knife throwing contest, wrestling, dance or music. Quality rum, and imported brandy and wine that are high-priced (double the usual rates), but attracts merchants, nobles and ship's officers. Non-humans are not allowed, except for elves and dwarves.
- E-19. The Ball and Chain:** Metal workers; makes and repairs utensils, tools, weapons and armour. Also sells nails, hooks, chain, manacles, locks, posts and kettles. Weapons are limited to short swords, knives, broadswords, and ball and chain types; but they can repair anything. Very good quality, fair prices, about 35% higher than normal and will not dicker. +1 and +2 weapons are available and cost top dollar, 300% the usual rate.
- The owner** is *Melar*, a Jotan (Giant); I.Q. 9, M.E. 9, M.A. 7, P.S. 28, P.P. 20, P.E. 21, P.B. 6, Spd. 10. Hit Points: 54. 8th level soldier (retired); Alignment: Anarchist. A friendly old goat who is still looking for his shot at fame and fortune. Special possessions include: Goupillon Flail (giant size) doing 4D6 damage, +3 to strike and parry; a silver plated ball and chain (giant) doing 2D8 damage and is indestructible (magic) and a suit of lightweight, invisible armour; A.R. 17 S.D.C. 210 (magic). Of course, Melar also has a number of other weapons at his disposal, and a savings of 36,500 gold.
- His assistants include 2 kobolds, 3 humans and 6 orcs. Hit points are around 20 for each, and all have average attributes for their respective races.
- E-20. Temple of Ippotomi:** 1D6 3rd level priests are always present.
- E-21. Margaret's Dress Shop:** Good quality, imported silks at low prices (30% less). Also has womens' and mens' clothing.
- E-22. Fruit Market:** Fresh fruit, jams and juices. Fair prices.

E-23. The South Winds Inn: A large, four story, stone and wood building that caters to sailors. 35 gold buys one night's stay.

E-24. Porter and Wagonsmith: The guild controls this lucrative hauling business.

E-25. Stables: Horses can be rented or housed here.

E-26. Second Hand Goods: A combination pawnshop and junk shop. Full of odds and ends. Prices are half the usual rate and subject to negotiations. No *known* magic items are available for sale and only the most common weapons and items are likely to be buried among the heaps of merchandise. **G.M. Note:** This is a great place to introduce weird or unusual items and information.

The proprietor is *Samual Bottoms*, a retired sailor and active busybody and gossip. He knows the town like the back of his hand, as well as, the most current gossip for every person and place of the slightest repute. Although friendly and willing to provide a wealth of information at the slightest provocation (this could be a free mug of ale or a simple, what's new), there is a price to Samual Bottoms gossip . . . He never shuts up, and once he finds a willing ear, he'll ramble on endlessly about everything. Worse yet, *you* will be added to his gossip list of interesting subjects. His fast talking, deep, rumbling voice bellows, even when whispering.

I.Q. 8, M.E. 14, M.A. 7, P.S. 9, P.P. 9, P.E. 10, P.B. 9, Spd. 12; Alignment: Unprincipled. Weight: 210lbs. Human, 7th level sailor (retired). Age: 51.

Special Items: A blackjack, gold ring (magic) of invisibility — 3 times per day; and an ornate silver dagger that glows, but has no other, apparent, magic property.

E-27. Bath House: Costs 2 gold.

E-28. West Side Retreat: A boarding house for humans and elves only; 30 gold per night.

E-29. The Last Stop Resort: This impressive looking, 3 story, stone building is an inn for the wealthy. Inside are plush couches and beds, lavish imported tapestries, oak trim and silver candelabras. One night's stay costs 75 gold per person.

E-30. The Last Stop Tavern: A gentleman's tavern with decor that mirrors that of the Last Stop Resort. High, priced meals of lobster, crab, pheasant, goose and beefsteaks will cost at least 30 gold each. Drinks are restricted to the finest rum, brandy, and champagne, at a cost of 5 gold per drink.

Lord Mitcle, runs the tavern and the inn. A swarthy gentleman whose accent betrays his Western Empire origins, which he is quick to deny. I.Q. 12, M.E. 9, M.A. 10, P.S. 12, P.P. 17, P.E. 14, P.B. 8, Spd. 9. 6th level assassin; human; miscreant alignment. Hit Points: 44.

Special Items: Invisible broadsword (magic, +2 to strike and parry, 1-8 damage), leather of iron (soft leather) — A.R. 15, S.D.C. 140; medallion of protection from spell magic (+1 to save), boots of mystery, 140 feet of thread of iron, and 4 guardian beastiary stones guard his chambers.

E-31. Temple of Light and Dark: 1D4 third level priests are always present.

E-32. The Iron Maiden: The best stocked armoury in town. Carries all types of weapons and armor. Excellent quality, custom fitted armor is a specialty. Magic armour can also be purchased, but will take at least one or two weeks (the alchemist and metal worker cooperate in the creation of magic armours). All prices are twice as expensive as normal.

E-33. Alchemist Shop: Attracting the eye even from a distance with gold glittering from every stone and board, no one can say the shop of *Amphalis the Alchemist* is subtle. Entering his shop is more like buying a ticket to a carnival than shopping in a standard magic shop. All around, on shelves and counters, are gleaming swords, wands and bottles of all descriptions. His assistants are constantly showing off various items like barkers at a fairground, and acting like the high-pressure salesmen they are.

Amphalis himself has more razzle-dazzle than any other ten show-

men thrown together. Most likely he needs this showmanship, for though everything he sells is good quality, it is also 2 to 5 times normal cost (depending on who he likes, who insults him, etc). However, if a person were to offer personal service instead of cash, the price of the desired item will drop back to normal or even less than normal, and the person will be given a mission to perform. After all, can you think of a cheaper way to acquire some of the stranger items an alchemist needs than to trick some bozo into going on a quest for it, just to get a fair price for an item or piece of information?

E-34. Town Hall: The administrative center of the town, it is also where the courts, City Guard barracks and prisons are. The town has its own guard of course, consisting of 150 first level soldiers. At any given time 50 of them are on duty patrolling the town, 50 are off-duty, and 50 are sleeping at the barracks or their own homes. Each has hard leather armour, a short sword, small wooden shield and a pike. In times of emergency they will each be issued a cross bow and arrows from the armoury in the barracks.

E-35. Mayor's Estate: A palatial estate, befitting the mayor of a very important town.

F. Temples' Row: Due to it's nature as a seaport, Sulanok has small temples devoted to almost every, non-evil, deity that exists (and rumors speak of several hidden temples worshipping even those dark gods). Simply because the majority of worshippers are men of the sea in one way or another all the various sea-deities have much larger and richer temples than the others.

1. Temple of Light and Dark.
2. Church of Seven Waters.
3. Ippotomi, the Water Goddess.
4. Kirgi, the Rat God.
5. Bennu, the Phoenix.
6. Pantheon of Rurga.
7. Algor, God of the Sea (Northern).
8. Isis, the All Mother.
9. Lista, Sea Goddess.
10. Utu, Lord of the Dead.
11. Aco and the Juggernaut.
12. The Great Sphinx.
13. Kalba, the God of Wandering Spirits.
14. Tark, the Spider God.
15. Epim, the All Mother (Northern).
16. Jungle Pantheon of Gods.
17. Pantheon of the Gods of Light.
18. Osiris, the Lawgiver.
19. Ra, Lord of Light.
20. Temple of Elemental Forces.
21. The Pantheon of Dragonwright.

G. Tavern and Brothel Quarter: Also known as the Red Knight district due to the symbol of a red faced man in armour hung from a post on the main street. All taverns, inns and places of ill-repute are, by law, placed within the boundaries of this part of the city. This makes it easier to police the area, to find drunken sailors whose ships are about to leave. As most sailors have nothing else to do while they are on shore, most get cheap rooms in this area to ah . . . , enjoy the fruits of civilization.

G-1. Jail: A solid stone edifice which is usually filled with drunken rabble rousers and petty thieves of all races. 22 law enforcement officers are on duty around the clock. All are equal to 2nd level soldiers; average hit points are 16, and they are clad in chain mail — A.R. 13, S.D.C. 48.

G-2. The Royal Inn: A large, shabby looking building whose days of splendor have long since past. Rooms are still fairly nice, but run-down. A nights rest costs 20 gold per person. All races are welcome, making it a haven for non-human visitors who do not wish to spend the night in one of the seamier inns. Always crowded, there is a 72% likelihood of no vacancies. However, a bribe of 100



gold can usually (not always) find a sudden vacancy.

G-3. Blacksmith: Good prices, fair quality.

G-4. Stables: Good quality horses, carriages and wagons can be rented on an hourly or daily basis.

G-5. Temple of Taut: 1D4 3rd level priests are usually present (80%).

G-6. The Dancing Duck: A three story wood building that looks like a stiff wind could blow it down. This is a popular nightclub alive with dance and music on the first and second floors, and gambling (cards and dice) on the third floor. All races are welcome.

G-7. The One Eyed Sailor Inn: A shabby flophouse. A cot in a room shared by 10 to 20 others costs 3 gold for human sized or smaller characters, and 6 gold for large/giant races. There is a group of a dozen, second level thieves that regularly mug its drunken or defenseless occupants. This motley group of thugs includes 4 goblins, 1 ogre, 2 orcs, 2 hob-goblins and 3 humans; average hit points is 16. If magic is displayed, or a good fight is put up, they will all flee. None will fight to the death.

G-8. The Painted Pelican: A popular tattoo parlor. A small tattoo costs 30 gold, medium — 60, large — 120.

G-9. The Nightingale: A brothel that accommodates all races.

G-10. The Dark Horse: An herb and spice shop that also has back rooms for the purchase and use of drugs. This includes mushrooms, elixirs, poison and faerie food. Prices are high for all magic concoctions. This can be a dangerous place for any character.

G-11. The Wild Serpent: Aptly named inn. This establishment is the site of endless brawls, drunkenness, gambling, womanizing, theft, assault and murder. Rooms cost 15 gold per night, with no limit to the number of occupants. Non-humans are preferred clientele. Humans will bear the brunt of jokes, ridicule and all manner of violence.

Darnel, the Bold, is the grizzle toothed Ogre who runs the inn.

He is mean, cantankerous, and given to fits of violence when angered or frustrated. Hates humans & elves. I.Q. 10, M.E. 9, M.A. 5, P.S. 18, P.P. 13, P.E. 23, P.B. 6, Spd. 11. Alignment: Miscreant. 7th level mercenary/2nd level sailor. Age: 40. Hit Points: 63, and is a *cannibal*.

Special Items: Double mail armour; A.R. 14, S.D.C. 55. 2 Chasers (see magic crystals) always on his person, a normal size iron staff for klunking drunks, troublemakers and complainers (1-8 damage); battle axe (magic — returns when thrown and eternally sharp, +3 to damage in addition to normal, 3-18 damage), 3 silver daggers and 3 normal (1-6 damage), a charm of +1 save vs circles and wards and 3 potions of healing (2-12). 200 gold on his person, 1D6 × 1000 hidden in his room.

Goblin assistants: *Mee*, *Ziie* and *Blea* are all 3rd level thieves, miscreant, compulsive gamblers, average P.P. 18, average hit points, 24 and, like their boss, they are cannibals.

G-12. The Seafarer's Home: A den of iniquity popular among some of the town's many visitors. Reasonable prices and fairly safe.

G-13. The Buccaneer: A saloon that caters to sailors with cheap ale and rum. A typical drink costs one gold. All races okay.

G-14. Nick's Tattoos: A tattoo parlor of exceptional quality and reasonable prices. Also sells tobacco and snuff.

G-15. Madam Leona's: Another house of ill-repute.

G-16. The Tattered Sail: A shabby tavern operated by the guild. Cheap ale and moonshine is on the main floor, drugs in the basement and gambling upstairs. This is an extremely dangerous place for humans and non-humans alike, for despite its appearance, it attracts a lot of high rollers and tough villains. The average level of its more formidable patrons (50%) is 4th to 6th level, with the rest being 2nd and 3rd level.

G-17. Secret Temple: An unassuming stone building which serves as the temple for *The Cult of Yin-Sloth the Terrible*. The cultists partake in animal and *human sacrifice*, torture, and depravity, in attempts

to awaken the Old Ones with acts of evil. The cult is surprisingly strong, with about 200 members of its secret society living in the city. All are fanatics.

High Priest: Appears *human* but is a changeling of incredible evil and head of the city guards!

Atkins Myri (a native of the city): Age: 30, I.Q. 11; all other attributes average. Alignment: Diabolic; hit points: 29. *5th level priest of darkness*.

Special Items: Crystal of light, guardian stones: 3 little guardians, in the shape of snakes, guard the temple; potion of tongues (1), youthful appearance (1), impervious to fire(1). Also has a flaming short sword (does 4-24 damage).

G-18. The Beastiary: An odd combination of pig farm and arena. Spectacles of combat include pig wrestling, hogtying, mudwrestling, dogfights, and cockfights. However, the big money attractions are blood sports which pit humanoids against vicious animals. These include wild boar wrestling (unarmed and no body armour), bullfighting, and Grimbor wrestling. The owner of the Beastiary has a huge, male Grimbor which is used for a variety of wrestling and combat games. The rules are simple; defeat the Grimbor in the contest, *without killing it*, and win 1000 gold. It is made absolutely clear that the contestants must NOT kill the creature, although it does not abide by the same restriction. If the beast is killed, the person responsible will be required to pay 20,000 gold or himself be killed.

The owner is Rapheal Dundbar, a 6 foot 6 inch changeling, but appears to be human. Dundbar is a cruel man and member of the Yin-Sloth cult (see #G-17). Dislikes elves and wolves in particular. I.Q. 14, P.S. 18; all other attributes are average. His true age is 68, but he looks 30. 224lbs of muscle; a 4th level thief, diabolic alignment. Hit points: 30.

Special Items: Cherubot rope (160ft), magic slingshot that shoots regular iron spiked balls (1D4 damage), plus can spit/shoot 3 fire balls three times per day (3-18 damage); cloak of protection (A.R. 12, S.D.C. 50, impervious to fire), sneezing powder (2 doses), fire dust (3), pixie dust (2) and a ring that can sense magic twice per day. Dundbar is extremely wealthy from his gambling and other illicit activities. He is a member of the thieves' guild and often the backer of major gambling events. Personal wealth is about 280,000 gold. Half is said to be hidden in his house, the other half in a secret place (the Temple of Yin-Sloth).

He employs only non-humans, and has a total of 20 employees and another 20, loyal henchmen (2nd and 3rd level thieves and mercenaries).

G-19. The Red Knight Inn: A popular business of ill-repute.

G-20. The Light Foot Dance Hall: A large, wooden building alive with dance and music nightly. Only watered ale is served at 2 gold per mug, but nobody seems to notice. Although enjoyed by sailors and the townspeople alike, it is not the safest place in town.

G-21. The Peg-Legged Albatross: A dimly lit bar that looks almost as slimy as its patrons. Known for its potent moonshine, thick mead, and gambling. Contests of skill, strength and daring are always encouraged, and often lead to bloodshed. This is the lowest, most dangerous bar in town. Most of the patrons are desperate vagabonds, thieves, pirates, assassins or other scoundrels. Typical alignment is evil; average hit points are 22; average level is 3rd.

G-22. The Magic Cup: A weatherworn, stone building that is denoted by the throng of peasant children and beggars who mill around it. This is the only other magic shop in town. The proprietor is a frail, wizened elf, who moves at a snail pace, but whose sharp eyes miss nothing.

The front of the shop is adorned with a dozen, large, glass jars full of candy and bread sticks, which are free for the children and peasants who can not afford them. **Magic items** are limited to herbs, potions, powders and talismans. **G.M. Note:** 50% chance of having a particular magic item. If the ancient elf recognizes good characters in *desperate* need of assistance, he may offer information, shelter



or magic, at *ridiculously low prices*. NOTE: He will help only characters of good alignment and who truly and desperately need his help.

Special Items hidden in the basement: Holy sword (2-handed Espandon — 2D6 + 6 damage, sense evil, turn dead, circle of protection), Cloak of Guises (1), Magic Bandages (8), Magic Make-up (2), Fire Wick (4), Gem of Direction (1), Ring of Flight (1) (twice daily, lasts 60 melees). **Potions:** Healing (3) (2-12 H.P.), Chameleon (1), Fleet Feet (1), Might of the Palladium (1). **Scrolls:** Carpet of Adhesion (1), Swim as a Fish (2), Magic Pigeon (1), Fire ball (2), Call Lightning (1), The Armour of Ithan (1), Wall of Stone (2). *All are at 6th level strength.*

The Wizard, known only as "The Old Mage" and "Ancient One", is really a metamorphasized Great Horned Dragon. Hit Points: 290; principled alignment, psionic and naturally magic. See page 213 of the *Palladium RPG*. He has personally taken to protecting the neighborhood children and the innocent. He is not likely to join any group or go on an adventure, but may help in the way of magic and information, as previously mentioned, but will not blow his cover as an old elf wizard.

G-23. The East Side Inn: A dilapidated boarding house. Charges 10 gold per night. All races tolerated. Cheap home-brew and women can be purchased at the bar downstairs.

G-24. The Bullseye: A pawn shop that buys at 10% the real value and sells at 100%/full value. A seedy little place run by an ogre, orc and two hob-goblins. Each is a fourth level thief and member of the Yin-Sloth cult.

G-25. Temple of Darkness.

THE VILLAGE OF RAMSBOTTOM

A small and unimportant town, the only thing of interest to the players is *Deadeye Suli's Tavern*. Other than that, the town smells of fish: fresh fish, boiled fish, fish oil, rendered fish, fish offal and rotten fish. Obviously, the village's main occupation is fishing, followed by sheep herding and a little farming. Though the entire town knows that Suli's tavern is a private, recruiting and contact point, they make too much money off it for anyone to ever say anything to an outsider about it. They just play ignorant, not too hard for these folks.

RAMSBOTTOM

1. **Fishermen's Huts.**
2. **Fish Drying/Boiling and Rendering Station:** This is where the locals process the part of their catches they want to sell, preserving the fish either by drying in the sun, or by boiling in vinegar. The oil collected when the fish are boiled is strained and rendered into usable fish oil for sale in Sulanok. This is the source of the town's terrible smell.
3. **Local Market:** Usually only open one or two days a week, this is where the farmers and fishermen can sell their goods to each other.
4. **Farm and Grazing Land:** Poor land inadequate for either use. Crops are brown, stunted, and stubbly. Come to think of it, so are the sheep.
5. **Deadeye Suli's Tavern:** A fairly large, though dingy place, it looks like a strong wind would not only blow it away, but reduce it to kindling. None of local townspeople ever enter here. Anyone found inside is either a pirate, guard, someone hoping to hire on as a pirate, or a person hoping to hire pirates. In one corner of the large, open room several crates have been placed on top of some kegs to form a crude kind of bar. Behind this is Deadeye Suli, a 7th level Pirate with a wooden left leg. Suli is human, though you might doubt it to look at him, he stands 6ft 5in, weighs about 400 pounds, and has a healed sword slash running down his bald head. It starts at the top and traveling on down through his right eye, or at least through what remains of it. His right hand is a steel hook. He is dressed in the ratty remains of sailor's clothing and smells

just about as bad as he looks.

Deadeye Suli: Human, minor psionics (all), 7th level pirate, miscreant alignment. I.Q. 13, M.E. 9, M.A. 4, P.S. 22, P.P. 12, P.E. 10, P.B. 2, Spd. 4. Hit Points: 41

Suli carries no obvious weapons, nor does he need any. *His hook* is made of Dwarven steel, does 1-8 + 2 damage, and is + 2 to strike and + 1 to parry. His *peg-leg* is weighted with iron at the core and does 2-12 points of damage on a kick. There are always 2-12 1st level pirates (guards) pretending to be locals in the tavern. At any sign of trouble, half will come up with knives, the other half with clubs, to help resolve the difficulty. If they even suspect a person coming into the bar is working for the government they will do their best to kill him. Average hit points are 12; I.Q. 9, P.S. 12, P.P. 10, Spd. 9. Armour: None or leather.

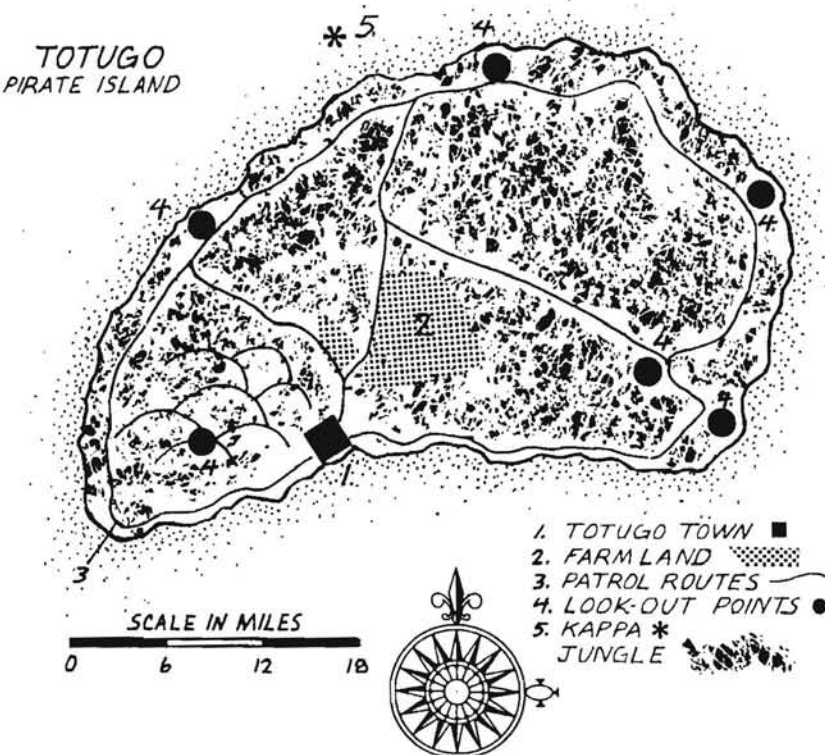
G.M. Note: The players have to try and convince Suli that they are acceptable candidates for pirate recruitment. Of course, he won't admit he does recruit for the Federation. It's up to the players to convince him that they are serious and worthwhile for him to expose himself. Any arguments or explanations the players give should have to make sense. Can't you just see Suli's reaction to a Palladin Elf, with a P.B. of 28, walkin' in wearing full plate armour, saying 'I've always wanted to be a pirate?' The easiest way for the players to succeed would be to have Frosand spread the word that the players are wanted for murder or some other nasty crime. This way, when they go to Suli's, he will have already heard of them and will accept them immediately, and without question. Desperate men make good pirates.

Any players with an O.C.C. of either Pirate, Sailor, Thief or Assassin, will be accepted with very little difficulty. Players of all other O.C.C.s will have to pass some tests. The tests will vary, depending on the character's O.C.C. and reputation, and on the game master's imagination. *For Example:* A man at arms might



have to fight three or four of the pirate guards to show his skill, a man of magic would have to cast some difficult spell to prove his ability, and thieves might have to pick a lock blindfolded. The flashier or more showy the players are, the faster Suli will be to sign them on. Be warned, however, if even one of the group slips up and gives away the fact that the group is on some sort of mission, Suli will reject them all. Even if the group attacks and defeats all the guards and Suli, no pirate vessel will land here unless a special signal flag is raised at a specific time. Only Suli knows the correct flag and time and he will never give out the information voluntarily, though he can be forced by psionics, magic or (if the group is evil) tortured to tell.

Once all players have passed their tests, they will be told to wait at the tavern overnight, with the pirates keeping watch over them. Early the next morning, Suli (or the group, if they have the information) will raise the signal flag, and a small fishing vessel will land within 1-4 hours to take the players to Totugo. If the players wish, they can take the vessel by force (the crew of 8 are all 1st level human pirates), but a dead crew can not take them to the island. Additionally, special signals must be given as the boat approaches the island or it will be immediately attacked by one of the patrolling pirate ships. Only the commander of the fishing boat crew knows today's signals. Once through the screen of patrol boats, the crew will head the boat straight for the main wharf at Totugo town.



THE ISLAND OF TOTUGO and THE BACKGROUND OF THE PIRATE FEDERATION

Totugo has been used for centuries by explorers, merchants and fishermen as a supply island. A small isle smack in the middle of the Floenry chain, Totugo possessed all that was needed by tired and hungry sailors. Bountiful freshwater springs are found in the hills at the southern end of the island, wild game and a wide variety of fruits and vegetables could be found in the dense jungle in the island's midsection, and good hardwood could be cut for ship repairs. It has only been in the past twenty years or so, as the Western Empire started to expand the trade into the East, that Totugo became

attractive to pirates and other floating thieves as a base. During the last five years, when the Pirate Federation came into existence with the help and protection of the Land of the South Winds, Tortugo has become a pirate haven.

Since that time, a thriving town has sprung up, feeding on the ill-gotten gains of pirate raids. Their main problem, before the Federation, was not how to acquire more riches, but how to dispose of them without being caught! Any pirate who went to the Land of the South Winds' mainland, and tried to sell some piece of booty, had to hope it couldn't be identified 'else he'd end up on the gallows. Their only other choice was to sell their treasures to a fence from a Thieve's Guild, who paid only a small percentage of the item's actual worth.

Then the Land of the South Winds itself entered the picture. For a smaller percentage than, the Thieve's Guild took (though still fairly hefty), the government would dispose of the items for the pirates with a guarantee no one would ask any questions. In return, they asked several, select, pirate captains to form the *Pirate Federation*, and plunder ships, sharing booty equally (50/50 split). This enriched both the Land of the South Winds and the pirates. Unfortunately, the pirates were so busy counting money, they never realized the Land of the South Winds was using them to get the Western Empire to change their trade laws. Only because some of the officials of the Land of the South Winds have gotten rich and fat from their pirate friends' activities and didn't want the flow of money to stop, did the pirates learn of the new treaty and the plans to wipe out all pirates! But they also found out all agreements were based on the marriage of Prince Frosand to Roselins. If the marriage could be prevented, then all deals would fall through. By bribery, the pirates were able to find out what vessel carried the fair Roselins. Though the captains of the Federation rarely agree on anything, in this they all agreed. They met Roselins' small convoy with their full pirate fleet, destroyed the accompanying, guardian warships, and captured Roselins.

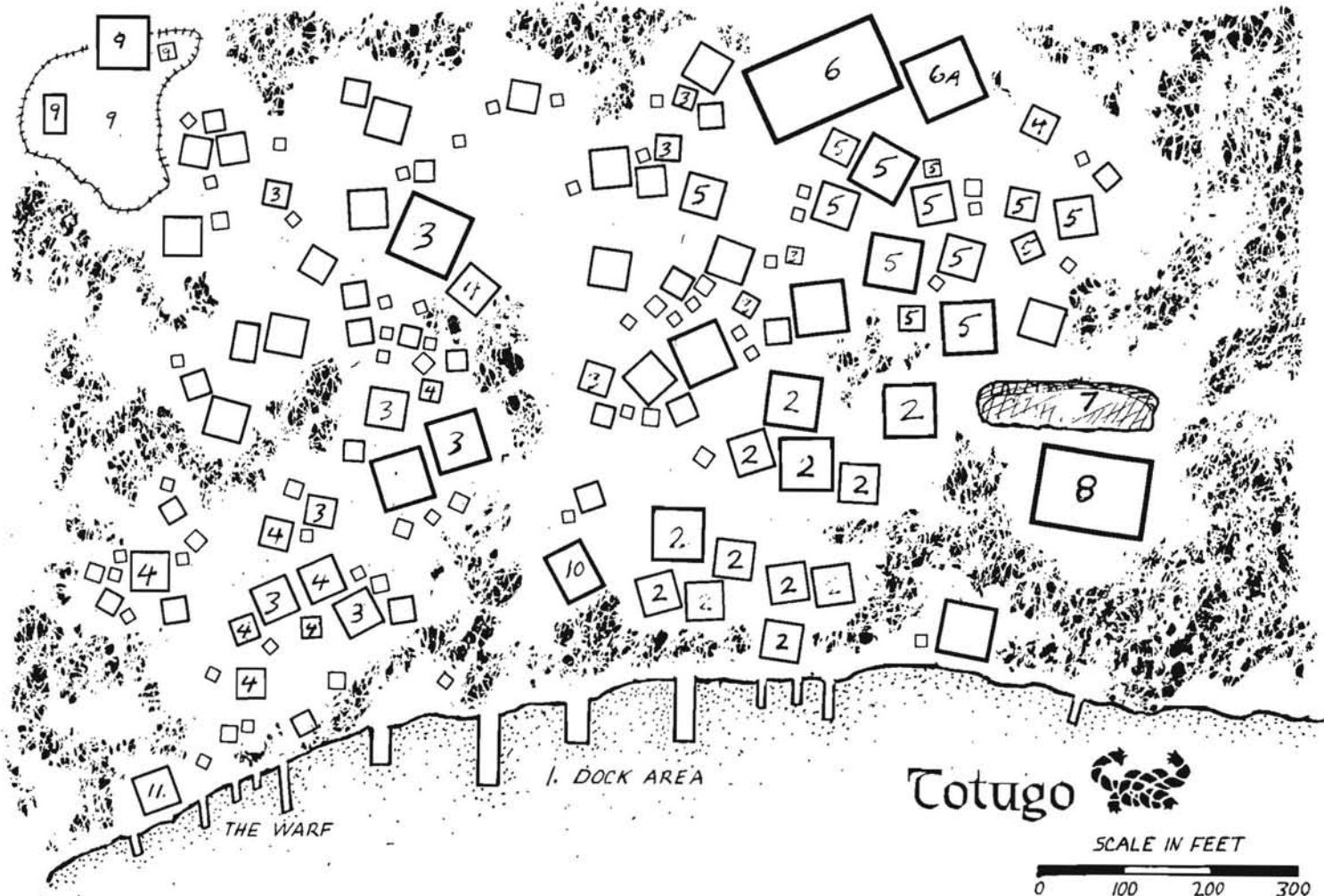
Once they had her, demands were sent to the King of the Land of the South Winds. 1. Break off negotiations with the Western Empire and leave things as they are. Or . . . 2. Allow only the pirates of the Federation to continue to prey on Western Empire shipping in perpetuity with the secret sanction of the Land of the South Winds. All other free-booters could be destroyed. 3. Pay a huge ransom which would allow the pirates to move to another location. 4. Have Roselins' head delivered in a box! With this demand was sent a piece of Roselins' jewelry to show they truly held her.

The King of the Land of the South Winds knew that he would be held responsible by the Western Empire if Roselins was so much as scratched. Not only would this sink the much needed trade agreements, but likely to provoke the Empire to declare war. Thus have our heroes been hired to pull his majesty's, uh . . . chestnuts, out of the fire.

Should the players be unfortunate enough to be *captured* by pirates anywhere along the adventure, they will end up being taken directly to **The Pits**, where slaves, normal prisoners and animals for use in the arena are kept. They won't be able to see much of the town at all. Worse than that, whichever pirate captain is docked at the time will come to interrogate them. Escape itself may be difficult, let alone finishing their mission.

MAP KEY FOR TOTUGO TOWN

1. **Docks, Dry Docks and Wharf:** There is room at the docks for up to 9 full sized ships to tie up, and there are dry docks and repair facilities for two ships at a time. Any smaller vessels, such as fishing boats, dories, ship's, boats, etc., are expected to dock at *the wharf*.
2. **Warehouses:** These stone walled, one story buildings are the storage warehouses for the pirate's non-precious items: sailcloth, spices, food, clothing and similar objects. There are always 10 pirates as-



signed to guard the warehouses, just in case someone tries to "share the wealth" before the official splits are made.

3. **Inns, taverns, pothouses:** There are quite a number of small establishments spread across town, all bearing names like "The Winking Mermaid", "Bloody Val's", "The Gold Piece", and so on. All of them almost any form of drink that can be found which isn't pure poison, though some of the moonshine comes close. Drinks are extremely expensive, normally two to five times the book price.
4. **Brothels:** Pirates can get a little lonely for female companionship just like anybody else. As a matter of fact, on Totugo, they have precious little else to do except think about female companionship, drink or shop.
5. **Merchant Quarter:** Rare and unusual items from pirated ships: fine clothes, art, toys, weapons, armour and just about anything else you can think of, can be found and bought from one of the small shops here. Only magic and livestock are NOT available. There is a 78% chance of any item listed in the Additional Equipment Section of the Palladium RPG (pgs 48-50) being available at the standard price, while rarer items are 2 times the standard price. Weapons and armour are much less available, with only a 50% chance of the item being in stock. Prices are standard. High quality, Kobold or Dwarven items are very rare, with only a 15% chance of being stocked and commanding 10 times the usual, exorbitant prices.
6. **Federation Building:** This large, four storied, stone building is the largest and most obvious building in town. It has large windows on each of it's four levels, equipped with iron shutters which can be closed and bolted from the inside during times of attack. On the west wall, on ground level, there is a set of very large, iron-studded oak doors, which again can obviously be barred from the inside. There are always 5 pirate guards stationed at this entrance. To any

man of arms, it will be apparent that this building is meant to be a fort in itself.

- 6A: **Pirate Barracks** and meeting house. Always 2D4 x 10 pirates present.
7. **Arena:** Nothing more than a 20 foot deep pit dug into the earth, with removable ramps. This is where the pirates can sit, watch and bet on the outcomes of fights between men, men and animals, or animals and animals. A little like recreational bloodshed as opposed to their normal, working bloodshed.
8. **The Pits:** A stone building with a dungeon built beneath it. There are cells here for up to 50 prisoners (100 if they really crowd them in), a half dozen slave pits for their 200 slaves, and any number of wild animals. One small room is a complete torture chamber for recalcitrant "guests".
9. **Pig Farm:** A simple enclosed area with about 400 pigs of all sizes in it. A small building connected to the farm serves as a slaughterhouse and supplies much of the town's fresh meat. When the wind blows from the west, it smells like the whole town is full of pigs.
10. **Punishment Area:** For those pirates found guilty of stealing (from other pirates, that is), murder (without their captain's permission) or other major crimes, this area has all that is needed for proper punishment: a gallows, whipping posts, pillories, dunking chairs and headspears (for the displaying of lopped off heads). There will be at least three bodies strung up (probably ranging from a few hours old to several days) for the edification of all others who might think of committing "crimes".
11. **Temple of Darkness and Shrines of the Sea:** A small temple dedicated to the Gods of Darkness and the sea, has been built here, but is in a sad state of repair; the last priest having been killed when he was caught stealing treasure.

Note: All other buildings are residences.

FEDERATION BUILDING

Level One

1. **Meeting Hall:** This is where the pirate captains can hold meetings with each other or their men. There is one large table, with chairs, for the captains, and a number of benches for the ordinary sailors.
2. **Record Offices:** Even pirates have to do some bookwork in order to make sure the ships are supplied and an even division of the booty is made. There are normally three guards here.
3. **Stairs.**

Level Two

1. **Iron Door:** If this door is shut and bolted, this level is sealed off from the ones below it. Unfortunately, there is no way to close it quietly; it's rusty hinges will shriek like a banshee when it's moved. The door is A.R. 14, S.D.C. 140.
2. **Armoury:** This is the town's, and the pirate's, main armoury. Average quality weapons of all kinds, including heavy cross bows, can be found carefully stored in racks here. Two guards will be present at all times: 3rd level pirates, average hit points 20, armed with cross bows and swords; armour is chain mail — A.R. 13, S.D.C. 44.
3. **Stairs.**

Level Three

This level is one, large, open room and what lives in here needs the room. Though many rumors have been given out that a wizard lives here, guarding the tower, it is actually a *Greater Demon*. A Night Owl, which had been summoned by a hired Summoner. The summoning was then made permanent by a Diabolist placing a ward of Permanence on the summoning circle. Afterwards, both were killed to prevent them from talking about what they had done. The orders of the Summoner were very simple: The Night Owl is never to leave the third level of the tower, and is to prevent any person from entering the fourth level unless they wear a certain ring (which all pirate captains wear), or to allow any persons accompanied by someone who has the ring. Of course, the demon is very upset about all this and would like very much to escape, after wreaking it's revenge on those mortals so stupid as to imprison it. However, for now it must obey its commands.

1. **Night Owl:** A.R. 10, Hit Points: 67, 3 attacks per melee — claws do 2-12 damage, a bite does 1-8 damage, or by psionics or magic. The creature is +2 to strike, parry, dodge and damage, and is +4 on all saving throws. It has all level 1-3 psionics at fifth level proficiency and 83 I.S.P. It knows all level 1-3 magic at fifth level proficiency. It can see the invisible, turn invisible, knows all languages and takes only half damage from fire and cold attacks. For other information on the Night Owl, see it's description in the *Palladium RPG*.
2. **Summoning Circle:** This is the original summoning circle which brought the Night Owl to the tower.
3. **Stairs.**

Level Four

1. **Vaults:** Here is stored approximately 3 million gold worth of treasures: gold, silver, precious stones, art, and a variety of magical items (at the game master's discretion). The door to the vault has six, heavy, extremely complicated locks on it; each captain has a key and the vault can not be opened without all being present; A.R. 18, S.D.C. 2000. Opening it by other means will be time consuming.
2. **Prisoner Rooms:** There are three rooms for keeping valuable prisoners; only one is being used at this time. There are two guards assigned to this level, though they act more in the capacity of servants than guards, depending on the Night Owl below to stop any unwanted guests.

The Guards:

Yarnng: Ogre, 3rd level pirate; hit points: 32, alignment: miscreant. Armour: full chain mail; A.R. 13, S.D.C. 44. Weapons: Hippe pole

arm (4-24 damage), battle axe (3-18 damage). Average attributes, except P.S. 18. Combat: 2 attacks per melee, +2 to parry/dodge, +3 damage.

Marc: Human, 5th level thief, hit points: 26; alignment: anarchist. Armour: studded leather A.R. 12, S.D.C. 38. Weapons: crossbow (1-8 damage), one silver dagger (1-6 damage), blackjack hidden in boot (1-4 damage), bo staff (magic — turns holder invisible for 10 melees, 3 times per day). Potion of chameleon (1) and healing (1-8 H.P.) (1). Average attributes except P.P. 17 and P.B. 15. Combat: 2 attacks per melee, +1 to strike, +3 to parry/dodge, +2 to damage, critical strike from behind and kick attack (1-6).

Roselins el Qusas

Race: Human **Alignment:** Anarchist
Attributes: I.Q. 5, M.E. 6, M.A. 4, P.S. 8, P.P. 12, P.E. 5, P.B. 16, Spd. 4, Hit Points: 9

Roselins is a standard product of the Western Empire nobility. Selfish and vain, she is more interested in her own comfort and entertainment than anything else. Shrewish in the extreme; if the players try to escape silently with her, they're going to find her more of a hazard than anything else! She will complain bitterly of her imprisonment until they want her to do something like walk through the jungle. Well, I mean really! WALK! Why she might get dirty! And surely her poor, tired legs simply couldn't go all that way, so "You'll simply have to carry me or find some other way". One thing this girl is very good at is being stubborn. The players will find it hard to get her to do anything she considers inappropriate for one of her station (which means any form of work, anything which might get her dirty or tired, or sweaty). I'm sure, by the end of the adventure, they'll think Frosand is getting his just desserts!

Getting off the island will just be the reverse of how they got on, unless they've lost their ship, or created a commotion during the rescue attempt and roused the pirates. Once the pirates realize their prize has been rescued, they'll sound an alarm and turn all pirates on the island out to search for the group. A signal beacon will also be lit to inform the ships on sea patrol that someone has Roselins, at which time they'll immediately converge around the island. For the players, it will be best to work swiftly and silently and get far away, before the pirates even know their prisoner is missing.

N.P.C. PIRATE DESCRIPTIONS

1. Borgul Somon

Race: Orc **O.C.C.:** Pirate **Level:** 5
Alignment: Diabolic
Attributes: I.Q. 10, M.E. 3, M.A. 6, P.S. 19, P.P. 16, P.E. 9, P.B. 5, Spd. 12, Hit Points: 27

Armour: Studded Leather; A.R. 12, S.D.C. 38

Weapons: Sword of Lightning (Broadsword; 1-8 damage, plus can shoot out a lightning bolt three times a day. Range: 40ft, damage 3-18+4). Also uses a bull whip (1-8 damage) and 2 silver daggers (1-6 damage).

Combat: 2 attacks per melee; +1 to strike, +2 to parry/dodge, +6 to damage.

Brogul is a despotic tyrant who could give Captain Bligh lessons. Any member of the crew questioning or failing to obey, to the letter, any of his orders, is quite likely to end up suffering a very painful and prolonged death, while Borgul watches contentedly and makes helpful suggestions.

Borgul is one of the most bloodthirsty of all the Captains. Any ship he captures has its cargo removed, any non-profitable prisoners (i.e., those who can not be sold as slaves or ransomed) are killed and the ship itself burned to the waterline. Sails the ship "Sharktooth".

2. Mithis Valicar

Race: Changeling **O.C.C.:** Pirate/Mind Mage **Level:** 4/5



Alignment: Anarchist **I.S.P.:** 63
Attributes: I.Q. 17, M.E. 21, M.A. 19, P.S. 12, P.P. 8, P.E. 9, P.B. 17, Spd. 6, Hit Points: 49
Armour: Leather of Iron; A.R. 15, S.D.C. 60
Weapons: Cutlass (1-8 damage), dagger (1-6 damage). Hand to hand Thief skills.

Combat: 2 hand to hand attacks and 2 psionic attacks per melee; +2 to parry/dodge, +2 to damage, +3 to save vs psionics.

This is a perfect spot for a Changeling. No one asks questions about where you come from or what you are doing, so long as each voyage brings in a rich prize. Disguised as an Elf, humans tend to trust him although he doesn't get along too well with *Borgul Somom*. By using his Mind Mage abilities, he is able to find and capture even the most protected ships. Because of Mithis's ability to find and capture ships with little to no bloodshed and his fair treatment of his crews, his is a most popular ship. For some reason he never seems to have trouble with his crew, or even with the troublemakers from other ships. Gee, I wonder why?

Mithis is a charismatic leader whose men are known to be extremely loyal. It has been said that he can change even his worst enemy to his friend. Mithis attacks ships of the Western Empire only. He takes only the cargo, and sails away after rendering the ship unable to follow and attack him. He recruits new sailors from the crew of captured vessels, only those men who volunteer will be taken. He commands the ship "Evenstar".

3. Johanne Vains

Race: Human **O.C.C.:** Pirate **Level:** 10
Alignment: Miscreant
Attributes: I.Q. 13, M.E. 16, M.A. 7, P.S. 17, P.P. 14, P.E. 11, P.B. 14, Spd. 13, Hit Points: 68
Armour: Leather; A.R. 9, S.D.C. 20
Weapons: Dwarven broadsword and dagger. Both are +4 to damage,

+2 to strike and parry. **Potions:** Impervious to fire (1), turn self to mist (1), truth serum (2), healing (1-8 H.P.) (1). Hand to hand Thief skills.

Combat: 3 attacks per melee; +2 to parry, +6dodge, +4 to damage.

As the quintessential pirate, Johanne is a relatively fair man. He has to be so his crew doesn't mutiny. But there is, a deep cruel streak running through him which scares even the most hardened of pirates. He is a man who would, if given reason, calmly eat an enjoyable dinner with one hand while torturing a prisoner with the other. Discipline on his ship is the watchword. The breaking of minor rules means only being put on bread and water or extra duty, but break the rules too often, or break a major rule (such as disobeying an officer or not performing to your best) and flogging is the least you can expect.

The foremost leader within the Federation, Johanne is the archetypal pirate. He is a thieving, cruel and wretched man; one who would stab a man in the back to get his coat (Johanne is known to have done this). While he does not always kill those he takes captive, little provocation is needed for him to respond with great violence. It is rumored he is a cannibal. He commands the ship "Tarquon".

4. Silver Kate

Race: Human **O.C.C.:** Pirate **Level:** 4
Alignment: Anarchist
Attributes: I.Q. 14, M.E. 9, M.A. 10, P.S. 14, P.P. 23, P.E. 11, P.B. 11, Spd. 9, Hit Points: 31
Armour: Double Chain (magic, weightless); A.R. 14, S.D.C. 55
Weapons: Short sword (1-6 damage), and small shield, tiger claws (magic) (doing 2-12 damage). Hand to hand Thief skill.
Combat: 2 attacks per melee; +4 to strike, +6 to parry/dodge.

All the rumors of Kate are true; she IS *Insane*. She is an extreme paranoid and honestly believes that all the ships she captures are there specifically to hunt her down and kill her. This accounts for her mistreatment of prisoners. She doesn't trust her own crew much either, often believing they are going to mutiny and taking measures accordingly. This has caused a lot of dissent in her crew and few pirates care to sail with her for more than one or two missions before asking to be reassigned to another ship.

The only female pirate captain, Silver is human in form if not in deed. There are captives ransomed from her who swear she is more demon than human. She is called Silver for the special love she has for that metal; she always takes her pay in items made of silver. She sails the ship "Silverfish".

5. Vunoon

Race: Troll **O.C.C.:** Pirate **Level:** 8
Alignment: Unprincipled
Attributes: I.Q. 22, M.E. 5, M.A. 7, P.S. 27, P.P. 18, P.E. 20, P.B. 4, Spd. 6, Hit Points: 66
Armour: Full Chain (magic, lightweight and impervious to fire); A.R. 13, S.D.C. 44.
Weapons: Goupillon flail (4-24 damage), mace & chain (3-18 damage), cutlass (2-12 damage). Hand to hand Mercenary skills.
Combat: 3 attacks per melee; +2 to strike, +5 to parry/dodge, +14 to damage.

One of those rarest of creatures, a genius Troll, Vunoon has more than made his mark as a pirate captain. His intelligence, in addition to his skill as a captain, makes him a formidable opponent. He seeks to gain enough treasure to retire to his homeland extremely wealthy, but doesn't like to have unnecessary bloodshed on his conscience. His piloting skill, and ability to capture ships has made him very popular with his crews, whom he treats fairly. As nice as it sounds, this is one of the most dangerous ships for a player to be assigned to, as Vunoon's intelligence will allow him to detect even the slightest slip or inappropriate action which might give a player away as a spy.

Called "the Black", not for his deeds, but for his clothing, this troll can be said to be one of the two humane pirates in the Federation. As

a captain of a vessel, he is unexcelled. Rarely does he use violence to take a ship; he just outruns and out-steers the opposing captain till that ship has only two choices remaining: surrender or be forced onto the shoals, rocks or a section of the coastline. Once the ship has surrendered, his men take control of it and take only the most valuable cargo, then they leave the ship and crew unharmed. Such is Vunoon's piloting skill that those ships that try to follow him are quickly left behind in a masterly exhibition of seamanship. His ship is the "Swiftwing".

6. Kul Forman

Race: Human

O.C.C.: Pirate

Level: 4

Alignment: Miscreant

Attributes: I.Q. 15, M.E. 12, M.A. 10, P.S. 13, P.P. 10, P.E. 8, P.B. 14, Spd. 14, Hit Points: 21

Armour: Studded Leather; A.R. 12, S.D.C. 38.

Weapons: Broadsword (1-8 damage), and daggers, (1-6 damage each). Magic medallion of sense magic; duration, 6 melees, 3 times per day. Hand to hand Thief skills.

Combat: 2 attacks per melee; +1 to parry, +2 dodge, +2 to damage.

Looked on by most of the pirates as young and inexperienced, Kul is nonetheless one of the up and coming, next generation of pirate leaders (if he survives, that is). Crewmen can expect fair treatment which basically means that if you do your work properly and do what you're told, when you're told, there'll be no trouble. Break the rules and you're going to be in trouble.

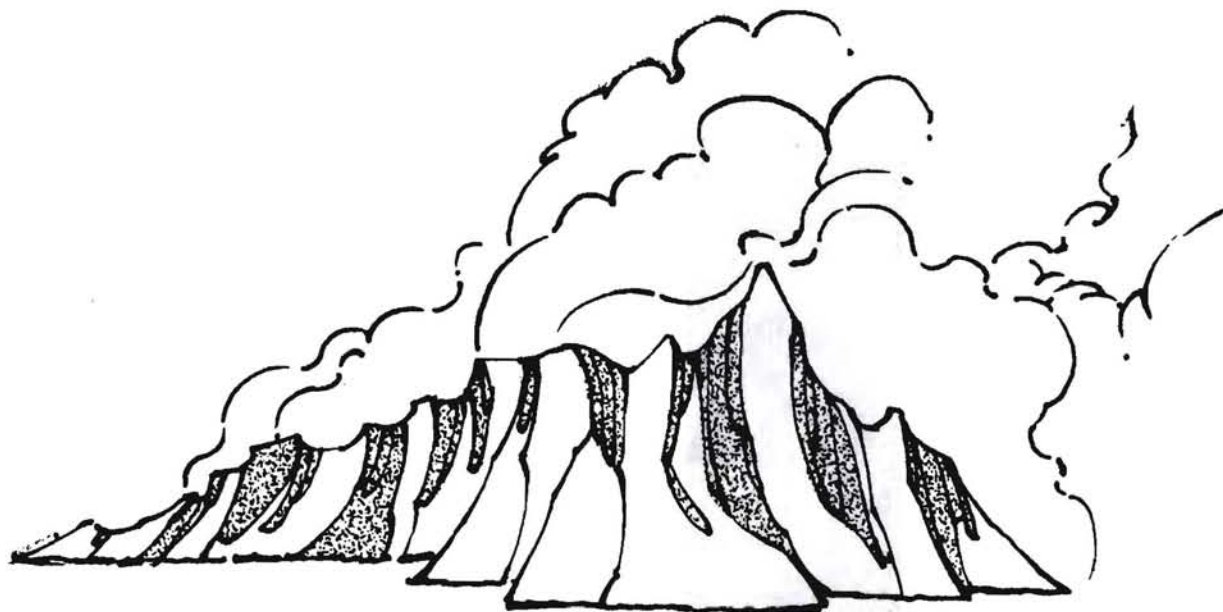
The youngest of the pirate captains, some 20 years old, Kul is an excellent strategist. He joined the Federation only in the last year or so, after proving his skill by spending two years as a free-lance pirate captain. While not exceptionally bloodthirsty, Kul is not above using whatever violence is needed to capture and take a ship. He commands the ship "Dreadheart".



Mithis Valicar

ISLE OF ELEMENTAL MAGIC

By Erick Wujcik



INTRODUCTION

This is not a natural island. Far from it. This is actually a creation of elemental magic. A thing of earth, air, fire and water that appears to be a craggy isle, but is actually the mobile base for a quartet of evil Changeling-Warlocks. A particularly deadly combination.

These four changelings have just wiped out an entire town of elves in the Eastern Territory and are still in the process of mind-wiping their elvish captives so they may be used as slaves.

Characters of any level will be challenged by the dangers of the isle. Low level characters should find the isle currently deserted by the warlocks, or with only *Edelray* present. Parties of greater strength will warrant the opposition of a larger number of changelings. Only parties with characters of 6th level or higher should have to brave the isle defended by all four of its elemental-wielding inhabitants.

Here are three possible scenarios for the discovery of Elemental Isle.

1. The group is aboard a ship that has been infiltrated by one or more of the changeling-warlocks. At some point the evening meal for the crew (and players) will contain some sleeping potion. Late that night the changelings will seize control of the ship and deliberately run it onto the rocks of Elemental Isle. The party will then be left to die at the hands of the harpies and timrek. Finding the secret entrance to the warlock's complex will be their only escape from certain death.
2. Any ocean-going party may chance upon the wandering isle. Guardian, air and water elementals will attempt to wreck their vessel on the rocks. Either the characters will be stranded (as #1) or they may fight off the elemental attacks and explore the isle from small boats.
3. If a group is deliberately chasing the Elemental Isle they may attempt to find its secret harbor. Of course, there is still the strong possibility that they will end up exploring the Isle after an 'accidental' shipwreck.

Outward Appearance

From the sea the isle appears to be a craggy mass of rock about two miles long. Jagged cliffs form the walls for a large (½ mile in diameter) bowl of swamp nestled in the middle of the isle. Since the isle is moved about according to the whim of its rulers it may be found virtually *anywhere* in the Palladium world.

The view from the top of the stone ridges clearly shows the swamp and the otherwise inhospitable vista. It will be plain that the only escape from the island is by sea. It's impossible to see the *harbor entrance* from anywhere on the island itself. The other entrance would seem to be only a *harpies' nest*; there is no clue that it leads to anything else.

There are also 6 small caves scattered around the isle. None are more than 20ft deep and each has its own collection of skeletons and rusted artifacts. The timrek know about all the caves and will trap and attack any prey foolish enough to stay too long.

Level 1

Note: All the doors on Level 1 are *locked*, A.R. 9, and S.D.C. 55. *Greenlung* will patrol the entire area every few hours. There is a 15% chance of running into him somewhere in the area.

1. **Harpies' Sanctuary:** This would appear to be nothing more than a simple cave with an opening to the south. It is incredibly filthy (the harpies are terrible housekeepers) and the stench should cause a great deal of discomfort. Inside are 3, crude, harpies' nests. One nest has 10 eggs of which 1 is sterile, 4 are quite fresh (edible), 1 is immature, 2 are rotted, and 2 are near hatching. There is also a large pile of bone and gristle. Another, smaller, pile has a variety of shiny objects, mostly colored stones and drift glass; a bronze belt buckle with worn runes (useful as a protection against missile weapons, gives a +2 to dodge), a gold bracelet with a red agate (magic — protection versus poison +2) and an iron symbol of Set.

There is always a female guarding with a dagger, and in the air nearby is a male harpy armed with a hatchet. The female will die defending the nest and the eggs. The male and the other harpies

will continuously attack, but will retreat if severely wounded.

Hidden in the north wall is a secret door. Since the warlock-changelings use this door occasionally it should be easy to discover if a thorough search is conducted.

2. **Four Elf-Zombie Guards**, each in chain mail armour and with 12, 12, 11 and 9 hit points. In the center of the room is a large telescope (4ft long, 10 inches in diameter) on a tripod. Rolled up in the southeast corner of the room is a small rug. All the doors leading out of the room are locked and rarely used.
3. **This Storage Area** contains 8 barrels of drinkable water, a box of caltrops, 13 kegs of salted fish, 5 bags of raw wool and 6 barrels of dark flour.
4. **This is an 80ft long corridor.** Magic wards prevent any spirit creature from leaving the area. Already trapped in the area are dozens of ghosts. They wail incoherently, but are otherwise harmless. They can leave if presented with a soulless body to possess.

Also in the corridor is a spectre; A.R. 14, H.P. 38. This creature will remain invisible until someone enters the area. Then it will attack with continuous psionics, favoring Spontaneous Combustion, Mental Bolt of Force and Evil-Eye Pain. It is also barred from leaving by the wards and its psionic attacks are also confined to the corridor.

5. **This Room** has been divided up into cells by iron bars. There are three cells on the east and three on the west. Every cell contains one starved and mentally broken elf. *Pelior* and *Stotal* are completely indoctrinated; they simply obey whatever commands they receive. *Restol* is in the worst shape of the lot. He seems normal, but will attack any non-elf when their back is turned. In the other three cells are *Florol*, *Maniol* and *Univol* who are barely able to stand up. It will take at least a week of good food and care before they can start to recover. All these elves are farmers with 1st level mercenary fighting skills.

Note: Opening any cell door will cause an alarm to sound in *Greenlung's* quarters.

6. **Map and Paper work Area:** On a large table in the center of the room is a map of the entire Palladium world. Strange marks indicate that a course has been followed from a point on the Eastern Territory to their current position. There is a cupboard along the west wall filled with various keys (duplicates of all the cell and manacle keys) and a mold device for making more keys. There is also a bench; an upright, locked metal cabinet (containing parchment, ink and map-making tools), and several chairs. A stack of 15 empty chests is in the northeast corner.
7. **This is a torture chamber** complete with a burning brazier, 2 man-sized cages hanging from the ceiling, a chair with restraining straps, pliers, pincers, thongs, pokers, thumbscrews and whips. There are 14 sets of manacles that can be used on either ankles or wrists.
8. **Three cells** along the east wall of the room. Three elves, *Aromle*, *Woolenar* and *Zinner*, are manacled to the wall by their wrists and ankles. They have not yet been tortured or mind-bent, all they need is food and water to be ready to move. They will eagerly assist anyone who offers to free them and their fellows.
Aromle (28 H.P.) and *Zinner* (19 H.P.) are middle aged fishermen with the equivalent of 1st level mercenary fighting skills.
Woolenar is a left-over from ancient days. No one even knows how old he is, just that his last hundred years have been spent in seclusion in a tumbledown, old shack. He is still formidable although many of his powers are diminished by age. It takes him at least half an hour to remember any kind of magic and even then he requires continuous reminding of the task at hand. His fighting skills are impressive, but he's too frail to engage in them for more than six melee rounds at a time; after that he needs a lengthy nap. He still cares about the welfare of the other elves, but is generally not pleased with having to abandon his retirement. He is extremely old, roughly

4ft 3 inches, wrinkled, grey bearded and with a single remaining tooth. He will spend a lot of time mumbling to himself and will occasionally ask for his stick in a cranky voice, complaining about "not being as spry as I once was . . ." He is an 8th level knight and 8th level diabolist. 46 H.P., 3 attacks per melee and +4 to strike, parry; -6 to dodge, spd. 6. If asked a lot of questions he will start rambling on about his old friends Red Arrow, Sunhawk, Ceastro and Samrek, telling folks about how they defeated the evil Mosilan and his minions Asquitor and Yanthay. Heroes and villains alike are long dead . . .

9. **A single large cell** in the southwest corner of the room is used to imprison three elf maidens; Occrana, Raana and Deante. All of them have been repeatedly raped and brutalized. Raana in particular will react with hysterical fear to any positive overtures because of the conditioning and mistreatment. They have to be force fed and restrained to keep them from killing themselves.
10. **Two rows of five cells** are placed north/south in this large room. All the remaining elves have undergone treatment, but have failed to make the transition to elf-zombie. Their names are Shoral, Trop, Crean, Dival, Enovl, and Propan. All are now catatonic and will not live long unless treated.
11. **This is the room** where the captives are mind-wiped. The only furnishing is a large cushioned chair with straps for restraint. Large runes are inscribed on the walls that allow for complete immersion in illusions. Anyone who stays in the room with the door closed will immediately be attacked by whatever that person most fears (roll a phobia on the insanity tables if the victim doesn't already have one). After twelve, fifteen minute treatments there is a 60% chance that the character will lose complete control over his will and become a zombie. Roll once on the Insanity Table for every exposure to the room.
- 12a. Two elf-zombie guards (chain armour, 18 and 23 H.P.) will attack anyone who enters.
12. This is where the dead bodies are stored. Currently there are seven dead elves with no scars or marks indicating the cause of death.
13. **Storage Room** containing the captured elven clothes and armour in great abundance and variety. 136 chests are stacked around the room and contain all the valuable possessions of the elven village. Also included are 30 full packs with explorer's gear, including ropes, spikes, and the like.
14. **All the elven treasures** are stored in this room. Everything is sorted into the following chests:
2 chests full of jewelry and jeweled garments; 18,000 gold value.
1 chest with 13,480 Eastern Gold in various denominations.
1 chest of Eastern Silver coins; 7,430 gold value.
1 chest with a variety of foreign currency (Old Kingdom, Western, and Northern) roughly 8,000 gold value.
2 chests of quality swords and daggers (no bonuses or magic).

Level 2

Note: Most of the doors on this level are wood and unlocked unless otherwise noted. *Greenlung* will go on patrol every few hours. There is a 25% chance of running into him somewhere in the area.

1. **The Great Hall:** A massive, long table is in the center of the room. Around it are 6 chairs (two of which are child-sized). Elven shields and weapons hang on all but the south wall where there is a painted, great mural of a frog deity.
2. **This is the kitchen.** Stove, table, magic food preservation box contains a wide assortment of spices and fruits, cupboard with fine china and goldware, cupboard with pots, pans and cooking stuff. Just before meals there will be up to 5 elf-zombie servants working here.
3. **Large Storage Area.** Has a multitude of goods such as flour, sugar, grain and rice; all stored in large barrels.

4. **Meat Locker.** This room is kept cold by occasional elemental magic spells. Cold storage of various meats and vegetables.
5. **Central Servant Chambers.** A variety of tables and comfortable chairs are occupied by 6, unmoving elf-zombies. They will obey any commands given to them.
- 6-9. These are the (now unused) individual servant's quarters. Each contains a dusty bed and empty chest.
10. **This is Greenlung's sitting room.** In the southeast corner there are manacles attached to the wall. At any time there is a 10% chance that some poor elf is being tortured here. In the northwest corner there is a dining table with setting for one; on the table are 2, matched jade vases worth 40,000 gold.
11. **Greenlung's bedroom** has a large, canopied bed in the middle. Undereath it are two chests trapped with spring-loaded daggers (1D6 damage plus 40% chance of infection); one has 3,000 gold and assorted jewelry worth 6000 gold, the other contains dwarvish plate armour (200 S.D.C.; human size) and a dwarvish war hammer (+2 to damage). A cabinet on the east wall is filled with clothing; two, loaded, heavy crossbows and dwarvish plate armour (high quality, dwarven size).

In the northwest corner, up near the ceiling, there is a bell that rings any time one of the cell doors is opened on the upper level.
12. To the north is a large table covered by a quilted tablecloth — it has 3 drawers holding napkins, silverware and spices (pepper, rosemary, cinnamon, nutmeg, but NO salt). A small cabinet on the west wall holds knives, mixing and serving bowls. There are shelves, 6 inches wide, 6ft off the floor, and on both the east and west walls. Fine quality elven china and glassware are displayed on the shelves.
13. This is a comfortable **sitting room**. Lovely vases and oil lamps are everywhere. A large rug with a complex, blue and green pattern covers most of the floor. In the northwest corner is a table with six chairs. Scattered around the rest of the room are two couches, 4 easy chairs and 3 low serving tables. Both of the doorways in the south wall are filled with locked, heavy stone doors. The locks have a bonus of +35% against being picked.
14. This would seem to be a normally furnished room. There is a large throw rug, a couch, an empty bookcase and three chairs. Under the rug is a magical rune. When anyone enters the room without making the appropriate countersign (known only to *Otran*), the chamber will suddenly fill with Fog of Fear (as 2nd level Water Elemental spell).
15. This is a storage room stuffed with sails, oars, rope and other nautical equipment. A secret door opens to the Hidden Temple.
16. The floors and walls of this room are covered in a checkerboard tile pattern. These are actually green and red ceramic tiles. There is a small cabinet filled with towels in the northeast corner. Along the south wall there is a bench and a series of clothes hooks 5ft off the floor.
17. Looks like an indoor **swimming pool**. The walls and five-foot ledge are covered with light green tiles. The pool itself seems to be an ordinary pool with a narrow (2ft) rim at floor level. The water filled shaft actually descends 60ft down to *Otran's* personal complex. *Otran's* water elemental guard will not attack until someone goes down at least 25ft.
18. A **barren room**, it seems to be nothing more than a connecting chamber.
19. The door to this room is securely locked. Along the west wall is a large storage chest (8ft by 5ft by 4ft) containing 6 suits of fine quality elvish chain armour, six elvish long bows, 4 quivers of 20 arrows each, and two elvish long swords. A second, smaller (4ft by 3ft by 2ft) chest contains silken garments obviously meant for rather dainty elvish females. No items have special properties.
20. This barren room will seem to be nothing more than a connecting chamber. However, unless a secret (and well concealed, -20% to locate secret compartments) button is depressed, the north wall will start grumbling into motion. As soon as someone weighing more than 50lbs steps into the room the wall will, over the course of 4 melees, completely seal off both doors in the room. This means that the characters can either stop the wall by some means, exit through one of the two doors or get squashed.
21. This seems to be a bare room with a gravel floor made of 2 inch pieces of rock. The gravel fills an 80ft shaft leading down to *Repulso's* private section. Inhabiting the shaft is *Repulso's* Earth Elemental. If the trap in room #20 is triggered, then the elemental will wait until the room is completely sealed off, *then* it will come forth and destroy anyone who happens to be in rooms #20 and #21. Otherwise it will bother no one until they venture at least 15ft down the shaft.
22. **Completely bare room.**
23. **Storage area.**
24. Both the north and south doors of this bare connecting room are of heavy stone and are securely locked (+35% against pick locks). The doorway on the east wall is wood and unlocked.
25. **Playroom** for the two changelings youngsters. Large stuffed animals may be mistaken for monsters in dim light. **Play Tip:** The game master might want to say something like, "Wow! I better look up the details on these!" and then get out (or ask to borrow) either the *Palladium RPG Book* or the *Palladium Book of Monsters & Animals*. When the door is opened describe the physical appearance of a Beast Dragon, Gorgon, Gromek, Manticore, Troll, or Thunder Lizard (pick any three). Try not to mention the small size or stuffed appearance of any of these creatures until the characters have had a chance to attack and inflict massive damage on the stuffed animals in the room.
26. **This child's nursery** has two small beds, toys, and a chest for child-sized clothing. Edie and Mudie (boy aged 4 and girl aged 3) are the changeling offspring of *Edelray* and *Otran*. They are incredibly cute and will appear to be young children. Their race will seem to be elven. They know very little except the names of their relatives (mother *Otran*, father *Edelray*, uncle *Hellforth* and aunt *Repulso*) and the fact that they're all warlocks. They will *not* reveal themselves as changelings and will *not* change their appearance unless one of their parents orders it. These children are too young to be evil . . . they are simply unprincipled, as are any children of that age. They are easily frightened, but can be comforted as well.
27. This room has a large wooden closet along the north wall. It is filled with 20 elvish costumes of different colors and sizes.
28. Scraps of debris swirl around in this room as a small whirlwind blows constantly. Characters must move slowly and cautiously to avoid being swept off their feet. If caught in the whirlwind it will require someone to pull them out with rope or spear handle or net. The victims of the whirlwind can *not* take action and will suffer minor damage, 1-6 points every 6th melee round.
29. This is a 50ft deep empty shaft that leads down to *Edelray's* private section. The wind is violent but the guardian elemental will not bother anyone until they've come down at least 20ft. It will then attack in full force until intruders are slain or retreat.
30. A barren connecting room. The doors to the south and east are closed but unlocked.
31. **The south wall** is filled with bookshelves. There are a large variety of elvish texts ranging from history to fiction. On the west wall there is a small table on which stands 6 bottles of wine and 4 crystal wine glasses. A comfortable stuffed chair is in the northeast corner.
32. The room is very hot, 120 degrees Fahrenheit near the west, and gradually getting hotter to the east until it reaches 500 degrees (hot enough for paper to burst into flames). The metal door to the east glows white hot . . . it's not locked, needing only to be pulled open.

Connects to room #34.

33. Two workbenches are covered with pieces of scrap metal and dozens of metal-working tools.
34. This room is actually the top of a shaft filled with molten lava. The elemental guardian will not attack anyone until they break the surface of the lava. It will not come out of the lava for any reason.

Edelray's Complex

Minor Air Elemental Guardian

Alignment: Anarchist

Size: 6ft tall

Hit Points: 32

Attacks Per Melee: 1 physical or 1 magic

Bonuses: +2 to strike and damage, +4 to dodge, +2 on all savings throws

Psionics: Limited telepathy, I.S.P. 200

Magic: All 1 & 2 level air elemental magic at 2nd level proficiency.

Natural Abilities: Impervious to poison, fire and cold resistant (½ damage), impervious to normal weapons, turn invisible, see the invisible, fly 45mph, nightvision 90ft, bio-regeneration (1D8 every 4 melees), prowl 94%, locate secret compartments.

Description: A white vaporous cloud with one sparkling silver eye. The elemental will attempt to forcibly toss out any intruders. If they persist in entering then it will bash them against the walls for three rounds (1D8 damage/round), and then throw them out. A third invasion will mean the elemental will start using both magic and physical attacks, alternating each round. It favors the wind rush spell.

1. This is the central open area with the guardian air elemental. It will continue to attack anyone in this area for as long as possible.
2. This is Edelray's personal chamber. It contains a bed, basin for washing, desk with papers and 6 bottles of strong brandy. A belt with 4 daggers is hidden under the bed.
3. This area is used for the summoning and conjuring of air elementals. There is a large, unfinished, pentangle on the floor in the center of the room.
4. This storage room is lined with the following closets (starting from the left of the door and going all the way around to the right).
 - a. empty
 - b. empty
 - c. empty
 - d. Contains an ivory charm in the shape of a bear.
 - e. empty
 - f. Flat stone with rune of heat, it will gradually warm as it is rubbed . . . there is no upper limit to the amount of heat it can produce.
 - g. Flat stone with rune of clear weather. If rubbed it will gradually clear away any clouds or foul weather in the area.
 - h. empty
 - i. Cup of Groth: A rather ugly iron cup. It radiates a strong magical aura and seems to have no powers of any kind. However, it is sought after by any immortal. The exact function is known only to those of godlike powers, but as a sacrifice it is worth over 50,000 gold.
 - j. A pair of elk horns with leather handles.
5. Edelray's magical library. Another guardian air elemental (identical to the first) will attack anyone who enters. A locked chest contains a book about Air Elemental magic, an instruction book on understanding runes, and Edelray's magical diary (written in personal code). There are also two, blank, parchment books along with pens and ink.

Otran's Complex

Minor Water Elemental

Alignment: Anarchist

Size: 11ft tall

Hit Points: 35

Attacks Per Melee: 1 physical or 1 magic

Bonuses: +1 to strike, +2 to damage, parry and dodge, +2 on all savings throws.

Psionics: Limited telepathy, I.S.P. 200

Magic: All 1st & 2nd level water elemental magic at 3rd level proficiency.

Natural Abilities: Impervious to poison, impervious to cold (if frozen the A.R. 18, +4 to damage), impervious to normal weapons, all normal weapons just splosh right through. Only magic spells, magic weapons, and fire affects them (a torch does 1-6 points, but how is anyone going to keep a torch lit underwater?). Any fire does double damage. Nightvision 90ft, speed 16, bio-regeneration (1D8 every 4 melees).

Description: A flowing mound of water, completely invisible while in the water. The elemental will not leave the water under any condition. It will remain completely invisible (how can you see a water elemental in the middle of a pool of water?) and will attack intruders alternately with physical attacks (1D6/melee) and with magical attacks. Favorite magical attacks include Float on Water (to force intruders back up to the surface), Purple Mist, and Foul Water.

1. The elemental will attack anyone in this water filled area. All other rooms are reached through passages that go under the room and emerge at floor level inside. Connects to room #17 on the second level.
2. Otran's Library has 36 books on relatively minor topics of water elemental magic. They are nearly worthless.
3. Otran's treasure room is also water filled. A locked chest is specially trapped with a rune of electricity that will affect anyone in the room once the chest is touched. Damage is 2D6 per melee and the person touching the chest will be unable to let go. The damage will continue until someone else breaks the contact.

Inside the chest is HADMARK, a 42 inch, two-handed, runic sword. It retains the magical evil of the demon force it binds. When drawn it extends a green flame. The sword must be psionically mastered. It has an I.S.P. of 30. To beat it one must have a superior I.S.P.; non-psionics holding Hadmark will be attacked with Mind Wipe (that, Object Read and Limited Telepathy are Hadmark's only psionic skills). Hadmark is completely untrustworthy and will continuously attempt to urge the owner to evil action. Although it is capable of accurately foretelling dangers it will generally only do so when it is unlikely that it's owner will heed the advice. Hadmark is evil (diabolic) and will not willingly help anyone who wields it, regardless of alignment (any alignment can use the sword). In fact it will do what it can to mislead and cause trouble. +4 to strike, +6 to parry, 4D6 damage, double damage against undead, can animate and control a maximum of one dead creature at a time.

4. Sitting room. A comfortable room with a chair, table, and a chest of drawers (containing towels, robes and underclothes).
5. Bedroom. Under the bed is a chest containing three books, Otran's personal diary (in code), a book about water elementals, and an instruction book on reading circles (very basic).

Repulso's Complex

Major Earth Elemental

Alignment: Unprincipled

Size: 13ft tall

A.R.: 15

Attacks Per Melee: 1 physical (3-18 damage), 1 magic

Bonuses: +2 to strike, +12 to damage, +4 to parry and dodge, +3 on all savings throws.

Psionics: Limited telepathy, I.S.P. 200

Natural Abilities: Impervious to poison, fire and cold resistant (½ damage), nightvision 90ft, speed 16, bio-regeneration (1D8 every

4 melees)

Description: A giant mound of gravel and rock. This elemental will prefer to attack physically, using its great strength to mash opponents into pulp. If someone appears magically resistant then it will start using spells like Petrification and Encase Object in Stone.

1. At the bottom of the shaft (connecting to room #21 on the second level) there is a single large room. It contains only a bed and bookcase. The bookcase has six volumes on power word magic (mostly worthless speculation). Under the bed are Repulso's possessions, including the following:

LAKESTAINER is a 21 inch short sword. It is very fine, with a pale blue blade and 14 small yellow gems about the hilt. If wielded by someone of evil intent it will 'accidentally' turn about 10% of the time, inflicting 1D8 points of damage. +1 to strike, +3 to parry, +6 to damage. This is Repulso's favorite sword, an odd item of evil origin.

SAMREL THE STICK was the creation of a powerful druid of ancient days. It looks to be a simple, rather crooked, walking stick. Although it's power is starting to fade it is still capable of a few abilities; it can speak (limited telepathy) with whoever holds it and will warn of any traps, enemies or other dangers (same as the psionic ability to sense traps). Unfortunately, Repulso has a tendency to ignore these warnings. The stick can also communicate with trees and can calm any plant-based attacker. It has +4 to strike; +6 to parry. Bite does only 1D4 of damage regardless of the strength bonus of the wielder. On the day that Repulso dies it will demand to be "planted"; then it will sprout and take root, eventually growing into a natural oak tree. If it is kept (not planted) it will complain and harass its owner continually.

Hellfroth's Complex

Major Fire Elemental

Alignment: Unprincipled

Size: 16ft tall

A.R.: 14

Hit Points: 93

Attacks Per Melee: 2 by burning touch (4-24 damage) or 1 magic

Bonuses: +2 to strike, +8 to damage, +3 to parry and dodge, +3 on all savings throws.

Psionics: Limited telepathy, I.S.P. 200

Magic: All fire elemental magic at 10th level proficiency.

Natural Abilities: Impervious to poison, impervious to fire, impervious to normal weapons. Only magic or magic weapons do damage. One gallon of ordinary water does 1D8 damage (but how are you going to get water in a lava pool?), water does double damage, cold does normal damage. Other abilities include nightvision 90ft, speed 16, bio-regeneration (1D8 every 4 melees).

Description: Giant walking mass of flame (invisible while immersed in lava). It will attack with magic only (obviously, anyone in the lava must already be protected against fire). Spells of choice include Screaming Wall of Flame, Fire Whip, and Melt Metal.

1. This is the chamber of the guardian elemental. It is completely filled with molten lava.
2. This chamber contains an Iron Golem (created by Repulso) who will attack all intruders; A.R. 17, S.D.C. 66 (no H.P.), +10 to damage, +3 to parry and dodge, +2 versus magic. Attacks once per melee and will not leave this chamber.
3. This is Hellfroth's personal retreat. Contains a bed, dresser, chair and table.
4. In a securely locked chest is the changelings-warlock's most valuable and guarded possession, an ancient book of Rune magic. The **BOOK OF TEL'AKC**. This is a comprehensible guide to the creation

of runic magic. Virtually any mage can learn to use the book to create runes that will continuously cast one spell. The only puzzling thing is that, in spite of the knowledge gained from reading the book, the creation of the runes *only* work when *the* book itself is used during their creation. A further limitation is that each rune magic created will permanently drain two hit points from its creator.

What the changeling-warlocks don't realize is that the book itself is a transformed servant of the Old Ones, Kairn-Obota. It is bound in this strange form and is gradually being released with every runic creation. The next time a rune is created there is a 26% chance that Kairn-Obota will be released. The next time it will be 27%, then 28%. And every time it is used the chance of escape will increase by 1%.

Kairn-Obota

Alignment: Diabolic

Natural A.R.: 16

Hit Points: 1400

Attacks Per Melee: 2 by psionics (or runes if it has enough time to create them).

Bonuses: +4 to save vs all magic

Psionics: ALL, 400 I.S.P.

Magic Abilities: Runic lore. Can create runes of all elemental magic and knows all circles of summoning and protection (6th level summoner).

Description: Will appear as a 3ft long dung beetle. It will psionically attack anyone present until it is left entirely alone. Then it will build a circle of transportation and use it to depart to unknown planes.

Hidden Temple

This area is concealed by a secret door on the second level. Behind that door there is a stairway that winds down 40ft into the Hidden Temple.

1. The Worship area is natural rock cavern with a huge ceiling and the room is lit by red flames in the four braziers. A sacrificial altar with assorted burns and bloodstains. A special lever can be used to release two, spring-loaded, daggers in the center of the altar.

The idol, a crude frog figure, has no real powers but radiates a strong sense of evil. Holders of this artifact will suffer the hatred of all non-intelligent animals, will rot wood with touch, and lose one point of P.B. The idol weighs 15lbs and is carved from greenish stone.

2. Religious storeroom. Has a few candles and the storage case for the idol.

Secret Harbor

3. Six elf-zombies in chain armour (19 H.P. each, A.R. 13, S.D.C. 35) have been ordered to attack any strange boats or ships that dock here. They will not otherwise move or bother anyone. This is a wooden dock on the east side of a rocky cavern.
4. 20ft sailboat (Thelma the Gallant) is of elvish make. The rigging is stowed, no provisions or supplies are on board presently.
5. 35ft sailing craft (Crown's Folly) has 1 large and 1 small hatch and is ready for immediate sailing. Forward is a galley with supplies, midsection is a mess and ready room with stowed nets for sleeping, and aft is a cabin about 8ft by 4ft but richly outfitted. Also in the cabin are a telescope, charts and charting stuff, fine brandy and a double bunk. Through the midsection one can get into a lower storage hold filled with rope, barrels of water, and boxes of food.
6. Small rowboat with oars.
7. Twin masted merchant ship (50ft), "The Storm's Eye". It has a small lifeboat and is carrying a large load of furs and smelly whale blubber (actually seal), bloodstains throughout. Bloody reminders of the crew are also present throughout. The ship is somewhat damaged and will need repairs to the hull and mast before being seaworthy once again.



8. This is the exit to the sea. Leaving by boat should be fairly easy so long as the crew uses poles to avoid crashing into the jagged rock walls. Entering is extremely difficult because of the rocks and turbulence.

SUMMARY OF MONSTERS

Harpies: A.R.: 6 **Hit Points:** 36

Bite does 1D6 Claws do 1D8 damage, 90 foot nightvision, fly 50mph, stench ranging in a 25ft area around the harpy causing all to gag and vomit (thus reducing attacks by one half, -2 to strike, -3 to parry and dodge).

Timrek: At least 200 of these 4 foot long, toad-like monsters live in the swamps . . .

A.R.: 4 **Hit Points:** 5D6 Bite does 1D8, Speed: 16 on land, 28 underwater. Hold breath underwater for up to 20 minutes, swim 98%, nightvision 60ft, leap up to 7ft long and 5ft high, prowls 60% in water, 30% on land . . .

Usually the Timrek have a +5 initiative on the first attack, +1 to strike, +5 to dodge . . .

Normally the creatures would wait patiently for victims to enter the swamp. Unfortunately they've been without large prey for so long that many will pursue any potential prey with a hideous cacophony of croaks and bellows . . .

Elf-Zombies

These creatures have been mind-wiped by the runes of the changeling-warlocks. They have an eerie, distracted expression and constantly have tears running out of their eyes. In other words, it should be incredibly obvious that there is something wrong here. The creatures have no will of their own and those on servant duties will remain motionless unless ordered otherwise. Those on guard duty will attack according to instructions.

Curing these creatures will require at least a few months of Mind Mage therapy. They will never struggle against any kind of restraint.

Hit Points: 4D6 + 4

Armour: As per armour, usually chain

Attacks Per Melee: 1, physical only

Bonuses: None

Abilities: None

Spells: None

Psionics: None, no savings throws.

Weapons Proficiencies: Usually sword.

Edelray

3rd Level Elven Warlock (actually Changeling)

Other Names: Among the elves Edelray was known as Galestorm, a respectable warlock. Among human sailors Edelray takes the identity of Bink, the cabin boy.

Alignment: Miscreant

Attributes: I.Q. 17, M.E. 15, M.A. 10, P.S. 16, P.P. 14, P.E. 9, P.B. 10, Spd. 8

Age: 32 **Sex:** Male

Hit Points: 23

Attacks Per Melee: 1 physical or 1 magical

Bonuses: +3% on all skills, +1 to damage, +1 vs spells/circles/wards, +1 spell strength.

Abilities: Recognize Runes 60%.

Spells: Cloud of Slumber, Howling Wind, Heavy Breathing, Miasma, Wind Rush, and Darkness.

Psionics: None

Weapon Proficiencies: W.P. Knife, W.P. Staff

Weapons: Twin silver daggers, iron staff



Possessions: Runic ring of air command, can be used to summon one minor air elemental at any time.

Otran

4th Level Elven Warlock (actually Changeling)

Other Names: Among the elves Otran is known as Master Captain Waterfill. Humans know him as Karb, the slave master.

Alignment: Miscreant

Attributes: I.Q. 17, M.E. 17, M.A. 15, P.S. 10, P.P. 11, P.E. 8, P.B. 5, Spd. 9

Age: 34 **Sex:** Female

Hit Points: 1 physical or 2 magical

Bonuses: +3% to all skills, +1 vs psionic attack, +1 vs spell/circle/wards, +1 spell strength, 2 spell attacks per melee.

Abilities: Recognize Runes 65%

Spells: Create Fog, Purple Mist, Foul Water, Walk the Waves, Circle of Rain, Wall of Ice, Hail, and Water Wisps.

Psionics: None

Possessions: Runic ring of water command with create fog, water to wine, fog of fear, resist fire and snowstorm (one each; daily, *also see the rune sword Hadmark*).

Note: Both Otran and Repulso are an amateur summoner and diabolist respectively. Neither has attained even first level understanding of these mystic arts.

Otran



Repulso

5th Level Elven Warlock (actually Changeling)

Other identities: Mudloa, a fair elven maiden, and Donna, a human courtesan.

Alignment: Aberrant

Attributes: I.Q. 7, M.E. 23, M.A. 10, P.S. 18, P.P. 11, P.E. 7, P.B. 4, Spd. 6

Age: 38 **Sex:** Female

Hit Points: 27

Attacks Per Melee: 1 physical or 2 magical

Bonuses: +4 vs psionic attack, +3 to damage, +1 vs spells/circles/wards, +1 spell strength, 2 spell attacks per melee. 36% recognize enchantment

Abilities: Recognize Runes 70%

Spells: Rock to Mud, Rot Wood, Track, Wall of Clay, Crumble Stone, Encase Object in Stone, Quicksand, Sand Storm, Mud Mound, Travel Through Walls.

Psionics: Minor Psionic, I.S.P. 32

Possessions: Runic ring of earth command; can be used to animate object, close fissures, travel through earth, and sculpt and animate clay animals (once each, daily).

Hellfroth

6th Level Elf Warlock (actually Changeling)

Other identities: Long known as King Telgood of the elves. Among

humans he has established the identity of Tul the Bald, an old merchant.

Alignment: Diabolic

Attributes: I.Q. 15, M.E. 19, M.A. 14, P.S. 11, P.P. 16, P.E. 3, P.B. 5, Spd. 9

Age: 40 **Sex:** Male

Hit Points: 29

Attacks Per Melee: 1 physical or 2 magic

Bonuses: +2 versus psionic attack, +1 parry/dodge/strike, +1 vs spells/circles/wards, +1 spell strength, 2 spell attacks per melee, 36% recognize enchantment, 38% summon greater elemental.

Spells: Flame Lick, Resist Fire, Stench of Hades, Resist Cold, Spontaneous Combustion, Extinguish Flame, Cloud of Steam, Mini-Fireballs, Breath Fire, Eat Fire, Wall of Ice, Ten Foot Wheel of Fire.

Psionics: Major Psionic, I.S.P. 58

Abilities: Recognize Runes 80%

Possessions: Runic ring of fire command capable of summoning one major fire elemental per day. Also does heal burns, mini-fireballs, screaming wall of flame, and flame of life (once each daily).

Greenlung

4th Level Mercenary Dwarf

Alignment: Diabolic

Attributes: I.Q. 8, M.E. 8, M.A. 7, P.S. 10, P.P. 11, P.E. 14, P.B. 11, Spd. 11

Age: 160 **Sex:** Male

Hit Points: 53

Armour: Usually Greenlung wears leather armour with A.R. 9 and S.D.C. 24. If he suspects real trouble he'll head back to his personal quarters and change into his magical plate.

Attacks Per Melee: 3

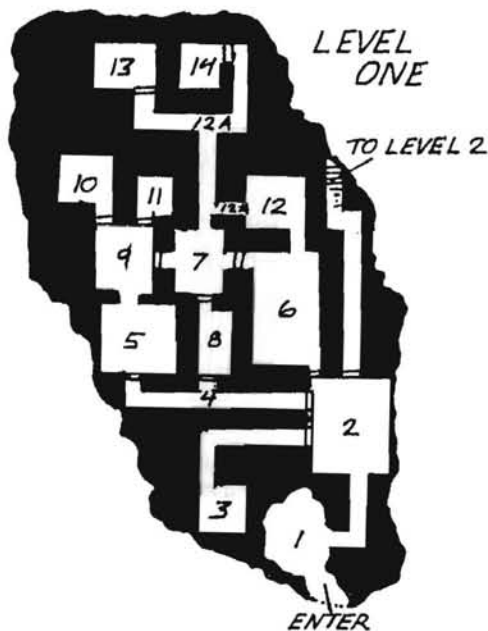
Bonuses: +3 to strike, +2 to damage

Weapon Proficiencies: Long sword, short sword, axe, hammer, dagger, and spear.

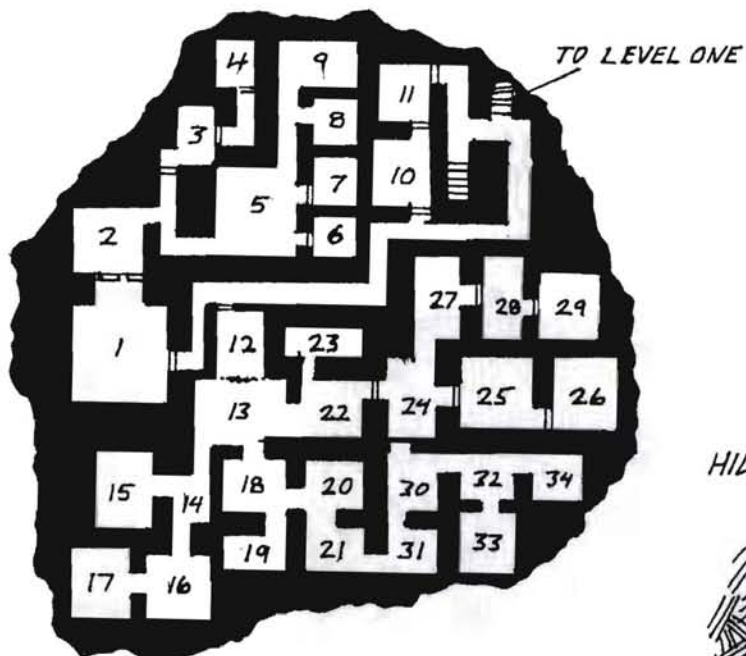
Possessions: His special item is a Rod of Command. This has the power to convulse all who disobey or misunderstand. It also can cause broken bones and 2D6 damage with a mere touch. Anyone holding the rod will be able to detect lies automatically.

Personality: Greenlung is as sadistic a bastard as you'd ever want to meet. He volunteered for this mission specifically to get a chance to torture elves and he does this in quantity.

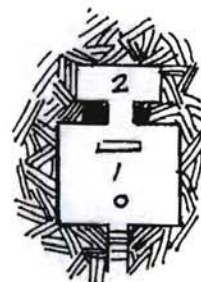




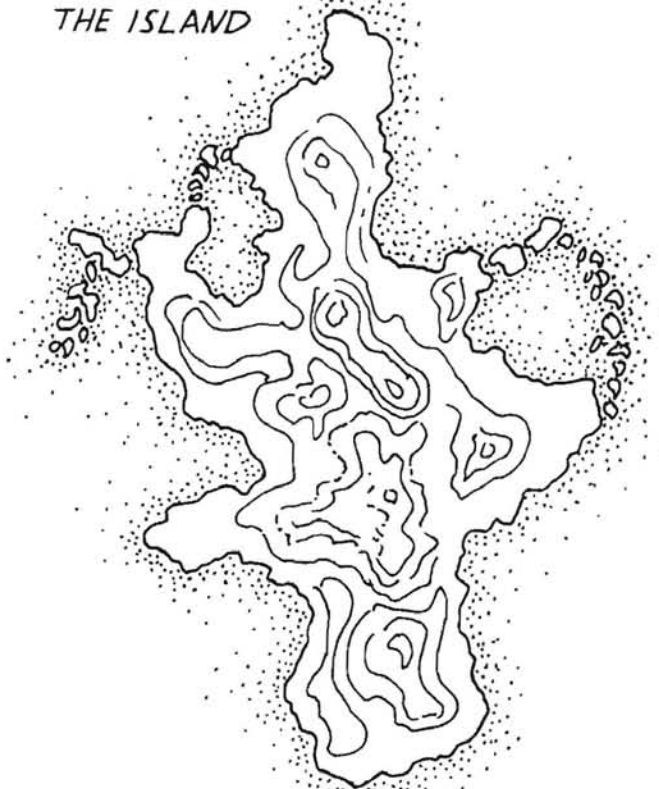
LEVEL TWO



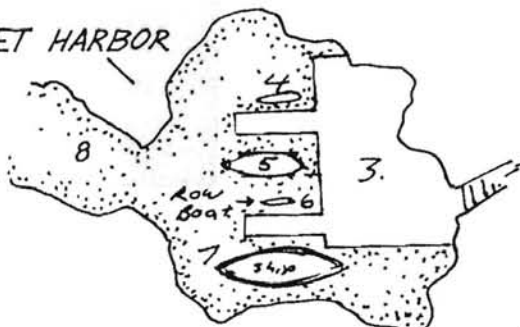
HIDDEN TEMPLE



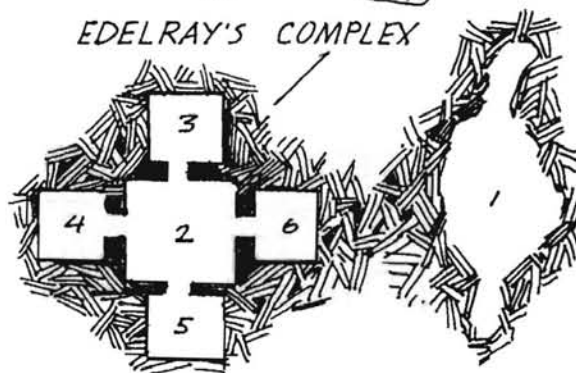
OUTER VIEW OF THE ISLAND



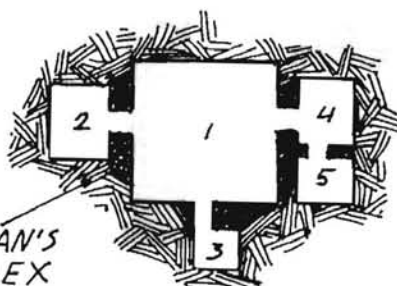
SECRET HARBOR



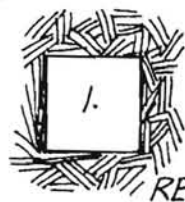
EDELRAY'S COMPLEX



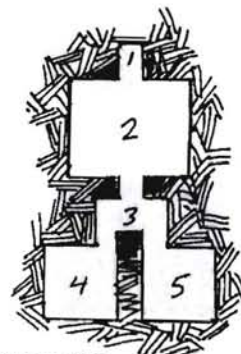
OTRAN'S COMPLEX



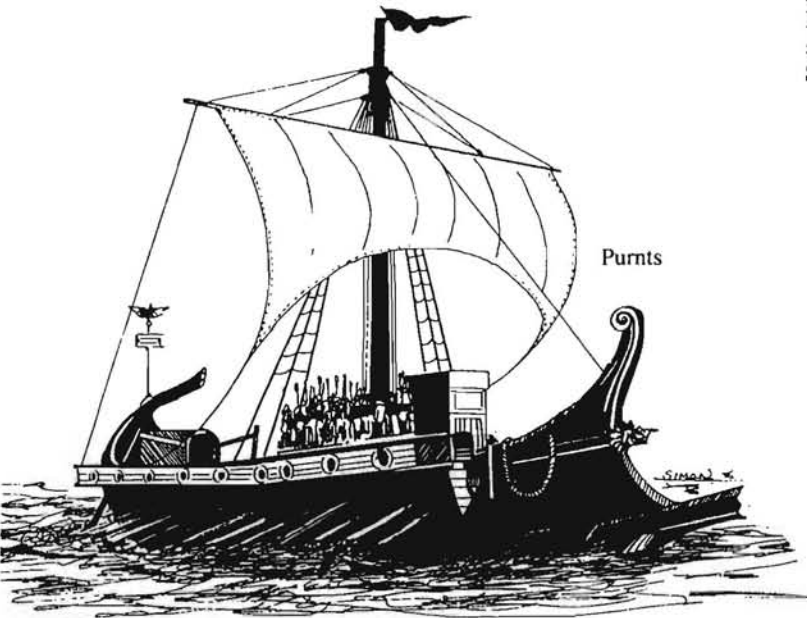
REPULSO'S COMPLEX



HELLFROTH'S COMPLEX



SHIPS OF THE WORLD



Purnts

SHIPS OF THE WESTERN EMPIRE

Purnts: These are small, oar driven warships with three banks of oars (Roman trireme style) and one mast at the mid-ship. They are sturdy seaworthy vessels that are mainly used for coastal patrols and defense. The Purnts are rarely seen more than 100 miles away from shore, but are capable of far greater sea and ocean travel.

Type: War

Crew: Small Purnts: 30 oarsmen, 10 sailors, 24 soldiers.

Large Purnts: 48 oarsmen, 30 sailors, 48 soldiers.

Size: Small: 20 to 32ft long; 8 to 10ft wide.

Large: 33 to 50ft long; 12 to 16ft wide.

Features of Note: Ram prow in the front; fighting tower also toward the front.

Best Speed: All oars (only) 8mph, half oars — 4mph, all oars and sail — 7mph, sail only — 10mph. **Note:** The maximum rowing speed is about 15 to 30 minutes before the oarsmen begin to weaken and the speed is reduced by half.

S.D.C. by Location:

Mast — 60

Sail — 25

Front Section — 600

Mid-Ship — 400

Rear Section — 500

Hull per 20ft area — 200

*Keel per 10ft area — 300

Ram Prow — 400

Rudder — 150

Carrack: These are ships similar to a small Bizantium Briganteen except that the foremast protruding over the bow is replaced with a fighting tower and small mast and sail. The main mast, located in the center, is the tallest and the rear mast is half its size. The old style of Carrack, still commonly used, also utilizes banks of oars. The new ships rely entirely on sails. Both types are seaworthy vessels, used as both merchant and warships.

Type: War and merchant.

Crew: Old style — 80 oarsmen, 40 sailors, 40 warriors or additional sailors.

New style — 40 to 60 sailors, 48-64 warriors or additional sailors or laborers. One of the advantages of the new style Carrack, as with all sailing ships vs oared ships, is the smaller crew, requiring less men to operate the ship.

Size: 50 to 80ft long; 18 to 24ft wide.

Features of Note: About 40% of the Western Empire's existing fleet is old style — with oars. Most, new and old style, are used as merchant ships.

Best Speed: Old, oars only — 7mph, or sail only — 12mph. New style, sail only — 12mph.

S.D.C. by Location:

Main Mast — 80

Rear Mast — 40

Main Sail — 25

Small Sails — 15

Front Section — 650

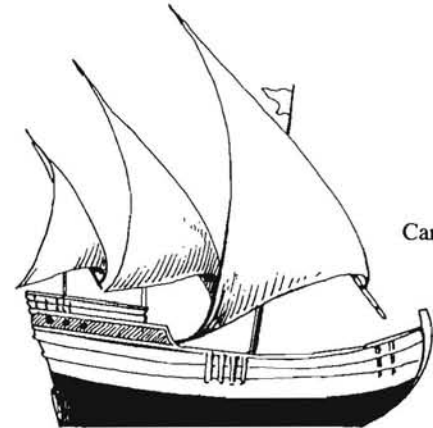
Mid-Ship — 300

Rear Section — 400

Hull per 20ft area — 150

Keel per 10ft area — 250

Rudder — 200



Caravel

Caravels: These are a kind of small, light sailing ship with a broad bow and high poop or long rear castle. The Caravels are the Western Empire's most sophisticated sailing vessel and roughly equivalent to the Bizantium Briganteen, although no match to the superior northern vessel. Many of the caravels are fitted to accommodate oars, but they are rarely used.

Type: War and merchant.

Crew: 12 craftsmen, 30 sailors and 40 to 60 additional sailors or laborers or soldiers. Some can accommodate an additional 50 oarsmen.

Size: 90 to 120ft long and about 30ft wide.

Best Speed: Sail only — 14mph. Oars only — 5mph.

S.D.C. by Location:

Front Mast — 60

Mid/Main Mast — 80

Rear Mast — 60

Main Sail — 30

Small Sails — 20 each

Front Section — 650

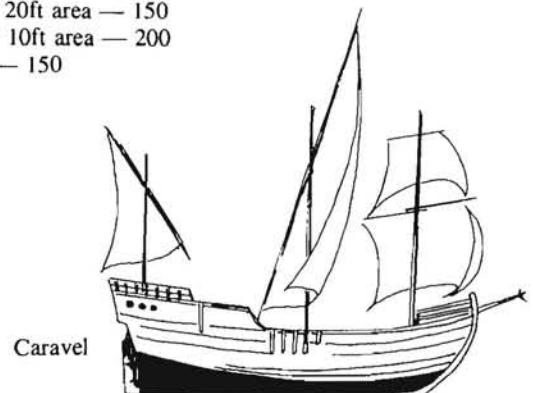
Mid-Ship — 350

Rear Section — 400

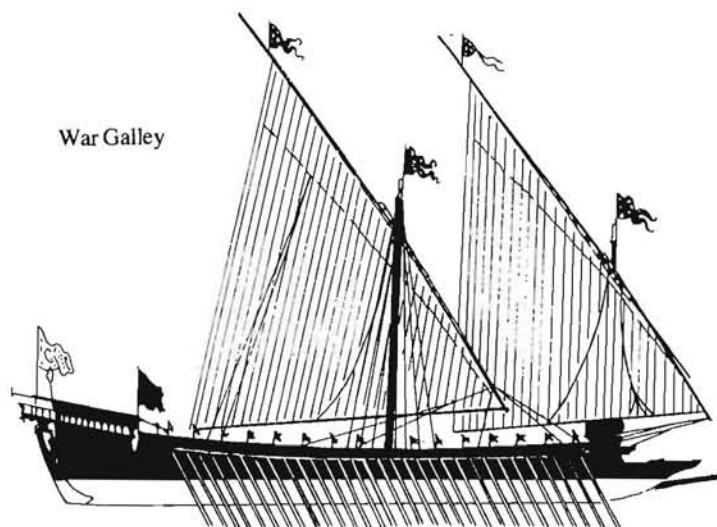
Hull per 20ft area — 150

Keel per 10ft area — 200

Rudder — 150



Caravel



The Western War Galley: Unlike most galleys, the Western Empire has developed a larger vessel with multiple decks for banks of oarsmen. This provides maximum speed and maneuverability.

Type: War

Crew: 180 oarsmen, 40 sailors, 56 to 92 soldiers and a dozen craftsmen.

Size: 185ft long and 25ft wide.

Features of Note: Two masts in the front and mid-section and a powerful ram.

Best Speed: All oars (only) — 8mph, half oars — 4mph, all oars and sail — 8mph, sails only — 12mph.

S.D.C. by Location:

Front Mast — 80

Middle Mast — 80

Sails — 25 each

Front Section — 1400

Mid-Ship — 800

Rear Section — 900

Hull per 20ft area — 300

Keel per 10ft area — 600

Ram Prow — 800

Rudder — 300

The Merchantman: This is a common merchant vessel still used heavily by the Western Empire. About half of all merchant vessels are the Merchantman. This extremely sturdy little vessel is also used by the Land of the South Winds and the Eastern Territory. *See the Eastern Territory for a detailed description.*

THE DEMON BLACK SHIPS OF THE WESTERN EMPIRE

The most feared and powerful ships in the seas are the Western Empire's dreaded *Black Ships*. Demon built and piloted vessels of unnatural design. The damnable sailing ships are the creation of Western Summoners and Diabolists who control and direct foul supernatural beings to construct and crew the Black Ships. It is said that these are the same ships that rove the serpent filled seas of Hell. None, but the mystic designers know the true origins of the vessels.

Long ago, during the Western Empire's last bid for world conquest, they introduced the first of their Demon Ships. It is said that *one* Black Ship could destroy FIVE war galleys or two dozen of any lesser fighting ships. Soon a fleet of two dozen dominated the world's waters. However, the Empire was not nearly as victorious on land, succumbing to defeat after defeat. As their armies were driven back, their dreams of world conquest crumbled and with it their control over the demonic legions who crewed the fleet of Black Ships. Mutiny and rebellion of their demon minions would destroy most of the Demon Ships. The Western

Empire's bid for world domination lost. Still, Black Ships would remain an "official" warship in their navy for years to come.

Although their numbers were greatly reduced, the Black Ships would continue to ride the seas and oceans, wreaking havoc and destruction wherever they were seen. Instead of a great fleet, they now traveled in pairs or fours. Tales of their power and the atrocities performed by their inhuman crew are still talked about today, hundreds of years later.

These continued acts of brutality and terror would eventually move the other Kingdoms of the Palladium world to take action against the Western Empire. Although each kingdom acted independent of the others, it came at the same time. The Western Empire had actually lost territory during its bid for world conquest and was still militarily and economically weak a few hundred years later. Civil war among the nobility and royal families further weakened the once powerful nation. Faced with trade embargoes from virtually all the kingdoms in the world, mounting hostility, and growing military build-ups (especially the navies of the Timiro and Bizantium Kingdoms), the Western Empire agreed to outlaw and ban the use and creation of the Black Ships forever. This is the only world treaty in existence having been signed by the rulers of the Western Empire, Timiro Kingdom, South Winds, Bizantium, Phi and Lopan. Only the then undeveloped Wolfen Empire and Eastern Territory did not sign the treaty. But both wholeheartedly concur with its intent.

It has been over 200 years since the last documented sighting of a Black Ship, although rumors of sightings and encounters have always persisted. However, within the last decades these alleged sightings have become more frequent, and some by captains of indisputable integrity. Most of these supposed sightings place the dreaded vessels in southern and southwestern waters and deep at sea. None have ever been seen docked in any harbors or coastal bays.

The most typical encounters reported tell of sighting a Black Ship 10 to 20 miles away coming in from far-off ocean waters. The dreaded ship closes quickly, stopping at about five miles and follows the traditional ship(s) at an even, steady pace while imitating its every movement. This shadowing may last for a few minutes or a few hours before the demon ship turns back out to sea.

The most recent and spectacular report comes from a brigand who claims to have witnessed the destruction of a ten vessel merchant fleet from the Timiro Kingdom. According to the pirate's report, his vessel and another went to investigate billows of smoke some distance out to sea along the jungle coast approximately 150 miles west of Sulanok (see map of Floenry Island chain on pg. 157). As they drew closer, they could clearly see two Black Ships locked in mystic and normal combat with the Timiro merchants. A third demon ship had clearly suffered damage from combat (at least they are not invincible as some believe) and appeared to be involved in some sort of combat on deck. The pirate's opinion was that it was mutiny rather than boarders. A fourth vessel sat away from the conflict observing the skirmish.

Of the ten merchant vessels, four were completely missing, but the debris littered waters suggested they had been sent to a watery grave. Two Merchantman ships were taking on water badly, another was split in two as one of the Black Ships rammed and struck the already damaged mid-ship. A war galley, probably an escort, was engaged in desperate combat while the two remaining Viscount Merchant Galleys were engulfed by an unnatural fog.

Suddenly, the fourth Black Ship, which had laid silent for so long, turned on the two pirate vessels which had witnessed the carnage. The two pirate ships, a Western Caravel and a Bizantium Schooner, had a good 5 mile lead yet the damned Black Ship still closed upon them. According to the surviving brigand the Schooner suddenly lurched and began to veer as if its rudder had been smashed from underwater. Moments later, the ship seemed to have ruptured underwater and began to slow as the lower deck filled with water. He claims that the sea gods took pity upon the men of his Caravel and sent a sudden fog in from the jungle coast and hid them from their demon pursuers.

This report is looked upon with great skepticism as it comes from a known pirate and drug addict. However, the Timiro merchant fleet is missing. Of course, it is possible they fell prey to storm or pirates, not Demon Ships, even though pirates rarely attack such a large and heavily armed convoy. Ten third level warlocks, two sixth level warlocks and two third level wizards are reported to have been among the vessels'

defenders. Of course, the Western Empire vehemently denies they are again building their Black Ships.

The Black Ships (a.k.a Demon Ships)

The exact method of creation, materials and design remain a mystery. The Black Ships are massive black vessels with a wicked ram prow, three masts, and large, blood red sails. They are as fast as the Bizantium Corsairs and twice as large. Its crew is a mixture of men (humanoids) and demons. The latter is controlled by a handful of summoners and diabolists.

Type: War

Human Crew: 30 to 60 human sailors, 2 to 4 eighth to tenth level summoners, and 4 to 8 sixth level summoners, 4 to 8 diabolists (3rd to 6th level). No other men of magic are used as their presence offends the demons; this includes warlocks, wizards and witches.

Demon Crew: Several variations are possible depending on the level of the summoners and the demon combination selected. However, the most likely combinations are 4 to 8 greater demons and 12 to 24 lesser demons (28 if there are 4 tenth level summoners).

A Typical Small Demon Crew Consists Of:

- 4 Greater Demons:** 1 or 2 Green Jinn (air)
1 White Jinn (water)
1 Baal-rog
and/or 1 Night Owl
- 12 Lesser Demons:** 4 Aquatics
2 Labassu
6 Shedim or Alu
or a mix of both

A Typical Large Demon Crew Consists Of:

- 8 Greater Demons:** 2 Green Jinn (air)
2 White Jinn (water)
2 Baal-rogs or Vampires
2 Demon Locust
OR . . .
4 Baal-rogs and No Locust, or
4 Demon Locust and no Baal-rogs.

Note: The most powerful Black Ship will substitute the Baal-rogs or Demon Locust with 4 *Night Owls*.

- 24 Lesser Demons:** 4 Aquatics
4 Labassu
2 Succubus or Incubus
7 Alu or Shedim or Gargoyles
7 Gargoyles

Note: The most powerful Black Ships will have 1-4 Gargoyle Lords, 1 or 2 Gargoyle Mages and an additional 4 lesser demon warriors, usually Gargoyles or Aquatics. G.M.'s, remember you can put together any combination of demons; however, the less variety, the less dissension in their ranks.

In addition to the demon crew, there are usually 40 to 120 skeletons garbed in black studded armour or dark chain mail and armed with cutlasses, battle axes or maces. This is a lifeless army of dead warriors which can be animated by the greater demons and circle mages.

Size of the Ships: 140 to 180ft long and 30ft wide.

Best Speed: Sail — 16mph or 8mph mystic.

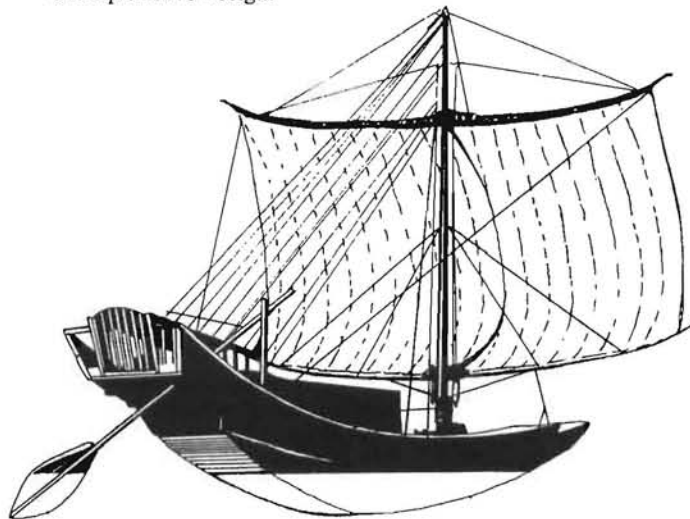
Features of Note: Three decks; very strong, smooth, spiky hull; cargo capacity — 20 tons. The mystically created speed enables the vessel to travel up to 8mph even without wind. Circles commonly found on the top deck: *Protection from Jinn, Demons, Elemental Forces, Magic Superior, and Good. Power Circles:* Animate Dead. Circles Below Deck: More protection circles, Summon Demons (greater), Summon Demons (lesser), Summon Gargoyles, Summon Elemental Forces. *Power Circles* will depend on which ones the Summoners and Diabolists know. *Wards* provide additional protection (see ship combat, wards).

S.D.C. by Location:

Front Mast — 90	Rear Section — 1600
Mid-Mast — 110	Hull per 20ft area — 400
Rear Mast — 90	Keel per 10ft area — 800
Sails — 30 each	Ram Prow — 1000
Front Section — 2000	Rudder — 400
Mid-Ship — 1200	Protruding Spikes — 50 each

SHIPS OF THE LAND OF THE SOUTH WINDS

The vessels of the Land of the South Winds are of rudimentary and often primitive design.



The Jungle Boat: An incredibly common sailing vessel used for fishing, transport and personal pleasure. It is so named because it was adopted from the natives of the Yin-Sloth Jungles. The tiny craft can be seen dotting the entire coastline of the Land of the South Winds and along the southern jungles.

Type: Fishing, transportation and some merchant.

Crew: Varies with its use. Usually requires 2 sailors (one to work the rudder and one the sail) and can easily accommodate up to a dozen workers, sailors, fishermen or passengers.

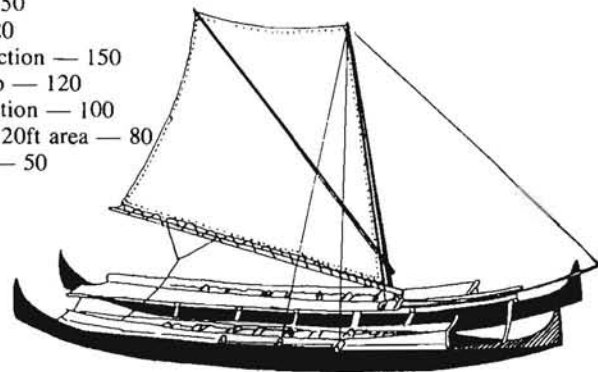
Size: 18 to 24ft long; 6 to 10ft wide.

Features of Note: Although suitable for coastal, ocean waters it is not built to survive distant ocean voyages. The Jungle Boat is also used by the natives of the Yin-Sloth Jungle along the ocean coast as well as on jungle lakes and rivers. Maximum cargo capacity is 6 tons.

Best Speed: Sail — 5mph.

S.D.C. by Location:

Mast — 50
Sail — 20
Front Section — 150
Mid-Ship — 120
Rear Section — 100
Hull per 20ft area — 80
Rudder — 50



The Twin Canoe: This is another primitive jungle boat adopted by the people of the South Winds. It is simply two canoes lashed together with a sail mounted between the two. It is used as a fishing boat and transport vessel. The boat is very common among the primitive tribes of the Yin-Sloth Jungles, and is used on the sea as well as on jungle lakes and rivers.

Type: Fishing and transport.

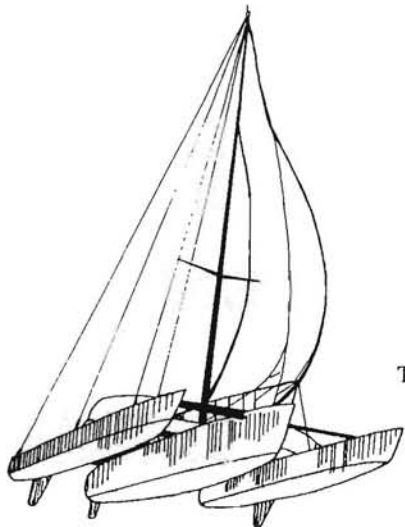
Crew: Varies with use. One or two persons can easily sail or paddle the vessel. For maximum speed, four rowers are needed in each of the canoes (8 total) leaving room for only two passengers.

Size: 18 to 20ft long; 6 to 8ft wide.

Best Speed: One oarsman 1-2mph, 8 oarsmen — 4mph, sail and 8 oarsmen — 5mph, sails only — 6mph.

S.D.C. by Location:

Canoe — 75 each	Mast — 40	Sail — 20
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Trimarin

The Trimarin: This is a multi-hulled yacht designed for speed. It is used for transport, message and small package delivery, and personal pleasure and sport (racing). The *pirates* of the South and Floenry Islands have adopted the Trimarin as a small scouting vessel and transport between islands and coastal hideaways.

Type: Transport

Crew: 2 sailors (one to work the rudder and the sails) and up to 6 passengers.

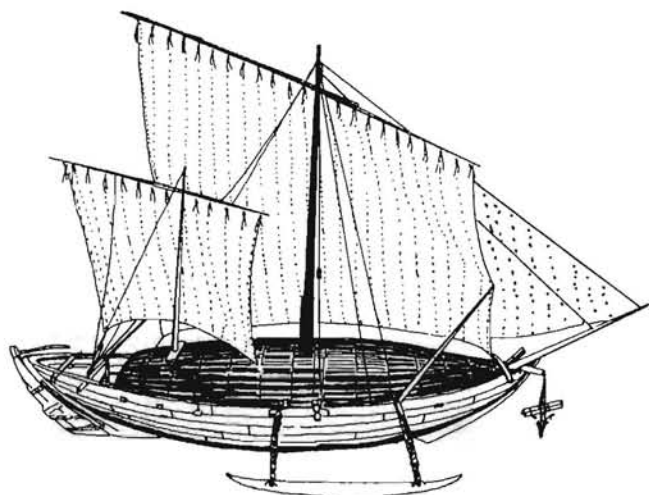
Size: 18 to 24ft long; 10 to 12ft wide.

Features of Note: Small, fast, maneuverable, but not suitable for traveling great distances or on rough, open seas/ocean.

Best Speed: Sail — 10mph.

S.D.C. by Location:

Main Body/Hull — 200
Secondary Hulls (2) — 90 each
Mast — 50
Sail — 20



The Mini-Merchant Vessel: This is a small, double mast, sailing ship designed for the coastal waters of the South. It is used by local merchants and fishermen.

Type: Merchant or fishing.

Crew: 4 to 6 sailors and 8 to 20 additional sailors or fishermen or laborers or passengers.

Size: 28 to 36ft long; 8 to 12ft wide.

Best Speed: Sail — 6mph.

Features of Note: Maximum cargo capacity is 20 tons.

S.D.C. by Location:

Main Mast — 70	Mid-Ship — 150
Rear Mast — 40	Rear Section — 150
Main Sail — 30	Hull per 10ft area — 50
Other Sails — 15 each	Keel per 5ft area — 100
Front Section — 200	Rudder — 60

Small War Galley: Same as the Western Empire Purnt.

Large War Galley: Same as the Eastern Territory War Galley.

The Merchantman: This is the main long-distance merchant vessel of the South Winds, being the most seaworthy. It ranks as the third largest vessel in the South Winds' Fleet. *See the Ships of the Eastern Territory for a detailed description.*

SHIPS OF THE TIMIRO KINGDOM

Ketch: (small galley). A small warship not unlike the Western Purnts except that it is lighter and has a three sail mast for better speed and mobility. It is also fitted with oars and ram prow.

Type: War

Crew: 48 oarsmen, 30 sailors and 40 soldiers.

Size: 50 to 60 feet long; 10 to 15ft wide.

Features of Note: Good mobility, ram prow.

Best Speed: All oars (only) — 8mph, half oars — 4mph, all oars and sails — 8mph, sails only — 10mph.

S.D.C. by Location:

Mast — 80
Sails (3) — 25
Front Section — 700
Mid-Ship — 500
Rear Section — 600
Hull per 20ft area — 300
Keel per 10ft area — 600
Ram Prow — 600
Rudder — 200

Barks: A medium sized sailing vessel with two forward masts, square rigged, and its rear mast rigged fore and aft. It is best compared to the Bizantium Frigate in general appearance and quality.

Type: War and some merchant.

Crew: 40 to 60 sailors, 12 craftsmen, 40 to 60 soldiers (or sailors or laborers if a merchant ship).

Size: 90 to 120ft long; 30 to 40ft wide.

Features of Note: Cargo capacity as merchant ship is 90 tons.

Best Speed: Sails — 12mph.

S.D.C. by Location:

Forward Mast — 80
Middle Mast — 90
Small (rear) Mast — 60
Sails — 25 each
Front Section — 800
Mid-Ship — 600
Rear Section — 700
Hull per 20ft area — 200
Keel per 10ft area — 250
Rudder — 750

Destroyers: These are large, clumsy sailing ships with four masts and many sails. It is the Timiro Kingdom's idea of a sophisticated warship. The main assault of this vessel is boarding.

Type: War, but could also be used as a merchant.

Crew: 60 to 80 sailors, 144 soldiers and 24 to 36 craftsmen. Some of the older models can accommodate 80 oarsmen as well.

Size: 210ft long; 70ft wide.

Features of Note: May carry one to four ballista or catapults. Main assault is by boarding.

Best Speed: Sails only — 12mph, oars only — 3mph.

S.D.C. by Location:

Forward Mast — 80
Main Mast — 100
Other Masts (2) — 60 each
Sails — 25 each
Front Section — 1200
Mid-Ship — 800
Rear Section — 1000
Hull per 20ft area — 250
Keel per 10ft area — 300
Rudder — 250

War Galleys: *Identical to the galleys of the Eastern Territory.* Only colors and decorative styling differ.

Behemoths: These are massive versions of the Timiro Destroyers and have the dubious distinction of being the largest ships at sea.

Type: War

Crew: 80 to 100 sailors, 36 craftsmen, 220 soldiers.

Size: 270ft long; 90ft wide.

Features of Note: Poor maneuverability, slow, main type of attack is boarding. Often carries 1-4 ballista or catapults, and always has at least one 5th level (or higher) air warlock and 1-4 3rd level air warlocks on board.

Best Speed: Sails only — 10mph.

S.D.C. by Location:

Forward Mast — 80
Main/Middle Mast — 120
Other Masts (3) — 60 each
Sails — 25 each
Front Section — 2000
Mid-Ship — 1200
Rear Section — 1800
Hull per 20ft area — 300
Keel per 10ft area — 300
Rudder — 350

The Viscount (galley): This is amongst the most common of Timiro ships, second only to the navy's Ketches. It is a galley type ship used exclusively as a merchant vessel and pleasure yacht for the rich. However, these sturdy, little, single mast and oared ships could easily be converted to warships equal to the Western Purnts and Timiro's own Ketches.

Type: Merchant, but are suitable for war.

Crew: 20 sailors, and 10 to 20 additional sailors or laborers, and 30 oarsmen.

Size: 35ft long; 10ft wide.

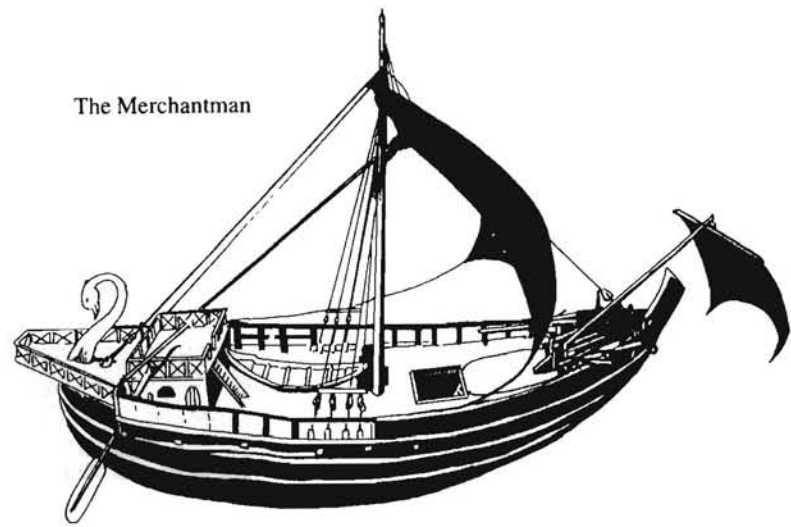
Features of Note: Great mobility, very durable. Cargo capacity as a merchant vessel is 100 tons.

Best Speed: All oars (only) — 8mph, oars and sail — 7mph, sail only — 8mph.

S.D.C. by Location:

Mast — 60
Sail — 25
Front Section — 600
Mid-Ship — 400
Rear Section — 500
Hull per 20ft area — 200
Keel per 10ft area — 200
Rudder — 200

The Merchantman: This is a broad, very seaworthy single mast vessel originally developed by the Timiro Kingdom. However, it has been replaced by the superior *Barks* and *Viscount Galley*. Still, about 1 in every 3 merchant ships are the Merchantman. *See the Eastern Territory for a detailed description.*



The Merchantman

are still commonly used by the *Western Empire*, *Land of the South Winds*, *Phi*, *Lopan* and pirates. It is the chief merchant vessel of the Eastern territory, outnumbering any others 4 to 1.

Type: Merchant

Crew: 12 to 24 sailors and an additional 20 to 40 sailors, laborers or passengers.

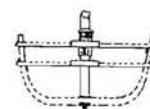
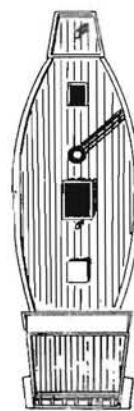
Size: 35ft long; 18ft wide.

Best Speed: Sail — 10mph.

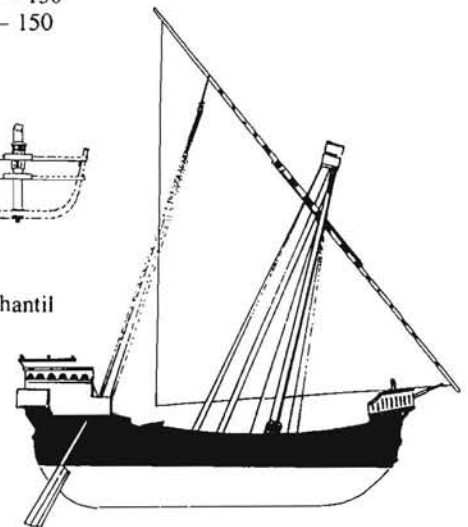
Features of Note: Safe cargo capacity is 86 tons, 2 decks, one lifeboat which can hold a maximum of 11 people; an excellent ocean vessel.

S.D.C. by Location:

Mast — 60
Sail — 20
Front Section — 400
Mid-Ship — 350
Rear Section — 450
Hull per 10ft area — 150
Keel per 5ft area — 150
Rudder — 80



Merchantil



The Eastern Merchantil: This is a ship of the Eastern Territory's own design based upon the old Merchantman. It features one large sail and high, protective, rear castle and fore-castle. The purpose of these changes are for greater defense against raiders.

Type: Merchant

Crew: 16 to 30 sailors, 12 to 20 warriors and 20 to 40 additional sailors, warriors or laborers.

Size: 40ft long; 15ft wide.

Best Speed: Sail — 8mph.

Features of Note: Double Deck, 2 lifeboats able to hold up to 9 people each, cargo capacity — 80 tons. This vessel could be easily converted into a warship of fair quality

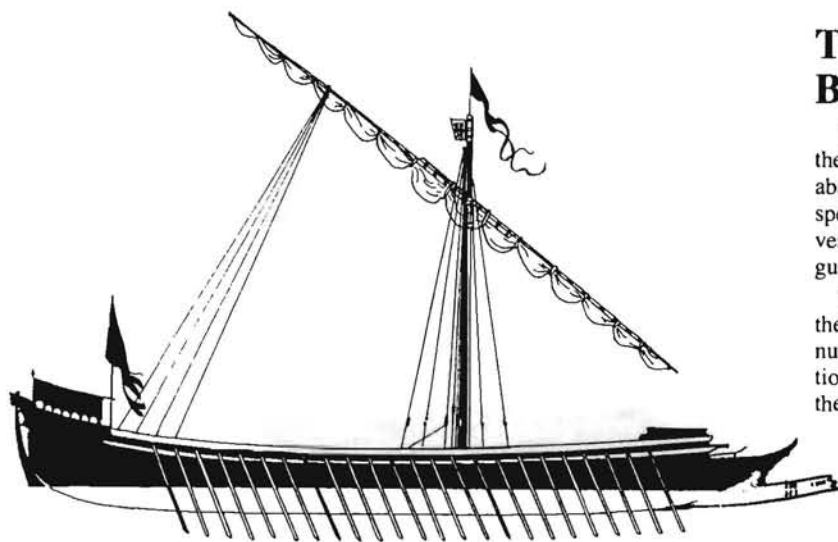
S.D.C. by Location:

Mast — 60	Rear Section — 400
Sail — 25	Hull per 10ft area — 100
Front Section — 400	Keel per 5ft area — 100
Mid-Ship — 300	Rudder — 80

SHIPS OF THE EASTERN TERRITORY

The ships of the East are generally designs borrowed from other lands. The East is a new kingdom in the throws of colonization, exploration, and conquering a hostile and unforgiving wilderness. Thus, its people have devoted little time to ocean technology. Instead, they have selected existing vessels that have proven themselves to be seaworthy over decades of use.

The Merchantman: This is a broad, round vessel with a forward leaning fore-post and high stern (rear). It is a medium sized trader whose double deck can easily transport a cargo of 86 tons (its absolute maximum cargo weight limit is 96 tons). The Merchantman has traveled the Palladium oceans and seas for over 80 decades and



The Eastern War Galley: This is a low, flat built vessel with a single bank of oars and a single mast. Like all galleys it is very maneuverable, but lacks the speed of the Bizantium sailing ships. However, it is comparable to all of its southern and western cousins.

Type: War

Crew: 50 oarsmen (usually free men, not slaves), 20 to 30 sailors, 48 to 72 soldiers or additional sailors.

Size: 140 to 160ft long; 25ft wide.

Features of Note: One mast, ram prow and single deck.

Best Speed: All oars (only) — 6mph, half oars — 3mph, all oars and sail — 6mph, sail only — 12mph.

S.D.C. by Location:

Mast — 70

Sail — 25

Front Section — 1000

Mid-Ship — 600

Rear Section — 700

Hull per 20ft area — 300

Keel per 10ft area — 500

Ram Prow — 700

Rudder — 200

The Typical Fishing Boat: This is a shallow single mast vessel designed for fishing in coastal waters. It is too small and light for any distance or prolonged sea/ocean voyages. The Typical Fishing Boat is common in the *Eastern Territory*, *Bizantium*, *Timiro* and *Western Empire*. The Land of the South Winds uses mostly jungle vessels.

Type: Fishing

Crew: 2 (one to work the rudder and another to handle the sail), in addition to 10 to 20 fishermen, sailors, laborers or passengers.

Size: 20 to 30ft long; 5 to 8ft wide.

Best Speed: Sail — 5mph.

S.D.C. by Location:

Mast — 40

Sail — 20

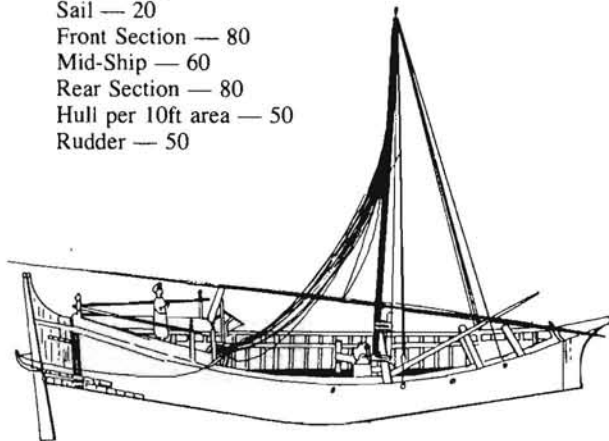
Front Section — 80

Mid-Ship — 60

Rear Section — 80

Hull per 10ft area — 50

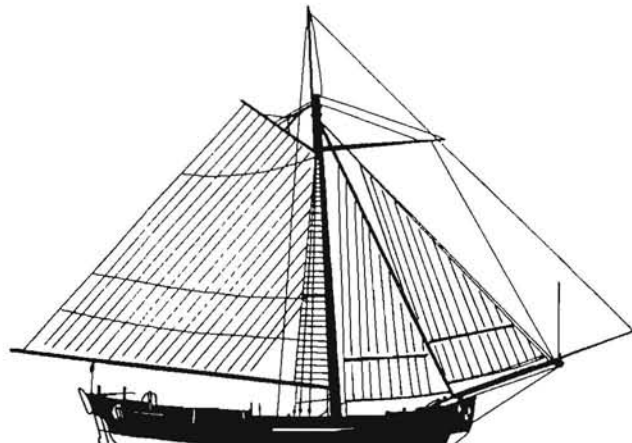
Rudder — 50



THE SHIPS OF THE BIZANTIUM KINGDOM

Without question, the Island Kingdom of Bizantium has achieved the greatest height in shipbuilding technology. They have long ago abandoned the sluggish galleys and oar driven vessels for sleek and speedy sailing ships. Their ships are the strongest, fastest, best built vessels on the seas. The ships' designs and manufacture are carefully guarded trade secrets.

The Bizantium navy is believed to be the best in the world. Only the Timiro Kingdom may equal it in experience and surpass it in sheer number of galleys. However, the Kingdom of Bizantium has no aspirations for conquest or expanding their kingdom. They are content with their noble, self-sufficient little domain far in the northern waters.



The Lighter (cutter): This is a small, single mast, multi-sail vessel designed for speed and mobility. It is used for transport, light cargo, fishing and pleasure.

Type: Mostly transport and pleasure.

Crew: 3 minimum, with an additional capacity for 10 to 20 passengers or crewmen.

Size: 50 to 70ft long; 15 to 20ft wide.

Features of Note: Cargo capacity is about 4 tons.

Best Speed: Sail — 12mph.

S.D.C. by Location:

Mast — 70

Sails (4) — 25 each

Front Section — 500

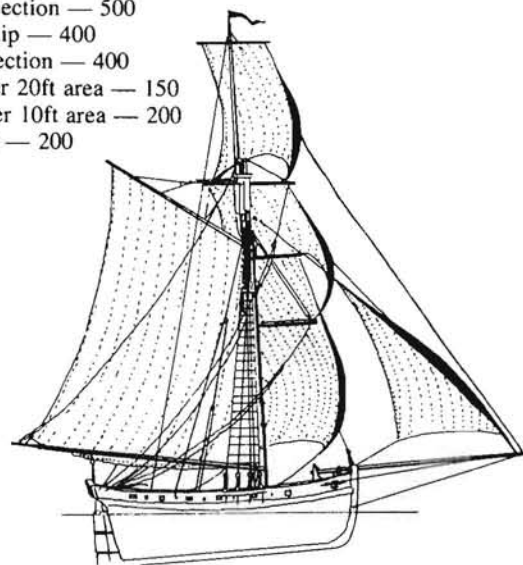
Mid-Ship — 400

Rear Section — 400

Hull per 20ft area — 150

Keel per 10ft area — 200

Rudder — 200



The Corsair (cutter): This is a gaff-rigged cutter which is used as a dispatch (messenger) and patrol vessel. At first sight the vessel may seem over-rigged with sails, but the hull is broad and deep-going needing plenty of sail in a slight wind. In a strong wind the top mast could be lowered and the jib-boom drawn. Its versatility and speed has made it an excellent patrol boat in the Bizantium navy.

It is also a vessel coveted by *pirates* because it is small, fast, can carry cargo and is exceptionally seaworthy. The Corsair handles especially well among the windswept Floenry Islands.

Type: War, scout/patrol, pirate.

Crew: 12 to 30 sailors, 6 craftsmen, and an additional 20 to 30 warriors, crewmen or passengers.

Size: 70ft long; 20ft wide.

Features of Note: Cargo capacity — 2 tons.

Best Speed: Sail — 16mph.

S.D.C. by Location:

Front Mast Pole — 30

Main Mast — 80

Sails — 25 each

Front Section — 600

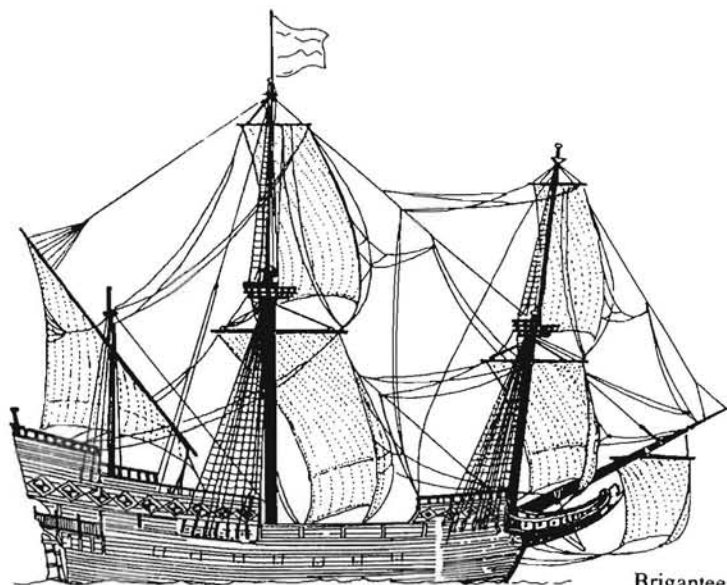
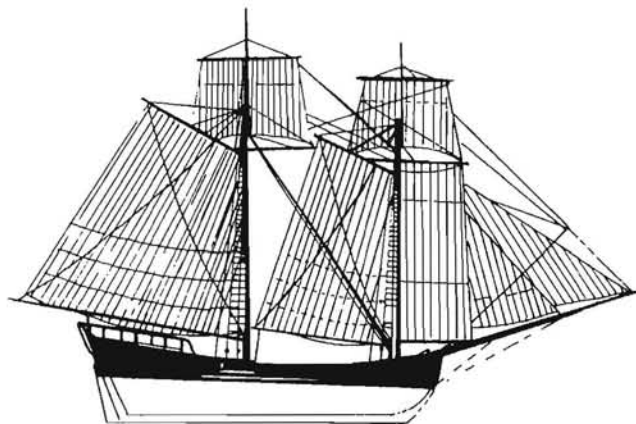
Mid-Ship — 400

Rear Section — 500

Hull per 20ft area — 250

Keel per 10ft area — 300

Rudder — 200



Briganteen

S.D.C. by Location:

Front Mast — 80

Main Mast (mid-ship) — 100

Rear Mast — 50

Large Sail — 35

Small Sails — 25 each

Front Section — 1000

Mid-Ship — 800

Rear Section — 900

Hull per 10ft area — 300

Keel per 10ft area — 600

Rudder — 200

Schooners: These are two mast vessels with one in the front and a taller mast in the rear. It is designed for speed and mobility and is suitable as a small merchant ship, transport, patrol/war, and large pleasure cruiser. The Kingdom of Bizantium uses the vessel mainly as a transport and small merchant ship. *Pirates* also seem to like this somewhat larger, yet speedy, sailing ship.

Type: Merchant and transport (also suitable for war).

Crew: 20 to 40 sailors, 6 craftsmen, and can accommodate an additional 40 to 60 sailors, warriors or laborers.

Size: 80 to 90ft long; 20 to 25ft wide.

Features of Note: Cargo capacity is 6 tons.

Best Speed: 12mph.

S.D.C. by Location:

Front Mast — 80

Rear Mast (tallest) — 90

Sails — 25 each

Front Section — 600

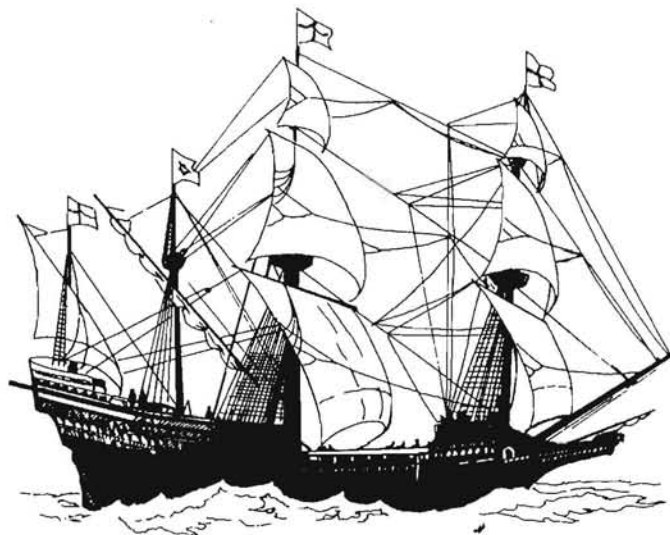
Mid-Ship — 500

Rear Section — 600

Hull per 20ft area — 250

Keel per 10ft area — 300

Rudder — 200



The Frigate: This is the largest and most maneuverable ship in the Bizantium fleet. They are used mostly as warships, but some are also used as merchant ships.

Type: War and some merchant.

Crew: 40 to 60 sailors, 12 craftsmen, and accommodates an additional 92 to 144 warriors or crew men.

Size: 130 to 160ft long; 30 to 40ft wide.

Features of Note: Most maneuverable and quick. Cargo capacity as warship — 50 tons, as merchant ship — 80 tons.

Best Speed: Sail — 14mph.

S.D.C. by Location:

Front Mast — 90

Mid-Mast — 100

Rear Masts (2) — 60 each

Large Sails — 30 each

Small Sails — 20 each

Front Section — 1500

Mid-Ship — 1000

Rear Section — 1200

Hull per 20ft area — 300

Keel per 10ft area — 600

Rudder — 300

Briganteens (Brigs): These are light, medium size sailing ships used as merchants and warships. They are the fastest ships in the Palladium World (with the possible exception of the Western Empire's Black Demon Ships).

Type: War and merchant.

Crew: 30 to 50 sailors, 10 craftsmen, and can accommodate an additional 60 to 90 warriors or crewmen.

Size: 100 to 120ft long; 30 to 40ft wide.

Best Speed: Sail — 18mph.

Features of Note: Cargo capabilities — 30 tons as a warship, 70 tons if fitted as a merchant vessel. Fastest ship, but not as maneuverable as the Frigate.

The Stone Ships

The most powerful ships in the world, with the possible exception of the outlawed Black Ships of the West, are Bizantium's new stone frigates. Since they are the latest in shipbuilding technology only a handful exist. The giant "Titan" series is under construction, but none are yet completed. The first is scheduled to sail within two years.

Type: War and some merchant.

Crew: 2 to 4 earth warlocks (4th level or higher), 50 to 70 sailors, 20 craftsmen, and accommodates an additional 120 to 200 warriors or crewmen.

Size: 160ft long; 50ft wide.

Features of Note: *Natural A.R. of 14*, fire resistant; cargo capacity as a warship is 70 tons, as a merchant ship — 120 tons. It is four decks deep and carries eight lifeboats which can comfortably hold 11 men each or 20 men cramped. Only a dozen ships exist.

Best Speed: Sail — 12mph.

S.D.C. by Location:

Front Mast — 90
Main Mast — 110
Rear Masts (2) — 80 each
Sails — 25 each
Front Section — 2400
Mid-Ship — 1800
Rear Section — 2000
Hull per 20ft area — 500
Keel per 10ft area — 900
Rudder — 600

The "Titan" Stone Ships

The Titan series of Stone Ships will be massive frigates measuring over 200 feet long. They are currently under construction, but none will be completed for about two years.

Type: War and merchant.

Crew: 4 to 6 earth warlocks (4th level or higher), 60 to 80 sailors, 20 craftsmen and can accommodate an additional 200 to 300 warriors or crewmen.

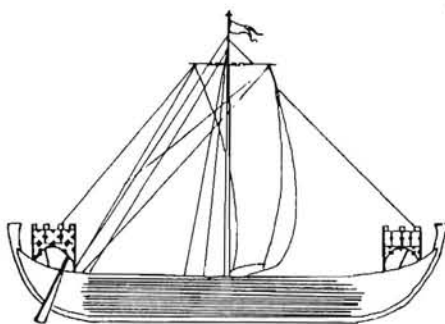
Size: 240ft long; 60 to 70ft wide.

Features of Note: Cargo capacity is 160 tons, all others same as the regular Stone Ships.

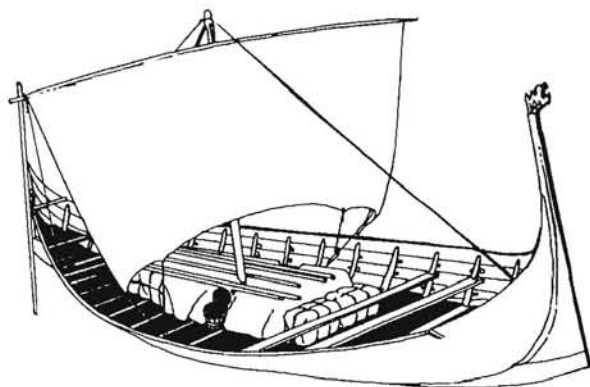
Best Speed: Sail — 11mph.

S.D.C. by Location:

Front Mast — 100
Mid-Mast — 140
Rear Mast (2) — 80 each
Large Sails — 35 each
Small Sails — 25 each
Front Section — 2800
Mid-Ship — 2200
Rear Section — 2400
Hull per 20ft area — 400
Keel per 10ft area — 800
Rudder — 320



WOLFEN LONGBOATS



Wolfen Traders (longboat): These are low, narrow, oar and sail driven vessels of amazing durability, speed and maneuverability.

Surprisingly, these shallow vessels can brave the worst ocean waters.

Type: Merchant and transport (also suitable for war).

Crew: 18 oarsmen, 4 sailors, and 15 to 20 wolfen sized passengers or warriors or additional crewmen (this is without a cargo).

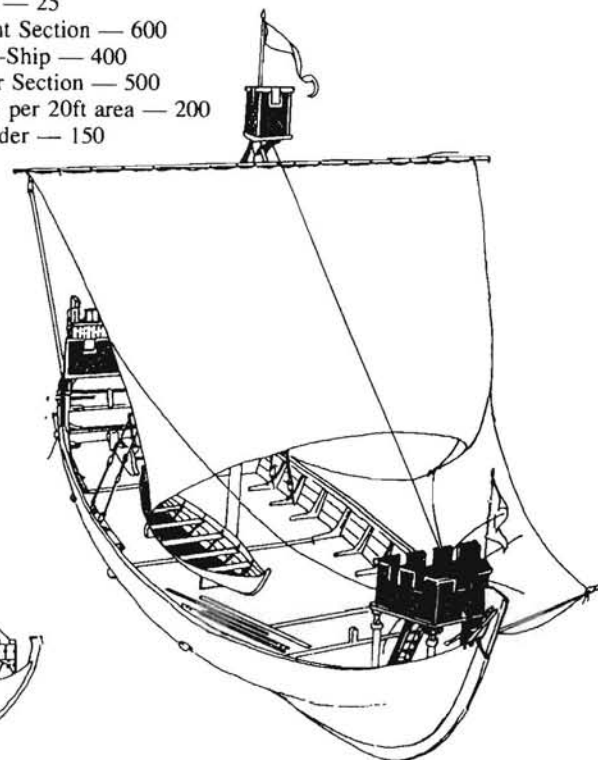
Size: 45 to 50ft long; 15ft wide.

Features of Note: Cargo capacity is 8 tons.

Best Speed: All oars (only) — 10mph, half oars — 6mph, oars and sails — 10mph, sail only — 12mph.

S.D.C. by Location:

Mast — 60
Sail — 25
Front Section — 600
Mid-Ship — 400
Rear Section — 500
Hull per 20ft area — 200
Rudder — 150



Dragon Ships (longboat): These are the wolfen's warships. They are longer, wider, with a taller mast and a fighting tower in the front and rear.

Type: War

Crew: 28 oarsmen, 6 to 10 sailors, 30 to 40 warriors or additional sailors.

Size: 70ft long; 20ft wide.

Features of Note: High mobility, cargo capacity — 2 tons, lifeboat that holds 10.

Best Speed: All oars (only) — 10mph, half oars — 5mph, oars and sails — 10mph, sails only — 12mph.

S.D.C. by Location:

Mast — 60	Fighting Tower (2) — 100 each	Mid-Ship — 500
Sail — 25	Front Section — 600	Rear Section — 600
		Hull per 20ft area — 200
		Rudder — 150

SHIPS LISTED BY SPEED

Ship	Speed	Type
Briganteen (Bizantium)	18mph	W & M
Corsairs (Bizantium Cutter)	16mph	W
Frigates (Bizantium)	14mph	W & M
Caravels (Western Empire)	14mph	W & M
Carracks (Western Empire)	12mph	W
Barks (Timiro)	12mph	W
Wolfen Long Boats (North)	12mph	W & T
Schooners (Bizantium)	12mph	M & T*
Lighters (Bizantium Cutter)	12mph	T
Destroyer (Timiro)	12mph	W
War Galley (East)	12mph	W
War Galley (South)	12mph	W
War Galley (Timiro)	12mph	W
Ketches (Timiro, Small Galley)	10mph	W
Purnts (Western Empire Small Galley)	10mph	W
Trimarin (South Winds)	10mph	M & T
Merchantman (East, South Winds, West)	10mph	M & T
Behemoth (Timiro)	10mph	W
Mini-Merchant (South Winds)	8mph	M & T
Merchantil (East)	8mph	M & T
Viscount Galley (Timiro)	8mph	M & T*

* Also suitable for war, but rarely used as such.

Type Code Key: W = War
M = Merchant
T = Transport

SPECIAL SHIPS

Demon Black Ships (West)	16mph	W
Stone Ships (Bizantium)	13mph	W & M
Stone Ships — Titan (Bizantium)	11mph	W & M

PIRATE SHIPS

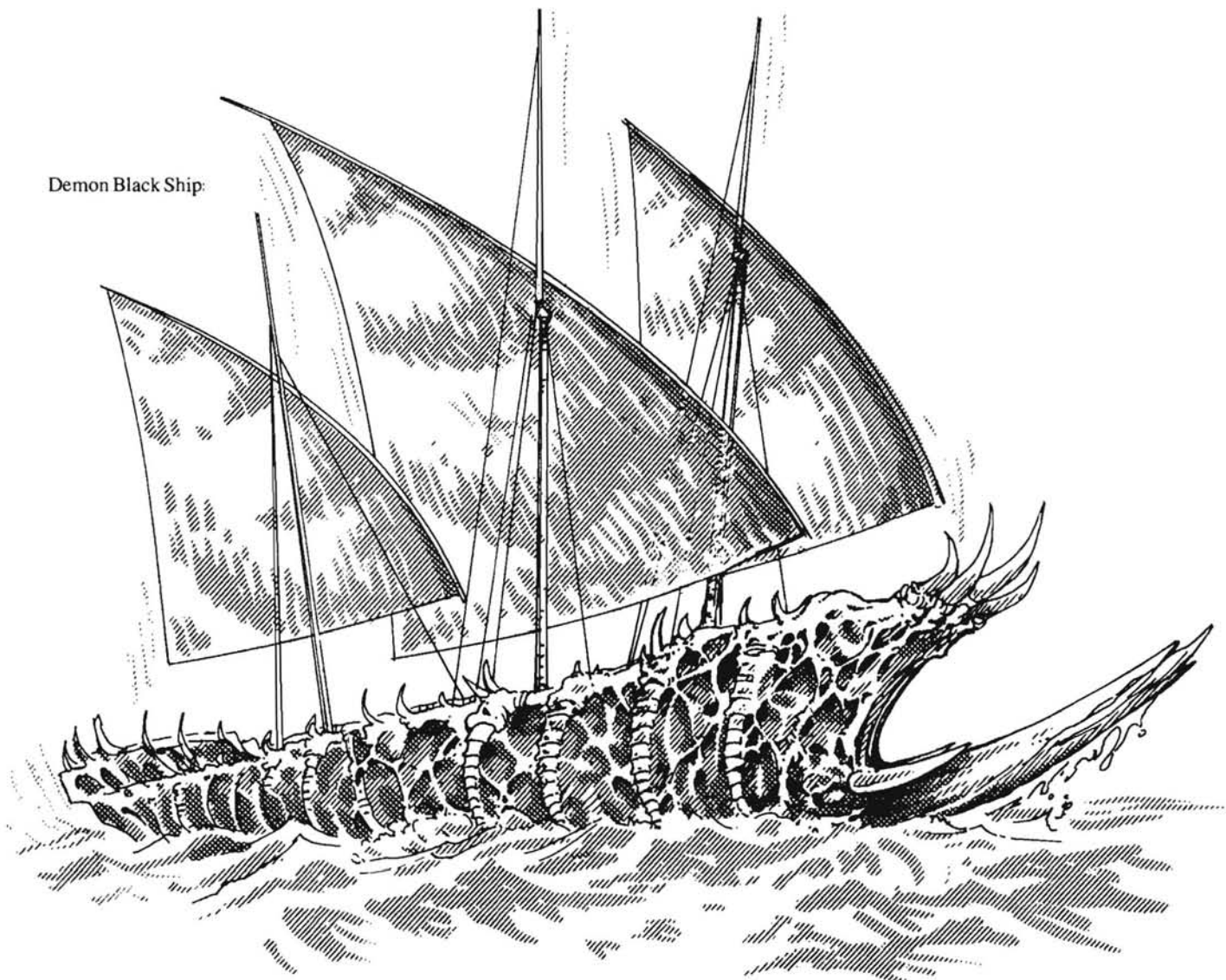
The following is a list of the types of ships most *desired* by pirates. They are listed in the order of preference.

1. Corsairs (Bizantium)
2. Caravels (Western Empire)
3. Carracks (Western Empire)
4. Schooners (Bizantium)
5. Lighters (Bizantium)
6. Merchantman (Eastern)
7. Trimarin (South Winds)

However, the most commonly used are . . .

- | | |
|------------------------------|-----|
| 1. Caravels (Western Empire) | 40% |
| 2. Carracks (Western Empire) | 22% |
| 3. Merchantman (East) | 14% |
| 4. Schooners (Bizantium) | 10% |
| 5. Lighters (Bizantium) | 8% |
| 6. Trimarin (South Winds) | 2% |
| 7. Corsairs (Bizantium) | 4% |

Demon Black Ship:



SHIPS LISTED BY SIZE

Small and Light

Lifeboats
Fishing Boats
Corsairs (cutter)
Lighters (cutter)
Trimarin
Mini-Merchant

Medium

Small Galleys (Purts, Ketches, Viscounts)
Merchantman
Merchantil
Caravels
Carracks
Barks
Wolfen Longboats
Schooners

Heavy and Large

War Galleys
Behemoths
Destroyers
Briganteens
Frigates
Demon Black Ships
Stone Ships

SHIP TO SHIP COMBAT

Most playes of role-playing games are oriented to close, one on one, hand to hand combat. Consequently, the thought of ship to ship combat, with its many individual sailors and combatants, may seem a little intimidating. Relax. This is a role-playing game not a war game, so we will keep rules as clean and simple as possible. All rolls will still be done with a twenty-sided (20) die, and combat elements, such as initiative and dodge, remain. Ship to ship combat will often blend smoothly into personal, hand to hand combat between individual characters. To add excitement and player participation, the game master should allow his/her players to select one or two players in the group to make their ship's combat rolls (or everybody could take turns), as well as letting the players decide the ship's combat actions, attacks and maneuvers.

Please note that for the sake of simplicity, very few, "real", sailing and nautical terms have been used. Likewise, I have taken great liberty in using very broad and general explanations and terms. If you desire more detailed and/or realistic ship combat, you should substitute one of the many excellent combat rules for miniature war games that exist on the market. I have been told that Fantasy Games Unlimited (F.G.U.) has produced some nice, quick playing, ship to ship miniature combat rules.

STEP ONE: VISUAL AID

All ships are basically rectangular in shape with three main sections of note: **The forward section/front** or "bow" (also known as prow), **the middle section** or "mid-ship", and **the rear section** or "stern" (also known as aft). The rudder and rudder control system is located in the rear of the ship. The full side or length of the ship is the "broadside". An interesting technical note is that *vessels using oars are boats*, not ships. Only sailing vessels are ships. For our game playing we will *not* make this distinction.

For us non-seafaring folk, ignorant of ships, boats and sailing, it might be wise to use 3x5 cards or small pieces of paper to represent

our vessels. Indicate which is the *front section* of the vessel so that direction can be easily identified. The paper markers are simply for representational purposes, to indicate location and avoid confusion in pursuit and combat. The papers do NOT have to be accurately proportioned nor placed on a grid or hex paper. We just want to give the G.M. and players a clear idea of each ship's position and maneuvers. Speed and maneuvers are generalized so percise movements which would require hex paper are not needed.

STEP TWO: DISTANCE

The ocean and seas are a vast, flat horizon of rolling waves. This means that other vessels, large objects, or land, can be seen for great distances. As a result, other ships, friendly or enemy, can be seen and observed long before they are within combat range. Recognition of a particular style of vessel is likely to be the first indication of potential danger. Hostile or aggressive action, or maneuvers, is the next indication of possible danger from another ship(s). Of course, at close range, the flag, markings, name, dress of the crew and crew position/activity will often confirm the intentions of the approaching ship. This means a vessel is likely to never be taken by surprise and will have ample time to prepare for combat.

Distances and Visibility Tables

Daylight	Maximum Distance
Clear Skies	20 miles
Cloudy, Overcast	10 miles
Misty or Light Drizzling Rain	1 mile
Light Fog or Rain	1000 feet
Heavy Fog or Downpour (rain)	20 feet
Night*	
Clear, Moonlit, Many Stars	8 miles
Moonless, Cloudy	2 miles
Misty or Light Drizzle	1000 feet
Light Fog or Rain	500 feet
Heavy Fog or Downpour	10 feet

*Double the distance if the object in the distance has lights.

STEP THREE: SPEED

Each vessel described in this book has a speed listing in miles (avoiding knots). This speed listing is called "Best Speed", meaning the usual maximum speed possible under the most favorable conditions.

Speed is affected by visibility, wind, and roughness of the water (waves). To make things easy, roll on the following tables. If a specific setting has been established by the game master ("It's a bright, clear day with a light northern breeze of about 6mph . . ."), these tables will not be needed. They are provided to give the G.M. a handle on determining factors and for spontaneous events.

We always presume the ship is going at maximum speed unless otherwise stated or conditions prevent it.

There are the three conditions which affect ship speed: Wind Direction, Wind Speed and Weather/Visibility.

ONE: WIND DIRECTION

This will affect the speed of any *sailing ship*.

- The "best speed" is sailing with the wind (the same direction). This means the wind is at your back and sails are full.
- If the wind is blowing in a perpendicular direction (to the side or off the broadside of the ship), you must weave your vessel in and out of the wind in a zigzag, catching what wind you can. *This is called tacking.* For Example: You want to travel North, but the wind is blowing in off to your side from the East or West. You can still travel in a Northwardly direction, but to do so you must zigzag in and out of the wind, catching brief gusts, propelling you forward in a northeastward (or westwardly) direction. Much more time and physical energy is spent on a tacking maneuver so actual, straight-line distance is reduced.

To simplify things, we presume the ship is, ultimately, heading in the desired direction, but effectively at *half speed* (which takes into consideration the zigzagging, variations in momentum and changes in direction).

- C. *Sailing against the wind* is impossible. If the wind is blowing in the opposite direction, the sails must be dropped and rolled into place until the wind direction changes. Without sails, the ship is at the mercy of the waves, and bobbing along with only the rudder to guide it in the right direction. *The speed at which one drifts along is 1 to 4mph (roll 1D4).*

Of course, an alternate, roundabout course using *tacking* maneuvers can be taken.

- D. *No wind* also sets the vessel adrift at a speed of 1 to 4mph (roll 1D4), but with a 50% chance of drifting that many miles off course per hour.

A note about oared ships! Vessels with oars are NOT at the mercy of the wind and can achieve their best oar (rowing) speed with or without wind and even directly against the wind. Best speed via oars is usually slower than with sail, but provides greater maneuverability in that they can stop dead instantly, change direction quickly and move independent of the wind.

Unfortunately, the best speed *with oars* can not be sustained for great periods of time. The best speed with oars can be maintained for a *maximum of 30 minutes*. After that time the oarsmen tire quickly and speed is reduced by half. After another 15 minutes the speed is reduced by half again. After another 15 minutes the oarsmen will begin to collapse from exhaustion and the vessel will grind to a halt and go adrift. *An even paced rowing* can propel the vessel at half its best speed for an hour at a time with half hour rest intervals. Most oared vessels also use sails to take advantage of favorable winds and superior speed.

TWO: WIND SPEED

Wind Speed affects sailing vessels in ways you might not expect. First of all, small, light ships do best in light winds and go slower in heavy winds. Large, heavy ships go slow in light winds and fastest in heavy winds. The size and weight of a ship is usually indicative of the type of wind in which the ship best performs. For Example: A small, light ship like the Bizantium Corsairs (cutter) would pray for a light wind for best speed, especially if pursued by a larger vessel that can not come close to catching the Corsair in a light wind. The same vessels in a heavy wind are in reversed positions. The Corsair will be at half its best speed, while the large vessel is at its best speed, easily catching the smaller ship.

THREE: WEATHER CONDITIONS AND VISIBILITY

These affect a ship's speed by creating physical conditions or environments which force the ships to travel at slower speeds. Poor visibility alone does not necessarily force a vessel to slow down. However, it does make fast travel extremely hazardous and reckless. Other elements, such as rain and wind, often make fast travel impossible.

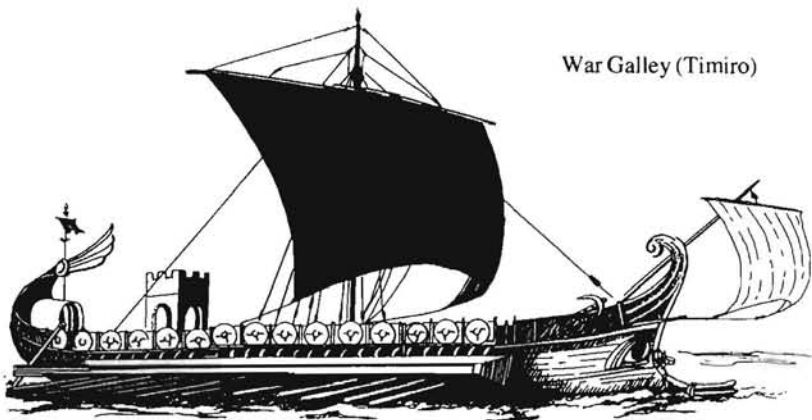
The following tables and charts are guidelines in determining conditions and speed penalties. All penalties are applied to the "best speed" of the vessel. Multiple penalties from the various tables are accumulative. Remember, these are guidelines, tools for the G.M., and not necessary if he/she has established an appropriate setting/environment in keeping with his/her adventure scenario.

WIND DIRECTION

- 1-39 Tacking; wind is blowing in from the broadside; best speed is half.
40-75 Sailing with the wind (same direction); best speed is possible.
76-00 Sailing against the wind; set adrift or tacking.

WIND SPEED

- 1-17 **No Wind**; set adrift 1-4mph with a 50% chance of drifting off course.
18-36 **Light Breeze**; 6 to 10mph, *small ships reach best speed*, medium ships 80% and large ships 50%.
37-53 **Medium Breeze**; 11 to 20mph, *small ships reach 90% best speed*, *medium ships reach best speed*, large ships 80%.
54-69 **Heavy Breeze**; 21 to 35mph, *small ships reach 60% best speed*, *medium ships reach 80%*, *large ships reach best speed*.
70-85 **Strong Wind**; 36 to 49mph, *small ships reach 40%*, *medium ships 60%*, *large ships reach 80% best speed*.
86-00 **Storm Winds** (but not storming); 50+ mph, *small ships reach 20%*, *medium ships 40%*, *large ships reach 60% best speed*.



War Galley (Timiro)

WEATHER & VISIBILITY Day or Night

- 1-14 **Heavy Fog**: Terrible visibility; best speed is possible, but is reckless and extremely dangerous. 1-80% likelihood of not seeing and colliding with any obstacle within 1000 feet.
15-22 **Light Fog**: Poor visibility; best speed is possible, but reckless. 1-50% chance of not being able to see or avoid colliding with any obstacle within 1000 feet.
23-30 **Misty or Light Drizzle**: Fair visibility; best speed is possible with minimal hazard. 1-20% chance of not being able to see or avoid colliding with any obstacle within 1000 feet.
31-45 **Clear**: Exceptional visibility; best speed is easily attained.
46-55 **Light Rain**: Poor visibility; best speed is possible, but there is a 1-30% chance of not being able to see or avoid colliding with any obstacle within 1000 feet. There is also a 50% chance of the sails taking 1D6 damage for every hour of rain. Roll on wind speed table.
56-69 **Cloudy and Overcast**: Diminished visibility, but still excellent. Best speed is no problem.
70-77 **Rain**: Poor visibility; best speed is possible, but not likely. There is a 1-50% chance of not being able to see or avoid colliding with any obstacle within 1000 feet. There is also a 50% chance of damaging the sails (2D6). Roll on wind speed table.
78-85 **Rain — Downpour**: Terrible visibility, strong winds; best speed is reduced by half. 1-70% likelihood of not being able to see or avoid colliding with any obstacle within 1000 feet. There is also a 50% chance of damaging sails — 2D6 damage per half hour of downpour.
86-93 **Storm**: Horrible visibility, storm winds; the sails must be pulled and secured or will suffer 3D6 damage per 15 minutes of storm. Best speed with sails is reduced by 70%.
94-00 **Gale Force Storm**: Horrible visibility, fierce storm winds; the sails must be pulled and secured or will suffer 6D6 damage per 10 minutes of storm. Masts take 4D6 damage for every 10 minutes the sails are up. There's a 90% likelihood of not seeing or avoiding any obstacle within 1000 feet. Best speed with sails is reduced by 80%, with a 60% chance of going in the wrong direction.

With the sails secured, the ship is set adrift to weather the storm and is fairly safe. There's a 60% chance of colliding with any object within 100 feet. Best speed is 1 to 4mph with a 40% chance of drifting in the wrong direction.

STEP FOUR: MODES OF ATTACK

In all of our ship combat there are two types of confrontation: 1) *One on one, hand to hand combat*. 2) *Ship to ship combat*. **Ship combat** will be dealt with as one ship unit versus another. It's crew is viewed as one unit working as a whole. **Specific individual combat** between one character and another is our usual hand to hand combat and conducted as normal. For Example: The ship's crew, as a unit, is firing one volley of arrows at an enemy ship. One of the player characters, a long bowman, wants to try to shoot a specific villain character on the enemy ship, perhaps a warlock or the captain. The ship attack

happens first. Then the player character acts. His attack is conducted as a normal hand to hand combat action independent of the rest of the crew.

You might envision the focus of action as you would a film. In a movie, we see a panoramic view of ocean and two ships locked in combat. In this panning, combat scene we see dozens of unknown individuals fighting. Then the camera focuses on one or two specific characters within the blaze of action. These are our heroes and/or villains. Ultimately, they are our focal point. It is their story that we follow. Like a movie, the focus of combat will shift back and forth from the individual (hand to hand) to overall picture (ship to ship) combat.

There are FIVE modes or types of attack possible. Each has its limitations, time, advantages and disadvantages.

Missile Attacks

Burn

Ram

Board

Magic

1. MISSILE TYPE ATTACKS

Missiles specifically refers to long-range weapons like bows and arrows, hurled spears or ballista/catapults. These weapons can be used at a distance without actually boarding a ship and engaging in hand to hand combat.

The Arrow Attack

To avoid having to roll for each individual attack of 50 or 150 warriors firing arrows, we will look at the attack as one simultaneous volley, with all men firing at once. Individual playing characters can be part of this general action or act independently. Use the following data for launching an arrow bombardment.

Number of arrow volleys per melee*

Predominately novices (1st level) — One attack.

Predominately low level (2nd-4th level) — Two attacks.

Predominately mid-level (5th-8th level) — Three attacks.

Predominately high level (9th and up) — Four attacks.

*Magic attacks can also be performed within the same melee.

Number of arrows that hit an opponent's crewmen: $1D4 \times 10$.

Chance of a player character being hit from a volley:

1-22% (roll percentile dice). If hit, roll a 20-sided die to see if the arrow penetrated the character's armour. Then roll for damage to hit points or S.D.C.

Effective Ranges

400ft short bow

600ft cross bow

700ft long bow

Note: Arrows do no significant damage to the ship itself. *This is an anti-personnel attack.* Likewise shooting the sails only makes tiny holes in the sails. Even a hundred arrows shot into a ship's sails do little damage. Consequently, no damage is applied to most arrow attacks on sails. Fire, cutting and tearing are what hurts sails.

Swords, or other cutting weapons, do half damage to small sails and one third damage to large sails

2D6 damage per 100 arrows.

Fire does FULL damage.

Flaming Arrow Attacks

Flaming arrows can do significant damage to a ship's sails, crew and the ship itself. Where they do significant damage is to the sails and masts.

The number of arrows that hit one specific mast or sails. Pick one: usually, front, middle, and rear are available targets. Then roll $2D4 \times 10\%$. If 50% or more hit that one specific mast, the sails on that mast are ablaze. If 40% or less hit, only minor damage and nuisance fires are started.

Damage

- 50% or higher: 6D6 to each sail on that mast, every melee, until they burn up completely or the fire is put out. The mast pole is also ablaze, taking 2D6 damage per melee on fire.

- 40% or lower: 1D6 damage to each sail, that melee only, before

they die out. No damage to the mast.

- *Flaming arrows* against crewmen/characters add 1D4 damage. *The number of flaming arrow volleys possible per melee is unchanged.*

Spear Attacks

Spears and javelins can also be thrown as missile weapons, but the range is much less than arrows. Combat is identical to bow and arrows, only with limited range. Flaming or normal spears can be thrown.

Effective range of thrown weapons:

Spears and Forks — 120ft

Javelin — 200ft

Torches, Bottles and Others — 30ft

Siege Weapons

Siege Weapons are giant war machines that launch stones, large arrows (spear size or bigger) or flaming bundles. The most common machines used on ships include the ballista and catapult/onager, all of which are relatively small. Only medium size and larger ships could effectively use siege weapons. While these devices may sound like a good idea, they are actually quite limited in range, damage and rate of fire. In this age of magic, the siege weapons are far too ineffective.

Number of Attacks:

Ballista — One per every other melee.

Catapult/Onager — One per every three melees.

Effective ranges:

Ballista (arrow or stones) — 700ft

Catapult (stones) — 800ft

Damage

Ballista arrow

Ballista arrow, flaming

Small Rock — 10lbs — 4D6

Medium Rock — 20lbs — 6D6 + 10

Large Rock — 30lbs — 6D6 + 20

Flame Bundle — 10lbs — 2D6 plus a 60% chance of starting a fire on combustible material, such as sails, rope, rags, riggings. 30% chance of starting a fire on deck.

Bonuses or Penalties

Ballista — +1 to strike

Catapult — -2 to strike

How to Strike

Roll 1D20 to strike just as normal. However, a specific section of the ship should be selected as a target. Those targets can be front section, mid-ship, rear section or mast or sail. On a 20 sided die roll 1-4 is a clear miss, no damage; 5-12 hits the side of the ship; 13-20 hits the desired target. Natural 20 does double damage.

2. BURN OR FIRE ATTACK

The most typical fire attacks using arrows have already been covered. Other means of fire attacks can include ballista/catapult, spears, hand-made fire, magic combustion, and other magical fires such as fire balls, fire walls, etc.

Crewmen, sails and masts are the most vulnerable to fire attacks. Obviously, fire can cripple or destroy ships of wood and their canvas sails. This makes fire one of the best weapons in ship to ship combat.

The Rate of Fire Spreading

Two feet per melee.

Putting Fires Out

1. *First the fire must be contained* so that it is no longer spreading. To do this, characters must actively attempt to put the fire out. The same characters can only put out one fire at a time. Roll percentile dice: 1-40% means the fire is contained (no longer spreading) and can be put out.

2. Once contained, the fire can be put out at a rate of one foot per every melee.

3. Three, consecutive, failed rolls to contain the fire (41-00, three times in a row) means the fire is out of control and can NOT be put out by normal means.

4. Magic can be used to put out any fires, even out of control fires. *The extinguish fire spell* will snuff out even a giant fire instantly.

3. THE RAM

Ramming attacks are simply one ship smashing into another. Only vessels with a ram prow should attempt such an attack. Ships ramming without a prow ram is suicidal, for the collision will inflict damage equal to that of the ship struck. **NOTE:** Most sailing ships can not ram. It is usually the oar driven war galleys that utilize the ram attack.

Conditions for a Ram

1. The ramming ship must be traveling faster or equal to the ship it intends to ram.
 2. No other attacks are possible one melee before the ram (although defensive magic/action can be made) nor the melee of the ram. This means the ship has one attack (the ram) the melee a ram attack is made. The rammer has the initiative.
 3. The specific section of the ship *must* be declared as the ram target area: front, middle or rear.
 4. The vessel which has been rammed also loses all attacks that melee and speed is temporarily reduced by half.
 5. To ram for a second time, the vessel must dislodge itself, move back, and charge forward again. This will require 6 melees of preparation and maneuvers. During the 6 melees, the ramming vessel can fire arrows, ballista or magic.
 6. The ramming vessel takes no damage if fitted with a ram prow. No ram prow means both vessels take damage.
- Note:** One ship can NOT board the other during a ram. *Dodging* a ram is also NOT possible. Either you can outrun it or not.

Damage from collisions and rams:

Small War Galleys, including Purmts and Ketches, inflict $1D4 \times 100$ damage in addition to 10 for each mile per hour of speed. For Example: A Western Purmt traveling 7mph strikes the mid-ship of another vessel and inflicts $1D4 \times 100$ (100 to 400) plus 70 damage because it was traveling at 7mph when it struck.

Large War Galleys inflict $2D4 \times 100$ damage in addition to 10 for each mph of speed at the time of impact.

Small and Light Ships inflict $4D6 \times 10$ (+ 10 for every mph of speed). Both the ramming ship and the vessel rammed take *equal damage*. For Example: A Corsair (small ship) hits/rams into the rear section of a Frigate. Damage is rolled and the same damage is applied to the Corsair's front section and the Frigate's rear section.

Medium Ships inflict $6D6 \times 10$ damage (+ 10 for each mph of speed).

Large and Heavy Ships inflict $1D4 \times 100$ damage (+ 10 for each mph of speed).

Special: *Sideswipes* do half the usual ram/collision damage.

SINKING

Most ram prows are designed to do damage below the water line, which means water damage and sinking can be a real problem. If the hull is penetrated, it will flood.

A ram prow will have punched a hole in the hull if the damage inflicted equals half or more of that section's S.D.C. *One ram hole* in the hull is serious, but not deadly. The lower decks flood and the ship takes on water. Best speed is reduced by half. However, the damage will not sink the vessel.

Two ram holes in two different sections or sides of the ship is deadly. Speed is reduced to $1D4$ mph as the vessel heaves and shudders with the weight of the water. Only a quick, magical repair can save the ship. Even if it's sinking can be prevented, the vessel will travel at half speed until full and proper repairs can be made at dry dock.

Three ram holes is beyond repair and spells certain doom.

Rate of Sinking

Small Ships: Will sink completely within 4D6 melees.

Medium Ships: Will sink completely within 6D6 melees.

Large Ships: Will sink completely within 8D6 melees.

Note: This rate of sinking reflects the massive hole and damage inflicted by a ram prow or collision. Small punctures of a foot or less will cause problems, but can usually be plugged or patched until better repairs can be made.

Completely destroying the S.D.C. of a 20ft area on a medium or large vessel, or a 10ft area on a small vessel, will create a 20ft (or 10ft) hole and have the same effect as ram/collision damage. Destroying

a 10ft section of the keel will severely damage the vessel's structure and reduce its best speed by 40%.

4. BOARDING

Boarding a ship is the pulling up to another vessel, dropping landing planks and nets, and securing it with grapples and rope so that the attacking vessel can send over men to fight hand to hand. During this time, the defending ship's crew must stand their ground and fight until the invaders have been driven back or until the defenders surrender, are captured or slain.

Conditions for Boarding

1. The attacking ship must be able to catch up with and match speed of the target vessel.
2. Pull along its side, avoiding a sideswipe collision (38% chance of sideswipe. Oops, try again?).
3. Attach to the target ship via ropes, grappling hooks, landing boards/planks and landing nets.
4. Can break attack and retreat at any time.

Possible steps and combat during the approach.

As the boarding vessel approaches its intended target, both vessels can attack the other when in range.

The ships approach:

1. Long-range attacks are possible at about 600ft distances. This includes arrows and siege.
2. Magic and spear attacks are now possible at about 60 and 90ft.
3. Broadside alignment. Arrow, spear and magic assaults may continue.
4. Boarding/landing boards, planks, nets and grappling hooks are cast to secure the two ships together and board the target ship.
5. Attackers board or invade the target ship. The aggressor vessel always has initiative. Hand to hand combat begins.
6. Now is the time the player characters can become directly involved in physical combat.
7. Determining victory.

Note: Combat can be broken off at any time and the aggressor can retreat.

Determining Victory

Victory is usually attained if and when the defenders have severe casualties and surrender, or the captain, his second in command and/or mage(s) have been captured or slain. Few crews will fight to the death if it can be avoided and slavery or a worse fate is not the alternative. Of course, fights to the death do occur.

General Tables for Surrender

- Half of the crewmen and warriors are injured or slain. *30% likelihood of surrender.*
- Three quarters of the crewmen and warriors are injured or slain. *64% likelihood of surrender.*
- The ship is badly damaged and/or sinking and half the ship's defenders are wounded or slain. *80% likelihood of surrender.*
- The captain is captured or slain. *50% chance.*
- The captain and his officers and mages are captured or slain. *85% likelihood of surrender.*

Combat Note: It is not wise to set fire to the ship you are fighting on.

CAPTURED VESSELS

If the crew of a ship surrenders or is slain, what can you do with their ship? There are really only a few logical answers.

1. If the vessel is better, faster, less damaged — you *might* want to switch ships.
2. If the vessel can be used at a later time, or sold to pirates, it can be taken in *tow* with a skeleton crew of a dozen or less to work the rudder and batten the sails and hatches. *Best speed* of the towing vessel is reduced by half. Or the surviving crew (if any) can be made to pilot the vessel and follow, but mutiny is always a reality (80% chance when the moment is right).
3. If the ship is abandoned and of little or no value, it can be simply set adrift or destroyed by setting it on fire and set adrift. Remember, fire may attract others as far as 20 miles away. Or sinking it by other means.

Captured Crew

1. Prisoners should be bound or manacled and placed in a safe, guarded, containment area. To avoid rebellion, it is wise to get rid of them as soon as possible (given to the authorities, sold as slaves, placed on an island, etc.). The problem with prisoners is that they take up space and eat.
2. If they are in no position to give chase or attack, leave them on their ship to return safely to port.
3. If they are a potential threat, you can cripple their ship and set them adrift.
4. If they have no value and your characters, or captain, are truly evil, the captives could be killed in any number of ways.

UNDERSTANDING MAGIC COMBAT VS SHIPS

Magic is the big guns of the Palladium World, removing ship to ship combat from the standard, ancient forms of battle previously discussed. It does not make it equal to the era of gunpowder and cannons either, because of the vast variety of different spells and effects. Magic combat is unique unto itself. Generally speaking, magic combat against a ship and its crew can be handled exactly like normal hand to hand combat with two considerations: 1) Is the attack directed against the vessel itself (damaging the ship). or 2) Is the attack directed at the crew or specific crewmen.

The proceeding is a list of spells and magic which is especially effective on the seas in ship to ship combat. In many cases, a specific effect, approach or attack is described as it relates to warfare on the water.

WARLOCK SPELLS

AIR (*Palladium RPG, pgs 81-86*)

Breath Without Air: Especially effective if knocked overboard or for underwater assaults.

Cloud of Slumber: An excellent attack against crewmen, immediately reducing the number of individual opponents. It can also cause serious trouble if key individuals, like the captain, oarsmen, rudder operator, etc., fall asleep. Remember, this spell has a range of 90ft and an area effect of 20×20×20; enough to cover a quarter to one third of most ships. The cloud can be cast directly on the ship.

Cloud of Steam: An excellent spell on the high seas, hurting and, more importantly, blinding any crewmen hit by the cloud. The cloud measures 30×30×30, and can be cast up to 90ft away, and directly on any part of the vessel (if in range).

Create Mild Wind: Conjures a 2mph wind that can keep a sailing ship moving when the natural wind stops.

Stop Wind: This is an excellent ploy to temporarily stop all pursuing sailing ships by suddenly stopping the wind. The spell affects ALL ships within its 100ft radius, including the ship with the spell caster. This spell is also useful in making sudden stops or to avoid strong winds. Oar driven vessels are not affected.

Change Wind Direction: This can be a devastating spell against sail ships. A sudden wind change blowing against the ship (in the opposite direction) can damage sails and masts. ALL ships within a 320ft radius are affected including the spell casters. This means the spell caster's ship should stop or slow down before the spell is cast. Any vessels traveling over 4mph will take damage to the sails and mast.

Damage Table

• Speeds of 5 to 10mph	2D6 damage to sails
• Speeds of 11 to 15mph	3D6 damage to sails and 1D6 to mast.
• Speeds exceeding 16mph	4D6 damage to sails 2D6 damage to mast. 1-40% chance of forward mast snapping.

Note: ALL ships affected will lurch and tilt, sending all hands reeling, and causing all characters to lose one attack that melee and a 20% chance of being thrown over-board (roll only for player

characters and significant NPCs).

The change wind direction spell is also excellent for making the wind blow in the desired direction to avoid tacking maneuvers. Unfortunately, the spell has a limited duration of 4 minutes/melees per level of the spell caster.

Create Air: Always useful in an enclosed, airtight enclosure, but it does NOT enable one to breath underwater nor create an air bubble. Very limited.

Levitate: This will not affect or harm properly secured sails.

Miasma: This will create a toxic vapor that can be directed at crewmen. Its 60ft range makes it somewhat limited.

Northwind: This spell can be used against another ship by directing an icy cold wind against its crew, making it extremely uncomfortable. Or the biting, cold wind can be directed at one's own ship providing an uncomfortable, but often needed, wind of 15mph. This can be especially important if being pursued or if the wind has stopped. Note that the wind will affect all vessels within a 200ft radius, including the spell caster's.

Wind Rush: This is another excellent spell against sailing vessels. The 60mph wind will rip at sails for one minute/melee *doing 4D6 damage to sails and 2D6 damage to masts with unfurled sails*. It can also be used to knock sailors out of crow's nests, off riggings and railings. This wind can be completely directed by the spell weaver at any one ship at a time. This short, powerful wind can NOT be used to boost a ship's speed.

Call Lightning: As usual, this is an excellent offensive spell, especially effective against sails, masts and crew. A lightning bolt can NOT be used to damage the ship's hull beneath the water line.

Darkness: Can be used against lookouts to impair visibility. Its 5ft radius per level of spell caster, limits its effectiveness.

Fingers of Wind: Can NOT rip or damage sails, but can untie loose knots.

15ft Air Bubble: Excellent for survival underwater.

Northern Lights: A good spell to immobilize crewmen.

Walk the Wind: Useful in securing sails.

Ball Lightning: Most effective against crewmen rather than the vessel itself.

Calm Storm: An excellent spell in which the caster can envelop his vessel in a pocket of calm, windless waters while a storm rages all around him. With an effective radius of 90ft per each level of experience, a high level mage can easily protect a huge vessel or even several ships at the same time. **NOTE:** The ship can not sail while protected and drifts at a rate of 1D4mph.

Dissipate Gases: This does not work against fog.

Freeze Water: This is ineffective against an ocean or sea vessel because the warlock can only freeze 20 gallons (per level of experience). However, it can be useful in freezing the water splashed on parts of the deck making, the deck slippery and dangerous to walk on, or freezing rain soaked sails, reducing speed for each frozen stiff sail. **NOTE:** The limited (30ft range) severely hampers the effectiveness of this spell.

Leaf Rustler: This can NOT hurt sails, but can be used to spy, untie loose knots and cause mischief.

Phantom Footman: This minor elemental can be used to attack sails, cut or untie rope, etc., but will NEVER go more than 30ft away from the spell caster. Very limiting.

Protection from Lightning: Works only to protect the spell caster.

Circle of Rain: Limited effectiveness; the radius will also effect the spell caster's vessel.

Darken Sky: Nice effect, reduces visibility slightly.

Invisible Wall: This is too small to seriously damage even small ships. Collision does 3D6 damage. The wall can NOT be suspended in the air to hit masts and sails.

Phantom: This minor elemental can be sent to wreak all kinds of havoc, attacking sails, untying or cutting rope, scout ahead or engage in combat.

Whirlwind: Actually has minimal affect on a ship. Its 75mph wind causes the same problems and damage as "gale force winds" (see

wind speed tables).

Electrical Field: Most effective against crewmen.

Mist of Death: Effective in destroying crewmen.

Snow Storm: The usual effects and damage apply only to the crew and sails.

Atmospheric Manipulation: This is a wonderful spell that gives the warlock mastery over the elements, altering or enhancing wind speed, rain, fog, and temperature. With a little imagination, this spell is a powerhouse for sailing ships.

Hurricane: A devastating sea storm that will destroy all open sails and their masts, as well as *destroy* any fishing boats, Trimarins and Mini-Merchants. All ships will suffer 2D6 × 10 damage per every 6 melees to each of its three, main sections: front section, mid-ship, and rear section. Masts with closed and secured sails will suffer 2D6 damage per 6 melees of hurricane. *NOTE:* Calm storm may negate this spell if successful. Also, atmospheric manipulation can reduce the damage by half if the wind (and rain) is reduced from 150mph to 90mph or less.

Tornado: This can NOT be created over large bodies of water.

WATER SPELLS (See *Palladium RPG*, pgs 95-99)

Cloud of Steam: Same as Air.

Create Fog: A good ploy in hiding from an enemy; reduces visibility dramatically (see heavy fog in weather table).

Float on Water: Good for self or others if knocked overboard.

Purple Mist: Creates a toxic mist that is excellent against crewmen.

Salt Water to Fresh: Great for replenishing precious drinking water supplies.

Water to Wine: Another excellent means of creating a drinkable fluid.

Breath Underwater: Ideal for sneak, underwater attacks.

Fog of Fear: An effective weapon against crewmen.

Foul Water: Can spoil an enemy's water and other fluids.

Resist Fire: Good for combating fire.

Ride the Waves: By this means the spell caster can be carried by a magical wave faster than any ship on the seas — 20mph. Limited usefulness.

Walk Waves: Enables the warlock to walk on water.

Water Seal: A mystic energy seal that can prevent items from getting wet. Excellent for preserving documents, scrolls, and paper or cloth articles.

Calm Waters: Good for controlling the waves around a vessel.

Circle of Rain: Same as Air.

Command Fish: This is particularly good for commanding sharks and schools of fish. An easy catch for a hungry crew.

Freeze Water: Same as Air.

Sheet of Ice: This is ineffective against vessels, but good against crew and sails (see Freeze Water).

Wall of Ice: This will do no damage to a ship and can NOT be made to appear over a sail or mast. However, it can make a great raft in emergencies.

Create Water: Great for replenishing one's drinking water.

Hail: Will NOT hurt a ship at all. However, it will damage sails and crewmen.

Snow Storm: Same as Air.

Part Waters: This can be a great defensive spell by creating a watery chasm 200ft long and 10ft wide (per level of the spell caster) which a pursuing vessel can NOT cross. It will lose valuable time going around the parted water. *NOTE* that the water can NOT be opened up directly beneath a ship, dropping it to the sea bottom and to then be crushed by the returning water. Even if the water is parted in front of a ship, the flow of the water rushing upwards will prevent the ship from going over the edge. Only oar driven vessels can push themselves over the brink and to their death (but, of course, nobody would do this).

Swim Like a Dolphin: Exceptional speed and agility underwater, reaching speeds twice as fast as the fastest ships. Great for underwater

exploration, combat and sneak attacks. Note this spell does NOT enable a character to breath underwater, but can be combined with spells or potions that do.

Water Wisps: These are minor elementals that are useless in ship combat. However, they make fairly good scouts and rescuers of drowning men.

10ft Ball of Ice: This is especially effective against sails and masts.

Toxic Mists: Effective against crewmen.

Whirlpool: This is most effective against small ships.

Hurricane: Same as Air.

Ice Elementals: These are not too effective in or under water, but can inflict great damage aboard a ship.

Summon Sharks or Whales: Great for creating distractions and summoning food.

Encase in Ice: This is useless against ships and can not even damage sails.

Storm: Will create the condition described in the weather and visibility tables.

Tidal Wave: This is especially damaging to masts and sails. The wave will damage all sections (front, mid, rear) of the ship, sails that are up and masts. There is also a chance of capsizing the vessel.

EARTH SPELLS (See *Palladium RPG*, pgs 86-91)

Rot Wood: This can be used to weaken small areas of a ship's hull or mast.

Rock to Mud and Crumble Stone: This will have similar effects on stone ships as rot wood has on wood ships.

Wall of Clay, Wall of Stone and Wall of Iron: These can NOT be dropped atop sails/masts.

Mend Stone: This can be used to repair stone ships.

Mud Mound: This is effective only on dry land or ship decks. This can be a devastating combatant.

Travel Through Stone: This enables the warlock to walk or pass through stone, including stone ships.

FIRE SPELLS (See *Palladium RPG*, pgs 91-95)

Blinding Flash: Suitable only for one to one combat.

Cloud of Smoke: This is most effective against crewmen, but can not cover the entire length of the large ships.

Stench of Hades: Good against crewmen.

Cloud of Ash: A very effective spell against ships. It creates a 30 × 30 × 30 cloud of hot ash that will temporarily blind, as well as hurt, crewmen. While the hot ash will NOT damage the wood of the ship, it is *likely* (67% chance) to set ablaze rags, rope, netting, paper and *sails*. The burning rope and sails will, in turn, set fire to the masts and dry parts of the deck, causing a fire fighting frenzy.

Darkness: Same as Air.

Freeze Water: Same as Air.

Spontaneous Combustion: This is limited by range, but great for starting small fires. Most effective against old rags, paper and worn, dry rope. Sails are NOT good targets for spontaneous combustion.

Swirling Lights: A dazzling display good for combating crewmen.

Circle of Cold: May be good against crewmen, but very limited by range.

Circle of Flame: Great against crewmen, with an 80% likelihood of starting the ship on fire. 60ft range.

Extinguish Fires: This spell will instantly put out fires of any size within a 20ft area (per level of the spell caster). This can be a godsend on a ship.

Fire Ball: Effective against men and ship, but will not start any fires because the fire ball dissipates immediately after it hits.

Wall of Fire: Great against crewmen, with a 70% likelihood of starting the ship on fire. 60ft range.

Cloud of Steam: Same as Air.

Flame Friend: A minor fire elemental which can wreak havoc aboard wood vessels. In addition to combat, it can set rope, sails, netting,

rag and other combustibles ablaze by touching or walking on them (66% chance). The tempered wood of the ship is not as susceptible, with only a 38% chance of catching on fire. Of course, standing in one place increases the odds of fire to 80%. The fire elemental can NOT survive in the water. In fact, water can kill it.

Fuel Flame: Excellent in building and spreading fires.

Heat Water: Can only affect small amounts of water; about 5 gallons per level of experience.

Mini-Fire Balls: The same as the large fire ball.

Blue Flame: Does not burn and is effective against the crew not the ship itself.

Breath Fire: Like the fire ball, will not cause fires.

Screaming Wall of Flame: Most effective against crewmen. There is only a 38% chance of setting/starting a fire.

Wall of Ice: Same as Water.

Dancing Fires: These are most effective against crewmen, with only a 38% chance of starting a fire.

10ft Wheel of Fire: This will be blocked by the sails and masts of a ship, limiting its mobility. However, it is likely to set the sails, rope and rigging on fire (67%), and possibly the deck (38%). A Wheel of Fire can NOT roll atop the waves of any body of water (sea, ocean, lake).

River of Lava: Can NOT be created in water or on a ship.

Burst into Flames: 61% likelihood of setting combustibles aflame (clothing, rope, rigging, sails, etc.). 38% chance of starting the deck on fire.

OTHER SPELLS OF NOTE (See Wizard Spells pgs 61-75).

Increase Weight: This spell is too limited to affect even a small boat in any way.

Immobilize: This spell can NOT be used against a ship, large or small, but can be cast on deck against the crew.

Swim as Fish: This spell enables the person to breath underwater, as well as swim expertly (speed 20). However, it is nowhere near as fast as the Swim Like a Dolphin spell. Good for underwater attacks.

Fly as an Eagle: Good for scouting and aerial attacks.

Reduce Objects: Can NOT be used to shrink even small ships. However, it can be used to reduce sails and masts, tearing rigging and damaging sails (but not destroying them). The 30ft range severely limits the spell's effectiveness.

Sphere of Invisibility: This is limited to a 15ft radius and can NOT be used to conceal even most small vessels.

Speed of the Snail: This spell affects only living creatures and will not slow down a ship in any way.

Animate and Control Dead: Can be useful during boarding attacks.

Diminish Others: Affects only living creatures not ships or inanimate objects.

Magic Net: This is a snare and can not be used for rigging.

Mystic Illusion: This can be an excellent ploy to frighten or confuse an opposing vessel. However, each crewman gets a saving throw, so it is very likely that somebody would be able to recognize the illusion as not being real.

Size of the Behemoth: This can make someone a very threatening opponent. Sails, rigging and masts will be particularly easy targets for a Behemoth.

Turn Objects Invisible: Can not be used to hide a ship.

Create Bread and Milk: Good for replenishing food supplies.

Teleport Self: This is very handy for ship hopping and evacuation.

Dispel Magic Barriers: This spell could be vital in removing mystic barriers, including all walls, electrical fields, and magical storms. *Negate Magic* will also have the same results.

Sorcerer's Seal: Can completely seal a room or compartment from the elements.

Impenetrable Wall of Force: Creates an indestructible 20 × 20 × 20ft (per level of experience) wall that can be cast up to 90ft away. This

wall is big enough and strong enough to seriously damage a ship. Damage is the same as a ram/collision. See *Ram Rules*.

Expel Demons and Expel Devils: These can be handier than you might think.

Teleport (superior): This is still too puny a spell to be able to teleport a whole ship. Good for sneak attacks.

Havoc: An excellent area effect spell against crewmen.

Spells of Legend: These are just as lethal at sea as on land.

WARDS AND SHIPS

Wards placed strategically on a ship can protect against fire, magic, and so on. The most significant wards, as they relate to ship to ship combat are mostly protection wards. These wards can be placed on people, strategic areas of the ship, or created and activated as needed.

Power: Will double the effect, damage, duration and range of another ward.

Area Affect: Will protect or affect everybody within its area of influence.

Permanence: (Very rare and difficult to make). Will make the effects of another ward or ward combination, or other magic, permanent.

PROTECTION WARDS:

Protection From Cold: On an individual or area effect; will protect from natural or magic cold, including snow storm. *Does one third damage.*

Protection From Dark: On an individual or area effect; will protect by instilling superior nightvision. Can see 60ft, even in a magic darkness.

Protection From Evil: On an individual or area effect, will protect from definitely evil beings with foul intent. Evil creatures and people must roll a 12 or higher to attack or harm people with the ward's protection. Evil creatures can parry or dodge any attacks directed at them, but can not counterattack unless the saving throw vs magic is successful (12 or higher). The evil force can attempt to save vs magic each new melee. A success means it can attack without pause. This ward offers minimal protection against supernatural beings. Evil is miscreant, diabolic or aberrant alignments. The ward offers *NO* protection against magic, psionics, missile weapons, or the elements, only one on one assaults.

Protection From Energy: On an individual or area effect; will protect from fire, lightning and other forms of energy. *Does half damage.*

Protection From Fear: On an individual or area effect; will protect from all magic types of fears (fog of fear, etc.) by providing a +4 to save vs that type of unnatural fear (psionic fears too).

Protection From Fire: On an individual or area effect; will protect from normal and magic fires. *Does one third damage.*

Protection From Good: Same as Evil.

Protection From Hate: On an individual or area effect; provides a +2 vs all mood/mind altering magic, including psionics.

Protection From the Invisible: On an individual or area effect; enables one to see the invisible, plus the invisible person or creature is -1 to strike, parry and dodge.

Protection From Magic: Can be placed on an individual or area affect. Provides a bonus of +2 to save vs all magic.

Protection From Sleep: Placed on individuals or area affect. Sleep inducing magic has absolutely no effect.

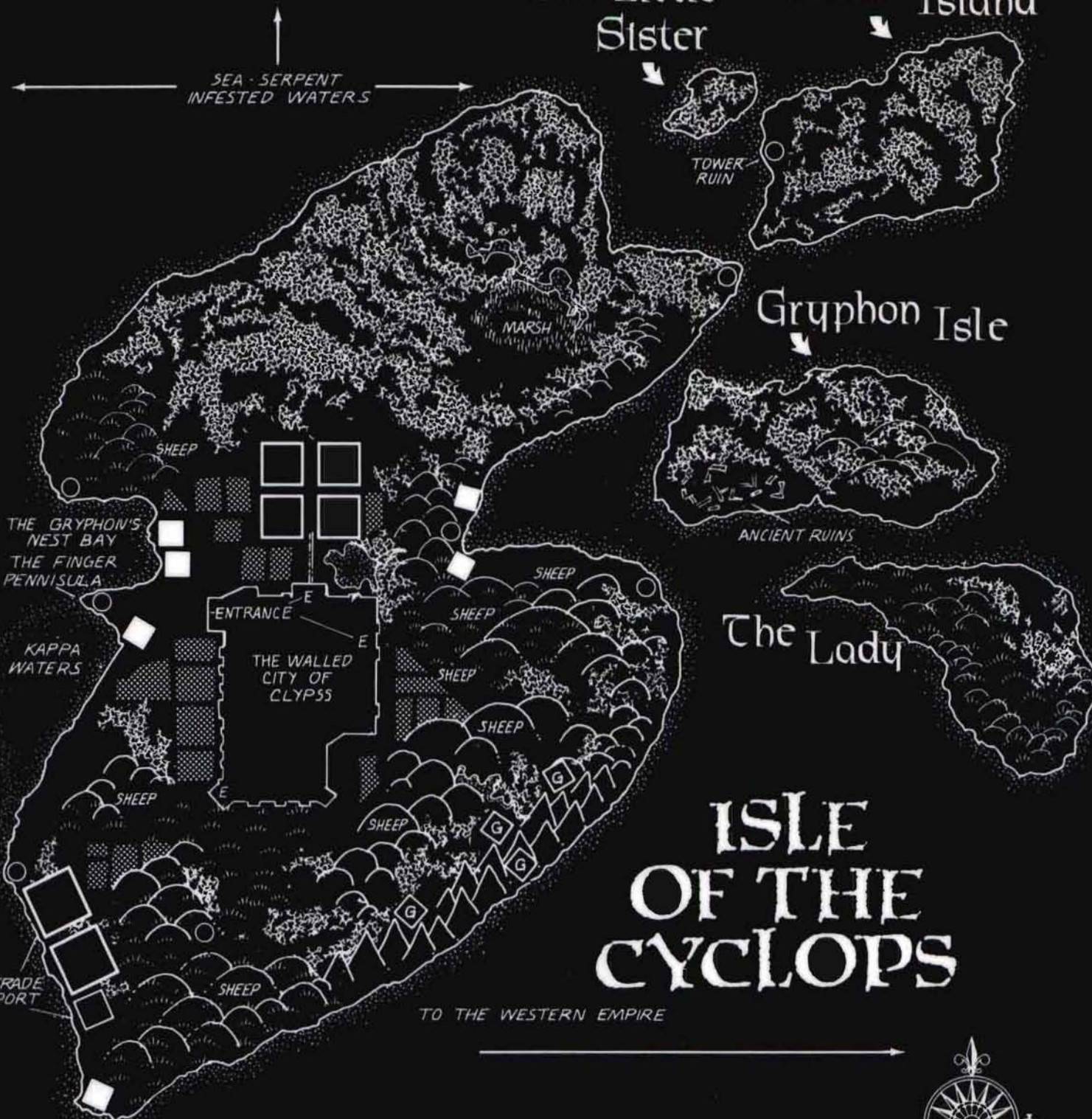
Protection From Undead: On an individual or area effect; will hold vampires at bay as if you held a cross.

MAGIC CIRCLES ON SHIPS

Magic circles are somewhat limited, but can be useful on ships, especially circles of protection and power circles. I think their usefulness and purpose are self-evident. The Demon Black Ships of the Western Empire are a good example of circle magic at its greatest and most evil.

Summoning demons, or other supernatural creatures, can be more hazardous on a ship than on land, because an amok demon could destroy or cripple the vessel, stranding you in the middle of the ocean. Extreme caution is suggested.

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