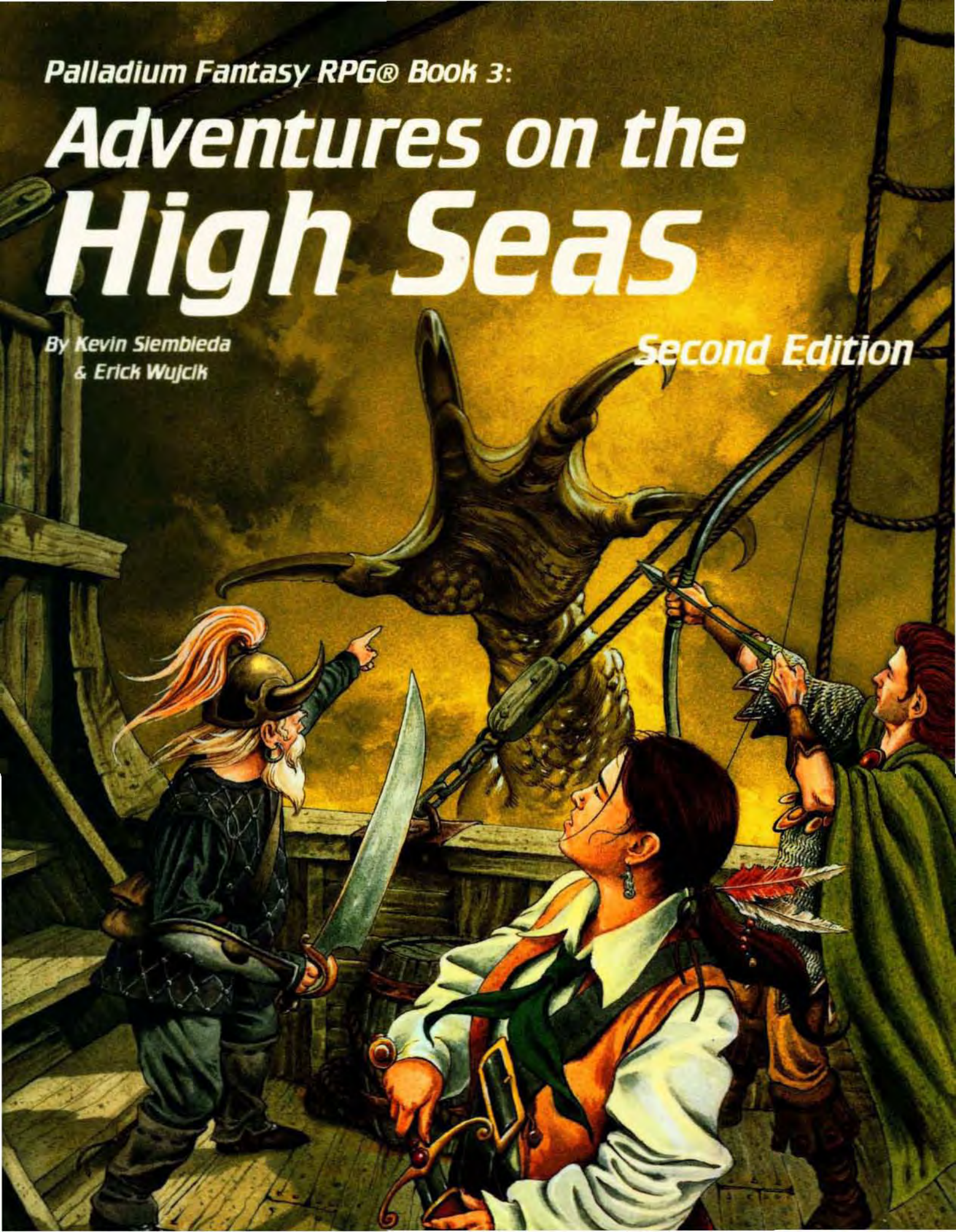


Palladium Fantasy RPG® Book 3:

Adventures on the High Seas

*By Kevin Slembleda
& Erick Wujcik*

Second Edition



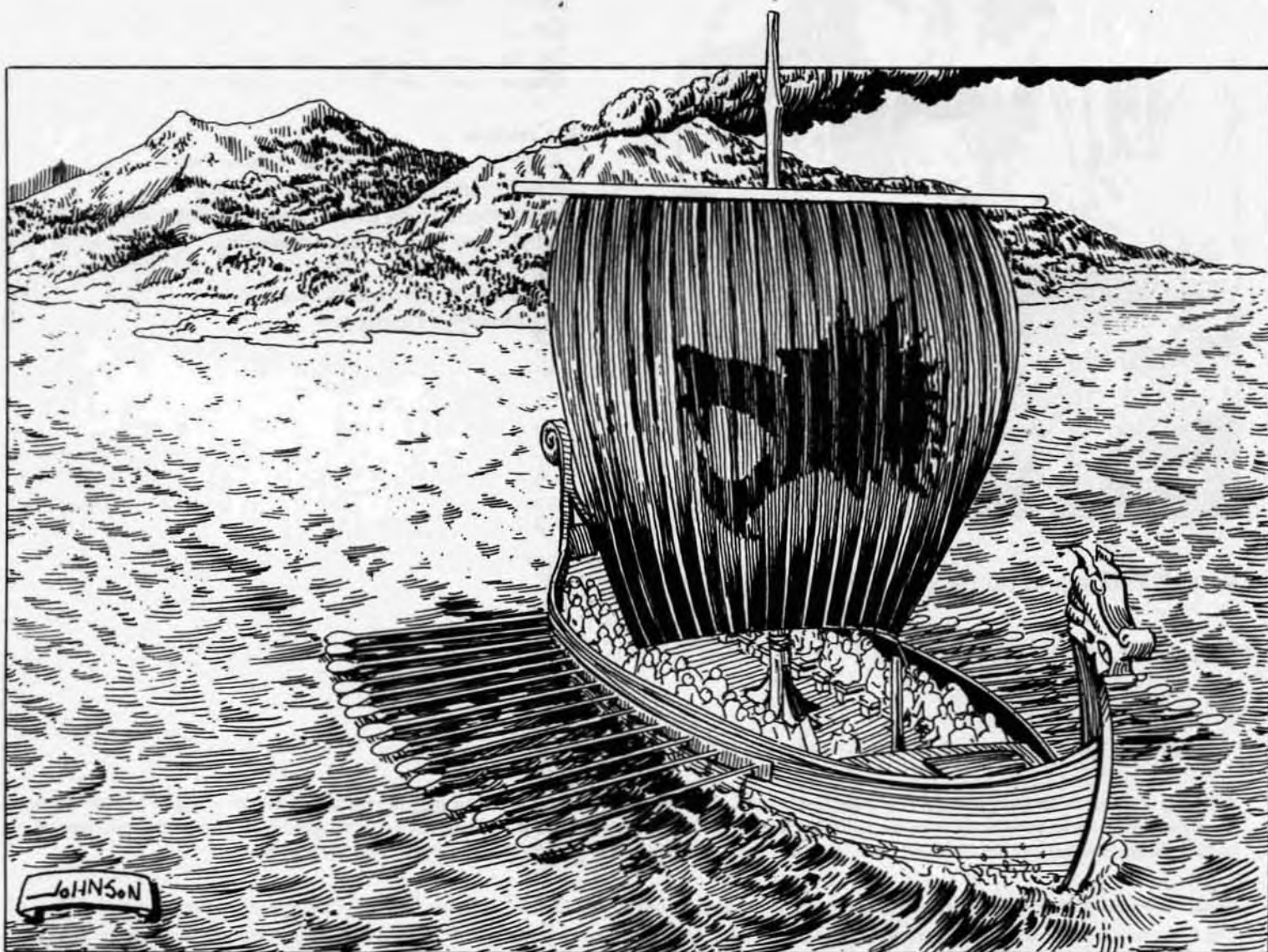
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Still dedicated to Alex, my dearest friend for nearly three decades and without whom my world would be a lonelier place.

Thanks to my original Play-testers: Steve, Thom, Randy, Julius, Roger, Randi, Kuch, Ed, Maryann, Rick, Kevin, and Tony.

— Kevin Siembieda, 1996



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Adventures on the High Seas

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— Kevin Siembieda

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More Adventures on the High Seas

The second edition of High Seas offers more insight into the people and places of the Palladium World.

A few new occupational character classes have been added to the original ones, and much of the old material has been expanded and updated. New depth is given to the description of the world and the people in it. New intrigue and menaces are brought to life, and new avenues of adventure explored.

High Seas, Second Edition also heralds the return of Erick Wujcik, who has stolen some time away from his own company, *Phage Press* (renowned for the diceless **Amber RPG**) to return to the Palladium Fantasy line and give it his indomitable touch. Erick has been quietly involved with the Palladium Fantasy RPG series since its inception, offering suggestions, ideas and the occasional adventure, cool character, villain, monster, and text. Erick created the popular *Eandroth R.C.C.* and *Silonar* as well as the *Maxpary*, *Emerin*, *Yema*, *Coyles*, and others (see **Monsters & Animals, 2nd Edition**). He is also responsible for the basic concepts behind *Dragonwright* (which he hopes to develop and explore in **Dragons & Gods™**) as well as the *Tombs of Gersidi* adventure, and contributions to many of the original editions. Erick shares my vision for the incredible Palladium World and has unbridled his imagination to help breathe new life into a dynamic world of enchantment, conflict and triumph.

Together, Erick Wujcik, Thom Bartold, Randi Cartier, and I plan to weave a web of adventure and high fantasy that will lead you, dear gamers, on epic adventures and have you clamoring for more.

A Design Note: As Erick and I were working on this book, we noticed the frequent reference to **Monsters & Animals, Second Edition** for details about giants, Faerie Folk, other races, monsters, and animals. We regret that we have to frequently refer to this book, but the Palladium Fantasy world is so expansive that it is impossible to squeeze everything into one book (as the massive 336 page rule book, with nine point type illustrations). **Monsters & Animals, 2nd Ed.** (only \$19.95 for 240 pages) is one of the few sourcebooks that most players are likely to need to enjoy the full range of the Palladium World. **Dragons & Gods** may be another 200+ page behemoth that fans will find an invaluable and necessary resource. That's one reason we try to give our fans as big and beautiful a book with as much packed into it as possible. We hope our fans understand and enjoy these and the Megaverse® of adventure that all of our books try to provide.

—Kevin Siembieda, 1996

Note: Unless a W.P. or indicated otherwise, the new skill would fall under the *technical* skill category. All sailing/ship related skills can be divided into various other categories and/or lumped in the new category of *Naval Skills* pertaining to ships & sailing.

Castaway/Shipwreck Survival (New!): (Add to Wilderness skill and Naval category) Surviving without a ship at sea is a specialized skill, since the seas of the Palladium World are quite hostile. Those with this skill know how to avoid being sucked down with a sinking ship, how to select and assemble the best driftwood and scrap for a raft, and how to float without exerting themselves (not the same as swimming) for hours at a time. Once the survivor has something to hold on to, it becomes possible to survive for days at a time, but only if you know how to get fresh water (from fish, certain types of seaweed and condensation of dew on cool metal surfaces), as well as how to keep from being attacked or eaten by sea predators. Characters without this skill, or without help from someone else who has the skill, will likely perish immediately, or within hours. Note that once on land, even the tiniest island, the skill of Wilderness Survival takes over. **Base Skill:** 27% +3% per level of experience.

Clowning (New!): (Add to Communications & Performing Arts) The profession of the clown is an ancient one, known to have been practiced on the Palladium World as long ago as the Time of a Thousand Magicks, 70,000 years in the past! Clowning is more than just a costume and makeup, although learning to wear the costumes and apply the makeup is a difficult and time consuming process. Clowns take on very special "characters" (as if the character were role-playing someone entirely different). Note that clowns, in the Palladium World are *not* considered to be funny (although they do get laughs). Their acts, skits and plays are all ancient routines (called "mystery plays"), the meanings of which are often totally lost in the history of a forgotten time. All clowns are members of the "Guild of Kleintro," no ifs, ands or buts. "False" clowns, those without guild authority, are hunted down and *killed*, usually by assassins, but royal agents of the Western Empire, the Kingdom of Timiro, and the Eastern Territory have all been involved, at one time or another, in the slaying of pretend clowns. **Base Skill:** 20% +4% per level of experience.

Deep Sea Fishing (New!): (Add to Technical and/or Naval category) Although similar to freshwater fishing (see Palladium RPG, 2nd edition, page 51), the methods involved are very different. Smaller fish are generally caught using a variety of different nets in quantity (4D6 fish at a time). For bigger fish (50 pounds and up), special tackle is required, which is actually attached to the ship. Those with this skill have a basic knowledge of the most common fish, and know the proper techniques for preparation and cooking (many Palladium World fish have poison glands or quills that must be removed prior to cooking). For net fishing, roll once every hour, but once every twenty minutes for line fishing. **Base Skill:** 32% +4% per level of experience.

Note: While someone with the Domestic Fishing skill can catch and cook fish while on ship, using their usual techniques, they'll catch only the smaller fish, and they'll only roll for success once per hour. Also, they won't have the knowledge involved in identifying which are edible, or the details of how specific fish should be prepared.

Flag Signalling (New!): (Add to Communications or Naval category) Ships at sea in the Palladium World, often miles apart, have developed a "language" based on the display of colored flags. Those with this skill can read and compose messages, as well as be able to recognize the banners, ensigns, pennants and standards used to communicate a ship's origin and status. Communicating basic naval messages ("Turn to starboard." "Do you have any fresh water to spare?" or "Beware! Pirates sighted to the northeast!") are easy for anyone with 2nd level, or better, expertise. However, non-naval messages, including names (Sir Bertrand, Port Jarl) or messages related to other subjects (magic, money or religion), are more time

New Skills & Descriptions

Castaway/Shipwreck Survival

Clowning

Deep Sea Fishing

Flag Signalling

Hand to Hand: Gladiator

History

Identify Sea Life

Jesting

Lore: Farm

Lore: Sea

Seamanship

Shipwright

Stage Carpentry, Lighting, & Assembly

Tumbling

W.P. Battle Axe

W.P. Incendiaries

W.P. Pole arm

consuming, and more difficult to compose or decipher. Since each ship usually displays banners showing their nationality and other information, those with this skill have the chance of identifying a fake (pirates often fly false flags). In addition to the common signal code (used by every seafaring nation in the Palladium World), certain navies and merchant companies have developed their own secret systems of communicating. **Base Skill:** 18% +6% per level of experience.

History: A general knowledge of the Palladium world, historical milestones, great wars, great civilizations and kings and dates of importance. Little is known about all the great eras, including The Age of Chaos, Age of Light, Age of a Thousand Magicks, The Age of Elves, Elf-Dwarf War, the Millennium of Purification, Settling of the Eastern Territory, and key events of the last 300 years. Least is known about the monster races unless the character is of a nonhuman race, then he knows more about his own people than humans, Elves and Dwarves. **Base Skill:** 35% +5% per level of experience.

Hand to Hand: Gladiator (New!): A form of hand to hand combat that is typically exclusive to the Gladiator O.C.C.; only the assassin and actor O.C.C.s can choose to elect this skill as an alternative to their normal training. No extra skill costs for the assassin, but costs three "other" skills for the actor. Described in the Gladiator O.C.C. section.

Identify Sea Life (New!): (Available from Science, Wilderness and Naval categories) Characters with this skill can identify all different kinds of fish, squid, octopus, shellfish, turtles, sea mammals (whales, dolphins, seals), and sea monsters, as well as seaweed, sponges and even swarms of tiny life forms (such as krill, the food source for many whales, and the different one-celled organisms that give off a visible glow at night). Even more importantly, the character can recognize habitats, or water and weather conditions, that signal the presence of certain kinds of sea life. For example, the character can attempt to determine what kind of fish are feeding below the ship, or what giant schools are travelling nearby, based on the appearance of certain predators such as knowing where to find tuna when certain dolphins are sighted. Includes a knowledge of which sea life is edible, useful as healing herbs, or poisonous. Another important bit of knowledge is being able to identify which barnacles, shipworms and mollusks (which live on the hull, under the waterline) are harmless, and which are immediately threatening. **Base Skill:** 27% +4% per level of experience.

Jesting (New!): (Add to Communications & Performing Arts) The medieval equivalent to a comedian is more than just a teller of jokes. The jester literally "plays the fool," in that the object is to make oneself look like an idiot. On a physical level this involves being able to trip over their own feet, look incredibly clumsy, and take pratfalls (all without seriously injuring oneself). The jests themselves are verbal jokes, part of conversations that a jester may have with himself, or with others (usually while pretending to be someone else). The idea is to always have the humor on two levels, the overt funny stuff that even the most ignorant observer will find funny, and a more sophisticated, biting, sardonic humor that only those in the know will understand. Jesters also know how to create jokes, put together comedy scenes, and assemble "situation" comedies. Traditionally, jesters wear foppish clothing that is a mix of mismatched colors and patterns. Most successful jesters are considered to be wise counselors, and are respected for being the only member of a court who can tell the monarch that he is acting like an idiot without getting himself beaten, killed or imprisoned. This is usually done by play-acting at being the monarch and exaggerating any foolish or wrong-headed moves or decisions (while funny, this is not usually done in public, but privately). **Base Skill:** 28% +3% per level of experience.

Note: There is no Jester O.C.C., but it is possible for any of the other Entertainer O.C.C.s (Acrobat or Tumbler, Minstrel, Bard, Actor, Prestidigitator or Juggler) to become a jester. On the other hand,

since being a jester is usually a full-time job, usually at a royal court, it's not a job suitable for most player characters.

Lore: Farm (New!): (Technical) This skill is not to be confused with the science of *botany* in which the character can farm, and identify and grow plants. Farm lore is a knowledge of myths and legends about real and mythological plants, roots, herbs and farming. It also includes a very basic knowledge of how to grow and care for plants, where notable plants (usually poisonous or medicinal/herbal) and mythical plants are said to be found, and adds a bonus of +2% to the skills of botany, holistic medicine and faerie lore. **Base Skill:** 25%+5% per level of experience.

Lore: Sea (New!): (Technical and Naval category) Knowledge regarding the myths and legends of the oceans and seas of the known Palladium World, including the edge of the world, sea monsters, sea creatures and aquatic people, ghost ships, and general knowledge about marine animals and whether or not they are dangerous to humanoids. **Base Skill:** 25% +5% per level of experience.

Seamanship (New!): (Technical and/or Naval categories) Most sailors don't really need to know how to sail, they just need to be able to follow orders when it comes to belaying, hauling, dropping or trimming sail, which means they need to know the difference between a crossjack, a mizzen mast, a fore lower topgallant and a hundred other names for specific sails, ropes, masts and cross-masts. The skill also includes being able to judge, evaluate and repair sails, ropes and rigging (every sailor has to be handy with a needle and thread, as well as knowing how to braid rope). Also involves the basics of ship cleaning and maintenance, as well as how to skillfully operate the pumps needed to remove the water that collects in the bilge. **Base Skill:** 22% +4% per level of experience. **Requirement:** Must also have the sewing skill.

Shipwright (New!): (Technical and/or Naval) Like an army's field armorer, the shipwright has the necessary skills of a naval mechanic, carpenter and blacksmith needed to repair ships at sea. After any storm or battle, numerous repairs are needed and even in peaceful, calm waters a ship's structure should be continuously maintained. Another task of the shipwright, one that is never finished, is directing the application of pitch (usually made from pine sap) to keep the cracks between the boards waterproof. Repairing weapons, armor, and other metal objects also falls among the shipwright's responsibilities. A shipwright can make finished objects out of wood (such as belaying pins, replacement spars or boards) and metal (nails, chain, etc.). **Base Skill:** 26% +4% per level of experience. **Requirement:** The character must also have the *carpentry* skill, but gets a +5% bonus to carpentry with this skill-combo.

Stage Carpentry, Lighting and Assembly (New!): (Technical) Combining a little bit of a lot of different specialties, the character understands how to build a stage, make bench seats, and build props and stage backdrops. In the case of props and backdrops, the character knows how to make *fake* weapons, walls, breakaway chairs, and so on, that *look* real, at least from a distance of 15 feet (4.6 m) or farther. For example, a fake throne room would require a throne, walls painted to look like the inside of a castle, and perhaps a hanging candleabra, or a few torches on the wall. **Base Skill:** 20%+3% per level of experience. **Requirement:** The character must also have the *carpentry* skill. **Note:** Warriors with the skill to recognize weapon quality are +10% to recognize stage weapons even from a distance.

Tumbling (New!): (Add to Physical skills category) 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, cartwheels, somersaults, and hand stand 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: +4 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. 40%+5% per level.

Body Throw: While usually used on a cooperative partner, this judo-type flip can be used on an opponent, doing 1D6 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: 5 feet long (1.5 m), plus one foot (0.3 m) for every other level of experience. 4 feet high (1.2 m) plus one foot (0.3 m) for every three levels of experience.

Pole Vault: 8 feet (2.4 m) high, plus two feet (0.6 m) 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.

+2 to roll with punch, fall or impact.

+2 to P.S.

+1 to P.E.

+2D4 to S.D.C.

W.P. Battle Axe: Training with all types of large axe weapons, including single blade and double-headed axes and picks. **Bonuses:** +1D6 damage at level two! +1 to strike at levels 1, 3, 5, 8, 12 and 15. +1 to strike when thrown or to parry at levels 2, 4, 8, and 12; not designed for throwing.

W.P. Incendiaries (New!): Fire is the most common and most devastating weapon of ship to ship combat in the Palladium World. While mages are frequently employed, serving as living artillery, most ships of the line (i.e., warships) are equipped with incendiary devices. Different nations have developed different formulas, but they are all used in the same way. First, a container filled with the burnable substance is loaded into a ballista, catapult, onager or trebuchet. Second, either a fuse or the stuff itself is set on fire. Third, the device is fired at the target. Fourth, if all goes well, the burning substance then hits the sails, or lands on the deck of the target ship. In addition to being able to handle the "Greek Fire," burning pitch, or flaming oil, the character also knows the best way of extinguishing any enemy incendiaries, and will know when to use water, vinegar (well-prepared ships have barrels of vinegar to put out flaming oils), sand or sails to put out a fire. **Base Skill:** 20% +5% per level of experience. Failure usually means that the fire is snuffed out before it hits the target. **Requirement:** The character with this skill must also have W.P. Siege Engines as well.

W.P. Lance Note: The use of the lance is limited to the knight and Paladin O.C.C. and is not normally available to other O.C.C.s. See the descriptions under *The Way of the Lance* in each of the respective O.C.C.s.

W.P. Pole Arm: Training with all types of large axe weapons, including the glaive, sabre, halberd, runka, scythe and voulge, among others. **Bonuses:** +2 damage at levels two and eight! +1 to strike and parry at levels 1, 3, 6, 9 and 12. +1 to strike when thrown at levels 3, 7, and 12; not designed for throwing.



Additional Spells

Fleet Feet

Range: Self or other by spell or ritual up to 20 ft (6 m) away.

Duration: Two melee rounds per level of experience.

Saving Throw: None

P.P.E.: 20

Level: 6th level Wizard spell.

Fleet feet is an extremely popular and powerful magic spell. Its popularity and commonness that makes it a 6th level spell.

The incantation *doubles* the physical prowess, speed and mobility of the enchanted person for 30 seconds (2 melee rounds) per level of the spell caster. This means the character's speed and P.P. are doubled (providing increased P.P. bonuses to strike, parry and dodge) and perhaps most notably, the character's *attacks per melee round* are all doubled for the duration of the spell.

While the character is a veritable whirlwind of action, the enchantment does have some drawbacks. He is moving so fast and doing so much that the character is -2 on initiative and not likely to see a surprise attack coming (in most cases, a surprise attack or strike from behind is automatic). Furthermore, the performance of delicate skills like picking locks or pockets, carving, writing, etc., are all at -20% and the character cannot control his precise movement.

Mask of Deceit

Range: Self or other by touch.

Duration: 10 minutes per level of experience.

Saving Throw: Everybody who encounters the magically disguised character gets to save vs magic, but are -4 to succeed. A successful save means the true features are seen, not the mask.

P.P.E.: 15

Level: 6th level Wizard spell.

The spell magically creates an illusionary mask over the person's own facial features. Age, gender, skin color, hair, hair length, and specific features are composed by the thoughts of the spell caster. However, the magic is limited to facial features and does not apply to any other part of the body, nor does it add to one's height. The mage can attempt to imitate a specific person's face, but has a mere 20% +3% per level of experience success rate. The disguise skill adds a bonus of +10%.

Radiate light

Range: Self or other by touch.

Duration: One minute per level of experience.

Saving Throw: Not applicable.

P.P.E.: 8

Level: 3rd level Wizard spell and 2nd level Air Warlock magic.

The spell causes the character's entire body to glow with an illumination equal to 10 candles but is gentle to the eyes. The light can be used to shed light on the area around the character like a lantern without the flickering. The light also has a calming effect and adds +1 to the charisma of the character who is aglow.

Other Notes

A Note About Elves

One of the *natural abilities* of the Palladium Elf is to see in total darkness; nightvision 60 feet (18.3 m). Somehow, this was accidentally omitted from the first printing of **Palladium Fantasy RPG, Second Edition**. Sheesh.

Palladium Armor Notes

The S.D.C. for Hard Leather armor (full suit) should be 30.
The S.D.C. for a half suit of Soft Leather is 10; A.R. 6.
The S.D.C. for a half suit of Hard Leather is 12; A.R. 8.
The S.D.C. for a half suit of Studded Leather is 20; A.R. 9.
A half suit of padded, quilt or cloth isn't worth while.

Multiple O.C.C.s

A player can change his character's O.C.C. at any point in his life, provided all O.C.C. requirements are satisfied. This change in occupations can be done only once and creates a *split* class—a character with knowledge and skill in two different areas (sometimes radically different areas).

When this choice is made, the original O.C.C. skills and growth in experience are frozen. The new O.C.C. skills are selected as usual, but only half the number of *O.C.C. related skills* are available. Duplicate skill choices should not be made.

If an O.C.C. skill is duplicated as the result of the new occupation, the character does not learn the skill over again but starts with an advantage (higher level of expertise). That skill remains frozen with the rest of his original O.C.C. skills, until the new O.C.C. reaches the equivalent level of experience. At this point any *duplicate* skills continue to grow with experience as the character increases in skill and knowledge of his second occupation. All other skills from the original O.C.C. remain frozen. **Note:** The character cannot switch back and forth from one O.C.C. to the other in an effort to grow in both areas of expertise. In most cases, each Occupational Character Class is very specialized and often requires years of specialized training and dedication to master that O.C.C. Thus, one cannot bounce back and forth, the player must make a choice for his character and stick with it.

Experience considerations and modifications: Characters who select a second O.C.C. from the same O.C.C. category as his first occupation does not suffer any learning disability or experience consideration or penalties. Thus, a soldier can retire from soldiering (all soldiering skills and experience points in that profession frozen) to become a Ranger (or any man at arms) without penalty. This means he starts as a *first level* Ranger with zero experience points. Experience points are gained as usual and he grows in levels of experience the same as any new Ranger.

Selecting a new occupation from a completely different area of knowledge and expertise means the character advances in levels of experience very slowly—double the amount of experience points necessary to reach each level. For example, if a 6th level soldier retires to select a new O.C.C., all his soldiering skills and experience points are frozen at 6th level. During his years of military service he becomes interested in magic (or whatever) and decides to become a wizard. Normally a first level wizard needs 2240 experience points to reach second level, however the ex-soldier needs 4480 points because this new O.C.C. is very different from soldiering. To reach third level he'll need 8960, and so on.

The progress of a second, specialized and highly skilled occupation is slow because the character does not have the benefit of years of training or apprenticeship that most characters have when they dedicate themselves early to *one* occupation. Furthermore, old habits die hard, and the character of a multiple character class *will* inevitably use the skills of his original occupation. This hampers the learning of new skills and disciplines. Unfortunately, the old skills aren't generally used enough to grow in expertise in those areas, but are used enough to keep them from deteriorating. Despite the slow progress of perfecting a second O.C.C. (and often a new lifestyle), the skills and abilities from it can be gratifying, fun and exciting.

Note: A character cannot learn a new occupation, especially a very different one, by osmosis. He needs a mentor or teacher to show him the ropes and help in his studies and practice. This means the character must find time to learn, master and develop his new occupation. It is ideal if his teacher is a member of the player group (Non-Player Character/NPC or player character). If not, the character may need to take a sabbatical from the group or learns at an even slower pace (triple the amount of experience points needed to achieve each new level).

Switching back. Sometimes a career change is a mistake, and the character may want to return to his original O.C.C. (I don't recommend a third O.C.C. selection, as this can become funky and cumbersome). Returning back to the *original* O.C.C. is easy. The skill level and experience points of the second occupation are forever frozen and the old O.C.C. skills and experience points are unfrozen to advance as usual. This career choice is final, so the character *cannot* switch back to the second O.C.C. at some later date. Of course, he can use the knowledge and abilities of the second O.C.C. for the rest of his life, only they never improve. He may even retain an interest in some areas and pursue them for fun like a hobby, but not extensively enough to grow in experience.

Starting Equipment: The multi-class character who switches back to his old O.C.C. does not get any new equipment or money for switching back. When changing from one occupation to a second, new occupation, the character should start with the equipment and money from the first O.C.C. and does *NOT* get the starting equipment of the new occupation. He must buy necessary equipment with money earned from the original profession. If he/she lacks the necessary funds, it's time to sell some of that old, obsolete equipment. Sticking with the soldier example, he or she should consider selling some weapons, armor and the old war horse to purchase items needed for the new occupation.

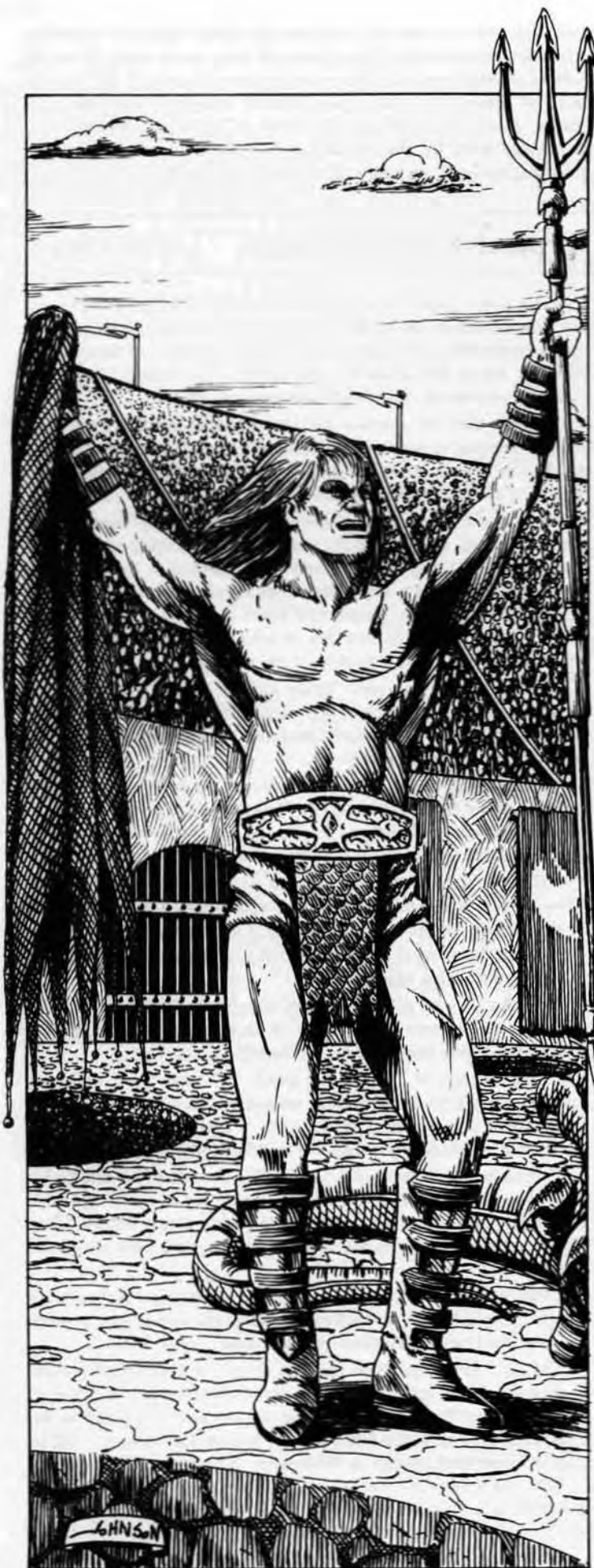
Skill Bonuses: On skills that are repeated, do not add the bonus from the second occupation to the first, but use the highest skill bonus of the two.

O.C.C. bonuses such as pluses on initiative, to strike, save vs magic or horror factor and so on, are accumulative in the sense that the character can draw on bonuses acquired from both O.C.C.s. However, the player only uses the higher of the two when a bonus is repeated.

The Gladiator & The Arena

The *gladiatorial arena* is "the" major form of entertainment in the Palladium World. Take a moment and think about the wide range of entertainment available to the modern television viewer: violence and action with police and adventure dramas, sex, murder and betrayal from soap operas (both daytime and nighttime shows), games of chance through a variety of game shows, as well as comedy (lots of comedy), cartoons and documentaries. Contemporary live entertainment includes spectator sports like boxing, football, hockey, racing, rodeos, circus, concerts, and the news.

There may be no television in the medieval Palladium world, but there is some measure of organized entertainment. Even the smallest village will sponsor a variety of local festivals, parades, and social gatherings. Many towns have one or more dance halls, numerous pubs/taverns and the occasional theater and/or casino. Some also offer less savory (often illegal) forms of recreation, including gambling halls, drug dens, and houses of prostitution, among others. The occasional circus, travelling show, minstrels, bards and other entertainers may also offer entertainment in the town square, an empty lot, or on the outskirts of town. All these things offer a moment's respite from the toil or dullness of one's everyday life, but none offer the spectacle of the *gladiatorial arena*.



Arenas are found throughout the world, especially in the older kingdoms of *Timiro*, *Bizantium* and the *Land of the South Winds*, but nowhere in the world does the gladiatorial arena flourish more than in the **Western Empire**. The largest cities in the Western Empire might have up to a dozen, different stadiums offering a variety of entertainment every night of the week! Some of these stadiums are small, seating fewer than 2000, while others are large coliseums accommodating 10,000 to 40,000 spectators and extravaganzas of all kinds. One of the most famous Western stadiums can be filled with water where mini-naval battles and hand to hand combat against Kelpie, water elementals, crocodiles and other aquatic monsters are waged. Wealthy merchants and the decadent nobility of the West often have their own, *private arena* for duels, boxing, wrestling, animal fights and similar contests — these rarely seat more than 200 spectators. At most kingdoms only the largest cities have one or two arenas of medium (3,000 to 9,000) or large size. Shows are typically presented once a week (sometimes once a month) and during festivals and/or on other special occasions.

Arena shows are incredibly varied. In a single afternoon the bill of fare might include several musical, dance and variety acts, magicians and jugglers, clowns, trained animals performing tricks, and animal fights (pitting one against the other or against condemned prisoners or gladiators), followed by horse or dog races, chariot races, foot races, jousts, and typically ending with "Blood Sports" — boxing, savage wrestling, tough man contests, duels and gladiatorial games. The arena is also frequently the site of public executions.

Different times and places have different customs and variety of shows. Fads and fashion typically determine the popularity and frequency of events. Gladiatorial contests and most forms of "blood sports" are outlawed in the *Eastern Territory*, while the audience thrives upon "gladiatorial blood sports" in the *Western Empire*, which are battles to the death between man and beast or humanoid combatants. Meanwhile, chariot racing is the rage in *Timiro*, while *Lopan* is the site of an Olympic-style contest held once every six years and involving all manner of sports, riding, skills at arms and combat. Contestants come from around the world and even many of the monster races are allowed to participate.

Often the entertainment scheduled at a gladiatorial arena depends on the *sponsor*. Running an arena is an expensive proposition. Government owned arenas must constantly work to keep maintenance costs low and attendance high. Private and church owned arenas are forced to pay huge attendance taxes. For most owners, the price of admission (which may vary with the event) and concession stands barely pay for maintenance, acts of vandalism, and the normal damage caused by the spectacles themselves (all spectators attend at their own risk and casualties in the audience are not uncommon). Many arenas make their profits by renting their facilities to business owners and nobility who pay to use the arena for short periods; a single event to an entire day of excitement. Political leaders, whether elected or royal, can win favor with the people and increase their popularity by sponsoring shows and distributing free or inexpensive tickets to the masses. Merchants can use the events as advertising for their business establishment or new products.

Singers, musicians, clowns, horses and jockeys are easy to come by. The three things that most arenas are constantly looking for are *victims*, *exotic animals*, and *combatants* for gladiatorial combat and games. Of these, the professional *gladiator* is most coveted.

Victims are usually condemned criminals or slaves. Criminals are preferred, because they are cheap; only modest bribes or purchase price needs to be paid to the courts and nobles for the humanoid refuse locked away in 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 brutally punished, maimed or killed. The more heinous the crime, the better the reaction from the crowd. Non-humans (especially Wolfen and Giants) are always a favorite (and whose only crime is typically being captured by humans).

Slaves tend to be more expensive and much less popular unless they are exotic in some way. 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 elderly, rebellious and monstrous slaves are being offered for cut-rate prices.

Exotic animals and monsters are always in high demand. The rarer and more deadly the beast, the higher the price and the greater the attendance. The constant need for new attractions places a high demand and good price for strange and monstrous creatures. Some merchant marines and slavers go so far as to specialize in the capture and transport of particularly large and dangerous "live" cargo, making raids into the Yin-Sloth Jungles, Baalgor Wastelands, Northern Wilderness and even the Land of the Damned to acquire exotic animals and humanoid warriors.

Professional gladiators are as much entertainers as warriors and command top dollar. In addition to being skilled at hurting, maiming and disarming their opponents, they know how to be flamboyant, strut, flex muscles, talk trash, issue challenges with flair, and drag out a fight for dramatic effect. Most usually try to create an aura of mystery and danger about themselves not unlike modern day wrestlers. However, while some of their battles may be staged, these characters are genuine fighters. A contest between trained gladiators is often bloody and deadly. If the two hate each other and the fight is to the death, theatrics are often discarded and the battle quick and brutal. Typically, the first few minutes involve the two opponents sizing each other up with feints and jabs to test each other's reaction and balance. Suddenly, faster than the eye can follow, they clash! A rapid exchange of blows follows until one staggers away bleeding. The difference between life and death is now a mere fraction of an inch and a death blow away. If a battle to the death, only one will leave the arena that day and magical healing is forbidden (bodies are sometimes stolen and resurrected by allies or loved ones and can lead to a sell-out rematch).

An arena promoter will reject staging "real" fights as a main act for three reasons.

First, an arena has to entertain the crowd from early afternoon when the crowd starts drifting in, until the last torch-lit climax, hours later. Not only would filling that time with hundreds of "real" fights be expensive, it would also be incredibly boring to the crowd.

Second, the average arena fan is quite a distance from the action. Even if you've got a great seat ("blood-splatter" tickets, right in the front row, are usually the most expensive even though these spectators run a real risk of becoming part of the action), something happening right in the middle of the field is going to be from fifty to two hundred feet distant. Imagine sitting in the bleachers of a baseball stadium and watching a realistic fight (sorry, no binoculars available). There's no way you could see any of the "real" action. Gladiator contests are usually fought with wide, sweeping gestures, roundhouse swings and action for dramatic effect and so the crowd can see what's 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 and monsters 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 *real* 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 against a truly worthy opponent would be something the champion gladiator would face only a couple of times a year. Of course there are exceptions. Some gladiators are bloodthirsty maniacs who like to fight and kill, so they accept dangerous challenges regularly. Some accept all challengers.

Gladiators come from all walks of life. Some soldiers and professional fighters are drawn to the fame and fortune of the arena. Young

kids and even the 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

By Erick Wujcik

Let's give a listen to the Palladium version of the arena ringmaster. 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 attempts 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 eight and crippled another three. "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! Yes sir, that eighty 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 gambling is going to be heavy on this one folks, I suggest you get to the betting 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 Jerisy finally get his just deserts."

"From the roar of the crowd it sounds like quite a few of Jerisy's farmer 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 armor. 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 Jerisy!"

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

Old Lord Jerisy was found guilty of forgery and sentenced to death in the arena. Supposedly, his title has earned him the use of a full set of armor 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 unarmored 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.

Optional Arena Roll-Up Table (Roll percentile)

By Erick Wujcik

01-10 Coliseum. The very largest kind of arena. Huge, with a circular dirt field about two hundred feet across! The stands can accommodate up to 80,000 fans (roll 2D4 and multiply by 10,000). Found only in the largest cities, usually only in the Western Empire, or in a country's largest city. Usually there are several underground levels, a complete set of dungeons, animal pits, etc. Unlike most arenas where vendors selling snacks, drinks and souvenirs go through the crowds, coliseums often have sales areas right under the seats, so people can just walk down a few steps and buy anything they might want during the frequent breaks in the action. It's possible to find old Coliseums, left over from different ancient periods, just about anywhere (in less populated areas, they stage all the action in just one end of the field, seating people accordingly).

11-30 Amphitheater. Can handle up to 60,000 fans (roll 1D6 and multiply by 10,000). Usually circular, with a playing field from sixty to one hundred feet (18.3 to 30.5 m) in diameter. Amphitheaters are equipped with elaborate staging areas underneath the seats, including animal pens, cells for prisoners, dressing and practice rooms for gladiators, an armory, offices, and all the kitchens and plumbing needed to feed and water the crowd.

31-60 Arena. Seating for up to 18,000 (roll 1D6 and multiply by 3,000). Grass or sand, from 50 to 80 feet (15.2 to 18.3 m) across, is available for the performers. The accommodations under the stands for animals, prisoners or gladiators are cramped and primitive (well-known or well-off gladiators will probably take rooms elsewhere).

61-80 Bowl. More of a private theater than a true arena, bowls are usually built by the wealthy, or by a royal family, for their own amusement. Seating is luxurious, with ample room for serving tables, servants, and cushions. Tickets, when they are made available, are for the cramped front benches, or for a few rows of bleachers far from the action. Typically up to 300 luxury seats, room for 200-600 servants, and benches and bleachers for an additional 500-2000 spectators.

81-90 Piazza. An area in a town or city used as a public square, with buildings on all four sides. Handles up to 2,400 spectators (roll 2D6 times 200 to determine size). Until they put on a show, the area is usually the town's market square or a town meeting place for festivals, parades and speeches. One of the buildings is typically some kind of public hall, with two or three floors of elevated seats. However, the best seats are usually in the other buildings, and the people who own them, or live in them, can charge what they like.

91-00 Outdoor Arena or Heath. Set in the countryside, no more than a couple of miles from the edge of the nearest town, the "arena" is placed in a natural bowl, or where hills form a good slope for seating. Most people sit on the grass or bring their own chairs. Only a couple of hundred permanent seats and/or a few royal platforms are set up for the wealthy and privileged to watch the entertainment. Most of the work involved in constructing an outdoor arena involves landscaping the performance area (can be grass, sand, gravel, or packed dirt), so that the rain easily runs off and doesn't affect the show. Monster and slave pens and cages are typically built into wagons, and a few cages or pits may also be part of an outdoor arena.

Gladiator O.C.C.

Gladiators are trained fighters. They learn warfare skills similar to those of soldiers, mercenaries and assassins. Yet they are also entertainers. Fighting in the arena involves a lot more than just survival, accuracy or deadly speed. A gladiator has to fight with style. Each sword stroke must be on target, but also dramatic. The gladiator has to be able to kill on cue, and 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 (although things don't always go according to plan).

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 minor wound look more serious than it is in actuality. Gladiators must also train with a variety of arms and armor. At any time they may be called upon to fight with a strange weapon and little or no armor.

Gladiators & Armor

Gladiators view armor 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 armor; the arm shield and a light chain vest is most common. *Half suits* of scale mail, splint, or plate and chain or plate are also used. Half suits of armor tend to provide maximum protection of limbs and head while allowing for excellent maneuverability. A gladiator will rarely, if ever, wear a full suit of armor unless it's leather.

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. Personal equipment can include all types of arms, armor and odds and ends.

Employment for Gladiators

A lot of gladiators travel from place to place, making money any time they find an arena, strongman/warrior competition, or even participate in travelling sideshows. For a typical full day's work, which might include herding dangerous animals, fighting in melee combat, and generally helping out, the gladiator could get 10-30 gold, plus lunch and dinner. A featured performer, either a gladiator who can put on his own little act, or one who will participate in one-on-one combat, could get paid twice as much. "Prizes," given to the winner of a number of bouts in a tournament generally are at least 50 gold, and could be several times more. Higher prizes will attract a lot more participants, which means the gladiator may have to fight several opponents in a single day or some truly deadly or monstrous opponent(s). If the prize is really big, one can be assured the opponent(s) will be "really tough." Famous gladiators who have won several big prizes, or who have defeated other "big name" gladiators, can command high fees just for participating in an arena event (typically 5-10 times more than the average Joe).

Away from the arena circuit, or when gladiator work isn't available, many of these fighters turn to working as mercenary warriors (pay varies; see the Mercenary O.C.C. in the *Palladium Fantasy RPG*). Some of the less scrupulous may also engage in banditry, thievery and other dark deeds.

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 O.C.C. 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.

Hand to Hand: Gladiator

Level

- 1 Starts with two attacks per melee round, the ability to *disarm* an opponent on a roll of 19 or 20, and +2 to roll with punch/fall/impact.
- 2 +3 to pull punch, and +1 to strike and parry.
- 3 +2 to damage and the *paired weapons* skill.
- 4 One additional attack per melee and +2 to save vs horror factor.
- 5 +1 to strike, and *disarm* on a roll of 18-20.
- 6 +1 to parry and dodge; *entangle* and *body flip* (1D6 damage).
- 7 One additional attack per melee and +2 to damage.
- 8 Stun on an unmodified roll of 18, 19 or 20.
- 9 +2 to pull punch, +2 to roll with impact/punch.
- 10 One additional attack per melee.
- 11 +1 to parry, +2 to dodge, and +2 to save vs horror factor.
- 12 Death blow on a natural 18-20 (see *Palladium RPG* page 44 for description; must call it before strike is rolled).
- 13 One additional attack per melee.
- 14 +2 to pull punch and disarm on a roll of 17-20.
- 15 Critical strike (triple damage) or knockout from behind.

Gladiator O.C.C.

Alignments: Any, but usually unprincipled or anarchist (a good character is not likely to make a career as a professional gladiator by choice).

Attribute Minimum Requirements: I.Q. 6, P.S. 10, P.E. 9, P.P. 11 or higher. The higher the P.S. and P.P. the better.

O.C.C. Skills:

- Climb/Scale Walls
- Dance (+10%)
- Disguise (+10%)
- Imitate Voices & Impersonation (+4%)
- Languages: Native Tongue at 98%, plus two of choice (+10% each)
- Recognize Weapon Quality (+15%)
- Sign Language (+10%)
- Streetwise (+6%)
- W.P. Sword
- W.P. Spear
- W.P. Forked Weapons/Trident
- W.P. Net
- W.P. Shield
- Hand to Hand: Gladiator (Special)

O.C.C. Related Skills: Select eight other skills at level one, plus select one additional skill at levels three, five, seven, nine and eleven. All new skills start at level one proficiency.

- Communications & Performing Arts: Any (+5% each)
- Domestic: Any
- Espionage: Any
- Horseman: General or Exotic only
- Medical: First Aid only
- Military: Any
- Physical: Any (Boxing is typical)
- Rogue: Any (+5% each)
- Science: Math only.
- Scholar & Technical: Any (+10% on language skills only).
- Weapon Proficiencies: Any (W.P. Archery is available *only* as a secondary skill)
- Wilderness: Any

Secondary Skills: Select four secondary skills from the previous list at level one, and one additional skill at levels two, four, six, eight, ten, and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The character starts with two sets of street clothing, plus three sets of arena costumes. Each set includes cape or

cloak, shirt, pants or kilt, leggings, footwear, belt, etc. Also a bedroll, a backpack, a purse or shoulder bag, a water skin and a tinder box.

Armor: Starts with a half-suit of scale mail (A.R. 11, S.D.C. 35).

Weapons: All gladiators start with a small shield and a short sword, as well as a set of caestus (weighted boxing gloves that do +2 to damage with punch). Each gladiator also has a choice of *one* of the following: (1) a long sword and matched dagger, (2) spear and large shield, or (3) trident with metal net and helmet.

Money: The character starts with a savings of 125 gold.

Entertainer O.C.C.s

By Kevin Siembieda & Erick Wujcik

Acrobat	Knife-Thrower (see Juggler)
Actor	Minstrel
Bard	Prestidigitator
Juggler	Tumbler (see Acrobat)

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 we hope to provide 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.

Is an entertainer character really a viable entity in an adventure game? Yes, we 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. Entertainer O.C.C.s, especially Bards, Actors and Prestidigitators, add a bit of spice; a change from the more conventional fantasy characters. They are also alter-egos requiring a greater degree of role-playing to be most effective. This will challenge some, and turn off others. It's up to both Game Master and the players to make their own choices. Just give it your best shot and enjoy.

Typical Entertainment Skills

- Acrobatics (see *Palladium RPG*, 2nd edition, page 55)
- Card Shark (see *Palladium RPG*, 2nd edition, page 56)
- Clowning (New!)
- Concealment (see *Palladium RPG*, 2nd edition, page 59)
- Dance (see *Palladium RPG*, 2nd edition, page 51)
- Disguise (see *Palladium RPG*, 2nd edition, page 51)
- Escape Artist (see *Palladium RPG*, 2nd edition, page 51)
- Imitate Voices & Impersonation (see *Palladium RPG*, 2nd edition, page 51)
- Jesting (New!)
- Juggling (see *Palladium RPG*, 2nd edition, page 56)
- Language (Note: while language is not exactly an "entertainment" skill, many kinds of travelling entertainers need to be able to speak to a range of different people. See *Palladium RPG*, 2nd edition, page 50.)
- Lore knowledge (any, can be useful in weaving stories).
- Mime (see *Palladium RPG*, 2nd edition, page 50)
- Palming (see *Palladium RPG*, 2nd edition, page 57)
- Pick Locks (see *Palladium RPG*, 2nd edition, page 57)
- Play Musical Instrument (see *Palladium RPG*, 2nd edition, page 50)
- Public Speaking (see *Palladium RPG*, 2nd edition, page 50)



Sing (see *Palladium RPG*, 2nd edition, page 51)

Tumbling (New!)

Ventriloquism (see *Palladium RPG*, 2nd edition, page 597)

W.P. Targeting/Missile Weapons and W.P. Throwing Weapons (Note: the character has learned to throw weapons as part of an act, usually as a knife thrower, see *Palladium RPG*, 2nd edition, pages 59-61.)

Writing (see *Palladium RPG*, 2nd edition, page 51)

Entertainment Guilds

Throughout the Western Empire, and in some of the larger cities of Timiro, Phi and Lopan, there are special guilds for entertainers. These guilds serve to control competition, to preserve the knowledge of the craft (many have special training programs), and to act as a social support system for members who are disabled or retired.

The Actors' Guild is more of a banking institution than a guild. Its main purpose seems to be distributing money in the form of grants and loans. Since the putting on of plays is usually very unprofitable, wealthy actors (usually those who have found success in one of the great cities of the Western Empire) are expected to contribute heavily, and to designate the guild as the main beneficiary in their wills. That money is then used to help support all the various travelling actors. This system has been used for centuries, and seems to be paying off, since the popularity of the theater seems to steadily grow, even in the most remote regions of the world. The Actors' Guild also has apprentice and training programs, a number of libraries (for the gathering and preservation of both ancient plays, as well as new and original works), and a few small factories producing portable props and other theatrical equipment.

Jesters' Guild. With the exception of the clowns, the jesters have the most closed and secretive of all the entertainment guilds. This may be due to the number of jesters who are employed in the palaces of royalty, the nobility, and the very rich, and who are often able to pick up very sensitive, valuable information on the affairs of state and commerce. The jesters tolerate the presence of nonmember "street" jesters, but will insist that anyone who becomes a court jester, or even becomes well-known as a jester (to the point where their name will draw a crowd), will have to join. A rather surprising number of talented, non-guild-member jesters have suffered the odd mutilation of having their tongues torn from their bodies (rarely fatal to the body, but it does put an end to a career as a jester).

The Guild of Jugglers and Knife Throwers. Of all the guilds, this one is the least organized, and the most like a social club. There are several guild halls, most in the Western Empire, but some can be found in the main cities of the larger nations, all of whom are very welcoming to new members. Impostors attempting to get into this guild have a tendency to be seriously hurt, since hearing the word "catch!" is not to be taken lightly.

Guild of Kleintro is by far the most feared and deadly of all the various entertainment guilds. All clowns are members of the Guild of Kleintro, no ifs, ands or buts. "False" clowns, those without guild authority, are hunted down and *killed*, usually by assassins, but royal agents of the Western Empire, the Kingdom of Timiro, and the Eastern Territory have all been involved in the slaying of pretend clowns. Members of the Kleintro, even when they are not in clown garb, are usually easily identified by their bizarre gloves. It's not just that the gloves are large (they are!), but that they are always mismatched, so the number of fingers on one hand never matches the digits on the other, and so it looks as if they have from two to nine fingers on a hand. Some clowns, particularly those from the islands of Phi and Lopan, but from other places as well, also tattoo the outline (in a weird "stitch" pattern) of their oversized clown mouths on their faces.

The Guild of the Mime. The mime is a new fad on the Palladium World, their silent performances becoming popular in marketplaces only in the last ten years (although some ancient mystery plays, including those performed by clowns, feature "silent" duets of pantomime). In that short time there has been an explosion of interest, and the development of some common features of costume and make-up. Palladium World mimes generally wear red, and a few patterns of dots or polkadots, and paint their faces and hands (they clearly dress and paint themselves in a way totally different from clowns).

The Minstrels' Guild. A very large, very influential guild, with guild houses in virtually every city and large town, including just about every populated seaport. The largest guild houses are specially constructed buildings similar to hotels, while the rest are ordinary (albeit large) houses run by retired minstrels. Dues collection is simple, since minstrels who sleep in a guild house are expected to share half their daily takings with the local guildmaster. The organization is mostly interested in providing for elderly guild members. Since very few minstrels can even read or write, most music and song is passed along orally.

Prestidigitators, Inc., and The Guild of Stage Magicians. These two competing organizations (both started in the Western Empire, but the first was in the far southwest, and the other began along the northern coastline) have a long-standing disagreement over policies and territories. The governing boards of the two organizations have been holding high-level meetings for the last fifteen years, discussing ways of joining the two organizations. Still, older members can vividly remember the bloodshed that frequently pitted Prestidigitators against each other, and which, for a time, threatened the entire business. Crowds became fearful of attending Prestidigitators' performances because most of the deaths occurred publicly, on stage. Most were the result of the substitution of equipment and props: a Hopper for a rabbit, poison gas for flash powder, a real sword for a fake one, etc. These days the members of the two organizations enjoy an uneasy peace where they are polite to each other, but always wary.

The United Guild of Acrobats and Tumblers, International (U.G.A.T.I. or "Ugati"). A collection of several dozen separate guild houses, U.G.A.T.I. has grown into a powerful guild that strictly controls the appearance of "professional" Acrobats and Tumblers, and make sure that a solid 20% of their earnings go into the guild treasury. Anyone may join, and the organization does nothing to restrict the casual performance of acts on streets and marketplaces, but those attempting to work in a theater, an arena, a circus, or in any other organized venue, will be expected to pay an initiation fee (125 gold), and then share all their future earnings.

Musical Instrument Makers Guilds. Not strictly entertainment guilds, these guilds oversee the craftsmen and shops who design and build musical instruments. See the "Notes on Musical Instruments," under the Minstrel O.C.C., for more details.



Acrobat & Tumbler

Optional O.C.C.s

Note: The acrobat and tumbler are listed together because, except for their O.C.C. skills and bonuses, they are basically identical (O.C.C. Related Skills, Secondary Skills, Armor, etc., are all the same).

The Acrobat

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, cartwheels, 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 acrobatics and related skills for specific abilities.

The Tumbler

Like the acrobat, the tumbler performs feats of strength, agility and endurance, but mostly on the ground. Blinding fast combinations of leaps, rolls, cartwheels, back flips and the like are performed with grace

and agility. Often two, three or four tumblers will perform in unison, making for an impressive display of man's (well, not necessarily man, since the character can come from any race) 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 new skill of *tumbling* for details of specific abilities and bonuses.

Alignment: Any

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

Acrobat O.C.C. Skills:

- Acrobatics (+25%)
- Rope Works (+15%)
- Climb/Scale Walls (+10%)
- Languages: Native Tongue at 98%, plus three of choice (+15% each)
- Sign Language (+5%)
- W.P. Grappling Hook
- W.P.: Select one of choice
- Hand to Hand: Basic

For acrobats, hand to hand: basic can be changed to hand to hand: expert at the cost of one "other" skill, or to hand to hand: martial arts at the cost of two "other" skills.

Tumbler O.C.C. Skills:

Tumbling (+25%)

Running

Body Building & Weight Lifting

Dance (+15%; professional quality)

Streetwise (+4%)

Languages: Native Tongue at 98%, plus three of choice (+10% each).

Sign Language (+5%)

W.P.: Select two of choice.

Hand to Hand: Expert

For tumblers, hand to hand: expert can be changed to hand to hand: assassin (if evil), or hand to hand: martial arts at the cost of one "other" skill.

Acrobat & Tumbler O.C.C. Related Skills: Select seven other skills at level one, plus select two additional skills at levels three, five, seven, nine and eleven. All new skills start at level one proficiency.

Entertainment Skills: Any (+10% each)

Communications & Performing Arts: Any (+5%)

Domestic: Any

Espionage: None

Horsemanship: General or Exotic only.

Medical: First Aid only.

Military: Heraldry only.

Physical: Any (+10% when applicable)

Rogue: Any (+5% each)

Science: None

Scholar & Technical: Any (+5%)

Weapon Proficiencies: Any

Wilderness: Any

Acrobat & Tumbler Secondary Skills: Select five secondary skills from the previous list at level one, and one additional skill at levels two, four, six, eight, ten, and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Armor: Acrobats and tumblers *can* wear any type of armor, but the use of any chain or heavy metal types severely impairs movement and cannot be worn while performing most acrobatic, tumbling or gymnastic feats; -35% penalty on physical skills and -50% to balance and speed of the act being performed. Heavy armors, including any chain mail and full metal armor (with leg plating, knee guards, etc.), impairs movement both because of weight and because the armor restricts the flexibility of movement. A metal suit of *half armor* reduces skills performance by -25% and balance and performance speed by -30%. Likewise, heavy armor reduces the distance one can leap by 20% in half suits and 50% in full armor.

Most tumblers and acrobats will wear no armor or even restrictive clothes when performing. Some may modify a regular (full) suit of soft armor, or have a suit custom made. Such suits can be worn for performances or for adventuring (optimum maneuverability with some low level of protection). Each of the following half suits comes with a padded, high-necked, short-sleeved shirt, a thick vest and arm braces/bands as the main armor material. Custom made suits offer +1 to the A.R.

Padded or Quilt (half suit): 5 A.R., 12 S.D.C., with a weight of 3 pounds (1.4 kg). **Cost:** 40 gold from the guild, 55 gold to buy and modify a full suit, or 70 gold if custom made.

Soft Leather (half suit): 6 A.R., 18 S.D.C., with a weight of 5 pounds (2.3 kg). **Cost:** 60 gold from the guild, 85 gold to buy and modify a full suit, or 130 gold if custom made.

Hard Leather (half suit): 8 A.R., 28 S.D.C., with a weight of 8 pounds (3.6 kg). **Cost:** 110 gold from the guild, 165 gold to buy and modify a full suit, or 200 gold if custom made.

Studded Leather (half suit): 9 A.R., 30 S.D.C., with a weight of 12 pounds (5.4 kg). **Cost:** 160 gold from the guild, 215 gold to buy and modify a full suit, or 300 gold if custom made.

Note: All characters start with one half suit of studded leather armor. Also note that the character can wear any type of conventional armor for the purposes of adventuring or combat, but it impairs movement as usual, plus the penalties above for feats of acrobatics, gymnastics and tumbling.

Weapons: Tumblers and acrobats can use just about any weapons, subject to the usual W.P. restrictions. Each character starts out with a grappling hook with 30 feet (9 m) of rope, and a simple short sword (choice of short sword, scimitar or cutlass) and a pair of daggers.

Starting Equipment: The character starts with one full set of street clothing, complete with cape, jacket, shirt, leggings, belt and boots. Each character will have two performing costumes, one brightly colored and the other of white or light grey (for night performances). Other equipment includes a set of well-fitting leather gloves (for handstands and rope climbing), 200 feet (61 m) of rope, a backpack, sleeping roll, and purse or shoulder bag.

Money: Starts with 220 gold. Many entertainers tend to be more interested in fame and glory rather than fortune. Thus, while they can make a good to excellent living, and amass a nice nest-egg, few ever become truly wealthy and many spend their money on expensive clothes, costumes, jewelry, and good times.

Actor O.C.C.

In the Palladium World, an actor is a very highly trained professional, with the versatility and skill needed to put on an entire theatrical production. They have to be able to perform dozens of different roles, as well as understanding all the basic elements of stagecraft, including casting, directing, promoting, make-up, etc. Unlike modern day actors, who are specialists simply in the art of performance, the actor in the Palladium World cannot rely on the talents of directors, stage managers, prop specialists, costume designers and lighting technicians. No, the Palladium actor has to be able to do all that, and much, much, more.

Most actors travel individually or in small troupes. By necessity, they perform all the functions of an entire theater company on their own. They make their own signs, props, and, often as not, their own stages. Not only do they play most of the parts, they often create their own plays. Many performances are customized for each specific region and audience. For example, a play given for the benefit of nobility is likely to be more sophisticated and classy, while a play for peasant villagers (or nonhumans) is likely to be more exaggerated, bawdy and simplistic. Having to work with enthusiastic, but unskilled, locals, actors usually have to modify any existing scripts to compensate for specific talents, or lack thereof. Many are also well versed in a variety of *lore* and are good story-tellers.

Actors travel a great deal and are often invited by the gentry (from merchants and scholars to nobility), who like to associate with these attractive, talented, and "amusing" men and women. This means that actors often hear a great many rumors and news, and may even get involved with the intrigues and goings-on of court, politics or the wealthy. This can also lead to trouble if the character is not discreet on many levels. They are frequently regarded as spies, whores and low-life when trouble arises.

Actor O.C.C.

Alignments: Any

Attribute Minimum Requirements: I.Q. 10, M.A. 12, or higher.



O.C.C. Skills for the Actor:

- Public Speaking (+25%)
- Imitate Voices & Impersonation (+15%)
- Disguise/Make-Up (+10%)
- Dance (+15%; professional quality)
- Mime
- Horsemanship: General
- Basic Math (+10%)
- Language: Native tongue at 98% plus two of choice (+15%).
- Literacy: One language of choice (+10%)
- Sign Language (+10%)
- Writing (+10%; mostly prose, but can also put together lines of poetry).
- Carpentry (+5%)
- Stage Carpentry, Lighting and Assembly (+10%)

Sew (+5%; the character knows how to create stage costumes out of just about any kind of material. While the character can make clothing and costumes that *look good*, they will not stand up to any kind of serious wear or stress, such as fighting or adventuring. Also includes the ability to alter ready-made costumes to fit a variety of different performers — "Oh no! Little Inelina is sick! Hand me that bridal gown so I can change it to fit Olaf... Yes, I know it's not nearly big enough, just tell him not to turn his back to the audience ..."

W.P. Sword (In learning to be an actor, the character must also learn the art of sword fighting on stage. This is not an easy thing to do, and the character must actually be just as skilled as any "real" swordsman, so as to avoid injuring the other actors.)

Hand to Hand: Basic (actors have to learn to put on a good show in their make-believe fights, and many of them have actually learned fighting skills. **Note:** Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or martial arts for two other skills or assassin, or even Gladiator combat for the cost of three other skills.

O.C.C. Related Skills: Select three other skills at level one, plus select one additional skill at levels two, four, six, eight, ten and twelve. All new skills start at level one proficiency. **Note:** Most "other" related and secondary skills tend to reflect the character's profession.

Communications & Performing Arts: Any (+10%)

Domestic: Any (+10%)

Espionage: Only escape artist and intelligence, other than O.C.C. skills.

Horsemanship: General or Exotic only.

Medical: First Aid only.

Military: Heraldry, Weapon Quality and Surveillance only.

Physical: Any, except acrobatics and wrestling.

Rogue: Any (+2%)

Science: Math and Anthropology only.

Scholar & Technical: Any (+10% on all Lore and Language skills)

Weapon Proficiencies: Any; except siege.

Wilderness: Any

Secondary Skills: Select four secondary skills from the previous list at level one, and one additional skill at levels three, five, seven, nine and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The character starts out with a small, two-wheeled cart, and one horse trained for both riding and pulling, worth 800 gold. Stowed in the cart are a dozen costumes, stage weapons and armor, one cloth backdrop (on one side it's an outdoor meadow, on the other side it is the interior of a castle), a variety of brightly colored cloth banners (36, in various colors), treated torches (32), and eight metal lantern/torch holders (when assembled, each is 8 feet/2.4 m tall). Tools include a decent wood saw, a hammer, nails (100 large, 50 small), a plane, an awl, a pair of pliers, and a crowbar. Among the actor's personal gear are four duplicate books of popular plays, an assortment of hand-scribed plays (dramas, comedies, short vignettes, and some operas), plus sufficient paper, pen and ink.

Clothing includes several outfits, including an ordinary set of street clothes (well-to-do peasant style), the outfit of a mercenary soldier, a noble, and a couple of uniforms. The character's make-up kit is well-stocked, and able to put together anything from a troll face (complete with beard, wig, fake nose and false fangs), to the exaggerated make-up of a fairy-tale princess. The character also has a full set of cooking gear, a couple of travelling bags, a sewing kit, a couple of water skins, an oil lantern, and a tinder box.

Armor: Unlike any of the other entertainers, the actor is frequently called upon to use armor. Not just in combat, but in all kinds of difficult stage feats and tricks. While actors prefer not to use helmets, they are perfectly comfortable in even the heaviest suits. Starts out with a full suit of chain mail (14 A.R., 44 S.D.C.).

Weapons: The character starts out with a good quality long sword (kobold or dwarven, worth 150 gold, 2D6+1 to damage), a quarter-staff, and a dagger.

Money: In addition to 200 gold in cash, the character *may* also have a "letter of credit," redeemable at banks or merchant houses, for another 600 gold. Many entertainers tend to be more interested in fame and glory than fortune. Thus, while they can make a good to excellent living, and amass a nice nest-egg, few ever become truly wealthy and many spend their money on expensive clothes, costumes, jewelry, and good times.

Bard O.C.C.

The most popular entertainers of the Palladium World are the wandering bards who are both master story-tellers and travelling journalists. Not only do they spin fanciful tales, sing, play musical instruments, and recite from poetry and prose, but they are also expected to carry the latest world news, the scoop on any happenings with regional nobles, shipping and merchant reports, as well as juicy gossip. All of this should be packaged so as to be entertaining and amusing, and never, ever boring! The bard is also (usually) an expert in fanciful lore, legends and rousing tales of adventure.

Bards make most of their coin in public performances, in response to requests at inns, on street corners, or anywhere where people gather. However, the big money comes from composing original work. Bards know that odes to a noble's military victory, or to the beauty of a rich merchant's lover, are very lucrative. Also, the way for a bard to gain a wide reputation is by coming up with something that will catch on with the public, and with other bards.

Stringed instruments, such as harps, lutes, and mandolins, are the bard's main musical tools, as they allow for singing or speaking to the accompaniment of music.

Like actors, the bard's travels and talents bring him (or her) into contact with peasants and the wealthy and powerful alike. The bard too, must exercise cunning and discretion. Bards who chose a side in political or military conflicts and sing songs or tell tales that besmirch the honor or integrity of one side, or a particular person(s) or institution, are likely to be branded as an enemy or be accused of being a spy, rabble rouser, assassin or brigand. This has earned many a bard the designation of hero or "peasant palladin," as well as the enmity of those in power. Even unallied and politically correct bards often travel alone or in a small group, and strike up a temporary association with caravans, travelers, mercenaries, adventurers and notable individuals. This traveling minstrel and storyteller is usually well versed in the arts of combat.

The Bard O.C.C.

Alignments: Any, although it is typically good and aberrant characters who take up a particular cause.

Attribute Minimum Requirements: I.Q. 9, M.A. 12 or higher.

O.C.C. Skills:

- Cook (+15%)
- Sing (+20%; professional quality)
- Public Speaking (+10%)
- Play Musical Instrument (+10%; professional quality)
- Sign Language (+10%)
- Language: Native tongue at 98% plus two of choice (+20%).
- Literacy in one language of choice (+10%)
- Writing (+10%, includes both prose and poetry)
- History (+10%)
- Lore: Demons & Monsters (+15%)
- Lore: One of choice (+10%)
- Land Navigation (+10%)
- W.P.: Select two of choice
- Hand to Hand: Basic
- Hand to hand: basic can be changed to expert for the cost of one "other" skill, or to martial arts for the cost of two "other" skills (assassin or gladiator are not available).

O.C.C. Related Skills: Select six other skills at level one, plus select two additional skills at levels three, six, nine and twelve. All new skills start at level one proficiency.

- Communications & Performing Arts: Any (+10% each)
- Domestic: Any (+10%)
- Espionage: Any
- Horseanship: General or Exotic only (+5%)
- Medical: First Aid only (+5%)
- Military: Heraldry (+10%), Falconry, Recog. Weapon Quality and

Surveillance only; no bonuses for the latter three.

Physical: Any (+5% when applicable), except acrobatics.

Rogue: Any (+5%)

Science: Math only.

Scholar & Technical: Any (+10% each)

Weapon Proficiencies: Any

Wilderness: Any (+5% on Land Navigation only).

Secondary Skills: Select four secondary skills from the previous list at level one, and two additional skills at levels four, seven, and ten. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The Bard starts out with one musical instrument (see details under Minstrel O.C.C., but note that this instrument is of secondary quality), along with a suitable travelling case. Also starts with two sets of clothing, one casual and one fancy, a large hat, cloak or cape, jacket, leggings, belt and shoes or boots. The character will be equipped with at least two books, one of legends and the other of traditional ballads, along with a blank book/diary and a supply of writing implements (paper, pen & ink). Also a lantern, a bedroll, a backpack, a purse or shoulder bag, tinder box and a water skin.

Armor: Most bards travel light and seldom wear anything heavier than double mail, and then only when he knows he's going into battle. The character starts off with a full suit of Studded Leather (13 A.R., 38 S.D.C.) while travelling, and sometimes when entertaining. They love light magic armor!

Weapons: Bards are not generally considered men of arms, but that does not mean they are helpless. Many of these entertainers are experts with a particular weapon(s), ready for the dangerous world they live in. The character starts off with two ordinary weapons of choice, suitable to his weapon proficiencies, and a dagger or hand ax.

Money: Starts with 160 gold.





Minstrel O.C.C.

Where a bard uses music as a way of communicating with words, minstrels are exclusively musicians. Their skill with musical instruments, as well as in singing or dancing, is unsurpassed in the Palladium World. Where bards are expected to create original work, or at least to carry the news of important events, minstrels are simply expected to produce beautiful music.

Some minstrels do compose, but their emphasis is on the music, not the words. Like a bard, they may make money off original compositions, but they tend not to write about specific people, places or events. Aside from supplying entertainment, minstrels are often able to pick up extra work as teachers, instructing the children of the rich with music lessons of various kinds.

Notes on Musical Instruments in the Palladium World: Most minstrels pick a stringed instrument as their primary instrument, since it allows them to play and sing at the same time. Wind instruments are usually carried as back-up (mostly because they don't need the kind of high maintenance that goes into keeping the harps and mandolins in tune). Drums are usually used only when the minstrel is part of a larger musical group, although it is traditional to play drum rolls at various ceremonial events, including executions. The two "pump" instruments, the *Dwarf Pipes* and the *Squeeze Box*, are newcomers to the Palladium World scene, and are still outlawed in many areas while the various guilds argue about who should control their production (in most places, stringed instrument makers, wind instrument makers, and percussion instrument makers are all in separate guilds). For each instrument, three prices are given; the value of the character's starting primary instrument, the value of secondary instruments, and the cost of replacement (which varies according to quality).

Harp: The most prestigious instrument is the harp. Its players get a lot of respect from everyone, especially from other musicians. Although

the music is wonderful, part of the reason why relatively few minstrels choose the harp is that they are notoriously finicky instruments, going out of tune in damp weather, hot weather, cold weather, because they've been played too often, or not played enough. With just four (4) S.D.C., they are also very delicate. Primary Instrument's Value: 2,000 gold. Secondary: 500 gold. Replacement Value: really depends on quality, a workable harp will cost no less than 300 gold, but the work of a master could be 10,000 gold or more (by the way, the better the harp, the harder it is to keep it in tune, so some minstrels prefer the cheap models). Skill Penalty (special): This finicky instrument has a -15% skill modifier to *all* professions regardless of possible O.C.C. bonuses. Selecting the skill twice removes this penalty.

Lute: The Palladium World's equivalent of a guitar, but with a longer neck, and a smaller, pear-shaped body. Of all the guitar-like instruments, the lute has the best sound, but it's also sensitive to weather and humidity, often needing new strings, or repairs to the wood; 11 S.D.C. Primary Instrument's Value: 750 gold. Secondary: 250 gold. Replacement Value: from 75 to 1,000 gold.

Mandolin: Similar to the lute, but with an even smaller body, so it looks longer and narrower. While it doesn't have the range of the lute, it's better able to cope with the hardships of travelling; 15 S.D.C. Primary Instrument's Value: 900 gold. Secondary: 300 gold. Replacement Value: from 150 to 3,000 gold.

Leika: The most inexpensive of the stringed instruments, with the most limited range of sound. On the other hand, the leika has metal strings, only needs to be tuned right before a performance, and can stand up to a bit of punishment; 22 S.D.C. Instrument's Value: 400 gold. Secondary: 150 gold. Replacement Value: from 75 to 800 gold.

Byzantium Flute: Like a modern flute, this instrument is held straight out to the side, with both hands fingering on that side of the

head. Other than the reed, which needs frequent replacement, this is a durable instrument; 22 S.D.C. Primary Instrument's Value: 2,000 gold. Secondary: 750 gold. Replacement Value: From 800 to 50,000 gold (the most expensive are silver or gold).

Redbay Flute: Similar to a contemporary Recorder, Redbay Flutes can be made of bamboo (8 S.D.C.), wood (14 S.D.C.), clay (11 S.D.C.), or even metal (20 S.D.C.). They require no reed, so they are pretty much maintenance-free. A great travelling instrument. Primary Instrument's Value: 300 gold. Secondary: 35 gold. Replacement Value: From 10 to 2,000 gold. Note: Minstrels with a skill in the Redbay Flute, and with the Sculpting & Whittling skill, can attempt to make their own flutes (good to very good quality).

Bugles, Trumpets and Horns: There are a wide variety of wind instruments in this category. All are made of metal, usually brass, steel or an alloy of silver, and all have some kind of piston-like keys used to modulate the music. Mostly used in orchestras or by military organizations; average S.D.C. of 15. Primary Instrument's Value: 1,200 gold. Secondary: 400 gold. Replacement Value: From 250 to 10,000 gold.

Panpipes: Small and compact, only the most recent models are made of metal (12 S.D.C.). Traditionally, minstrels were great believers in wood or reed panpipes (6 S.D.C.). Primary Instrument's Value: 200 gold. Secondary: 60 gold. Replacement Value: From 60 to 450 gold. Note: Minstrels with a skill in the Panpipes, and with the Sculpting & Whittling skill, can attempt to make their own; good to very good quality.

Dragon Drum: A large drum, made of wood and metal, that gives off a deep booming sound. Dragon Drums are usually half the height of the musician and quite heavy. Comes with a pair of weighted batons for striking. Dragon drums are built to take a fair amount of pounding, so they have an A.R. of 9 and an S.D.C. of 50. Primary Instrument's Value: 300 gold. Secondary: 100 gold. Replacement Value: From 100 to 8,000 gold.

Demon Drums: A set of three drums and two metal striking plates, usually worn on a belt around the waist and played with fingers and palms. A skilled Demon Drum player dances and plays furiously, often while wearing elaborate "demon" costumes and makeup; 25 S.D.C. Primary Instrument's Value: 1,750 gold. Secondary: 600 gold. Replacement Value: From 600 to 7,500 gold. Skill Penalty (special): This tricky instrument has a -10% skill modifier to *all* professions regardless of possible O.C.C. bonuses, unless the player is of the Minstrel O.C.C.!

Faerie Bells: More of a costume than a musical instrument, the Faerie Bells are sewn into special arms and leggings, and "played" while dancing. Primary Instrument's Value: 500 gold. Secondary: 150 gold. Replacement Value: from 100 to 1,000 gold. Skill Penalty (special): This strange and tricky instrument has a -8% skill modifier to *all* professions regardless of possible O.C.C. bonuses, unless the player is of the Minstrel O.C.C. or has a P.P. of 15 or higher!

Dwarf Pipes (Bagpipes): An ancient instrument, said to date back to before the Elf-Dwarf War, they were once associated exclusively with dwarves, and with a limited number of dirges and solemn processional pieces. However, in the last hundred years, different musicians (dwarves and others) have been experimenting with the pipes, making them smaller, and giving them a wider range of sounds; 10 S.D.C. Primary Instrument's Value: 1,000+ gold. Secondary: 600 gold. Replacement Value: From 600 to 2,000 gold. Skill Penalty (special): This new and finicky instrument has a -15% skill modifier to *all* professions regardless of possible O.C.C. bonuses, unless the player is a dwarf. Selecting the skill twice removes this penalty.

Squeeze-Box (Accordion): Played by pumping a square-shaped or tube-shaped bellows, and squeezing the keys on the outer handles. A relatively new instrument on the Palladium World, but one that is catching on with a new generation of minstrels and musicians; 12 S.D.C. Primary Instrument's Value: 2,500 gold. Secondary: 1,100 gold. Replacement Value: from 1,100 to 3,000 gold.

Minstrel O.C.C.

Alignments: Any

Attribute Minimum Requirements: P.P. 10, or higher.

O.C.C. Skills:

Play Primary Musical Instrument (+30%; professional quality)
Play Secondary Musical Instruments (+10% each), select two; professional quality.

Sing (+25%; professional quality)

Dance (+10%; professional quality)

Languages: Native tongue at 98% and two of choice (+15%)

Hand to Hand: Basic (no upgrades!)

O.C.C. Related Skills: Select ten other skills at level one, plus select two additional skills at levels two, four, six, eight, ten and twelve. All new skills start at level one proficiency.

Communications & Performing Arts: Any (+15% each)

Domestic: Any (+5%)

Espionage: None

Horsemanship: General or Exotic only.

Medical: First Aid only.

Military: Heraldry only.

Physical: Any, except boxing and acrobatics.

Rogue: Any

Science: Math only.

Scholar & Technical: Any (+10%)

Weapon Proficiencies: Any, except siege.

Wilderness: Any (+5% to carpentry only)

Secondary Skills: Select six secondary skills from the previous list at level one, and one additional skill at levels three, seven and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The character's most valued possession is his primary musical instrument(s); starts with one primary item of very high quality. In addition, the character starts out with two extra musical instruments of any type (valued as a "secondary" instrument).

Other gear includes two sets of clothing, one casual and one fancy. Each includes a large hat, cloak or cape, jacket, vest, shirt, pants, leggings, belt and shoes or boots. Also a lantern, a bedroll, a backpack, shoulder bag, tinder box, wine skin (and wine) and a water skin.

Armor: The minstrel has no training in the use of armor, so it's best to stick to the light stuff. Using anything heavier than chain reduces the character's speed by half, and gives a -2 penalty to strike, dodge and parry. Still, travel can be dangerous, so the character starts out with a full suit of quilt (8 A.R., 15 S.D.C.).

Weapons: Minstrels, while not trained as warriors, should carry some sort of weapon and learn to defend themselves against bandits (and, when they are starting out, unhappy tavern customers). The character starts out with a basic short sword or a walking staff (2D4 damage) and a dagger (it's up to the player character to decide whether or not to get the appropriate W.P.).

Money: The character starts with a savings of 260 gold.





Prestidigitator O.C.C.

Stage Magician

The prestidigitator is a master in the art of *sleight of hand*. Like our modern day stage magician, the Prestidigitator of the Palladium World performs deceptive tricks or illusions which depend on the dexterity of the hands and the nimbleness of the fingers. This also includes the ability to distract, conceal, and manipulate objects, as well as confuse the viewer's eye so that it looks as if small objects disappear with the wave of hand, and reappear in the pocket or ear of one of his spectators. Some entertainers will also treat the audience to acts of skill and apparent magic, such as slipping out of knotted ropes or manacles, 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 bill themselves as escape artists, and perform dangerous stunts. For example, having themselves chained, locked in a metal box, and thrown underwater, while still others will woo the audience with tricks of sleight of hand (palming, concealment) or the manipulations of a card shark (card tricks). Then there are those stage magicians who prefer to combine a bit of everything. The character's specialty depends entirely on the player's preference. **Note:** This character will never learn real spell, circle or summoning magic (most are illiterate), but many enjoy using magic items, weapons and potions in their acts.

Prestidigitator/Stage Magician/Trickster

Alignments: Any, although it is rare to find a principled or scrupulous character hanging around with the usual street lowlife.

Attribute Minimum Requirements: I.Q. 8, P.P. 11, or higher.

O.C.C. Bonuses: +1 on initiative and +1 to save vs illusion. The character also has the skill to recognize "real" magic and enchantment at a base skill of 22% +4% per level of experience.

O.C.C. Special, One-Time, Skill Bonus: The character can select one skill (and only one) from any of his skills as his *special* area of specialty, and apply an additional +30% bonus to it. This is in addition to other O.C.C. or skill bonuses. Ideally, this super bonus should reflect the character's profession, so rogue skills, escape artist, and public speaking are the most likely to benefit.

O.C.C. Skills:

Palming (+20%)

Concealment (+15%)

Card Shark (+10%)

Escape Artist (+15%)

Pick Locks (+10%)

Public Speaking (+10%)

Streetwise (+10%)

Languages: Native Tongue at 98%, plus three of choice (+10% each)

Imitate Voices & Impersonation (+5%)

W.P.: Select two of choice.

Hand to Hand: None to start. The selection of hand to hand: basic counts as one "other" skill, or hand to hand: expert as two (martial arts, gladiator, or assassin are not available).

O.C.C. Related Skills: Select eight other skills at level one, plus select two additional skills at levels two, four, six, eight, ten and twelve. All new skills start at level one proficiency.

Communications & Performing Arts: Any (+10% each)

Domestic: Any (+10%)

Espionage: Any (+5%), except sniper.

Horsemanship: General or Exotic only.

Medical: Any

Military: None

Physical: Any, except acrobatics, gymnastics or wrestling.

Rogue: Any (+10%)
Science: Any
Scholar & Technical: Any (+5%)
Weapon Proficiencies: Any, except siege.
Wilderness: Any

Secondary Skills: Select four secondary skills from the previous list at level one, and one additional skill at levels three, five, seven, nine and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The character starts with one suit of plain street clothes, including hat, scarf, shirt, jacket, cloak, pants (or kilt and leggings), leather boots, and belt, plus two "performance" outfits, one plain and one fancy (very bright patterns and colors, to attract a crowd), each equipped with a variety of concealed pouches and secret pockets. Tools of the trade include a set of large coins (10), eggs filled with smoke/flash powder (8) and brightly colored scarves (6). Other standard items include three sets of normal playing cards, one marked deck of cards, shells and peas for the shell game (2 sets), and a set of lock picking tools, and some kind of signalling device (a bell, a conch shell, etc.). The character also has a backpack, a bedroll, a purse or shoulder bag, 1D4 small sacks, one large sack, tinder box, and a water skin.

Special Starting Prop: Players can choose one, but only one, of the following items. The choice should be linked to the character's specialties. Bear in mind that replacement could be very difficult, especially if one is looking for properly trained animals.

1. **Magician's Rabbits.** Characters who specialize in stage magic, even if only practiced in outdoor marketplaces, always find extra crowds (and extra money) are attracted by the use of an animal or two (it also helps bring in the kiddies). In the case of rabbits, the character has two well-behaved white rabbits who are trained to relax while in confined places, and to tolerate the abuse of being pulled up by the ears, petted by strangers, etc. Also includes a travelling cage, a special hat, a folding table with a concealed rabbit hutch, and a rabbit skin (for the old turn a skin into a living rabbit trick). Replacement cost: 150 gold.

2. **Magician's Pigeons.** Six white pigeons have been trained to work in the act, staying quiet when tucked up a sleeve, or hidden in small bags or boxes. The pigeons always return to their owner, even when set "free." Also includes a large travelling cage, and sets of special scarves (they all look alike, but half are sheer and thin, and the others have pouches for pigeons). Note: If preferred, *doves* may be substituted for pigeons (they look nicer, but they aren't as resistant to the hardships of travelling). Replacement cost: 100 gold.

3. **Magician's Mice.** Instead of rabbits or pigeons, the character has a dozen, little white mice. While they are also used in standard illusion tricks, the mice are much more highly trained, so they are capable of putting on little shows (although each mouse usually has just one trick), and doing tricks on (verbal) command. Includes a travelling box (like a little maze, with compartments for the mice), a folding table with a set of mouse-sized carnival rides, and a number of small boxes and tubes suitable for hiding the mice. Replacement cost: 100 gold.

4. **The Magic Box.** This collapsible prop is designed for the standard "disappearing lady" trick. There are two visible doors and secret doors at the top, bottom and sides, as well as slots for sticking in swords, or for sawing the box in half. When travelling, the box folds up into a flat package, six feet tall and four feet wide, but only about a foot deep. Replacement cost: 1000 gold.

5. **Escape Artist Kit.** Includes a variety of chains, manacles, handcuffs, padlocks, and blindfolds, along with a special lock pick set made of flexible metal (can be glued to the skin, or concealed in many other ways) and/or special weak links or easy to pick locks.

Armor: While the prestidigitator can choose to wear any type of armor, they almost never will. Since they don't have the proper training (as a Men of Arms O.C.C.), armor hampers and impairs movement. If any heavy armor is worn, the character suffers a half speed reduction, and will be at -25% on most physical skills, plus -2 to strike, parry and dodge. Regular chain mail and leather armor is a little less restrictive, only reducing physical skills by -10%, and with no penalty to strike, parry, or dodge. The character starts out with no armor at all. May wear leather types while travelling.

Weapons: Prestidigitators are not men of arms, but are often skilled in quite a few weapon proficiencies. Character starts out with just a dagger (1D6 damage, used as a combination eating utensil, tool and personal defense weapon) and a wood walking stick or staff.

Money: The character starts with a savings of 180 gold.

Juggler/Knife-Thrower O.C.C.

Combining extreme manual dexterity with the physical skills of athletes like acrobats and tumblers, the juggler is a popular performer just about anywhere in the Palladium World. Unlike some entertainers, the juggler does best in small towns, or marketplaces filled with ordinary peasants and merchants.

The job involves tossing a number of objects up into the air, and keeping them aloft, gradually adding and subtracting from the total number. Practice typically involves using balls, pins, dull knives, lit torches, etc., while in public the successful juggler will add in whatever items are common and easy to handle or dangerous looking, like knives, short swords and flaming objects. Using a batch of local items borrowed from the crowd not only reassures the audience ("Those aren't some kind of magic gimmicks!"), but can also provide a bit of extra food (one of the oldest juggling tricks is to take bites out of objects like apples and pears while they are being juggled).

While all jugglers are experts at throwing things (not just knives), some set themselves up as specialized "Knife-Throwers," developing entire acts and routines around expert and trick throwing. Characters who want to specialize in knife throwing are advised to select an additional W.P. in other kinds of thrown weapons (axes, spears, etc.). Of course the various skills can be mixed and combined to create a character with many talents; some are also escape artists or tumblers.

Jesting is another skill that tends to go with juggling, as many jugglers are known for their humor and quick wit. For example, the comedian *W.C. Fields* was one of the world's greatest jugglers.

Juggler/Knife-Thrower

Alignments: Any

Attribute Minimum Requirements: P.P. 12 or higher.

O.C.C. Bonuses: +2 on initiative, +1 to dodge and +1 to pull punch (or knife or weapon strike).

O.C.C. Skills:

Juggling (+40%)

Concealment (+5%)

Palming (+10%)

Public Speaking (+5%)

Languages: Native Tongue at 98%, plus two of choice (+5% each)

Streetwise (+4%)

W.P. Paired Weapons

W.P. Targeting/Missile Weapons (Special bonus: the character has a one-time bonus of +1 to hit, +2 to damage, and the ability to throw an extra two items in any one melee round. Jugglers can attempt to throw *anything* as a weapon.)

W.P. knife and one of choice.

Hand to Hand: Basic



Hand to hand: basic can be changed to hand to hand: expert at the cost of one "other" skill or assassin (if evil), or hand to hand: martial arts at the cost of two "other" skills.

O.C.C. Related Skills: Select eight other skills at level one, plus select two additional skills at levels two, four, six, eight, ten and twelve. All new skills start at level one proficiency.

Communications & Performing Arts: Any (+5% each)

Domestic: Any (+5%)

Espionage: Any (+10% to escape artist only)

Horsemanship: General or Exotic only.

Medical: First Aid only.

Military: Recognize Weapon Quality (+5%) only.

Physical: Any, except boxing and acrobatics.

Rogue: Any (+10% each)

Science: Math skills only.

Scholar & Technical: Any (+10% on any language skills)

Weapon Proficiencies: Any, except siege.

Wilderness: Any

Secondary Skills: Select five secondary skills from the previous list at level one, and one additional skill at levels three, five, seven, nine and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The character starts with one suit of plain street clothes, including hat, scarf, shirt, jacket, cloak, pants (or kilt and leggings), leather boots, and belt, plus a suit of "performance" clothing, in fancy, bright patterns and colors (same components, but with at least two secret pockets). Tools of the trade include a set of juggling balls (10), juggling pins (8), treated torches (8), small glass goblets and clay bowls (all designed and weighted for juggling, 12 of each). The character also has a backpack, a bedroll, a shoulder bag, 1D4 small sacks, a tinder box, and a water skin.

Armor: The juggler can choose to wear any type of armor, but is most uncomfortable in anything that restricts full freedom of movement (same penalties as a Men of Arms O.C.C.). Armor that hampers and impairs movement can mean suicide for this kind of character. If any heavy armor is worn, the character suffers a ½ speed reduction, and will be at -15% on most skills, with a -1 to strike, parry and dodge. Regular chain mail is a little less restrictive, only reducing skills by -10%, and with no penalty to strike, parry, or dodge. The character starts out with a full suit of soft leather armor (10 A.R., 20 S.D.C.).

Weapons: Jugglers like to have a full range of throwing weapons at hand, as well as weapons to match any other W.P. they might have. The character starts out with a set of high-quality, very good-looking, throwing knives (8), a set of small throwing axes (6), a set of weighted meat cleavers (4), and a sling with two dozen loads (metal balls that do 1D6 damage). The juggler starts with a set of throwing pins (4) that look just like the juggling pins, but are filled with lead weights so they do 2D4 damage when used as a club. Also, one pair of matched weapons to fit the character's chosen W.P. (decent quality, but nothing special).

Money: The character starts with a savings of 140 gold.



Seafarers of the Palladium World

A Note About Seafarers and Armor

Most pirates, sailors and mariners avoid using armor. If necessary, they may don leathers, but that's usually all they'll consider (while at sea, on land is another story). Heavy Armor limits movement, especially rope climbing, and is certain death if knocked into the water. Heavy armor, including light chain, pulls its wearer down into the water like a rock. Swimming is virtually impossible and takes a Herculean effort that tires the swimmer quickly and spells certain death within a matter of minutes. Removing the armor underwater will require 2D6 melee rounds for chain mail, and 1D4x10 minutes for all heavier types of armor, but a person will start to lose consciousness from lack of oxygen within six melee rounds (roll versus P.E. for every subsequent melee round). Also, remember that even when a character is freed from armor, it may take time to get back up to the surface; at least as long as it took to get down.

Naval Skills

Without a doubt the most advanced technology of the Palladium World (with the possible exception of some versions of magic) relates to the construction and operation of advanced seagoing vessels. Much like the spacecraft of our own day, those who explore and traverse the seas of the Palladium World, and those who build their ships, are definitely on the cutting edge of all available science, engineering and tech-

nology. And, like the astronauts of today, those who operate the ships of the Palladium World are considered to be incredibly skilled professionals. Here, then, are some of the specialized skills common to those who go out to sea in ships of wood or stone.

Typical Naval Skills

- Astronomy & Navigation (see *Palladium RPG*, 2nd ed., pages 57-58)
- Castaway/Shipwreck Survival (new)
- Deep Sea Fishing (new)
- Flag Signalling (new)
- Identify Sea Life (new)
- Rope Works (see *Palladium RPG*, 2nd edition, page 59)
- Sailing (see *Palladium RPG*, 2nd edition, page 59)
- Sea Lore (new)
- Seamanship (new)
- Shipwright (new)
- Swimming (see *Palladium RPG*, 2nd edition, page 56)
- W.P. Blunt (most sailors are handy with a belaying pin, see *Palladium RPG*, 2nd edition, page 59)
- W.P. Incendiaries (new)
- W.P. Siege Weapons (see *Palladium RPG*, 2nd edition, page 60)

Note: See the skill descriptions in the front of this book for details on skills for Sailing/Ship and other new skills.



Mariner O.C.C.

As distinguished from the sailor, the mariner is a character who is trained primarily in the technology of seafaring, from navigation to ship design to naval tactics and strategy. In other words, the mariner is a naval officer, a navigator or a captain, who has what it takes to command a ship, and to steer it safely across the dangerous seas of the Palladium World. In most places, the training to be a mariner starts when the child enlists as a Cabin Boy, an early apprenticeship that starts when the character is as young as six years old. Alternatively, characters from the *Western Empire* or *Timiro* may have been formally educated in a naval academy, and on special training ships.

Starting rank is a matter of chance, since the character should have already spent years at sea prior to becoming part of the campaign. Here's an optional roll-up table for the character's latest/highest rank:

01-15 Cabin Boy. Although the character may have spent years at sea, the highest rank ever achieved was that of Cabin Boy. It will be difficult to get any assignment above that of Lieutenant, and many ships will only offer a berth as a common sailor ("so you can get more seasoning, boy!").

16-27 Cadet. The character is a recent graduate of a naval school or academy, and has yet to find a position on a ship. Opportunities will be limited, and the character will often be advised to start out by taking a berth as a common sailor. Still, the character probably has a rich or noble family, and could pull strings to get a decent position.

28-40 Ensign. Working for at least a year as a junior officer, the character has the necessary background to sign on next as a Lieutenant on any working ship. The pay won't be great, but promising young officers are usually in high demand.

41-55 Lieutenant. After a solid three years of working as a junior officer, the character has been promoted. It'll be fairly easy to find another slot as a Lieutenant, perhaps even with a better class of ship, but the real road to advancement is finding a position as one of the ship's mates.

56-70 Third Mate. Fourth in command of a ship, anyone having successfully served as a third mate will be considered officer material. The third mate usually works during the same shift as the Captain, so is in a good position to learn a great deal.

71-85 Second Mate. Working as third in command of the ship, the second mate usually ends up taking over at the worst times, when both the captain and the first mate are sound asleep. A good second mate can usually find another berth of the same rank.

86-95 First Mate. The character had the rare good fortune to act as second-in-command of a sailing ship. Getting another position with a rank this high is pretty unlikely, and moving up to captain is very unlikely unless the ship owners are downright desperate or something happens to the Captain.

96-00 Captain. By a twist of fate, the character ended up serving as a ship's commanding officer for at least a couple of months (all the other officers were killed, lost, or debilitated by illness). While the chances of getting another job as captain are pretty remote, prospective employers will be impressed with the character's seasoning and experience.

Alignments: Any

Attribute Minimum Requirements: I.Q. 10, and P.P. 8 or higher.

O.C.C. Bonuses: None

O.C.C. Skills:

Astronomy & Navigation (+20%)

Flag Signalling (+15%)

Sailing (+15%)

Seamanship (+15%)

Rope Works (+5%)

Swimming (+10%)

Identify Sea Life (+10%)

Castaway/Shipwreck Survival (+15%)

Climb/Scale Walls

Languages: Native Tongue at 98%, plus one of choice

Literacy: One language of choice (usually native)

Mathematics: Basic

W.P. Blunt

W.P. Two of choice

Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or to martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select five other skills at level one, plus select one additional skill at levels two, four, six, eight, ten and twelve. All new skills start at level one proficiency.

Naval Skills: Any (+15%)

Communications & Performing Arts: Any

Domestic: Any

Espionage: Any

Horsemanship: General only.

Medical: First Aid only

Military: Any

Physical: Any

Rogue: Any

Science: Any

Scholar & Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels three, seven, nine and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated.

Starting Equipment: One suit of ordinary (street) clothing, a casual uniform (leather-brimmed cap, jacket, shirt, leather belt, pants and

shoes), a dress uniform (formal white, with metal insignia of rank, leather-brimmed cap, shirt, jacket, trim pants, leather belt, and polished black leather shoes), all kept in a personal trunk. Personal kit is usually kept in a leather suitcase or backpack and includes navigational instruments, a personal diary, officer's papers (signed by each captain he served under), plus a textbook of navigation (which includes astronomical tables) and a book covering the rules of conduct where the character took initial training. Also a personal oil lantern, along with writing supplies that include a pencil, pen and ink, and a supply of parchment or paper.

Armor: None.

Weapons: One dress sword (scimitar, cutlass or broadsword), one cutlass, and two daggers.

Money: The character starts out with 200 gold.



The Pirate

One of the more sinister men of arms O.C.C.s, combining the skills of the Sailor and the Mercenary Warrior O.C.C., is the pirate. They are commonly found just about anywhere in the Palladium World, plundering the shipping lanes and frequently hiding out around the Floenry Islands. Even though these seafaring rogues and cutthroats make their fortune by plundering merchant vessels, kidnapping, and extortion, they frequently follow their own code, their own laws, and often slip between voyages that are legitimate or illegitimate, depending on where they can make the most money.

Pay is usually a small percentage of the plunder (very small percentage, like half of a 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 meals, a bunk to lay one's head (or hammock, if space is short), travel, adventure 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.

The pirate is a combination thief and warrior. Some are more warrior than thief and vice versa. Consequently, the skills and alignments of a pirate may vary widely. Occasionally, regular thieves and assassins join a pirate's crew, as do practitioners of magic and psychics, but being *part* of the crew is not the same as being a pirate, and such characters keep their thief, assassin, etc., O.C.C. and may not know a thing about sailing, or even how to swim.

Alignments: Usually anarchist or evil. While a pirate can not be of a good alignment, they usually have to be team players, so the majority are rarely diabolic. Of course, there are always a few bad apples (rotten to the core) in every group of pirates.

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

O.C.C. Bonuses: +1 on initiative and +3 to save vs horror factor.

O.C.C. Skills:

- Seamanship (+15%)
- Rope Works (+10%)
- Castaway/Shipwreck Survival (+10%)
- Climb/Scale Walls (+10%)
- Swim (+5%)
- W.P. Blunt
- W.P. Grappling Hook
- W.P. Two of choice
- Hand to Hand: Expert
- Hand to hand: expert can be changed to hand to hand: assassin (if evil) at the cost of one "other" skill or martial arts for the cost of two skills.

O.C.C. Related Skills: Select eight other skills at level one, plus select two additional skills at levels four, eight and twelve. All new skills start at level one proficiency.

- Naval Skills: Any (+5%)
- Communications & Performing Arts: Any, (+5% for any languages)
- Domestic: Any
- Espionage: Any
- Horsemanship: General only
- Medical: First Aid only
- Military: Any
- Physical: Any (Swimming is typical)
- Rogue: Any (+5% each)
- Science: Astronomy & Navigation, or Mathematics: Basic, only
- Scholar & Technical: Any (+5%)
- Weapon Proficiencies: Any
- Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and one additional skill at levels three, six, nine and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated.

Starting Equipment: One suit of clothing, including a good pair of leather boots and a wide leather belt, plus a spare pair of pants, and two spare shirts. Also a large sack, a small sack, a small pouch, a sewing kit (with over-sized needles for repairing sailcloth), and a marlin spike (looks like an ice pick) used for splicing rope (also does 1D6 damage in combat).

Armor: Pirates wear leather armor or none at all. Leather armor provides freedom of movement, light weight, and the wearer can swim (at least until the leather gets waterlogged, which takes a few minutes). Most pirates wear hard leather or studded, the two which afford maximum protection. Heavy armor is too restrictive and will send its wearer to a watery grave if knocked overboard. Pirates start out with hard leather armor (A.R. 11, 39 S.D.C.); typically either provided by their captain/employer, or scavenged as booty from one

of their fallen victims. Some will risk wearing a half suit of chain or scale mail, but most don't wear armor heavier than studded leather, unless it is magically lightweight or weightless.

Weapons: The cutlass and scimitar are commonly identified with pirates, but almost any small and medium type weapon can be used. Pirates usually have a wide variety of weapons and armor from vessels they have plundered, but starting characters have either a cutlass or a scimitar, plus one belaying pin and two knives (one for cooking and eating, the other for combat, but both can be used either as throwing weapons or for hand-to-hand combat).

Money: The character starts out with 100 gold in pocket.



The Sailor O.C.C.

The sailor, or "Sea Dog," to some people's surprise, is a man of arms trained in the arts of seafaring. They are tough and hardy men of adventure who like the feel of the ocean spray on their cheeks and the 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, make it an exciting occupation that allures the wayward and wandering spirit.

Alignments: Any

Attribute Minimum Requirements: P.S. 7 and P.P. 9 or higher.

O.C.C. Bonuses: +1 on initiative, and +2 to maintain balance.

O.C.C. Skills:

- Seamanship (+20%)
- Rope Works (+10%)
- Swim (+10%)
- Sail (+10%)

Sea Lore (+15%)

Castaway/Shipwreck Survival (+5%)

Climb/Scale Walls (+5%)

W.P. Blunt

W.P. Grappling Hook

W.P. Two of choice

Hand to Hand: Basic

Hand to hand: basic can be changed to hand to hand: expert for the cost of one "other" skill, or to martial arts or assassin (if evil) for the cost of two "other" skills.

O.C.C. Related Skills: Select ten other skills at level one, plus select two additional skills at level two, and one skill at levels four, six, eight, ten and twelve. All new skills start at level one proficiency.

Naval Skills: Any (+10%)

Communications & Performing Arts: Any, (+5% for any languages)

Domestic: Any

Espionage: Any

Horseanship: General only

Medical: First Aid only

Military: Any

Physical: Any

Rogue: Any

Science: Any

Scholar & Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+5%)

Secondary Skills: The character also gets to select four secondary skills from the previous list at level one, and two additional skills at levels three, seven, nine and eleven. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated.

Starting Equipment: One suit of ordinary (street) clothing, a working sailor's outfit (no shoes, cap, shirt, loose pants, rope belt), and a dress uniform (formal white, with leather-brimmed cap, sailor shirt, jacket, trim pants, leather belt, and polished black leather shoes). Other gear includes a few tools, a sewing kit suitable for mending sailcloth, a "Sailmaker's Palm" (used like a thimble, but made of leather and metal, with a leather strap going around the hand, and a metal disk set in the palm), a marlin spike (for splicing rope), a large, well-made clothing bag, sleeping roll, and a purse or wallet. Sailors from the Western Empire, Byzantium, Timiro and the Eastern Territories carry a set of papers signed by each of their captains, recording their terms of service and any notable accomplishments.

Armor: Sailors rarely use armor unless they anticipate actual combat.

At such times, they may don light armor, rarely heavy. Most armor is considered a personal item and must be purchased by the individual character out of his/her own money. Quilt and leather types are the most commonly used because they allow good movement, are lightweight, and the wearer can swim in them should he have to. Magic armor is the most coveted (and extremely rare). The character starts with no personal armor.

Weapons: The cutlass, a type of short sword, has become the trademark of most sailors, however, all sailors also learn to use belaying pins in brawls. 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 very common. The character starts out with a cutlass, a belaying pin (wooden club), and a personal dagger (used for eating as well as fighting).

Money: The character starts out with 180 gold.

The Economics of Sea Trade



While most characters in the *Palladium Fantasy RPG* go after wealth in the usual way of fantasy characters (stealing and plundering, albeit from evil forces and the crypts of the long dead), there is a somewhat easier way to get rich.

It's as simple as the advice you'd get from any investor. Namely, buy low and sell high. In *Palladium* terms that means that the characters should go to a place where something is cheap, buy a bunch of it, take it far away to a place where it is vastly more valuable, and then sell it at a huge profit.

For example, high quality timber and hardwood is ridiculously cheap throughout most of the Northern Wilderness (if there's one thing they've got in Wolfen country, it's plenty of trees). On the other hand, glass, in the form of bottles, jars, lenses, lamps and crystal goblets, are dirt cheap in the Western Empire (maybe we should say "sand cheap," since the glass is made from sand, and they've got plenty of sand).

If you've got a ship, and if you can move the Northern Wilderness wood to the Western Empire, and the Western Empire glass to the Northern Wilderness, there's definitely a profit to be made. The wood, in just about any Western Empire city, can easily command a couple of gold per pound (let's see, a good sized oak tree, forty feet tall and six feet in diameter, weighs about 25 tons, and 50,000 pounds times two gold ...; get the idea?).

On the other hand, a ton of glass (slightly imperfect and rejected for sale in the Western Empire) could work out, with packing material, to about 2,000 glass goblets. Bought cheap, for say a total of 500 gold (pretty good for a ton of worthless scrap), each goblet could bring 5 to 20 gold, or in some cases, even 100 gold, in the Northern Wilderness. Not only that, but even the boxes and the packing material, virtually free in the Western Empire, could end up making a profit in the Northern Wilderness. Don't laugh! Back in the last century on Earth, a few

French merchants importing dishware from Japan made a killing by selling the "junk" ink block prints that were used to wrap the dishes as rare oriental art! Really.

Of course, it's still necessary to get all that tonnage from one place to another. A sea voyage, even through the inland sea, could take two or three months. In addition, some land or river travel may be necessary to get materials to some clients. Expenses are high, and dangers are pretty constant throughout the travelling. Plus, dealing with Wolfen, or with the denizens of a Western Empire city, is far from safe.

Still, one round trip from the Western Empire to the Northern Wilderness, and back again, with an average cargo of 80 tons, could make one very, very rich.

Let's assume that only wood and glass are carried. On the outgoing trip, the cost of the glass, in bulk, works out to 1,000 gold per ton, for a total of 80,000 gold. If all goes well, on arrival in the Western Empire, the 80 tons of glass are sold as 160,000 glass goblets. If the going price is just five gold per goblet, that means taking in 800,000 gold, or a profit of 720,000 gold!

Of course, glass goblets might not sell for five gold. What if somebody, another merchant, got there first? For example, it could be that *Benadius*, the slick salesman that he is, just sold a shipload of goblets. The price could be down to half or less! Worse, what if Benadius happened to pull a real scam? Let's say he picked up a huge load of really defective glass, discolored with green and blue flaws (which cost him next to nothing), and then convinced the Wolfen that these goblets were incredibly valuable, and that the clear stuff was just junk. Benadius has just made a killing, but he's also screwed the next merchant who comes along, effectively turning 80 tons of good quality glassware into so much ballast.

On the other hand, luck could go the other way. The merchant could happen to meet a party of Wolfen (or human settlers) from the extreme north, on their way back home with the gold from selling their furs. It turns out that these Wolfen have never seen such beautiful glass. "How did you cut these giant gemstones?" they ask. After a good story about the great mages of the East, and how drinking from the "Star*Glass" is known to bring good fortune, one could really make a killing!

For the return trip, the cost of 80 tons of seasoned timber is about 400 gold (rather than just cutting it down, it's better to buy from someone who has cut it up, selected the best pieces, and let it "season" for a year or two). Chances are good that it will sell for at least 320,000 gold. With a bit of good luck, like if there is a shortage, it could be even more valuable. On the other hand, if some fool came back with a load of bad wood, carrying a dangerous fungus, or concealing some kind of evil forest creature, then it's possible that a mob will threaten to burn the whole cargo, and maybe the ship as well.

Goods & Commodities

Prices almost always depend on location. In general, manufactured goods, magical items, and anything that requires a lot of skill, are going to be pretty cheap in the Western Empire. For prices, see the **Palladium Fantasy RPG, 2nd edition**, pages 270 to 274. When you buy, or sell, by the ton, the price is usually about 35-50% of what is listed. As a rough rule of thumb, if you're not sure about the weight, assume 1,000 of any item is a ton. Typical goods include:

- Iron Goods from the Western Empire, or from Dwarven or Kobold communities, like weapons, armor, knives, pots & pans, ladels, tongs, hammer heads, and files.
- Glassware, where the best comes from the Western Empire (although more primitive glass is made in Timiro and other places in the south), like bottles, goblets, dishes, lamps and vases. Also mirrors and lenses.
- Perfumes & Oils. Note that most of the trade is in heavily concentrated, distilled essences. A bottle of concentrated rose-water, for example, might be cut with water and oil to make two dozen bottles of scented perfume.

- Finished textiles. The Western Empire exports fine clothing, rugs, tapestries, drapes, etc. However, they import wool (from Timiro, the Eastern Territory and elsewhere), and furs (from most everywhere).
- Leather. The Western Empire imports leather from all over, but especially from grazing lands like Ophid's Grasslands, the northern edge of the Old Kingdom, and the Eastern Territory.
- Grains and Spices. Bizantium imports grains from the south and spices from Timiro and the Western Empire.
- Alcohol. Rum is exported by the Land of the South Winds and the Western Empire throughout the world. Western Brandy is the best in the world and imported by Timiro, the Eastern Territory and Bizantium. Timiro Kingdom and Eastern Territory wines and champagnes are exported around the world and are especially popular in Bizantium and the Land of the South Winds (as well as in their native countries).
- Slaves. The Western Empire, parts of the Land of the South Winds, and many of the so-called monster communities are always in the market for slaves. Along these lines, exotic animals and monsters are usually wanted in the Western Empire for its many gladiatorial arenas.

Market Price (roll percentile)

This optional table can be used by the Game Master to figure out what fluctuations there might be in the price of any item. It is best to roll separately for each type of item. If desired, this can also be used to determine the costs for just about anything, since a shortage, or a glut, can affect the price of anything from beer to bread, from shirts to swords.

01-05 Glut. The item becomes virtually worthless. Typical prices are 2% to 8% of the usual (roll 2D4), so a pair of boots that normally sell for 100 gold might be down to 2-8 gold. Merchants attempting to sell in quantity will likely find no buyers at all ("tell you what, you give me five gold per ton, and I'll take it off your hands"), and are better off trying to take their cargo elsewhere.

06-15 Excess. There is just too much of the stuff available. Perhaps too many merchants showed up with cargoes all at once, or the demand just fell off. In any case, the price is 10% to 40% of the usual (roll 1D4).

16-30 Surplus. The buyers know that there is plenty to go around. They're still buying, but they'd prefer to find a discount. The price is 45% to 70% of the average (roll 1D6, multiply times 5, and add to 40).

31-45 Low Market. Because things are slow, the seller will have to offer a bit of a discount (anywhere from 5% to 25% less than usual). The Game Master can roll to see if the buyer finds the offer acceptable. It may take some time to find the right customer.

46-65 Steady Market. No changes, and the price stays within a few gold of the average.

66-80 High Market. Sellers can get rid of their wares immediately if they are willing to go with the usual price. It's also possible to charge an extra 10% to 20%, but there is no guarantee that it will sell right away.

81-90 Speculation. Buyers are very interested in the product, and will typically pay 50% higher to double the usual price.

91-95 Privation. Selling is easy, and prices are triple the usual market price. Even large quantities will sell for these inflated prices.

96-98 Dearth. Someone is desperate for this particular item, and they are willing to pay dearly. Buyers will offer four times the usual price! However, this only lasts for the first big batch (usually a ton). After that one sale the price could go anywhere (roll again for the new market price).

99-00 Extreme Scarcity. For some reason the item has become incredibly rare, and incredibly valuable. The price is anywhere from 4 to 10 times the average (roll 2D4+2). Merchants who have a large stock of something in such hot demand are usually smart to sell a bit at a time, so as not to hurt the market price. After all, when word gets around that several tons are available, people might be more reluctant to pay such a

high price or mob the ship trying to get some for themselves before somebody buys it all.

The Necromancer

Optional O.C.C. but a great villain.

By Erick Wujcik. Inspired by and adapted from text and concepts created and written by Kevin Siembieda in *Rifts® Africa*.

Of all the various practitioners of magic in the Palladium World, there are none who are regarded with such hatred, fear and downright loathing as the Necromancer. Those who meddle with the dead are condemned by virtually all religions, outlawed by most states, shunned by decent folk everywhere, and are the subject of violent abuse and persecutions by virtually every other mage.

Why? Simply because the dead, especially the bodies of relatives ("Mom!") and friends, are regarded as sacred. Not only is it disgusting to contemplate the defilement and desecration of the physical body, but it is even more disturbing to consider that the person's immortal soul might be taken from its proper place. Cannibals, while viewed with utter disgust by just about everyone, are acceptable members of society compared to necromancers.

In the face of overwhelming social disapproval, the only people who would choose to become necromancers are those of evil (or possibly anarchist) alignment. Characters of a good alignment simply *cannot* practice death magic. Even an anarchist (selfish) Necromancer is a rarity. Since the magic frequently requires the manipulation, enslavement, torture and murder of living beings, and since many of the rituals are repulsive and involve working with the remains of the dead, very few *player characters* will be able to take on the role of a Necromancer O.C.C.

Nor is it possible for necromancers to conceal their grisly profession.

A large part of the Necromancer's power is the ability to animate, control and draw power from the remains of the dead. Consequently, these practitioners of magic are almost certain to carry the remains of the dead, such as the bones of skeletons and preserved claws, arms, hooves, wings, etc. These items are likely to be carried in a large backpack or sack. Extremely rare and/or valuable items, such as the claw of a dragon, may be concealed, but will *always* be at the Necromancer's side. Large necromancers, such as ogres, trolls and giants, as well as truly evil and flamboyant mages, wear the bones and shrivelled remains of creatures as jewelry, belts, necklaces, weapons, easy-to-grab components, and so on. Some travelling Necromancers even use an entourage of skeletons and zombies as animated servants and protectors, with additional limbs and components carried in trunks, crates or wagons.

The lair of a Necromancer, especially for high level characters, will be inhabited by zombies, mummies and animated dead who function as guards and servants. Additional scores of skeletons and corpses will be strategically placed throughout the lair, ready to be animated should the need arise. The Necromancer may also enslave or employ low level demons, monsters and vampires. Death Mages frequently entertain (or serve) supernatural monsters, powerful, evil sorcerers, or death cults and gods, as well as manipulating those who have the political or military power to serve the Necromancer's needs.

Necromancer O.C.C.

Abilities & Bonuses

Note: For an M.D.C./Mega-Damage version of the Necromancer O.C.C., see *Rifts® World Book Four: Africa*, pages 99-109.

The most terrifying and fundamental power of Necromancers is their ability to animate and control the dead. This macabre power has three

different manifestations: The union transformation, the augmentation/additional appendages and the animate/control dead.

1. Union with the Dead. This power enables the necromancer's own hands or feet to be transformed into the claws of an animal. The transformation is temporary and is accomplished by tying the claw (either skeletal, or recently slain and severed) onto the appendage that is to be affected. It also requires muttering a spell incantation known only to those of the Necromancer O.C.C. The hand and/or forearm is then transformed into a clawed appendage that looks exactly like that of the creature, as well as giving the sorcerer the creature's combat bonuses and/or abilities.

P.P.E. Cost: Varies; see descriptions of the various types.

Range: Self only at levels 1-4, others by touch after 4th level. The animal claw must be tied to the body. At fifth level, the necromancer can perform this transformation on others (same process and conditions), but the duration is half.

Duration: 10 minutes per level of the necromancer. The transformed limb(s) returns to normal when the duration of the magic has elapsed, or when the mage is killed or rendered unconscious. The necromancer can cancel the magic at any time. The entire incantation and the tying of the limbs to the subject takes one full melee round.

Limitations: The union and transformation of the dead works only on the living. It cannot be used to transform the limbs of dead creatures.

Notes: The limb(s) is always proportional to the size of the necromancer, never tiny or over-sized. One or both human hands can be transformed. Any combination of limbs can be used, such as the claw of a tiger on the right hand, the claw of an eagle on the left, a pair of horse hooves for feet and the wings of a bat attached to the back. Each transformed appendage adds to the necromancer's frightening visage and power (+1 to horror factor per each pair of inhuman limbs).

This transformation provides enhanced combat powers and speed as follows:

- **Tentacle:** P.P.E. cost 10. Includes the octopus, squid and a variety of monsters. +1 to strike, +20 to climb using suction cups, +3 to damage, and can pin or entangle an opponent.
- **Rodent's claws/feet:** P.P.E. Cost: 10. Includes rats, mice, squirrels, rabbits, and other similar, small animals, and provide bonuses of: +1 to strike and parry, +2 to damage, and +10% to climb. The claws have an opposable thumb and fingers so tools and weapons can be used; roughly equal to human hands.
- **Cat and other feline claws:** P.P.E. cost 20. +2 to strike and parry, +8 to damage, +20% to climb and +10% to prowl. The claws are retractable, but have no opposable thumb, making it impossible to grasp and use weapons or tools.
- **Canine claws (do not make good humanoid hands):** P.P.E. Cost: 10. +1 to parry, and +4 to damage, but has no opposable thumb, making it impossible to grasp or use weapons or tools.
- **Bear claws, badger, wolverine and similar large claws:** P.P.E. Cost: 15. +1 to strike and +1 to parry, +10 to damage, and +5% to climb. The claw is excellent for digging but has no opposable thumb, making it impossible to grasp or use weapons or tools.
- **Bird claws/talons:** P.P.E. Cost: 15. +1 to strike and parry, +8 to damage. The claws can grasp tools and use weapons at -1 to strike or parry. When using modern or complicated devices there is a skill penalty of -20%.
- **Dragon claws and claws from other magical and supernatural creatures:** P.P.E. Cost: 50. Dragon claws (any kind) are +1 to strike, +1 to parry, inflict 6D6 damage, make the necromancer impervious to fire, and gives the character an extra physical S.D.C. of 150 from hatchlings, 300 from adult dragons and 600 from ancient ones!

The claws from other creatures of magic and supernatural monsters, including the Manticore, Sphinx, Za, Ghouls, Gargoyles and other so-called demons and others inflict 4D6 damage, and provide the necromancer with an extra 80 S.D.C.; no strike or parry bonuses. P.P.E. Cost: 35.



The claws from a powerful, but non-supernatural creature, like the Melech and Peryton, inflict 4D6 damage; no other combat bonuses. P.P.E. Cost: 20.

Hooves, hands and claws can be attached to and transform the feet and legs.

- **Hooves of any kind**, including horse, ox, cow, deer, etc., add +20 to the character's speed attribute and enables him to leap 10 feet (3 m) high or lengthwise. P.P.E. Cost: 15.
- **Rhinoceros or Elephant feet**: P.P.E. Cost: 20. +10 to the character's normal speed attribute but can also run for a short period of 30 seconds (two melee rounds) at +40. Kick or stomp attacks inflict 4D6 damage.
- **Kiln hooves**: P.P.E. Cost: 25. +30 to the speed attribute and can leap 10 feet (3 m) high or lengthwise and kick attacks inflict 4D6 damage.
- **Unicorn hooves**: P.P.E. Cost: 30. +40 to the speed attribute and can leap 20 feet (6 m) high or lengthwise and kick attacks inflict 5D6 damage.
- **Dragon feet/claws**: P.P.E. Cost: 30. +20 to the speed attribute and can leap 20 feet (6 m) high or lengthwise and kick attacks inflict 1D4x10 damage.
- **Monkey or ape (or humanoid) hands**: P.P.E. cost 15. +20 to climb, +5% to acrobatics, plus the feet are equivalent to hands and can grasp and use weapons, tools and devices. However, the character's normal running speed is reduced by half (hands are clumsy at walking).

2. Augmentation and additional appendages. This power enables the necromancer to temporarily attach additional limbs of dead creatures, people or animals, and animate them as *additional* parts of the character's own body!

The mage can attach as many as three additional pairs of arms and two pairs of additional legs. If desired, it is also possible to add a pair of wings, a tail, and several sets of horns to his body (in any combination). Not only does this magic augment the mage's combat abilities and powers, but the mere sight of such a disgusting multi-limbed body is frightening to behold; +1 to horror factor for each pair of limbs.

Just as with the transformation of union, the appendages must be strapped to his body.

P.P.E. Cost: Varies; see descriptions.

Range: Self only from levels 1-7, others by touch from level 8 on up. The appendage must be tied to the body. At eighth level, the necromancer can perform this transformation on others (same process and conditions), only the duration is half.

Duration: Five minutes per level of the necromancer. The limbs return to normal when the duration of the magic has elapsed, or when the mage is killed or rendered unconscious, or at will. The entire incantation and the tying of the limbs to the subject takes about 15 seconds/one full melee round per pair.

Notes: The limb(s) is always proportional to the size of the necromancer, never tiny or over-sized. One or both human arms can be transformed. A total of six additional appendages (arms or tentacles, etc.) can be added to the body. A tail or single horn counts as ONE appendage, a pair of wings counts as two appendages. Of course, the necromancer can also transform his original limbs as described in number one. Note however, that the additional, dead, appendages cannot be transformed as described in number one and retain their original and dead appearance.

This transformation and augmentation provides additional combat abilities, powers and speed as follows:

Additional arms or tentacles: P.P.E. cost: 10 per pair, 5 for one limb, and 20 for a pair of limbs from magical, supernatural or demonic creatures. Each additional *pair* of arms or tentacles adds one to the character's attacks per melee round, and a +1 bonus to strike and parry. Three additional "pairs" of arms and hands (or tentacles) can be added

to the body of the necromancer, for a total maximum of eight arms: the character's two natural limbs and six skeleton limbs. The additional limbs can be humanoid, animal, or monstrous. Note that attaching one giant limb counts as two normal sized limbs.

- **Horn(s)**: P.P.E. Cost: 4 each. Horns are used as a weapon in head-butting and ramming. A single horn inflicts 1D6 damage, while a pair of horns does 2D6 damage; either adds six points to the character's physical S.D.C.
- **Rhinoceros Horn**: P.P.E. Cost: 8. The horn inflicts 3D6 damage and instills the abilities of keen hearing (+1 on initiative) and keen sense of smell (55% to track by smell), plus it gives the wearer an extra 20 S.D.C.
- **Unicorn Horn**: P.P.E. Cost: 10. The horn inflicts 4D6 damage and can be used against vampires, zombies, and magical and supernatural beings who are impervious to normal weapons. It also instills the abilities to see the invisible, nightvision (90 ft/27.4 m), keen color vision, prowling (50%), +1 on initiative and never tires.
- **Kiln Horn**: P.P.E. Cost: 10. The horn inflicts 5D6 damage, and instills the abilities to see the invisible, nightvision (90 ft/27.4 m), healing touch (four times per 24 hour period, restoring 2D4 hit points and 3D6 S.D.C.), and sense evil (automatic sensation).
- **Dragon Horn**: P.P.E. Cost: 30. One horn inflicts 1D4x10 damage, and +250 S.D.C. to the character wearing the horn. Two or more horns do 2D4x10 damage, and each additional dragon horn adds another 100 S.D.C. points.
- **Dragon Tail**: P.P.E. Cost: 20. Provides one additional attack per melee and inflicts 1D6x10 damage per strike.
- **Dragon Skull**: P.P.E. Cost: 50. Often worn as a helmet or ceremonial headdress known as the "Dragon Helm" and is very coveted. It instills the following powers: 240 S.D.C., understand and speak all languages, read and write Dragonese/Elf, makes the wearer impervious to fire, resistant to cold, and breathe whatever type of breath weapon (if any) the dragon had, i.e. fire, cold, acid, etc. In addition, the mage can cast any of the spells once known by the dragon equal to a 5th level spell caster!
- **Skull of a powerful supernatural monster** such as a greater demon or demon lord (but not elementals, vampires, or energy beings): P.P.E. cost 120. The skull gives the necromancer an additional 300 S.D.C., the ability to speak that creature's language and all of the creature's magic powers and spell knowledge (only while the skull is activated), equal to half the level of ability of the creature when it was alive. Thus, if the creature could cast magic at 10th level, the necromancer's spells derived from the skull are at fifth level power. If sixth level, spells drawn from the skull are at third, and so on.
- **A pair of wings from a bird or bat** (not insects) can be attached to provide flight. P.P.E. Cost: 30. The wings must be strapped to the back of the mage and can be undersized or over-sized, but when the magic is engaged the wings grow or shrink to the appropriate size for the user. Flying speed is limited to 20 mph (32 km) for most song birds and bats, game and large birds, and 35 mph (56 km) from the wings of birds of prey. Large, monstrous wings from such creatures as the Pegasus, Peryton, Harpy, Sphinx, Gargoyle, Gryphon, Gromek, Waternix and similar beasts provide a flying speed of 45 mph (72 km).
- **A pair of wings from a dragon or powerful supernatural creatures** like the Baal-Rog, Gargoyle Lord, Night Owl, and similar creatures. P.P.E. Cost: 90. Flight at a speed of 60 mph (96.5 km), as well as adding another 100 S.D.C. to the flyer (note that the wings themselves have 2D4x100 S.D.C.).

3. Animate and Control the Dead. The necromancer can animate and control dead bodies, skeletons, corpses, etc., as if they were giant puppets. This power is very similar to the Wizard spell (see *Palladium Fantasy RPG, 2nd edition*, page 200), only the power of the necromancer is considerably greater than the spell.

P.P.E. Cost: 10



Range: 300 feet, plus 20 feet per level of experience.

Duration: 10 minutes per level of experience.

- The necromancer can control four corpses/skeletons per level of experience. The bodies or skeletons can be humanoid or animal.
- The animated dead to be controlled must be clearly in view of the spell caster in order to animate them, but the necromancer can add more to his army as he locates them.
- The necromancer can also send his dead puppets on simple missions such as "destroy" or "kill" and send them wandering out of his sight, swinging at and smashing everything they encounter. The animated dead will try to follow the command until they are destroyed or until the end of the spell (maximum duration). In this special case, it no longer matters whether the necromancer is in view, present, or even conscious.
- The animated dead can be either in the skeleton or corpse form of any humanoid, animal or monster. Each of the animated dead has a Spd. 7, two attacks per melee round, and attacks are inflicted by punches, kick, claws, and bites (1D6 damage). While swords and other weapons can be used by the animated dead, they don't have the coordination to use them any more effectively than blunt clubs (in other words, they are as likely to hit with the flat of the blade as the edge). Double the speed and damage of giant animals and humanoids and add one attack per melee round. These robot like animations don't feel pain, fear or emotion.
- Only total destruction will stop an animated dead. Whenever the necromancer is rendered unconscious (or slain), the animated dead will immediately flop down and stop moving.
- S.D.C. of a small skeleton or corpse, such as a goblin or gnome, is 50 S.D.C., human sized bodies, including elves, dwarves and orcs, have 80 S.D.C., larger creatures, such as wolven and ogres, have 140 S.D.C., and giants (weighing 500 pounds or more) are invested with 200 S.D.C. Note that arrows, spears and stabbing weapons (knives, sword points, etc.) do only one-third damage, while blunt and smashing weapons or attacks do full damage. Fire does double damage.

4. Impervious to vampires! Necromancers are impervious to the mind controlling bite of a vampire, and cannot be turned into a vampire, but can be slain by them. Necromancers know all legends about vampires and other undead, and know the proper techniques for combating them. Vampires will be covered in detail in a future supplement.

5. All necromancers are inherently frightening, even if their profession is unknown to observers. Horror Factor 6 at first level, and add one to horror factor at levels three, five, seven, nine, eleven, thirteen and fifteen. Also add H.F. points from bonuses provided by the addition of frightening appendages. Conversely, it tends to take a lot to horrify them; +6 to save vs horror factor.

6. Spell Casting Abilities & P.P.E.:

- Necromancers begin with 6 Necromancy spells and 6 common spells associated with necromancy. Additional spells and rituals related to Necromancy may be learned or purchased at any time regardless of the character's experience level; however, the Necromancer does NOT obtain these automatically. A Necromancer begins with P.P.E. Equal to 2D4x10 plus his P.E. attribute and gains 2D6 more P.P.E. per level of experience.

Necromancer O.C.C.

Alignment: Most Necromancers are anarchist or evil, usually miscreant or diabolic.

Attribute Requirements: I.Q. 10, M.E. 10 or higher, and P.E. 12 or higher.

O.C.C. Skills:

Languages: Native Tongue at 98%, plus one of choice (+20%)

Literacy: Two of choice (+12%)

Lore: Monsters & Demons (+20%)

Lore: Magic (+10%)

Mathematics: Basic (+20%)

Skin and Prepare Animal Hides (+5%)

Wilderness Survival

W.P.: Two of choice

Hand to hand: basic can be selected as one "other" skill, hand to hand: expert at the cost of two "other" skills, or martial arts or assassin for the cost of three "other" skills.

O.C.C. Related Skills: Select seven other skills. Plus select two additional skills at level two, one at level four, one at level eight, and one at level twelve. All new skills start at level one proficiency.

Communications & Performing Arts: Any

Domestic: Any

Espionage: Any

Horsemanship: General or Exotic only

Medical: Any (+5%)

Military: Any

Physical: Any

Rogue: Any (+5%)

Science: Any

Scholar & Technical: Any (+10% on lore or literacy)

Weapon Proficiencies: Any

Wilderness: Any

Secondary Skills: The character also gets to select four secondary skills from those listed at level one and one additional skill at levels 3, 6, 9 and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: A good quality, hooded robe or cloak, two full sets of clothing, a pair of leather gloves, belt, bedroll, backpack, large satchel, two small sacks, a water skin, 2D6 sheets of parchment, a 100 page notebook, three crow quill pens, two bottles of ink (choice of colors), 2 sticks of graphite, 2 sticks of chalk, two candles, a wooden cross, a small mirror, a tinder box, four short pieces of rope (2 ft/0.6 m), one 12 foot (3.6 m) length of rope and a ball of string (20 ft/6 m).

Armor: Starts with a suit of soft leather (A.R. 10, S.D.C. 20).

Weapons: One silver knife (1D6 damage), one wooden knife (1D4 damage; breaks fairly easily, 6 S.D.C.), and one additional weapon of choice.

Money: Starts with 125 in gold. While Necromancers have difficulty finding employment for their skills, when they do find a customer, they can charge enormous amounts for their services. For example, many nobles and the wealthy have questions they would like to put to the deceased ("Uncle Willy, where did you bury that treasure?"), and are usually willing to pay 2D4 times 1,000 gold for the answers. While only an evil lord or warrior would hire a Necromancer, there

is no doubt that Necromancy can be valuable during a war. Payment for this kind of work varies, but it starts at no less than 10,000 gold. Necromancers are also known to send animated corpses to engage in banditry, attack merchant caravans and travelers to steal, and even as a threat to blackmail merchants, churches and even entire small towns and villages.

Insanity: The necromancer often becomes deranged with the passage of time. Roll once on the following table at levels four, eight, ten, twelve and fifteen. Of course if you want the character to be crazy, pick one or two from the very beginning.

Necromancer Insanity Table

Roll percentile dice.

- 01-30 No insanity.
- 31-40 Obsession: Likes to torture, hurt and kill others.
- 41-45 Obsession: Hates the light of day and tries to avoid it.
- 46-50 Obsession: Danger; loves it — takes needless risks.
- 51-55 Phobia: Gods of Light.
- 56-60 Obsession: Hates good druids, especially Millennium druids.
- 61-65 Obsession: Dead things — loves them; surrounds himself with skeletons, mummies, zombies, and the like.
- 66-70 Phobia: Ancient Dragons.
- 71-75 Phobia: High level shaman and priests of light.
- 76-80 Phobia: Spirits of Light/angels.
- 81-85 Roll for random affective disorder.
- 86-90 Roll for random-phobia.
- 91-95 Roll for random obsession.
- 96-00 Roll for random insanity.

Necro-Magic

By Kevin Siembieda & Erick Wujcik

Necromancy is a little different than the more common spell magic in that many of its incantations may involve the use of dead beings, skeletons, or components (pieces!) taken from the dead. All necromantic spells are specifically related to the dead, the undead, or to the process of death. Its practice and even usage is forbidden in most human, Elf and Gnome communities. It is absolutely *forbidden* by Dwarves and Titans and was one of the "dark magics" that elves and dwarves tried to destroy during the Millennium of Purification. In fact, Necromancy was believed to have been eradicated for centuries, but has resurfaced in the last 400 years. Thankfully, many of the most powerful and horrific necromantic secrets remain lost. **Note:** Most wizards, even evil ones, will not learn or engage in the black arts of necromancy.

Necromancy continues to grow in popularity among the monster races, particularly ogres, orcs, trolls and Tezcat. The only exception are Wolfen. Although they have accepted the practice of necromancy for generations, and are famous for its deft use in military campaigns and sieges, they find it an evil and worrisome profession/power and do not encourage or praise its use. In the last 50 years, some Wolfen communities and warlords have gone so far as to forbid its practice.

Command Ghouls

Range: Self

Duration: 15 minutes per level of experience.

Saving Throw: -2

P.P.E: 10

This incantation makes 2D4 ghouls per level of the spell caster's experience fear and obey the necromancer. This spell will affect grave ghouls, the Dybbuk and similar creatures, but has no effect on Dimensional Ghouls or ghoulish demon lords. Also note that the Dybbuk

doesn't appreciate mind control and is likely to seek revenge on the person responsible, unless the mission was an enjoyable one. Grave Ghouls are too timid to consider retribution.

Consume Power & Knowledge

Range: Self

Duration: Varies.

Saving Throw: Not applicable.

P.P.E: 20 per each item.

This repulsive magic requires that the necromancer remove the tongue, brain or organ of a dead being, boil or cook it while reciting the magic incantation, and breathe the fumes from the prepared meat. Necromancers who are monsters may tear out the organ and eat it raw (or cooked) with the same magic results. The basic concept behind this magic is the belief by many cultures, both human and monster, that eating the organs of one's vanquished enemies will give the eater his courage or abilities. Different organs offer different powers. No powers are gained from animal organs. More than one item (maximum three) can be cooked up with accumulative effect.

Heart: Courage and strength. The mage is +3 to save vs horror factor, is not easily unnerved or intimidated, gets an additional 10 S.D.C. and can lift and carry twice as much as normal. Duration: One hour per level of experience.

Liver: Sobriety. No matter how much alcohol is drunk, the character cannot get drunk. Duration: One hour per level of experience.

Kidneys: Impervious to poisons and +2 to save vs non-lethal drugs. Duration: One hour per level of experience.

Intestines: Breathing the fumes provides physical nourishment. The character does not need to eat, and will not feel hungry for at least 48 hours after completing the spell.

Tongue: Can understand and speak all languages. Duration: Two hours per level of experience.

Eyes: The necromancer will recognize the people, places and items once known by the deceased, as well as the basic background behind those people, places or items. For example, the necromancer will recognize the deceased's friends, parents, family, lover, wife, enemy, murderer, home, favorite tavern, weapon, clothing, etc. Duration: One hour per level of experience.

Brains: Provides the mage with all of that person's skills at 60% proficiency. Duration: One hour per level of experience.

Death Mask

Range: Self

Duration: Four minutes per level of experience.

Saving Throw: All who see the death mask must roll to save vs horror factor of 13.

P.P.E: 12

The spell creates a frightening looking death mask that completely covers the spell caster's face. The mask provides the following:

- Disguises the character's normal facial features.
- Frightening visage evokes fear equal to a horror factor of 13.
- Wearer is impervious to all normal disease, poisons, and magic sicknesses and curses.
- Prowl at 55%

Death Strike

Range: Self

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: Opponents are -1 to save.

P.P.E: 25

Every punch, kick, or strike inflicted by bare hands/feet or by hand-held weapons such as a club or sword (excluding bow weapons, thrown weapons and guns), inflicts double damage. Furthermore, if the opponent is a magical or supernatural being, then the doubled damage will be inflicted as if it were delivered by the required magical weapon.

Divining: Tombs & Graves

Range: Self

Duration: 5 minutes per level of experience.

Saving Throw: Standard

P.P.E: 10 or 35

This magic requires the use of a wishbone from a large bird. First the bone is held in both hands. Upon activation of the spell, the bone starts to vibrate, and pulls the character in the direction of any nearby graves or tombs. When a grave has been located, usually when the Necromancer is standing over it, the wishbone stops vibrating momentarily, and then points to the closest grave. For the cost of an extra 25 P.P.E., the divining spell can locate a specific grave or tomb from among many, but the character must know the name of the deceased (true name or popular name).

Kill Plants

Range: Touch

Duration: Instant.

Saving Throw: None, unless an intelligent life form, then standard.

P.P.E: 10

This death touch inflicts 1D4×10 S.D.C./hit point damage to plant life per level the spell caster's experience. The killing touch is usually performed as an act of vandalism, vindictiveness, or cruelty.

Maggots (insects)

Range: Touch

Duration: Days unless killed.

Saving Throw: Standard

P.P.E: 20

The necromancer can touch food or a dead animal and infest it with maggots and worms that feed on the dead. If the victim of the spell (for example, the owner of the food) acts quickly, he can save 2D4×10% of the food by boiling, deep frying, smoking, or taking similar measures to kill the bugs and any possible disease. This magic cannot be used against the living.

Object Read the Dead

Range: Touch

Duration: Instant

Saving Throw: None

P.P.E: 8

This spell gives the character a power similar to the psionic ability of object read, only this power is limited to divining things about the dead. Information can be gathered from a corpse, animal carcass, skeleton, skull, or a single large bone. The data is limited but helpful.

- General cause of death: old age, disease, plague, accident or murder.
- Race or animal type.
- Whether the creature suffered or not before dying.
- Whether or not magic was involved.
- The length of time the creature has been dead: immediate (a few minutes), recent (a few hours), quite a while (a few days), a long time (several months), years, or decades (over 20 years).

Recognize the Undead

Range: Self

Duration: 10 minutes per level of experience.

Saving Throw: Standard

P.P.E: 8

The spell caster is given the ability to automatically recognize all types of undead, including vampires and vampire intelligences, no matter how human or innocent they may appear. This knowledge enables the character to better prepare himself for conflicts with these monsters (or to avoid such conflicts).

Shadows of Death

Range: Self or 20 feet (6 m)

Duration: 24 hours per level of experience.

Saving Throw: Standard

P.P.E: 45

This spell creates strange and monstrous shadows but has two different applications. If cast on himself, the necromancer's own shadow will seem to have a life of its own, move independent of the mage, make sudden or threatening movements, and generally look frightening and unnatural. This adds +2 to the horror factor of the mage and makes opponents -2 on all combat bonuses because the movements of the shadow are startling and distracting.

Alternately, the shadows of death can be cast on others. In this case the spell is considered a curse. Victims have a constant feeling that they are being watched and/or in danger. They constantly catch glimpses of movement and strange shadows from the corners of their eyes. This makes the character paranoid and jumpy, plus he has trouble sleeping. **Penalties:** Tired from lack of sleep and constantly being on edge; reduce speed and endurance/fatigue levels by 20% and all combat bonuses are -1.

Shadow of Doom (curse)

Range: Touch or 20 feet (6 m)

Duration: 48 hours per level of experience.

Saving Throw: Standard

P.P.E: 45

This spell should be considered a magic curse. The cursed character is depressed and feels like the sword of doom is about to drop on him. **Penalties:** -2 on initiative, -1 on all other combat bonuses and -20% on all skill proficiencies.

Stench of the Dead

Range: 100 feet (30.5 m) plus 10 feet (3 m) per level of experience.

Duration: 2 minutes per level of experience.

Saving Throw: Standard

P.P.E: 6

A magic mist covers the area when this spell is cast. The mist stinks of rotting meat and decay. The sickening smell causes all who enter its area of effect to cough and retch twice per melee round (15 seconds), plus the eyes water and no other odors can be smelled while in the overwhelming mist. **Penalties:** Reduce speed, number of attacks per melee and combat bonuses by half!

Strength of the Dead

Range: Self

Duration: 2 minutes per level of experience.

Saving Throw: None

P.P.E: 60

Starting with an intact, recently dead (within 24 hours) body, the Necromancer can draw out some of the deceased's past life force. This temporarily grants the necromancer half the S.D.C. and hit points that the creature had while it was alive. It is possible to use an older, more decomposed (up to one week old) body, but the amount of hit points and S.D.C. received will be only 25%.

Summon Magot (monster)

Range: Not applicable

Duration: 12 hours per level of experience.

Saving Throw: Standard

P.P.E: 320

This impressive ritual plucks one hideous Magot demon from its native dimension and magically places it before the summoning necromancer to do his bidding. The Magot is automatically under the spell caster's control and will obey him without question. The creature's time

on the Palladium World is limited and it will warp out (going back to its home world) after the duration time of the summoning magic elapses, or when the necromancer bids it to leave, or when it is slain. For a description of the Magot, see *Palladium Fantasy RPG® 2nd edition*, pages 323-324.

Summon Vampires

Range: 1000 miles

Duration: 24 hours per level of experience.

Saving Throw: None

P.P.E.: 150

This ritual magic will cause 1D4 vampires within a 1000 mile (1600 km) radius to come to the necromancer within 12 hours (at night, of course). If there are no vampires in the area, then none will come. Only wild vampires and/or secondary vampires must heed the mystic summons. The master vampire and old secondary vampires are not affected, nor is the vampire intelligence.

Most vampires see the necromancer as a kindred spirit and a potential ally, so they will gladly work with the Death Mage. The magic requires the undead to stay for 24 hours per level of experience of the summoner. However, they can *choose* to stay longer if that is what they desire; the only difference is the vampire is no longer obligated to obey the necromancer. This means a free vampire may continue to work with the sorcerer, especially if there is a lot of bloodshed, or if the creature likes the mage's scheme. Otherwise, the vampire is free to do as he pleases.

Summon Worms of Taut

Range: Not applicable

Duration: 24 hours per level of experience.

Saving Throw: Standard

P.P.E.: 210

This ritual plucks one or more Worms of Taut from its native dimension and magically places it/them before the summoning necromancer. The creature(s) is automatically under the spell caster's control and will obey him without question.

Not all worms can be summoned, only the *Nippers*, *Fire Worms* and *Tomb Worms*. As many as one per level of experience can be summoned.

The problem with this spell is that after the duration has elapsed, the necromancer's control over the worms is gone, but the worms themselves remain. All Worms of Taut are extremely aggressive and dangerous predators. See *Palladium's Monsters & Animals™* for descriptions.

Transfer Life Force

Range: 1000 miles

Duration: 24 hours per level of experience.

Saving Throw: None

P.P.E.: 150

This spell enables the necromancer's life essence to inhabit and animate the body of a skeleton, corpse, mummy, zombie and even puppets like a robot. The possessed dead thing has all the mental and physical powers of the necromancer, however, magic spells and psionic powers *cannot* be used, because the corpse has no P.P.E. or I.S.P.

Since the body is dead it is impervious to pain, hunger, thirst, fatigue, disease, drugs, poisons, gases, heat and cold. Also the sense of smell is lost and the sense of touch is about half of normal. Vision and hearing are provided by mystic means. If the body is destroyed, it is no big deal, the spell caster simply returns to his real, living body and can always inhabit another dead body if so desired. The spell can be used as an offensive measure or a subtle means to spy or confuse. The spell caster can disguise himself completely by inhabiting a recently deceased individual or conceal his identity by inhabiting a corpse or skeleton. **Note:** The dead body looks ... well ... dead and continues to discolor and decay. After a while, the dead body's stench will increase to terrible proportions, and body parts may drop off.

Alphabetical List of Necromancy Spells

Command Ghouls (10) — Fourth Level

Consume Power & Knowledge (20) — Fifth Level

Death Mask (12) — Fifth Level

Death Strike (25) — Eighth Level

Divining: Tombs & Graves (10 or 35) — Fifth Level

Kill Plants (10) — Fourth Level

Maggots (20) — Fifth Level

Object Read the Dead (8) — Third Level

Recognize the Undead (8) — Third Level

Shadows of Death (45) — Ninth Level

Shadows of Doom (45) — Ninth Level

Stench of the Dead (60) — Second Level

Strength of the Dead (60) — Tenth Level

Summon Magot (monster, 320) — Thirteenth Level

Summon Vampires (150) — Eleventh Level

Summon Worms of Taut (210) — Twelfth Level

Transfer Life Force (150) — Eleventh Level

Common Spell Magic Available to the Necromancer

As a spell caster, a necromancer can learn any spell. Some spells (those listed here) fit right into the necromancer's usual way of doing magic and can be learned quite easily.

All spells **not** listed below will be more difficult. They can still be learned (if the opportunity is presented), but the cost for casting any spells not on this list is *double the number of P.P.E.* For example, the Armor of Ithan spell normally costs 10 P.P.E., but will cost the necromancer 20, and the Befuddle spell, normally three, will cost six P.P.E. Most of these death wizards focus on spells that are directly applicable to necromancy and don't learn a wide range of many other spells.

Necromantic spells can be learned by other practitioners of magic, especially those who practice spell casting (like the Wizard O.C.C.), but executing any Necromantic spell by a non-Necromancer means spending double the usual P.P.E. cost. Remember, most wizards, even evil ones, will not learn or engage in the black arts of necromancy.

Note: The amount of P.P.E. needed by the necromancer is listed in parentheses.

Level One

Death Trance (1)

Globe of Daylight (2)

Sense Evil (2)

Sense Magic (4)

Level Two

Concealment (6)

Detect Concealment (6)

Fear (5)

Turn Dead (6)

Level Three

Breathe Without Air (5)

Fuel Flame (5)

Ignite Fire (6)

Level Four

Ley Line Transmission (30)

Magic Net (7)

Repel Animals (7)

Shadow Meld (10)

Trance (10)

Level Five

Circle of Flame (10)

Horrorful Illusion (10)

Level Six

Fire Ball (10)

Tongues (12)

Level Seven

Animate & Control Dead (20)

Constrain Being (20)

Life Drain (25)

Level Eight

Commune with Spirits (25)

Exorcism (25)

Luck Curse (40)

Minor Curse (35)

Sickness (50)

Spoil (30)

Level Nine
Protection Circle: Simple (45)

Level Ten
Banishment (65)
Control/Enslave Entity (80)

Level Eleven
Create Mummy (140)

Level Twelve
Create Zombie (250)

Level Thirteen
Sanctum (390)

Level Fourteen
Restoration (750)

Level Fifteen
Transformation (2000)

Shaman O.C.C.

The Shaman O.C.C. is definitely part of the Clergy, along with Druids, Monks, and the Priests of Light and Darkness. However, just as the path between a Druid and a Priest is very different, so the Shaman has an entirely different way of perceiving the Palladium World and the way to mystic power.

The Priest (Light or Dark) draws power from the god or gods he worships. While a shaman *may* worship a god or gods, most don't put their trust in any deities, and are likely to fear them.

Druids believe in respect for nature, and in learning the power that nature provides. Shamans completely distrust nature as a cruel hoaxster, constantly playing tricks and occasionally lashing out with destructive power.

As for monks, well, anything having to do with isolation, or with quiet contemplation, is unlikely to appeal to a shaman. Most shamans see themselves not just as leaders, but as full members and participants of their tribe. They gain their power not from gods, nor from nature, but directly from their followers, from those people who seek their help.

Religious Attitudes

The shaman basically distrusts the gods, and is even more skeptical of "organized" religions. In the culture from which most shamans come from, the most common legends describe how their people were lured into believing in some god, or holy figure, and later betrayed by that person or force. Considering the history of humankind, how often they have used other races as cannon fodder, or put into slavery those who have been "converted," this isn't a bit surprising.

Also, priests of various dark gods have often ventured among orcs and goblins, seeking the followers they need to create a new religion. Between the (almost inevitable) corruption of the clergy, and the unreliability of evil deities, naive worshippers have almost always ended up as victims. And, when the forces of light arrive, it is the simple followers who usually end up being persecuted, enslaved, or killed.

For most shamans, history is quite clear. Gods are to be worshipped, but they are not to be trusted. And the religions of humankind never seem to benefit the downtrodden races of the Palladium World.

Yes, a shaman may be religious, even devout. As to expecting anything, the shaman knows it is best to rely on the power that can be gained from followers and from those places on the Palladium World where power flows freely (ley lines, etc.). They may also preach. Like a self-taught evangelist, the character may have a unique view of faith, and wish to communicate it to others. Still, they are unwilling to pray to the gods, especially in a group setting. For most shamans, religion is a private thing, quite separate from shamanistic ceremonies, chants, or dream mysteries.

Shamans of the Palladium World

Shamans are virtually unknown among most populations of humans, and would be a curiosity anywhere in the "civilized" Palladium World (Western Empire, Timiro, Land of the South Winds, Eastern Territory, Bizantium). However, there are "lost" tribes of humans in some of the more remote areas, especially the Yin-Sloth Jungles, the Great Northern Wilderness, Ophid's Grasslands and in the unexplored Land of the Damned. Likewise, there are no known shamans among the Elves, Dwarves, Gnomes, Kobolds or Changelings of the Palladium World, although it is always possible that a primitive tribe of these people might be discovered, complete with a native shaman.

Most shamans of the Palladium World are found among the less advanced cultures, and especially among those races who have been the victims and dupes of "civilized" humanity, such as Troglydites, Goblins, Hob-Goblins, Orcs, Ogres, Dogres, and some tribes of giant.

specific components

Some average costs for basic key components

Note: The cost can be as much as four times greater depending on the demand, situation and exactly who the deceased may have been. The costs to necromancers is usually 50% higher because the component has greater value to the character and shop owners take advantage of that. However, charging more than 50% above common market value is rare for fear of retribution from the sorcerer.

Selling such items to a magic shop is likely only to command 10% of the average selling price.

Brain: Cyclops — 30,000+ gold
Brain: Dragon — 130,000+ gold
Brain: Mage O.C.C. — 15,000+ gold
Brain: Warrior O.C.C. — 5,000+ gold
Brain: Priest O.C.C. — 25,000+ gold
Claw: Animal — 1D6x10 gold
Claw: Bird (large) — 1D4x10 gold
Claw: Creature of Magic (sphinx, etc.) — 30,000+ gold
Claw: Dragon Hatchling — 25,000+ gold per pound
Claw: Dragon Adult — 10,000 gold per pound
Claw: Lesser Supernatural Beings/Demon — 10,000 gold
Claw: Greater Supernatural Beings — 50,000 gold
Claw: Ogre, Troll, Giant — 2D6x10 gold
Eye: Cyclops — 100 gold
Eye: Dragon — 150,000+ gold
Eye: Humanoid — 500+ gold
Eye: Supernatural Being — 50,000+ gold
Horn: Animal (cow, deer) — 2D4x10 gold
Horn: Supernatural Being — 2,000 gold
Horn: Dragon — 100,000+ gold
Horn: Kilin — 20,000+ gold
Horn: Unicorn — 100,000+ gold
Hooves: Animal — 1D6 gold
Hooves: Kilin — 20,000 gold
Hooves: Unicorn — 50,000 gold
Tail: Dragon — 150,000+ gold
Tail: Manicore — 25,000 gold
Tail: Monkey — 350 gold
Tongue: Supernatural Creatures — 80,000+ gold
Tongue: Dragon — 300,000+ gold
Tongue: Faerie Folk — 15,000 gold
Tongue: Humanoids (low level human, wolfen, etc.) — 500 gold
Wings: Rare Animal (gryphon, dragonfly, etc.) — 1D6x2000 gold
Wings: Common Bird (large) — 1D4x10 gold
Wings: Creatures of Magic (Sphinx, etc.) — 100,000+ gold
Wings: Dragon Hatchling — 300,000+ gold
Wings: Dragon Adult — 750,000+ gold
Wings: Lesser Supernatural Beings — 100,000 gold
Wings: Greater Supernatural Beings — 500,000 gold



Among the "marginal," persecuted races of Centaurs, Eandroth, Ratling, Tezcat and Coyles, shamans are often the primary leaders, and usually the only tribal member with mystic power. Otherworldly shamans are also known to exist, particularly on the world of the gargoyles, where there are said to be gargoyle shamans. Some lore also mentions Couril and Shedim (demon) shamans.

Part of the poor reputation of shamans can be traced to two races, Hob-Goblins and Coyles. Hob-Goblins traditionally become the shaman of goblins, leeching the P.P.E. of their smaller brethren like vampires. History is rife with dozens of outbreaks of Goblin violence, fueled by a Hob-Goblin shaman's attempt to create an army or nation. Currently, one Old Kingdom Hob-Goblin Shaman, who goes by the name of *Thissehra Tommara* ("Toma"), is said to have assembled something called the "Gobblely-Bloc," and goblins from all over the Palladium World are thronging to her banner.

Possibly the most dangerous of all shamans exists among the Coyle. While the Coyle are highly intelligent individually, and as a group, they also tend to be driven by a group psychology that sometimes borders on madness. Where most shamans might be able to assemble one or two hundred followers for ceremonies, at least one Coyle Shaman ("*Ire Sucksoul*," a high level shaman, now declared a criminal outlaw by the Wolfen Empire) has been known to assemble over sixteen thousand followers.

How others view shamans will vary widely. Ask any knowledgeable practitioner of magic, whether Wizard, Summoner or Diabolist, regardless of persuasion, about shamans, and they'll all tell you the same thing. "Those maniacs! They know nothing of magic. They are just meddling fools, playing with powers they have no way of comprehending ..."

Shamans are often viewed as dangerous or "heretical" by many churches and cults, especially in cities, and are persecuted even more than druids. Where druids are seen as basically harmless and ignorant, *nonhuman shamans* are often viewed as evil and bestial. Thus, shamans may find banishment and stoning a common occurrence, and may even be threatened with formal charges of apostasy (criminal heresy, punishable by imprisonment or death) or demonic possession. Just another reason why these spiritual leaders are leery of most religions.

On the other hand, less educated people, including most wilderness people, nomads, many farmers and peasants (human and nonhuman) usually agree with most shamanistic philosophy and tend to see shamans as friendly and helpful. For these people, it's hard to tell the difference between natural events (disease, migration of animals, lightning, earthquakes) and artificial "magic" (spells, curses, etc.). To them, the shaman is a man or woman of knowledge and wisdom who understands the mysteries of the supernatural.

Shamanistic Duties

Most shamans consider themselves to be the caretakers of their people. The shaman's responsibilities to his followers includes healing, divination (visions), and protection from demonic forces. Tribal shamans are important leaders as well, answering only to the chief and/or the war chief. They are one of the decision makers of the tribe and may pass judgement on criminals and evildoers. Despite the size of the tribe, there is seldom more than one shaman, although tribes of 500 or more may have an official, high level shaman (7th or higher), and several low level (1-4) shamans working as assistants.

Working among the poor, expecting no more reward than a simple meal and lodging, the shaman finds welcome at most villages, small towns, and among nomads, and residents of city slums. They usually try to do good, and to right wrongs, whenever possible. Like other clerics, a wandering shaman is often believed to be a prophet, for these religious men often have visions about the future.

The character of a player who selects a shaman O.C.C. will be a wandering shaman, often questing about the Palladium World for knowledge and insight. Also, once a character completes his apprenticeship under a tribal shaman, he may go wandering in search of some other group in need of his services. A final possibility is that the shaman is simply waiting to return to his/her old tribe, waiting for an old or sickly elder shaman to finally die or retire so that he can assume his mantle of power.

Shamanistic Chants

In the place of spells, shamans use chants to focus their personal P.P.E. All shamans start out with knowing how to perform the five basic shamanistic chants described here. Learning other chants simply involves either participating in a ceremony where they are used (in which case the shaman will automatically understand and learn the new chant), or listening to someone else perform the chant. If the chant is only overheard, the shaman will have to roll twice; first to decipher the meaning of the chant, and then, if the first roll is successful, another roll to learn how to do it correctly. If either roll fails, then the character will have to try again another time. **Base Skill:** 20% +5% per level of experience. Chanting always takes time (2D4 minutes), whether in a ceremony, or by a single shaman.

Chant of Blessing

Range: 20 foot (6 m) radius.

Duration: 24 hours per experience level of the shaman.

P.P.E.: 25

Saving Throw: Not applicable to those who want the blessing.

The shaman bestows a bit of mystical protection and power. Whoever, or whatever, receives the blessing gets +1 to save vs magic, +2 to save vs poisons and disease of all kinds, and +1 on initiative (magical alertness). Within a ceremony, all those who are participating receive the blessing, but as an individual chant, the shaman can only confer the blessing on a single target.

Chant of Divination

Range: Self

Duration: 1D6 melee rounds.

P.P.E.: 30

Saving Throw: None

This chant enables the shaman to see glimpses of the future. In this way the character can foretell the immediate, general outcome of opening a door, meeting somebody, or taking an object (i.e. sense danger, power, ambush, retribution, evil, or good fortune, kindness, knowledge, a learning experience, and similar). In addition, the shaman can also sense if a particular person, place, or object is good or evil (or whether it's a place or object being used for good or evil), and if people are likely to be friends or enemies/self-serving. This can be done by meeting the person, or upon seeing the object or place, or having once seen or visited it, but not from a description. **Note:** In all cases, the shaman must concentrate, focus his thoughts on that one person, place or thing, and chant for 2D4 minutes before he receives his glimpse of insight. Of course, he or those around him may elect to observe or ignore the shaman's divination. The chant can be loud and flamboyant (usually done for show or intimidation purposes) or as a soft whisper or mumbling. Some people (villains in particular) will not appreciate (or allow) a shamanistic divination to be performed on him — at least not while he or she is present.

The chant of divination also senses the *approach* of any evil, good, danger or treachery that will take place within 24 hours. However, it does not indicate who may be responsible or exactly when it will occur.

Remember, time is a very tenuous element, perpetually changing. This means the *potential* future can be altered or avoided, or may even change of its own accord.

Chant of Dreaming

Range: Self, or other by touch.

Duration: The dream usually lasts about ten minutes.

P.P.E.: 40

Saving Throw: Standard for others, none for the shaman.

A dream will come to the character the next time he falls asleep. This will be a vivid, lucid dream where the character is able to interact with the elements of the dream and remember it all clearly. The dream can take place in an imaginary place, such as the character's childhood home, a beautiful forest glen, or a mythical castle, or it may take place

in a location where the character might end up in the future or has been in the past. Usually the dreamer has the opportunity to converse and interact with some person or creature that the dreamer knows, or instantly recognizes (a relative, a dead ancestor, a mythic figure, etc.). In the course of the conversation, the character will have the opportunity to ask questions about the future and/or himself, and to receive answers and useful *advice*. While far from infallible, these dreams usually contain valuable hints, portents and suggestions.

While the dream has no real bearing on future reality, the character who experiences the vision will have a positive feeling about the future, and will believe (euphorically!) that the dream has significance for him.

The recipient of this chant will feel sleepy, yawning frequently, and may (if he likes) fall asleep immediately after the chant, or after the ceremony where the chant was conducted. No matter how disturbing the dream may be, the character will receive the benefits of a full night's sleep, even if awakened just fifteen minutes later.

Chant of Exorcism

Range: Touch or 30 foot (9 m) radius.

Duration: As long as the chant continues.

P.P.E.: 50

Saving Throw: Standard (for the possessing entity).

This powerful ceremony drives away any possessing entities or spirits within range. All undead (including vampires) are also repelled, and will be forced to withdraw to the edge of the range of the chant. If the entire ceremony is successful, at its end, those who were possessed are free and the possessing force will be permanently expelled and forced to leave the general region for at least six months.

Chant of Healing

Range: Self or Touch.

Duration: Special

P.P.E.: 40

Saving Throw: Not applicable

Only one character can benefit from a single chant, but up to 40 points of damage may be healed. The time required for healing is one melee round for each hit point or S.D.C. recovered.

Other Chants

The following spells can be available as equivalent chants (any variations are noted). All chants require 2D4 minutes to perform, are best suited for rituals involving several to hundreds of participants, and cost 2x the P.P.E. of the equivalent spell. Most shamans seldom learn more than the common chants and 3-8 other chants. The nature of shamanistic magic is not particularly well suited for melee combat.

Death Trance (affects others; one per every other level of the shaman's experience).

Animate Object	Mend Cloth
Astral Projection	Mystic Portal
Breathe Without Air	Negate Poison/Toxin
Call Lightning	Purification
Calm Storms	Remove Curse
Circle of Flame	Repel Animals
Decipher Magic	Summon & Control Storms
Detect Poison	Thunder Clap
Energy Bolt	Tongues
Extinguish Fire	Turn Dead
Fear (H.F. 16)	Water to Wine
Fuel Flame	Wink-Out
Ignite Fire	
Levitation	

Shaman O.C.C. Powers, Abilities, & Bonuses

1. Chants. Described above.

2. Sense Mystical Power (P.P.E.). Every shaman has an innate ability to sense Potential Psychic Energy (P.P.E.), their main source of power. Great amounts of P.P.E., anything over 60 points, whether in the area (such as in a place of power), or emitted by the casting of a spell, will be instantly noticed, and may even wake the character out of a sound sleep. However, when the power is not so outrageous, the character will have to focus his attention in one of the following three ways:

Sense Ley lines. Like other mystics (including practitioners of magic), a shaman can sense the powerful magic energy emanating from the earth. The character can trace the ley lines in the earth, sense nexus points (where two or more intersect), and clearly distinguish (even from a mile/1.6 km or two off) places of power (ley line junction points). The character will sense the gentle flow of magic energy as if it were some kind of tingling breeze, gently rubbing against the shaman's skin. **Base Skill:** 28% +2% per level of experience.

Sense Mystical Beings. The shaman can sense mystic energy radiating from others, whether ordinary folk or practitioners of magic, magical creatures (such as dragons) or the supernatural (the undead, demons, elementals, etc.). Anyone with a P.P.E. of 3 or less will seem "diminished," those with a P.P.E. of 4 to 10 will seem "normal," 11 to 20 will appear "full," 21 to 50 will seem "laden," and most with more than that will seem to be "bursting" with power. Anyone with more than 100 P.P.E. will simply seem "blinding." If the shaman touches the subject, or if the subject joins the shaman's ceremony, the measurement of P.P.E. happens automatically. Otherwise, the range is 10 feet plus two feet (3 m plus 0.6 m) per level of advancement, and it is necessary to roll for success. A failed roll means the character does not sense the P.P.E. or cannot measure the energy level. **Base Skill:** 25% +5% per level of experience.

Sense Confined Mystic Power. For the Shaman, touching any objects containing P.P.E., such as magical devices, scrolls, potions, and especially rune artifacts, will reveal the energy contained within to be "straining" from the pressure of its containment. As with people, the shaman gets a sense of the total amount of power contained in the item. Note, a shaman can always detect the exact level of power remaining in his personal magic artifacts. Touching allows for the sense to take place automatically, otherwise, the range is 10 feet, plus two feet (3 m plus 0.6 m) per level of advancement, and it is necessary to roll for success. **Base Skill:** 35% +5% per level of experience.

3. Ceremony of the Shaman. The Shaman gathers together his or her followers, and leads them in a mystic ceremony, attempting to mystically link all their energies together. If the followers of the shaman put their respect and trust into the rite, then some measure of their P.P.E. becomes part of the ceremony, and is at the disposal of the shaman. Chanting or singing alone will provide enough focus to get one P.P.E. point from each ordinary person participating. Combining chanting with dance in a ceremony that builds in momentum and intensity can get an average of four (4) P.P.E. per participant. Participating characters with high amounts of P.P.E., including other priests, practitioners of magic, magical creatures, and supernatural beings, devote ½ of their P.P.E., and can (voluntarily) provide as much as 70% of their P.P.E. reserve. All of the shaman's P.P.E. automatically becomes part of the ceremony. However, if the ceremony is disrupted and/or the people distracted or scattered, the level of available energy instantly plummets to half and is completely gone at the end of one melee round (15 seconds after the ritual/ceremony is disrupted).

Because there can be dozens, hundreds or even thousands of followers, the amount of P.P.E. that the shaman controls can be enormous, and a means of accessing tremendous amounts of magical energy. In addition to the power of the participants, ceremonies can also benefit from being conducted in places filled with natural psychic energy, such as ley

lines, nexus points, and during special celestial events such as solstices and eclipses. For example, if the ceremony takes place within two miles of a ley line, the pooled power of the ceremony automatically increases by 20%. Specific details on the amount of extra P.P.E. can be found in the *Palladium Fantasy RPG, 2nd edition*, pages 181-182.

Once the ceremony is in full swing, and the P.P.E. is available, the shaman can do any of the following:

Heal Ceremonial Participants. The shaman can choose anyone within the ceremony (including his or her self) as a target for healing. Bleeding (including internal) instantly stops and begins to heal. The effects and penalties of disease and poison are instantly stopped and alleviated/dispelled/healed, although any hit point/S.D.C. damage already done by it remains. Or, the shaman can restore hit points or S.D.C. at the rate of one point per round/15 seconds of the healing ceremony. **P.P.E. Cost:** Depends on the size and fervor of the ceremony. If the shaman is controlling at least 100 P.P.E., then the healing is free. In any ceremony of less power, healing costs 1 P.P.E. per point of physical healing or 20 points to stop bleeding or disease or poison. **Limitations:** One person can be healed per every 100 points of P.P.E. available to the shaman, but the total number that can be affected is limited to half the healer's current level of experience; i.e. a 6th level shaman can heal up to three people during the same ceremony, a 9th level one can heal four people, and so on. All those to be healed must be part of the ceremony, even if it's simply laying unconscious at the feet of the shaman.

Ceremony to Invest Power. At the close of a ceremony, it is up to the shaman to decide where to put any of the remaining power. The power can be directed anywhere the shaman likes, the only limit being the amount of P.P.E. available. This means that the shaman, or anyone else in the ceremony, can be filled with P.P.E. up to their usual (maximum) P.P.E. level. Likewise, the shaman can direct the power into any magical artifact capable of containing P.P.E. Finally, all the remaining power can be "shared out" to the participants, so that everyone in the ceremony gets an equal piece of whatever is left over, dividing the amount of power by the number of participants. Everybody who receives P.P.E. through investment feels invigorated and alert (no fatigue) regardless of how long the ceremony may have been or how much they exerted themselves as participants.

For example, assume a ceremony consists of the shaman and 20 followers, and has 130 P.P.E. left when it comes to a close. One possibility is for the shaman to simply share it all equally, so the G.M. would divide the 130 by 21 (the followers plus the shaman) for a share of 6 P.P.E. each (yes, it's actually 6.19, but the partial P.P.E. is lost). Another way of doing it would be for the shaman to first take their own personal P.P.E., say 45 P.P.E., and then dole out the remainder, dividing 85 by 20, which would give each follower 4 P.P.E.

Note: If the shaman is rendered unconscious, or removed (killed, teleported away, etc.), or otherwise loses control during a ceremony, then the ceremony will suddenly end, half the P.P.E. will be dispersed (lost!), and the remaining P.P.E. will be distributed evenly among all the remaining participants (up to each character's usual P.P.E.).

Ceremonial Chants. Any shamanistic chant may be performed during a ceremony. The duration, the basic P.P.E. cost, and any saving throws remain the same, whether the chant is performed by the shaman alone, or whether dozens to hundreds of participants chant along. However, the strength or range of the chant can be doubled provided the shaman expends double the P.P.E. and at least 50% of the participants are chanting along (their focus is crucial). For example, the cost of a chant of exorcism is 90 P.P.E., for a normal range of 30 feet (9 m), but doubling the P.P.E. can double the range (180 P.P.E. equals 60 feet/18.3 m). Doubling can be done just once, but several different chants can be performed during a ceremony, one after another.

4. P.P.E. All practitioners of magic are living batteries of mystic energy. The character draws from this energy to create magic and cast spells. **Permanent P.P.E. Base:** 3D6, plus 40, plus the character's P.E. (after skill bonuses are added in). Add 2D6 P.P.E. per additional level of experience, starting with level two.

5. O.C.C. Bonuses: +2 to save vs possession, +4 to save vs horror factor (doubled during a ceremony or chant), and +2 to save vs poison or disease.

Shaman O.C.C.

Alignments: Any, but most are of good alignments (principled or scrupulous), but not all. No shaman starts out miscreant or diabolic, although some have been corrupted later in life.

Racial Restrictions: Rarely human, elf, dwarf or gnome. Typically a shaman is a member of the so-called "monster" races.

Gender: In most societies, a shaman can be male or female.

Attribute Minimum Requirements: I.Q. 9, P.E. 10, or higher.

O.C.C. Skills:

Sing (+20%)

Dance (+15%)

Languages: Native Tongue at 98%, plus two of choice (+20% each)

Wilderness Survival (+10%)

Holistic Medicine (+10%)

Dowsing (+10%)

Recognize Weapon Quality (+5%)

Sign Language (+5)

W.P.: Select one of choice

Hand to Hand: Basic

The shaman can exchange hand to hand: basic for hand to hand: expert, at the cost of one "other" skill. No other type of combat is available.

O.C.C. Related Skills: Select six other skills at level one, plus select two additional skills at levels three, five, seven, nine and eleven. All new skills start at level one proficiency.

Communications & Performing Arts: Any

Domestic: Any

Espionage: Any

Horsemanship: General or Exotic only

Medical: Any

Military: None

Physical: Any, except boxing and acrobatics.

Rogue: Any

Science: Any

Scholar & Technical: Any (+10%)

Weapon Proficiencies: Any, except siege weapons and pole arm.

Wilderness: Any (+15% each)

Secondary Skills: Select five secondary skills from the previous list at level one, and one additional skill at levels two, four, six, eight, ten, and twelve. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited as previously indicated in the list.

Starting Equipment: The character starts with one set of travelling clothes, including cape or cloak, shirt, pants or kilt, leggings, footwear, belt, etc. Special ceremonial garb includes some kind of brightly colored sash or scarf, a noise-maker (gourd filled with pebbles, walking stick with bells, etc.), and a jar of colored paste or clay (used for painting streaks, dots or other patterns on the faces of the shaman and the followers in preparation for a ceremony). Also a bedroll, a backpack, a purse or shoulder bag, and a water skin.

Armor: Can use any armor, but starts with a suit of soft leather (A.R. 10, S.D.C. 20).

Weapons: Start with one of choice, as well as a functional dagger.

Money: The character starts with a savings of 50 gold. Shamans care little about money, as they usually exchange their help and services for food, shelter and other needs.

Seas & Islands of the Palladium World

In the pages that follow are descriptions of seas, oceans and islands (some inhabited, others not) of the Palladium world. Key features, places, people, communities, and politics are noted and often mapped. Adventures and adventure ideas are also presented.

The Sea of Despair

This large body of water stretches some 650 miles (1040 km) along the northern coast of the **Land of the Damned**. The water is colored a blackish green, the result of a combination of algae and seaweeds growing in the harsh northern waters. Most scholars agree that it is this rich mixture of sea vegetation, octopus and other aquatic life that attracts the infamous sea serpents who feed on them. The northern waters are among the most monster infested in the world. Many have speculated that the Sea of Despair is the nesting place of all Palladium's dreaded sea monsters, providing their young with the nourishing diet that they need in their infancy before they move on to other waters.

The multitude of sea serpents adds to the peril of attempting to sail these rough and treacherous northern waters and creates a natural barrier that segregates the mythical and mysterious Land of the Damned from the rest of the world. Only the captains of the *Kingdom of Bizantium* dare to sail these waters, and are able to make safe passage along a few secret routes. These secrets have been jealously guarded for over 200 years and they have never fallen into foreign hands (probably because the real key to survival is not on any maps, but in the disciplined training of the Bizantium naval officers). 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 or the land she protects.

Sea of Despair Weather Table

Roll percentile once at the beginning of the journey. Each time the weather "expires," that is, each time it runs out of time, roll again.

01-20 Calm seas, mild wind, cool weather. Every sailor prays for exactly this kind of weather. Lasts for 6D6 hours.

21-30 Blustery wind. Patches of clouds dot the sky, and the wind comes in gusts, randomly changing direction (by as much as thirty degrees) every few minutes. Ships that depend on wind will travel at only about half their usual cruising speed. Lasts for 5D6 hours.

31-55 Drizzle. Warm in summer, cold in spring or fall, and a stinging spray of tiny ice particles in winter. Drizzle, along with dense clouds overhead (neither the sun nor any stars are ever visible), is the most common weather pattern of the Sea of Despair. Although navigation is nearly impossible, and visibility is too poor for anyone to try following the coast, it's comparatively *good* sailing weather. Lasts for 1D6x10 hours.

56-70 Driving Rain. Every person (including paying passengers) aboard ship will have to take turns operating the water pumps below deck to keep from capsizing. Water-soaked sails will mean that the work of the sailors is twice as difficult. On the other hand, since the wind stays heavy and constant, it's possible to do some good travelling. Lasts for 4D6 hours.

71-80 Dead Calm. The temperature and humidity rises, even in the middle of winter, to the point where everyone becomes sweaty and uncomfortable. All food and fresh water supplies have a 15% chance of going bad. During the Dead Calm, encounters with Sea Serpents increase dramatically! Roll on the Sea Serpent Encounter Table for every two hours while in a Dead Calm. With oars, or with magical assistance, it's possible to clear the calm in 3D6 hours. However, if the ship is simply drifting, roll 2D4x10 hours to see how long the Dead Calm persists.

81-90 Thick fog. Visibility reduced to 2D6 feet. Ships that maintain normal speeds run the risk of crashing into hidden reefs or rocks. Safe travel is possible only if the ship goes very slowly. Every hour there is a 75% chance that the navigator will lose the ship's direction and that travel will end up being totally off course. Encounters with other ships, castaways and flying creatures during thick fog depends on sound, since there's no way to see anything beyond a few feet (on the other hand, creatures of the sea will have no problem finding the ship, since sound travels so well underwater). Lasts 6D6 hours.

91-95 Rough waters. The ship's speed must be slowed by half. Sea sickness afflicts every non-sailor, and all loose objects will be slammed around, and possibly broken. Lasts 1D4x10 hours.

96-00 Storm! Roll on the Sea of Despair Storm Table. About the only good thing that can be said for the storms in the Sea of Despair is that sea serpents tend to stay deep underwater until the storm has passed by. Although storms don't tend to last very long, it is entirely possible (if the dice come out that way) that one storm can follow immediately after another. Lasts 1D4 hours.

Sea of Despair Wind Direction Table

Roll percentile once every 2D4 hours, or as desired.

01-40 Northwest. This is the prevailing wind in the area, which generally blows from the northwest, to the southeast. A perfect wind for those heading toward the Bizantium end of the sea, but those heading the other way (toward the west) will have to tack with the wind, managing only half speed.

41-65 North-Northwest. Those travelling west will end up travelling at less than a third of normal speed. Eastbound ships will also be slowed, but only by a few mph (roll 1D6).

66-85 West. Those heading west will be attempting to sail directly into the wind, and will make very little progress (1D4 mph). On the other hand, anyone going toward Bizantium will be able to cruise at maximum speeds.

86-95 North. This is a frigid wind that drops temperatures down to well below freezing, and is a danger to the health of any travelers. Travelers moving in either direction are in peril, and can generally only move at about half the usual speed.

96-00 Southwest. A hot wind from the western sea is good in that it pushes ships away from the dangerous coastline. However, the warm

wind tends to stimulate Sea Serpents and cause storms, so roll on the *Sea Serpent Encounter Table* or *Storm Table* for every four hours of travel with a southwest wind.

Sea of Despair Storm Table

Roll percentile as necessary.

01-20 Storm Squall. The speed of the ship must be reduced to nearly nothing. Attempting to continue is certain disaster if the ship encounters reefs. See Ships and Storms for damage and loss of direction. Duration is 1D6 hours.

21-40 Storm with massive black clouds, rough waters, mast/sail damage which will require 1D4 hours to repair, 2D6x10 miles off course, 60% chance of losing direction, and speed is reduced to one-quarter speed during the entire storm. Storm duration is 2D4 hours.

41-50 Storm with Lightning. Aside from the usual problems, there is a very high probability that the ship will be struck by lightning. Not just once, but many times. Each lightning strike does damage to the mast and sails, and nearly always sets the ship on fire (fortunately, wind and rain tend to extinguish most, 90%, of these fires). Lightning does 6D6 damage. Duration is 4D6 minutes.

51-60 Electrical Storm. This is similar to the lightning storm, except that the electrically charged clouds are travelling right at the level of the water. Characters will be charged with static electricity, such that their hair will stand on end, they'll give off sparks when touching each other, and odd glowing lights will surround metal objects. During every minute of the storm there is a 01-40% chance that ball lightning will occur. If so, a ball of glowing blue sparks (2D6 inches in diameter) will suddenly appear, and start flying, rolling, and sliding around the ship in random directions. Other than a danger from fire, the ball lightning is harmless (but scary!). Duration is 3D6 minutes.

61-70 Giant Wave Storm. Mostly a wind storm, the main danger comes from the humongous waves that threaten to capsize and/or smash ships. Whoever is steering the ship must roll against their seamanship skill for each of the massive waves, once every minute. A successful roll means that no damage is taken (although the contents of the ship, both cargo and passengers, are rocked and rolled; spd is half, all skill performance -20%). Failing the roll means that the ship's hull takes 1D4x10 damage. If during the course of the storm, the cumulative damage to the hull exceeds the hull's S.D.C., the ship will break into pieces! Duration of the storm is 4D6 minutes.

71-80 Snow Squall. Instead of rain, the ship will be pelted with driving snow. An inch of snow piles up every five minutes. In winter this can last for 2D4 hours, but in any other season the Snow Squall will be just 4D6 minutes.

81-88 Ice Storm. Probably the most feared of all the cursed weather that can be visited upon the seafarers. Ice will stick to everything, including all exposed surfaces, and to any exposed sail. Sails must be furled or they'll rip apart from the weight of the ice. However, the slippery ice that coats every surface means anyone attempting to move on deck or climb masts runs the risk of slipping overboard (roll against sailing skill). In addition, movement speed and all physical skills are reduced by half. Lasts 1D6x10 minutes.

89-93 Gale Force Wind Storm. Sails must be furled (taken down) immediately, or the ship is in danger of being blown completely upside-down. Everyone should wear a safety line during the storm, since even experienced sailors can easily be blown overboard. Lasts 2D4 hours.

94-97 Elemental Storm! A storm squall in which air and/or water elementals are part of the storm's fury. The elementals pound on the hull, making frightening thudding and clunking sounds, but don't inflict any serious damage. They usually stop the ship dead in the water (despite wind and waves), tip and shake it, unfurl sails (which may cause damage), knock people off their feet and/or lift them into the air (but not knock them overboard), roll or hurl barrels, swing masts and similar

harrowing things. The elementals may turn or spin the ship around in circles and even lift the vessel completely out of the water! Despite all of this, damage to sails is typically limited to 2D6 each, and 1D6×10 to the hull.

98-00 Sea Cyclone. With a frightening suddenness, visibility around the ship will clear. If it strikes during the day, the sky will turn to a glowing green color, and the water will seem to glow a malevolent green. At night the sky will lighten, and will seem to be dotted with patches of dim glowing green, but the sea will turn totally black. Experienced sailors will immediately batten down the hatches and set watchers to keep an eye out in all directions. When sighted, the cyclone will appear to be an enormous funnel of water, from 50-1000 feet tall (15.2 to 305 m). Whoever is controlling the ship can use their seamanship or sailing ability to attempt dodging the cyclone. If a Sea Cyclone is heading for the ship, the character who is steering has four chances to dodge (roll under skill). If all four rolls fail, then the ship will be hit. A ship hit by a Sea Cyclone is torn to tiny pieces, lifted high into the air, and scattered over miles. Each character, animal, or object, caught in a Sea Cyclone takes 3D4×10 damage. The storm moves quickly, usually blowing past the ship within 4D6 minutes.

Sea of Despair Random Encounter Table

Roll once at the beginning of every 8 hour segment of a trip through the Sea of Despair. The Game Master can roll 2D4 to determine how many hours later the encounter will take place.

01-03 Bizantium Royal Navy. The encounter is with ships of the Bizantium Royal Navy (roll 2D4 for the number of vessels in the group). If the characters' ship, or crew, is in obvious distress, help will be offered in the form of medical assistance, emergency supplies, or specific navigational directions. They will not offer any maps, but they will offer to lead the ship directly back to Bizantium. Note that the Bizantium Navy, while friendly and helpful, considers the pursuit of pirates to be their *primary duty*. If any suspicion of piracy is raised, then they'll *insist* on searching the characters' ship. If any suspicious goods are found during a search, then all passengers and crew will be taken prisoner, put in irons, and the ship will be seized (if it is of inferior quality, from a Bizantium point of view, then it will just be scuttled). Resistance to a search or seizure will result in hostilities.

04-05 Inbound Bizantium Ship. This is a merchant ship on its way home to Bizantium with a rich load of cargo from the Western Empire. For a modest fee (100 gold, more or less), the Captain will, if pleasantries are exchanged, offer to lead the ship safely to Bizantium waters.

06-07 Outbound Bizantium Ship. As above, except that the ship is on its way to the Western Empire. For a stiff fee (500 gold), the Captain will offer to guide the ship all the way to the Western Empire.

08-10 Castaways. Up to eight (roll 2D4) castaways are found, clinging to a raft, or to a ship's mast. Having been drifting at sea for 2D6 days, they will be exhausted, maddened by thirst for fresh water, and in miserable shape. **Note:** Because the castaways will be delirious, and have little control over what they say, this is a golden opportunity for the Game Master to introduce tall tales, hints, or clues that lead the group off on other adventures.

11-12 Wreckage. Scattered bits of a broken ship, consisting mostly of water-soaked lumber. A large number of sharks will be seen drifting lazily around the wreckage, but no bodies can be found. If a careful search is conducted (it takes 1D6 hours to do it properly), it's possible to learn the identity of the lost ship, and to scavenge a handful of intact barrels or boxes of cargo.

13-15 Fish Swell. A phenomenon of these strange waters is that of a freakish school of fish that numbers into the millions! Some instinct draws them together (perhaps it is a defensive mechanism against sea serpents?), so they form a veritable island of fish. While different species engage in this behavior, nearly all of them are two to three feet (0.6-0.9 m) long, and good eating. They can be hauled on board with

simple nets, or easily speared, and there is no limit to the number that can be harvested.

16-19 Barren Island. Usually a barren outcropping of rock and sand, used as a nesting place for seabirds, turtles, and other sea life.

20-21 Mountainous Island. Rising straight out of the ocean, these islands look like the tops of undersea mountains (which they are!). A favored place for dragons, the occasional sphinx, and predators such as Dragonactyls, Peryton, and Gryphons. Most sea captains are wise to avoid such places.

22-30 Exposed Sand Reef. A ridge of visible sand (assuming that the characters aren't stuck in a dense fog, or otherwise unable to see) extends for miles both to the right and left of the ship's path. Since the sand reefs change from season to season, they never appear on any maps. Dragging the ship over the reef is hard work, requiring the digging of a trench, and then the hard labor of physically shoving the ship over, but it's often quicker than trying to go around. For every mile that the ship travels in an attempt to go around the reef, there is a 2% chance of coming to the end of the reef, and a 5% chance of finding a break big enough to sail through. Exposed sand reefs are never very high, roll 3D6 to determine the number of inches that the sand sticks up above the level of the water. Ramming into an unseen sand reef (say, during a fog) does 10 points of damage per mph of speed.

Note: There is a 10% chance that the sand reef serves as a nursery for sea serpents! Thousands of tiny, voraciously hungry sea serpents burrow in the sands. They are harmless to a ship, but anyone who walks through the watery sand will find themselves attacked by dozens of peanut-sized attackers. Each is at -4 to strike, and does just one point of damage, but 3D6 of them attack each melee round, squirming their way in through gaps in the character's clothing or armor.

31-40 Visible Rocky Reef. If visibility allows, the reef can be avoided by whoever is steering the ship (roll on seamanship skill). Reefs are ridges of jagged rocks, just high enough to damage passing ships. Damage is 25 points per every one mph (1.6 km) of speed. If that's enough to punch through the keel, then the whole ship breaks apart on the reef. If the keel remains intact, but the hull is punctured, then the ship is intact, but with a huge underwater hole. Once a ship hits, if it remains intact, getting off the reef is extremely urgent. If whoever is steering the ship fails to immediately get away (roll on seamanship skill), the ship will be bashed against the reef by the waves again and again, each melee round doing another 50 points of damage!

For example, if a Bizantium Lighter with a Hull of 150 S.D.C., and a Keel of 200 S.D.C., rams a rocky reef at full sailing speed (12 mph), the ship will take 300 S.D.C. and be broken to pieces. At half speed (6 mph), the damage will be 150, which means a hole will be punched through the hull, but the keel will be intact, so magical or other means can be used to keep the ship afloat. However, if the crew doesn't manage to pull the ship away from the reef in two melee rounds (causing another 100 points of damage), it will be smashed up anyway.

41-45 Underwater Rocky Reef. Submerged below the water, this kind of reef is usually undetectable except by specially trained Bizantium ship's captains (who know where and when to look for them), and elemental scouts searching ahead for danger. Damage is the same as for visible rocky reefs (above).

46-50 Seaweed Island. Gradually, invisibly, the seaweed starts to build up in an area, such that a ship will be slowed, and eventually entangled. Ships take no damage from running into seaweed islands, but it takes 3D6 minutes (and a couple of successful sailor skill rolls) to free a vessel. There is also a 20% chance of encountering Sea Serpents while entangled.

51-55 Harpies. 1D4+1 Harpies looking for death and destruction. They will wait for an opportunity to attack, but will flee if even one is slain or seriously hurt. However, if there are any reefs in the vicinity of the ship, the Harpies will prefer to wait, simply following the ship from a distance. Then, just when the opportunity for distraction is perfect, they'll swoop down to attack whoever is steering the ship, hoping for a crash.



56-60 Peryton. Two hungry Peryton will attack, trying to kill and/or snatch at least one person as food. They will leave only when driven away and hurt, or if they manage to take off with a victim. 2-4 Gryphon can be substituted.

61-65 Kappa. A group of 2D6 looking for prey will spot the ship. Rather than attack immediately, they will submerge themselves, and swim underneath the hull. Attaching themselves with coral knives and seaweed ropes, they'll ride along for a few hours before doing anything at all. Since they can hear exceptionally well, they'll listen through the hull, and try to figure out the number and location of all the ship's crew before attacking. Their favorite tactic is to wait until nightfall, or for a fog or storm, so as to attack when the crew is least able to defend themselves. If the ship seems too tough for them to handle (for example, if there are only four Kappa, and the crew numbers twenty or more), then they'll settle for doing a little sabotage, like cutting through the ship's rudder, just enough so it will snap off during a storm, rendering the ship unable to steer. Or they might engage in the robbery of food, alcohol, or coins and gems.

66-69 Dragonactyl. 1D4 Dragonactyls swoop down to cause mayhem and destruction. They will only attack livestock on deck or sailors in a crow's nest or perched on the masts — even then they are likely to be satisfied with knocking people down or into the water. They leave after 2D4 harrowing melee rounds or after one has been killed. **Note:** Dragonactyls, Peryton and Harpies sometimes circle ships in distress like vultures, waiting to strike and feed when most are dead and the rest are too weak to put up much of a fight.

70-73 Angry Elementals. An air or water elemental (01-70 minor, 71-00 greater) swept from their natural domain and into the Sea of Despair through a dimensional portal. The creature will whip up winds, may create a storm and will strike at the ship (sails and masts are most vulnerable to damage) and/or crew in frustration for 1D4 melee rounds and then *storm* away and vanish in the distance. **Note:** If provoked, the elemental might fight until destroyed.

74-80 Dimensional Aberration. The sky turns green, yellow, crimson, stark white or some other weird color and the air has a strange smell to it. Those sensitive to such things will sense a sudden rise in P.P.E. and the crackle of mystic energy in the air. Wind speed will suddenly drop to half and strange things happen. Roll on the following table to determine possible incidents.

01-25 Small rocks or hail drop out of the sky like rain; do a total of 3D6 damage to sails and everybody on deck. Thankfully, the strange rain lasts only 2D4 minutes and the skies and wind suddenly return to normal.

26-50 Thousands of tiny deformed fish or tadpoles with one large eye drop out of the sky like rain. They cause a terrible stink until they are washed from the deck. Thankfully, the strange rain lasts only 1D6 minutes and the skies and wind suddenly return to normal.

51-75 A sudden fog appears and envelops the vessel (night or day). All that can be seen is wisps of white; even the sun or stars are completely obscured, and all sense of direction is lost. The fog seems to last only a half hour. When it clears, the ship is at its last known location but 1D4 days have passed, plus if it was day it is now night or vice versa.

76-00 Same fog as above, but when it clears, only 1D6 minutes have passed but the vessel is 3D6×10 miles off course.

81-84 Entities. 1D4 entities (typically poltergeists or haunting entities) appear to cause confusion and mischief. They will stay for 4D6 hours before vanishing.

85-96 Sea Serpent Encounter. Roll on Sea Serpent Table. A predatory creature from another world/RPG may be substituted.

97-98 Dragon. Either a Nightstalker, an Ice Dragon, or a Great Horned Dragon will fly down toward the ship, loudly roaring out a greeting. Although threatening, it will not appear to be attacking immediately. The huge creature will demand to know the ship's mission (whatever it is told, it will think it over, and give its grudging approval). Then the dragon gets down to business. It will inform the ship's com-

pany that there are dangerous sea monsters in the area, and that for a modest fee, it will offer "protection." If anyone seems willing to negotiate, the dragon will ask for 25% of all the ship's gold and jewels. Actually, after hard negotiating, most dragons will settle for extorting as little as 100 gold (at which point they'll grab their loot and disappear for good). However, if the reward is great enough (1,000 gold or more), and if the characters insist that payment be made *after* the ship leaves the Sea of Despair, then the dragon may be persuaded to stick around and play guardian. While a dragon is on board (it will be too lazy to fly) it will insist on being fed and provided with good beverages (the equivalent of fifty meals, and four barrels a day), but a dragon will keep any Sea Serpents, flying predators and sharks from coming anywhere near the ship.

99-00 Water Bat. This friendly creature 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.

Note: In addition to the extraordinary encounters above, most ships travelling through the Sea of Despair will have a large number of encounters with ordinary sea life. Schools of fish, octopus and squid will be spotted every hour or two. Flocks of many different kinds of sea birds will use the ship's masts for a resting place and some sea gulls will even try to beg for snacks. Intelligent marine mammals like dolphins, whales and killer whales can be seen every few hours, and may hang around for an hour or two, satisfying their curiosity. More ominously, 2D4 Mako Sharks will follow the ship continuously (although they will disappear whenever marine mammals show up). Most of the time they'll just snap up whatever garbage falls overboard, but large numbers (8D6) will congregate around the ship during storm weather! Pirates seldom venture into the Sea of Despair, but may be encountered along its outer edges and toward the Sea of Dread.

Sea of Despair Sea Serpent Encounter Table

Roll percentile once every eight hours or as desired.

01-25 Sea Serpents (Strangler). The Strangler variety of Sea Serpent is found only in the Sea of Despair. Typically, these huge creatures (usually over 200 feet long, and weighing over eight tons) have 250 hit points, 480 S.D.C., and A.R. 14 (the A.R. of the head is only 10, but the Strangler rarely lifts its head above the water). Their tactic in dealing with a ship is quite simple. The tail whips out of the water, cracks across the deck, and then flops back down into the water on the other side, entangling the ship in the coils of its body. Then the Sea Serpent starts to squeeze, in an attempt to completely crush the vessel. Every melee round, this squeeze is capable of doing 1D6x10 damage directly to the ship's hull. If the cumulative damage ever exceeds the hull's S.D.C., then the ship will be crushed, and immediately start to sink. Once broken, the Strangler will move a short distance away, and attempt to eat any living beings, one at a time, swallowing each in a single gulp.

Driving away the Strangler is only possible by inflicting sufficient damage. The creature must lose at least 80 hit points, or it will just keep trying to crush the ship.

26-40 Sea Serpent: Snaggled Tooth Gobbler. The creature attacks out of simple hunger. It will flee after eating at least 300 pounds of living creatures, or if badly hurt (any attack that affects hit points). 154 H.P., 212 S.D.C., A.R. 10 and 19 P.P.E. Has all 1st level psionics plus Extended Telepathy at 2nd level proficiency (50 I.S.P.).

41-55 Sea Serpent: Horned Ramrod. It will batter the ship for at least six melee rounds, doing 1D6x10 damage to the hull's S.D.C. If it hasn't punched in a hole in six melee rounds, or if it is seriously attacked (to the point where it loses hit points), the monster will just swim away. On the other hand, if it can start punching holes in the ship, it will stick around and try to finish the job.

56-65 School of Horned Ramrod Young. Miniature versions of the Horned Ramrod, 4D6 of these creatures will work together, attempting to punch a hole in the hull of the ship. Each of the young will behave



differently, depending on how big it is. First, the Game Master should roll 2D6+4 to determine how many feet long each one is. Those that are ten feet (3 m) or longer, will immediately seek out any warm-blooded prey in a frantic attempt to consume meat. The smaller ones, less than ten feet (3 m) long, will try to find a place to hide, and then will wait for a quiet time, and a lone victim. Each of the young has two hit points and four S.D.C. per foot of length; A.R. 10, and one P.P.E. per foot. Even the smallest can do 2D6 damage from a head butt and 1D6 damage with a bite.

66-75 "Sea Demon" Giant Squid. These 80 foot (9-24 m) long monstrosities have been known to attack a small ship, rowboat, raft or divers (they even sometimes attack dolphins and young sea monsters) — they are especially large and aggressive in the Sea of Despair. The giant squid will fight till at least 75% of its hit points and S.D.C. are lost or it has managed to snag itself 1D4 crew members or livestock, then slips back into the murky darkness. In this cursed sea they average 75 H.P., 90 S.D.C., A.R. 8 and 15 P.P.E.; has six attacks per melee and does 3D6+6 damage with tentacles or 1D4x10 with beak. See the *Monsters & Animals* sourcebook, page 190, for complete details.

76-79 White Death. One or two, huge, 28 foot (8.4 m) Great White Sharks follow the ship, especially small vessels, and occasionally slam into it and raise their upper bodies out of the water to snap at anybody who may be within reach! These monsters are so large and so aggressive

that they will ram and shatter, or capsize, any rowboat or life raft and attempt to devour anybody who falls or enters the water. Bite does 6D6 damage, head butt 1D6, slashing tail 2D6; average 260 hit points (includes S.D.C.) and has three attacks per melee. Detailed in *Monsters & Animals*, pg. 192.

80-94 Sea Serpent: Viper. A maddened sea serpent of the Viper type attacks without mercy. It usually starts by breathing fire, attempting to set the sails and deck on fire. Then, once things are in total chaos, it will fight until it swallows a meal (2-4 human-sized victims will satisfy its hunger), or until it is killed. 140 H.P., 200 S.D.C., A.R. 10 and 30 P.P.E. All 1st level psionics with 50 I.S.P., plus the physical psionic abilities of telekinesis and telekinetic punch, which it will use to knock potential victims off the deck of the ship, into the water. Note that escaping the Viper is usually impossible, as it can swim far faster than any ship (35 mph)!

95-00 Swarm of Serpent Young. Hundreds of serpent young swarm the waters surrounding the ship. Many of these voracious predators will simply try to eat their way through the wood of the hull (this is one of those cases where a Bizantium *Stone Ship* is a distinct advantage). Others will attempt to jump, wiggle, and crawl up the sides of the ship. Each is between six and nine feet long (1.8-2.7 m; roll 1D4+5 feet), with 30 H.P., 40 S.D.C., and a bite that does 2D6 damage; fire does double damage. They don't swim very fast, so it is usually best to just outrun them.

An adventure into Despair

First, it's up to the Game Master to get the players onto the *Sea Sprite*, a schooner owned by Captain Yates.

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. Besides, they know how treacherous those waters can be and can afford to be magnanimous.

How should a Game Master get the player characters on the ship? From any port where the player group happens to end up, the characters will be approached by Captain Yates or one of his crew, and be offered "the best berths" and "a nice piece of spending money," if only they'll sign on as guards or crew. If this is not suitable to fit into an ongoing campaign, perhaps the party has paid for passage or is down on its luck and is working for their fare. These are only suggestions. The Game Master is welcome to adjust the situation as he or she sees fit.

G.M. Notes: While on the ship, the players and crew will be bombarded with gossip about the 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 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 use the Random Tables 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 tastes and campaigns.

Eventually, the scenario should start on a ship in the middle of the Sea of Despair, with the following:

After being lost in a fog for over twenty-four hours, the air clears, and the call of "Land Ho" sets the ship's crew scurrying. No sooner do the characters catch sight of land, when an unnatural storm envelops the ship. Regardless of the crew's valiant efforts, the *Sea Sprite* will be torn apart by the jagged rock and coral near **Storm Haven Point**. The ship is lost and everyone is cast into the sea. In other words, the real adventure begins once the characters are shipwrecked at Storm Haven ...

The storm subsides as abruptly as it appeared. The *Sea Sprite* is a 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 (a 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 and the arrival of sharks will make this a hopeless task. The player characters will have enough trouble saving themselves and their fellow playing characters, let alone more than a handful of NPCs.

Characters will have only what items they had in their possession the moment the ship crashed. It is impossible to retrieve any personal articles from the wreckage of the ship, which threatens to slip into the sea at any moment. It is also impossible to select any specific piece of wreckage for salvage or to retrieve anything that has fallen into the water. Characters in chain mail or heavier armor will sink to their doom unless they manage to either remove it or are rescued in one of the following ways:

1. The armor is immediately removed. This requires three successful rolls out of five on percentile dice. Each roll of 60% or higher, means that person stripped down and can swim to the surface, but ALL posses-

sions are lost! No exceptions other than rings, and firmly attached jewelry, or items actually sewn into the undergarments.

2. One or two comrades swim down and pull him/her up to the surface and help secure the drowning character to a floating piece of debris. Half of the armored person's possessions are lost when he/she sank. G.M.'s discretion.

3. Magical armor that is lightweight or weightless will enable the character to swim or grab floating wreckage. If it is removed, magically weightless armor does not float and will slowly sink to the bottom. Leather armors will inflict a -10% swim skill penalty, but do not severely impair one's ability to swim or float.

4. Magical means such as float, swim like a fish, walk on the waves, telekinesis, fly, summon elemental and similar can also be used to save oneself or others.

Meanwhile, sharks appear in the water as soon as the ship breaks up. Initially, the sharks will attack only dead and bloody bodies. However, 1D4 additional sharks arrive every minute! Eventually, there will dozens, perhaps a hundred, who will start attacking any living being in the water. Since there is a virtually unlimited supply of sharks, getting out of the water is really the only reasonable way to survive.



With cooperation, the group will be able to save themselves and maybe a few Non-Player Characters (NPCs), and make it to shore (at least a half mile/0.8 km swim). The current will nudge them along at a slight angle to the north, which should place them about four miles (6.4 km) north of **Storm Haven Point**, and the town. As they swim or drift to shore, they will see a lighthouse 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.

On dry land once again, the group will find themselves on a stony beach surrounded by forest. The most direct route to town is a four or five mile (6.4 to 8 km) hike south, along the coastline.

Whether the group stays where they are, head toward town, or move away to the north, 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?), each armed with a short sword, knife and spear. Half are women. The apparent leader is a man named Raf, a 3rd level mercenary, anarchist, 20 hit points and 28 S.D.C. The alignments of the riders are generally anarchist and good. Raf and the others will engage in small talk and listen to stories about 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 except for the severely injured, they are to be taken to the **City of Cassandra**. The Cassandra government will see to their plight, arrange for a new ship, etc. This is reported to be standard procedure which must be followed, so characters are not be allowed 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 will overhear some disturbing snippets of conversation and make the following observations. The specifics will vary with each game and each character's choice of exploration. The G.M. 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 armor. Only women hold positions of power, including priests and warlocks.

2. The women seem to be in charge. A little unusual in this male dominated world, but not unheard of.

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 northeast part of town.

4. Statements overheard include such phrases like: "The authorities in Cassandra will know exactly how to handle these men." And, "New slaves are always welcome." "They'll learn to live by our laws or die." "They'll never leave the island." "The fools don't suspect a thing." And, "Tomorrow, a patrol will begin searching the forest for other survivors," as well as similar comments and snippets of conversation.

5. Further nosing around *may* reveal that the group and a handful of other survivors (3D4 NPCs) are expected to become a willing part of this island community or become slaves, or be slain.

6. They are on an island known as *Lemaria* (it's not on any known maps), somewhere in the Sea of Despair.

7. Here men appear to be subservient to women, and often enslaved. Aggression and free-spiritedness by males are considered dangerous and antisocial behavior.

8. Isis and the gods of her pantheon are the only gods worshiped — many references to them.

Note: If a member 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 the character took ill with fever and is in quarantine. G.M.s should give the players hints about their impending captivity and slavery, especially if they actively 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 a woman, the group will be declared ruthless murderers who are considered armed and dangerous. The fugitives' 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! Patrols of six to eight soldiers will immediately search the town and the edge of the forest on foot. With dawn's first light, a dozen patrols of 6-8 soldiers on horseback will begin to search the woods with the aid of two resident rangers. Town warlocks may also send forth phantoms and elementals to track down their quarry.

From this point forward, 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 living in the *Forbidden Area* who might be convinced to help them. Another possible ally is 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.

Isle of Lemaria

Based on concepts and suggestions by Randi Cartier

The island of Lemaria is unknown to most of the world; only Captains of Bizantium may know of its existence. The island is roughly 36 miles (57.6 km) long and 18 miles (28.9 km) wide. It is 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 its 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; although it is also known to (and avoided by) the Bizantium Navy and experienced sea captains of that nation.

Despite rumors to the contrary, Lemaria is not in league with evil forces. At worst, it is a paranoid, oppressive society of warrior women. Their tactics of waylaying ships to obtain new supplies, wood, slaves and men 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 are less bloody and ruthless than most military campaigns waged by nations elsewhere. In the hearts and minds of the people of Lemaria, their actions are not motivated by evil, but by survival and by the will of their goddess, Isis.

The temperatures on the rocky island are somewhat more moderate than the neighboring Northern Wilderness of Bizantium, with mild winters and cool summers (70 to 80 degrees Fahrenheit). 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, predatory felines and snakes. Some of the more exotic dangers include the occasional runaway slave or small slave group turned bandit, giant timber spiders, bear men, faerie folk and the occasional Harpy or Peryton. 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 end 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 population centers of the island.

The **City of Cassandra** is the founding site of the isle's human population and the seat of its government. It is a modest community 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 area or attractions for travelers.

The town of **Maginsa** is comparatively small and subsists mainly on fishing. A small faction has taken to cultivating oysters on the reef. Travel time between the two communities is about 8 hours walking 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 northeast, 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 northwest 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 about ruined nets, broken traps and cut fishing lines. Actual physical skirmishes have occurred but rarely produce serious casualties. The Kappa are more of a nuisance than a vindictive enemy.

Storm Haven Point is the area where foreign ships are lured to fall victim to her rocky shoals or warlock created storms. The tiny town of Storm Haven is completely designed and organized for the retrieval and salvage of wrecked ships. A tiny, but efficient fleet of some three dozen small boats, coordinated by the warlocks' guild, conducts all rescue (capture) and salvage operations. The fleet is assisted in their chores by lesser and minor elementals. The town consists of approximately 300 people, many of which are craftsmen and 10% of which are female warlocks. Warehouses, docks, slave pens and the largest stables on the island (for transportation of salvage and slaves) make up most of the non-residential buildings.

The **Halto Trail** is a 10 mile (16 km) stretch of dirt road surrounded by forest. It connects Storm Haven directly to Cassandra.

Kelton Road is a six mile (9.6 km) length of road that connects Cassandra to the town of **Amoria** at the base of the Catseye River.

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

The **Forbidden Area** is the entire western portion of the island. Its forest and tall, almost mountainous, rocky hills are unexplored and full of hazards. Harpies and Peryton are said to roost in the high hills, and worms of Taut, demons and other hell-spawned monstrosities are said to live in caves and wander the dense forest.

Perhaps the most feared place in the Forbidden Area is the **Forbidden Isle of Set**, a tiny island located in the northern corner of 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 and Worms of Taut 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 this damned island.

The **Catseye River** winds its way from the Lake of Shadows to the town of Amoria on the south coast of 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 extensive human use.

G.M. Note: Creatures include an occasional Shadow Beast, a 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 & Her Young

The Black Serpent will usually try to capsize boats, and then attack floundering victims. She and her young inhabit the southeast part of the lake, but regularly travel the entire watery body and, occasionally, the Catseye river.



Alignment: Diabolic

Hit Points: 169

P.P.E.: 85

Attacks Per Melee: Four

Damage: Large, clawed forearms do 3D6+6 damage, the bite from its toothy maw does 2D6 damage, and fire breath (once per melee) does 4D6+6 damage (range 40 ft/12.2 m). An upward ram against the underside of a boat counts as two melee attacks and does 1D4x10 damage to the hull, and has at least a 35% chance of overturning any boat less than 24 feet (7.3 m) long, and a 15% chance of overturning larger craft.

Bonuses: +1 on initiative, +3 to strike, +3 to parry and dodge, +3 on all saving throws.

Natural Abilities: Nightvision 120 feet (36 m), 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 35 mph (56 km), 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.

Appearance: An enormous black serpent, 60 feet (18.3 m) long and weighing six tons, and covered in large, glistening, black scales.

The Young Serpents: The five young do 2D6 damage by bite or claws, have no fire breath, and only one attack per melee, with +1 to strike, parry and dodge. Also +1 on all saving throws. Swimming speed is 20 mph (32 km), and land speed is 6. Each is around 10 feet (3 m) long and a dull black color which makes them extremely difficult to see when submerged. Specifics:

S.D.C.: 358

A.R.: 10

1. Alpha Male: 47 Hit Points, 74 S.D.C. Group leader. All the others will follow his lead. He is always hungry, and the first to attack helpless prey.

2. Speedy: 52 Hit Points, 45 S.D.C. Unlike the others, this one is quicker, and more skilled in combat. Two attacks per melee, +2 on initiative and +2 to strike.

3. Momma's Clone: 58 Hit Points, 50 S.D.C. Very aggressive, and a near exact duplicate of the mother. She even moves the same way.

4. Mottled: 50 Hit Points, 42 S.D.C. The only one that is not all black in color, it has a mottled white and gray pattern on its belly and a somewhat milder disposition.

5. The Runt: 36 Hit Points, 30 S.D.C. Clever, cautious, and tricky. The one most likely to survive by hiding, swimming away, or leading attackers to Mommy or other danger.

Other Places of Note

The incredibly strong influence of the priests of Isis and the pantheon of Light and Dark has resulted in many places being named after these gods.

The Fengard Hills are a stretch of tall hills that run along the west coast about 12 miles (19 km) till parallel with the Lake of Shadows. The hills are lightly forested, giving way to tall scrub and rocks along the western cliffs and toward the Serpent's Claw peninsula.

The Serpent's Claw Peninsula is a 15 mile stretch of flat, scrub plains. Here vast herds of Catoblepa feed on the tall grass. An occa-

sional Dragon Wolf, Bear Man and dog pack may be encountered. The only other predator is a few dozen, giant *Blow Worms* who feed on Catoblepa (see *Monsters & Animals sourcebook*).

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

The Isle of Ra is a tiny island northwest of the Serpent's Claw. It is so named because the waters around it are always calm and frequently 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 horse-like dragon is a harbinger of good fortune who has retired from a life of adventure and enjoys a simple life of leisure amongst a cluster of faeries and spirits (40 in all) and wing-tips (about a dozen; see the *Monsters & Animals sourcebook*). The Ki-lin is an ancient, 12th level scholar and 6th level wizard, named Broclyff. He is principled and will heal or help anybody who needs his aid. To his thinking, he has no valuables other than a few hundred Old Kingdom gold coins (actually worth 12,000 in gold; no dragon coins), and three scrolls: stone to flesh, restoration and negate magic. The ruins he lives near are old titan dwellings and hold no valuables or mysteries, but do offer shelter.

The Isle of Osiris is the largest of this cluster of small islands, 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 isle.

Apis Island has been named after the goddess Apis because of the 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 24) of Silver Bell faeries and a Grogach live among the flowers.

Bennu Island is a small isle of tall grass, flowers, and scattered trees bent to the northeast 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 is a narrow island and a known retreat for dragons. This is more of a stopping or rest place for traveling and outlaw dragons than it is anything else. At any given time, one can find 2D4 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 Black Hills are tall, steep, almost mountainous, rocky hills that rim the west coast of Lemaria. They are covered with a light forest of scraggly trees and scrub, and the home of such cantankerous beings as Bearmen (about 20 or so), Feathered Death, the occasional Peryton, 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 Bearmen, and their comparatively large numbers of some 300 keep them safe from dragons and others. The humans on the island avoid this region, so neither race is aware of the other's existence. Generally, the centaurs view any humanoid with suspicion and indifference, but not with immediate hostility unless they are frightened or feel threatened. Magic is unknown to these people and will scare the living daylight out of them. Of course, the young male warriors will be the most aggressive, cocky and threatening; even among these cooperative people there are hot-heads, and selfish and evil brigands. A young warrior may believe it to be quite a feather in his cap to slay unusual creatures, especially if it's a demon (any person who displays magic will be construed to be a demon). A group of hostile young warriors or bandits may attack without any reason other than to kill or plunder. Nomadic people, the centaurs travel in tribes of 40 to 60 individuals and small hunting or reconnaissance packs of 3D4. Average Hit Points: 28; S.D.C. 30. Average Attributes: P.S. 14, P.P. 16, Spd. 24 or higher (see *Monsters & Animals sourcebook* for details). Even the

Centaur's don't know how their people originally came to the island, but magic is most likely responsible.

Dragon's Edge is a small island of rock where many sea serpents have been seen sunning 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 150 feet (45.7 m), while its highest point is about 350 feet (106.6 m). Dragon Wolves and the occasional dragon, Harpy and Peryton roost and play on the cliffs.

Elora Island lies two miles (3.2 km) off the southern coast of Lemaria. It is a rocky island of hills, scrub, and sparse, weather beaten trees. Harpies and Peryton are occasionally sighted and sea serpents often sun themselves on its beach.

The Forest of Despair is the densest and most foreboding forest on the island. It is part of the Forbidden Area because strange and monstrous creatures live within its shadowy confines. ALL the creatures found in the Fengard Forest and hills roam this land, but in greater numbers. Emirin and Dragon Wolves frequent the area to hunt for food and for sports. The lumbering Bearmen claim the forest as home, challenging and/or slaying all who dare to trespass on their land. Here the Bearmen are true brigands, often traveling in small packs, or clans of 2D4+1. The occasional tribe is small, with rarely more than forty members. Travelers should beware of 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. If intruders are captured, the only way one is likely to survive is to escape and flee, or accept a challenge to fight the local champion to the death. The winner will be acknowledged as one of the very best (if not the best) warriors in the land and be free to stay or leave (taking his punier comrades with him). Such trials of combat will be without the benefit of armor or magic (the obvious use of magic is an automatic forfeit of the contest and death to the cheaters). An encounter with Lemaria Bearmen warriors can involve a straightforward challenge and combat, surprise attack, looting and maiming, or a driven pursuit with deadly intentions. Most such encounters (01-80%) will be fights to the death; Bearmen hold grudges till the day they die!

The usual threats of wild dogs, boars, mountain lions, giant timber spiders and an occasional centaur exists in this forest as well. Catoblepas seldom venture far into these dense woods.

Quick Stats for Creatures of Note

The Forests of the Forbidden Area are mostly unexplored and renowned for danger and monsters. The humans of Lemaria will not enter this area and will assume any fugitive who seeks refuge in them is as good as dead. Reports of fur covered giants (Bearmen), intelligent mountain lions (Emirin) and winged wolves (Dragon Wolves) are just some of the stories told about this dense wilderness. The human populace of the island really has no idea what inhabits the Forbidden Area, so rumors could spread about anything.

The following are "quick stats" for some of the more notable inhabitants. G.M.s, use your discretion as to encounters. For greater details on these and over 120 monsters and 200 animals, see the expanded sourcebook, *Monsters & Animals, 2nd Edition*.

Bearmen: These vile giants once dominated the Great Northern Wilderness. They are combative by nature and will challenge any interlopers to combat, often to the death. Most 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 will usually be with one or two individuals, or a small group of no more than nine.

A typical Bearman: Hit Points: 45, S.D.C.: 90, A.R.: 11, 9-10 feet (2.7-3 m) tall, 1200 lbs, I.Q. 7, P.S. 16 to 20, P.P. 12 to 16, Spd. 9; O.C.C.: Any men of arms at levels 2D4+1; alignment: anarchist, aberrant or miscreant.

Catoblepa: Occasionally 1D4+1 Catoblepa wander into the forest from the scrub plains of the Serpent's Claw. They are huge, scaly, buffalo-like creatures, with foul tempers and weigh up to a ton. They are known to attack without reason and fight to the death. Average Hit Points: 85, average S.D.C.: 50 each, and a natural A.R. of 12. Three attacks per melee, usually starting with a head butt (this is not a charging ram) which does 2D6 points of damage, and then a kick/stomp from the front leg(s) which does 3D6 points of damage, or a rear kick doing 4D6. Bites do 2D4 points of damage. The amount of damage from a Catoblepa's running charge is 1D6x10 if full speed, or 5D6 at half speed. +4 to damage on all attacks, +3 to strike, +4 to parry or dodge, and +2 to save vs poison and magic.

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 in the Palladium World, it is extremely unusual 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, to rob or deal for magic items (especially great magic), mislead them into danger or simply ignore them. The intelligent Dragon Wolf is not likely to fight to the death. **Note:** These beings do not live in any type of community, but roam the southwest portion of the island in pairs or individuals, free from the persecution of humans and most other creatures. Average Hit Points: 68, S.D.C.: 60; average O.C.C. level is 4th; three attacks per melee.

Emirin: The great psionic cats of the Great Northern Wilderness appear to be little more than large mountain lions, but possess an intelligence equal to man and have natural psionic abilities. All are Mind Mages, with an average level of 1D4, and an average I.S.P. of 75 or more. They can communicate telepathically. They dislike intruders and will ask interlopers to leave, followed by threats and scare tactics. They resort to combat only 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 36 roam the entire length of the west coast, a typical encounter will be with one or two (a maximum of two mated adults and a litter of 1D4 young). Average Hit Points: 26, average S.D.C.: 35; three psionic or physical attacks per melee; bite does 2D4 damage, claws 3D6.

Feathered Death are foul creatures who appear as small, hawk-sized birds with an ugly human head, 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 bringing on other, more lethal foes. NEVER trust their word! Average Hit Points: 26, S.D.C.: 30, P.S. 16; see *Monsters & Animals, 2nd Edition*.

Giant Timber Spider: Average Hit Points/S.D.C. (combined): 26; three attacks per melee round, +2 on initiative, +2 to strike, A.R. 7. Bite does 2D4 plus poison (causes fever, victims -2 on combat rolls).

Harpies: Average Hit Points: 38, S.D.C.: 22; three attacks per melee round, +4 to damage, A.R. 6. Claws do 4D6 damage and bite 1D6.

Random Encounter Tables (optional)

Fengard Forest Encounter Table

Note: Roll once for every two hours in the forest.

- 01-10 A mad Catoblepa wounded by wild dogs, 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 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 charge, fight for 1D4 melees and flee.

51-57 One young Emirin seeking to prove himself. This creature will select the most physically powerful person in the group, and will attempt to get into single (one-on-one) combat when that person is alone. In individual combat, the Emirin usually fights to the death, but will show mercy if and when it has attained a clear victory. It will not fight to the death if it is outnumbered, or if its chosen opponent is getting help from others.

58-65 Bandits: One bear man (53 H.P., 42 S.D.C., P.S. 23), one centaur (32 H.P., 40 S.D.C., P.P. 18), and two humans (runaway slaves, H.P. 27, 15 S.D.C., and H.P. 30, 20 S.D.C.; both have average attributes, 3rd level thieves). These guys often plunder the Catseye/Amarian area. If they come across a small, helpless-looking group (five or less, but not well armed, or two or less, but well armed), they'll attack. If they stumble across a larger or more powerful group, they'll follow secretly, waiting for a good opportunity for an ambush, or until part of the group is asleep.

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 Runaway slave who will tell the group everything he knows about the people of Lemaria. He doesn't know much about the wilderness and prefers to take his chances on his own.

87-91 2D4 wild dogs attack injured or lone traveler.

92-96 1D4 Feathered Death; always dangerous.

97-00 A young ice dragon looking for mischief.

Fengard Hills Encounter Table

Note: Roll once for every hour and a half in the hills.

01-08 One Peryton in search of prey.

09-20 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., 128 S.D.C.), fights till death.

61-64 1D4 wild dogs; hungry and hostile.

65-70 Female Catoblepa and two calves; very defensive; will attack anyone who comes within 300 feet (91 m).

71-75 Mountain lion wounded by a young catoblepa; will attack anyone who stumbles across it.

76-80 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.

81-84 1D4 Harpies; always hostile.

85-87 1D4 Faeries looking for playmates and mischief.

88-95 1D4x10 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 Encounter Table

Note: Roll once for every two hours in the forest.

- 01-15 Three 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 Bearman with giant battle axe and sword, spoiling for a fight.
- 35-39 Rattlesnake; 9 hit points.
- 40-48 1D6 Harpies looking for trouble and booty.
- 49-54 2D4+1 Centaurs who attack to drive away intruders.
- 55-58 1D4 Feathered Death or Fire Worms (Worms of Taut).
- 59-62 Two giant timber spiders.
- 63-66 Two cantankerous bear-men drunk on home brew; mean, thieving, but not in a murderous mood.
- 67-68 A mated pair of mountain lions looking for easy prey.
- 69-71 1D4+2 Female and two male bandits; rogues from Cassandra, all are 3rd level thieves or mercenaries.
- 72-75 Two centaurs hunting; will avoid any humanoids and fight to the death (in fear) if an attempt is made to capture or detain them.
- 76-80 A pair of Shadow Beasts (as per the spell) are patrolling the area and looking for blood.
- 81-85 A Cockatrice; hungry for human flesh.
- 86-90 A Dragon Wolf full of mischief and treachery.
- 91-94 1D4 poltergeist or haunting entities.
- 95-97 Hermit, who is a male, Earth Warlock (anarchist, 5th level). He distrusts strangers and attacks if he feels threatened.
- 98-00 A dragon seeking rest and refuge, she is not happy to be disturbed!



Black Hills Encounter Table

Note: Roll once for every two hours in the hills.

- 01-07 A wandering tribe of centaurs (2D4x10) will send out warriors to defend and kill if threatened. Will be satisfied with chasing intruders away.

- 08-13 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.
- 21-24 1D4 Faeries or Sprites.
- 25-30 1D6+4 Centaur bandits looking for victims to plunder.
- 31-35 1D4 Rattlesnakes; watch out!
- 36-40 3D6 wild dog pack; bold and hostile, but will not fight for long if the prey is too tough.
- 41-45 1D4 Peryton or Harpies out for blood.
- 46-50 1D4+3 Young Centaur warriors looking to prove themselves; these guys are deadly.
- 51-55 1D4 Bearmen with a taste for blood; will fight to the death.
- 56-60 1D4+1 Nippers, Worms of Taut; fight to the death.
- 61-65 1D4 Giant 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 and will fight to the death.
- 76-79 2D4 Feathered Death in an evil state.
- 80-82 One Harpy or Dragon Wolf who will try to steal booze and valuables.
- 83-85 Corpse (animal or human) festering with Tomb Worms.
- 86-89 2D6 Wild dogs; hostile but skittish.
- 90-93 2D6 male human bandits; escaped slaves.
- 94-96 One, mammoth, bear man (66 hit points, 140 S.D.C., P.S. 24) and two centaur bandits looking for combat and plunder; may not necessarily fight to the death.
- 97-00 One giant Blow Worm (Worm of Taut).

Falor & Thendora Forest Encounter Table

Note: Roll once for every four hours in the forest.

- 01-06 Two mischievous common faeries will pester the group.
- 07-15 One Giant Timber Spider leaps from a tree. Roll initiative to see it coming. Fights to the death.
- 16-22 Patrol of 1D4+2 women warriors from Maginsa (all 2nd & 3rd level). Will attempt to capture any males and take them back to town in manacles. If outnumbered, they will flee but return with reinforcements.
- 23-25 One or two common faeries out exploring.
- 26-28 1D4 wild boar; hostile.
- 29-32 1D6 Bearman bandits looking for humans to plunder.
- 33-35 A rattlesnake.
- 36-40 1D4 Lemaria residents (male or female). If he/she notices the group, the character(s) will notify the nearest patrol (see 16-22 above).
- 41-50 Patrol of 1D4+4 women warriors (3-5th level) from Cassandra, accompanied by one 4th level warlock or priest of Isis. Will attempt to capture and manacle any runaways or rogue males and return to Cassandra. All soldiers wear studded leather armor and carry spears, short swords and shields. They are far from stupid. If it looks like they're outnumbered or in trouble, they'll quickly head home for reinforcements. If the characters have already escaped, and/or committed any crimes, there is a 01-50% chance that a war party twice this size is somewhere within earshot!
- 51-55 1D4 Harpies or Perytons out for blood.
- 56-60 Training patrol of 1D6+8 Cassandra warrior women. The leader is a 6th level Captain, the sergeant 4th level, all others are teenagers (1st level), being trained in survival techniques, hunting, and other skills. The group will avoid any trouble, if at all possible, but will try to apprehend run-away slaves and castaways. If combat ensues, the Captain will retreat to avoid serious injury to the raw recruits.
- 61-65 1D6+6 Bandits, male or female, all 2nd level thieves. If males, they may be friendly and try to recruit the player group to join them (provided there are no or few women among them). They may also

offer advice, but insist that escape from the island is impossible and paint the Lemarian women as cruel and terrible.

66-70 A nest of 1D4+4 Giant Timber Spiders!

71-74 1D4 wild boars; hostile.

75-80 The Red Cap Bandits led by Laura the Red (6th level thief, 44 H.P., 24 S.D.C., P.P. 20, I.Q. 14; wears light chain armor; weapons: short bow, daggers, ball & chain). Her minions include six women with short bows and clad in studded leather (average 24 H.P., 20 S.D.C., 3rd level thieves), and four men (equal to 2nd and 3rd level thieves). All have horses, a 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 can provide info about Cassandra, Maginsa and the surrounding forests. They are notorious criminals who raid the civilized areas and retreat to the edge of the Forbidden Area when pursued. However, they know little about the region and try to stay away whenever they can. They confirm that monsters live there.

81-85 One or two Harpies from the Forbidden Area in search of death and destruction.

86-90 1D4 Feathered Death or Bogies (mean Faerie Folk).

91-95 2D6 wild dog pack; hostile, but will flee if 1/3 are hurt or slain.

96-00 2D4 farmers; really Cassandrian soldier-spies looking for run-aways. Will try to spy upon and/or capture the player group.

The People of Lemaria

The inhabitants of the island they call Lemaria are the descendants of a shipwreck some 500 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 and 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 male 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 overpowered by mystic might, were subjugated by the women. After decades of leadership under the capable, but fanatical *Cassandra*, the survivors were able to carve out a new society on the uncharted island.

High Priestess *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. Select men would be called equals, but were, in effect, second-class citizens. The men would comprise the bulk of the labor force and those who resisted 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 has continued nearly 400 years after her death.

The laws and philosophies established by *Cassandra* exist unchanged. Most males are subservient to the women, but are relatively



content and complacent. It is largely the addition of outsiders from shipwrecks that created dissension among the male population. Thus, most male castaways who remain defiant are made into shackled slaves to work the land and assist in tasks of labor.

The Laws of Cassandra

Here's a summary of laws important to this society's existence and throne of power. The Game Master can, if it seems handy, roll 3D6 to determine the crimes of other prisoners, or of renegades who are encountered out in the wilderness.

1. The Crime of Heresy. Isis is the All-Mother and savior; always will her name be the holiest of holies. 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 torture unto death. That is the law.

2. The Crime of False Preaching. Only those made in Isis' image (women) may be her priests. 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 (female 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. Aside from celibacy as an issue of purity, it is also meant 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. Unless the charge is reduced (usually the case for well-known or respected citizens, rarely for strangers), the sentence for any male preacher, or a woman who preaches falsely, or for a woman priest who violates celibacy is the same; death.

3. The Crime of Magic. Magic is forbidden to all. The Women of Isis and their Elemental Sisters shall be the protectors of the people. Guided by the hand of Isis they cannot fall. The study of any kind of magic, whether it be spell magic, circles, symbols, summoning, witchcraft and even Druidic practice, is totally forbidden. Punishment for women is severe; all property is taken by the church, the offender must publicly 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. The Crime of Warlockry. Only those made in Isis' 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. No man can be a practicing warlock. Any male warlocks discovered will be executed on the spot, without trial or even taking the time needed for a public condemnation.

5. The Crime of Keeping Unauthorized Weapons. The strength of the Mother Earth flows through the veins of women. It is women who shall bear arms to protect land and family. No man can keep, own or use any type of weapon or armor 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 armor 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. Extenuating circumstances, such as having to defend oneself out in the wilderness or saving the life of a female, may result in reducing the charge to that of the Crime of Public Disgrace, but are not considered a basis for a finding of innocent.

6. The Crime of Rape. The most hated crime in the land. While the punishment for rape is technically death, it's more likely that a lynch mob will form as soon as even a rumor of the crime is heard.

7. The Crime of 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 is different. Self-defense killing of another man or slave requires an investigation and trial. Punishment could be an acquittal if justified, or 5-10 years of hard labor (if the victim was a slave, the murderer must pay two times the slave's value to the owner). Self-defense killing of a woman will lead to a major investigation, trial (by women), 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, elemental sister or law officer will lead to torture followed by public execution.

8. The Crime of Assault. Assault on a woman or a man, by anyone, man or woman, will result in 5-10 years of heavy labor. Repeat offenders are executed for their third offense. Note that women accused of assault usually have their charge reduced to the Crime of Violence. Assault against a child is dealt with severely, so the punishment is usually doubled.

9. The Crime of Violence. Commonly, for a first offense, which usually involves getting into a fight or brawl, the charge is reduced to the Crime of Public Disgrace. However, a repeat offender, male or female, found guilty, will be sentenced to a public flogging. Repeat offenders risk slavery or hard labor.

10. The Crime of Theft. Anyone found guilty of theft will be instantly sentenced to at least one year's slave labor. If the accused is wealthy or influential, he may manage to get the charge reduced to the Crime of Illegal Commerce.

11. The Crime of Escape. Slaves, or those who are subject to slavery, are charged with this crime if they attempt to escape or resist in any way. The automatic minimum sentence is that of ten years of slavery. Runaway slaves are punished with a public flogging and a lifetime as a slave in leg-irons. Repeat offenders are put to death. All nonhumans are considered to be either slaves or foreign visitors and have no rights, but must observe the laws of Lemarian society.

12. The Crime of Destitution. Anyone without the means or money to support themselves is automatically guilty of destitution. The punishment is automatically one year of slavery. Repeat offenders will simply be given longer and longer terms of slavery. Anyone who owns property, such as land, slaves or a business (i.e. most women), is immune from the Crime of Destitution. On the other hand, any visitor who is unable to pay a bill, or is found on the streets with no money, is liable to be charged. If the accused can get someone in authority to speak for them, the charge may be reduced to that of the Crime of Public Disgrace.

13. The Crime of Illegal Commerce. Only women can own and operate a business. Men can assist women in businesses, can act as legal agents, work as artisans, porters or laborers, and are entitled to earn and keep money. Men are also entitled to invest money in legal businesses, and may even use the law of Illegal Commerce to get their fair share of profits or income. The punishment is nearly always a fine, although men who are found to have been operating a business will forfeit all their assets. Women with legitimate businesses can be charged with illegal commerce for a variety of reasons, mostly having to do with unfair practices.

14. The Crime of Profanity. Usually leveled against those who swear, or say anything insulting to another person. Men are the companions and brothers to women and must be treated with honor and respect (if not equality). Accusations of the Crime of Heresy are often reduced to the Crime of Public Disrespect if the accused was seen to be drinking, or if some well-respected woman in the community comes to his defense. The penalty is usually a fine of from 20% to 80% (roll 2D4) of the accused's personal wealth (just coins and other money, property and jewelry are not counted). Repeat offenders may receive a public flogging. If the accused has already been flogged for a previous

offense, there is a good chance that the charge will be increased to the Crime of Heresy.

15. The Crime of False Witness. Anyone who tells a lie can be charged with false witness. Because the people of Lemaria know little about the world beyond their shores, visitors run the risk of being charged with false witness merely for telling the truth, if that truth seems unbelievable. Not admitting to the lie can mean that the accused will have to undergo days of torture, which may mean death if their "confession" is delayed too long. Those who confess to their crime receive relatively light fines (typically 10 gold per lie).

16. The Crime of Public Disgrace. This is a catch-all law used to charge anyone who is simply behaving in a rude or undignified way. The typical punishment is being made to wear a wooden sign around one's neck that reads "Shame!" For a first offense the sign is only worn for a day, but repeat offenders may have to endure the humiliation for a week, a month, or even a year. Aside from the public embarrassment, all the children of Lemaria consider it their duty to torment, with insults and thrown objects, anyone wearing one of the signs.

17. The Crime of Vandalism or Theft. Females seldom seem to commit this crime. When they do, full restitution is required. Repeat offenders are subject to public disgrace and possibly flogging. Males are publicly flogged for the first offense and expected to make restitution — often as a slave to the offended party for 1-3 years. Repeat offenders can spend decades as a slave. If the vandalism is against the church of Isis or the pantheon of light and dark, the punishment is likely to be death.

18. The Crime of Unholy Alliances. Those who dare to join forces with the dark beings who reside in the *Forbidden Area* are forever lost

and subject to swift destruction should they ever again show their faces among "civilized" people.

Other important points about Lemaria

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 wreckage of sunken ships. Total treasure is 6,725 in gold coins, 3,197 in silver and about 11,000 in gems and jewelry. However, the treasure has virtually no value for the people of Lemaria.

Cattle and especially horses, are fairly uncommon on the island. It has been only in the last 50 years 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. Poultry is limited to ducks and geese.

Boats are limited to small fishing and salvage vessels, 12 to 24 feet (3.6 to 7.3 m) 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.

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 reefs 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 integration into their society, as slaves, and to salvage cargo, wood and valuables. Survivors are kept overnight at the *bunk-house hospital* and shuttled to the city of Cassandra the next day. Salvaged goods are gathered, inventoried, dried and sent to Cassandra a week or two after being fished out of the sea.

When not salvaging shipwrecks, the townspeople busy themselves with fishing, maintenance and farming. Their work with salvaging shipwrecks and capturing castaways makes it necessary for Storm Haven to have the second largest militia, 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 at least one or two ships fall victim to the people of Storm Haven every year (usually pirates and lost merchant ships).

1. The dock: Used by the fishing and salvage fleet. 4D4 boats are docked at any given time. Remember, these light vessels cannot survive sea travel for more than 30 hours; useless for escape.

2. The lighthouse: This three story tower is ever vigilant for ships to waylay. It is manned by a 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. Carpenters' Guild Shop: A medium-size carpentry and wheelwright shop, largely responsible for building and repairing the wagons for cargo transported to Cassandra. Eight men and four women work here.

7. The Wagon Storehouse: A long, low, wood building which houses 22, ten foot long wagons. 2D6 workmen are always in the area.

8. The Porterhouse: A two story stone building that serves as bunkhouse and dining hall for the men who work in the warehouses, salvage operations, and wagon drivers. Houses 40 men; 3D6 men are present at any given time. All are equal to 2nd level farmers. The head man is Randalf the Strong; anarchist, 37 hit points, 45 S.D.C., P.S. 24, P.P. 14, Spd. 10, I.Q. 11. He is a 4th level mercenary, wears double mail when making deliveries to Cassandra. Weapons include a hercules club (3D6 damage), falchion sword (2D4 damage) and battle axe (2D6 damage).

9. Blacksmith: Four freemen and four male 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 and 26 hit points. Weapons are limited to chains (1D6 damage), clubs (1D6 damage), and some iron tools such as hammers or pokers (all do 2D4 damage).

10. The Corral: 1D4 horses and 1D4 work-hands are present at all times. Horses are rare and valuable on this island.

11. The Stables: 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 all times. The stable lord is Katherine Haldar, a tough, 50 year old, 10th level merchant and Isis fanatic.

12. Grain Storage.



STORM HAVEN

Scale in Feet

0 200 400 600 800



13. Stable-Hands' 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 workers, all are free citizens.

14. The Slave Yard: A 12 foot (3.6 m) tall 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 2nd or 3rd level thieves or pirates) and 19 human males (all 2nd level sailors or pirates). Average hit points are 22, S.D.C. 20.

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, one story building, fortified with stone. Four 3rd level women soldiers and one 5th level ranger are present at all times; local sheriff's office.

16. Temple of Isis: Seats 120 people. Three 2nd level priests and six women acolytes maintain and service the temple.

17. The Cattle Pen: A small cattle farm with 12 dairy cows, 7 calves, and 32 pigs. Three families operate the farm.

18. The Poultry Pens: 36 ducks and 50 geese for meat and eggs.

19. Wheelwright: Peg and box maker.

20. Wagon Storage: Holds twelve, 20 foot (6 m) wagons.

21. The Militia's Stables: 16 riding horses used for patrols. 2D4 stable-hands and two male guards 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, armor and equipment. 4D6 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 2-5th level soldiers. Average hit points: 24, S.D.C. 15; standard equipment: hard leather armor, small wood shield, short sword, and wooden bludgeon (1D6 damage) or short bow.

This is also the jail house, with two, large 14x14 foot chambers and four, 4x8 foot cells. All are stone chambers, no metal bars, with very thick, heavy wood doors bolted on the outside.

Weapons stored include: 30 short spears, 24 short bows, 288 arrows, 24 small wood shields, 10 short swords. Armor 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.

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 (5.4 m) stone statue of Isis in its front garden. Holds up to 300 people. The upstairs is the living quarters of the priests and acolytes. High Priest Shela, manages the town; she is an 8th level priest with the disposition of a rattlesnake (57 H.P., 34 S.D.C.). Her two aides 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 (1½ lbs/0.6 kg), worth about 800 gold), plus 110 gold, 53 silver coins, scroll to calm storms and 6 healing potions.

25. Residences: The largest are the homes of the town's head warlocks. Ariece: 7th level Air (31 H.P., 30 S.D.C.); Carla: 3rd level Air (22 H.P., 18 S.D.C.); Suzan: 5th level Water (39 H.P., 10 S.D.C.) and Bethany: 6th level Fire (41 H.P., 6 S.D.C.).

26. The House of Mistress Kara. This elfen beauty is one of the very few nonhumans 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. Kara is usually responsible for the sudden fogs, storms and squalls that snare passing ships off the coast of Storm Haven. It is she and High 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. 10; 9th level water and air warlock. Aberrant alignment, hit points 63,

S.D.C. 11. Her armor is a cloak of protection, A.R. 12, S.D.C. 50 and impervious to fire. Her weapons include: silver-edged dagger, hard wood staff (2D6 damage). Other items include: ring of invisibility (may be used twice daily, lasts 30 minutes), secret treasure trove of 300 gold, 2000 in jewelry, and a scroll for Armor of Ithan (lasts 20 minutes).

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.

29. The Bunk-House Hospital: This is where all survivors of shipwrecks are taken to 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 to the City of Cassandra in horse drawn wagons the next day. At Cassandra they are indoctrinated and often imprisoned or made slaves. The hospital is inconspicuously guarded by 3D4 women soldiers (3rd level), pretending to be caring nurse volunteers. Another 3D4 women soldiers and 2D4 male deputies are positioned at locations around and near the Bunk-House Hospital. **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 tailoring services.

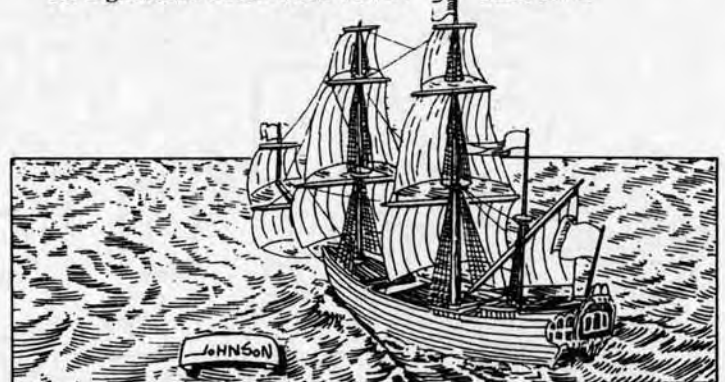
31. Sail Repair Shop: Employs six seamstresses and two men.

32. Sea Craftsmen's Guild: Makers & repairers of ropes and nets.

33. Dry Dock.

34. Shipyard: Construction, repair and maintenance of boats.

35. Lighthouse/Observation Tower: Same as #2



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, priests, or warlocks — they are simple fishermen with a humble fleet of eleven, 18 footers (5.4 m). All are equal to 5th level sailors. Weapons are limited to nets and blunt wood clubs (1D6 damage), poles (2D4 damage) and staves (2D6 damage).

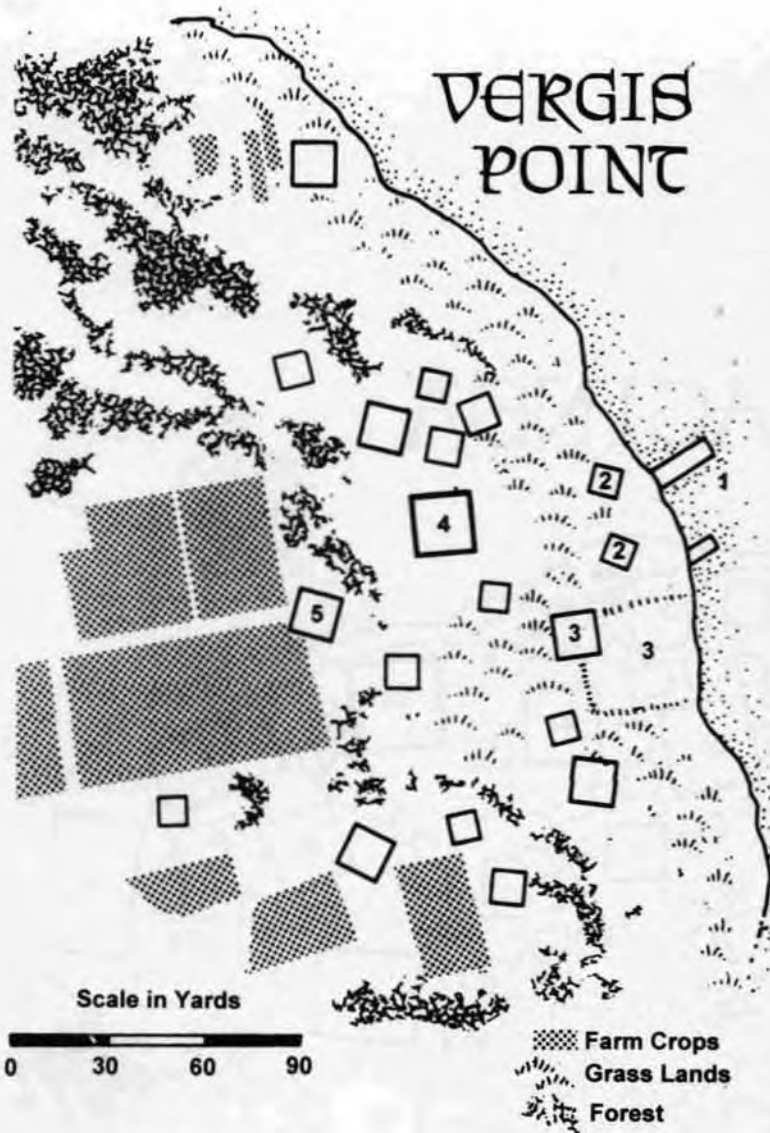
1. Docks.

2. Storage/Supply Huts: Used to store fishing nets, hooks, line, sail patches, a half dozen 30 gallon barrels, and fish cleaning tools.

3. Edweena and Edward the Carpenters: Assisted by their three sons and daughter, this family represents the community's master carpenters and builders. It is a modest shop with a backyard of lumber.

4. Dance Hall: This is also the community meeting hall and place of worship. Three totem pole-like carvings of Isis, Ra, and Bennu the Phoenix tower 18 feet (5.4 m) in front of the building.

5. Matty the Brew Maker: A 63 year old master of mead making.



Maginsa Town Descriptions:

1. The harbor is littered with short and long docks, 8-16 feet (2.4 to 4.8 m). A dozen fishing boats, manned by 2D4 fishermen will be at dock or in the bay. Plus 1D4 harbor workers, mostly men, can be found near every pier.

2. Shrine to Ra: This is a 20 foot (6 m) tall, wood, totem pole with the bust of the hawk-headed god holding his scepter. Other symbols include the sun and sea.

3. Residences: The homes of fishermen and their families. Half of the weathered houses have boats dry docked along the south wall.

4. The pavilion: A large wood structure with two walls and roof that is used for boat repairs, dry dock, selling fish, dances, and community meetings.

5. Temple of Isis and the gods of light: A modest wood building that can seat 250 people. Four 2nd level priests, a 5th level high priest and six acolytes maintain it.

6. The Lady of the Church. Next door to the temple is the home of the High Priest and her family; a son, two teen daughters and husband. High Priest Shally is 40 years old, 5th level, scrupulous and has 31 hit points and 10 S.D.C. The husband is equal to a second level mercenary; principled alignment, 25 hit points, 10 S.D.C. His only weapons are a 7 foot (2.1 m) staff, a fishing net, and a knife. He'll also use items such as hand axes, hammers, frying pans or chairs, if nothing better comes to hand.

7. The Sea Shanti: 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 (she has a large still in the cellar, with a second in their home). Music and laughter are 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 50 foot (15.2 m) lengths of rope, wood pegs, 2D6x10 feet of fishing line, a barrel of tar, a barrel of salt, 2D4 empty barrels, ten five gallon kegs, 2D6 large fishing hooks, rags, and one five 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 12 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 valuable except for the booze.

11. Temple of Light and Dark: This is one of the few stone buildings in town. The downstairs is the church, which can seat up to 400 people. Upstairs lives Lilith, a 6th level priest (49 hit points, unprincipled alignment), three 2nd level priests: Brenda (17 H.P., 20 S.D.C.), Leanne (22 H.P., 17 S.D.C.), Angie (20 H.P., 12 S.D.C.), and four young acolytes (average 16 H.P., 10 S.D.C.).

12. Granaries: For winter storage.

13. Cynthia's Duck Farm: Over 150 ducks and 60 geese. Operated by two large families. There is also a large, fenced-in, pond.

14. The Cassandrian Stables: A large stable with 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, long wagons and two dozen small.

17. Blacksmith. Four hands work the place.

18. A Group of Warehouses: For smoked fish and other goods.

19. The Town Militia: A one story, stone building with two, 8x8 foot 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 stables. All regular militia personnel are women; 2-3rd level, average hit points 21, good and

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, visitors 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 armor 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 strangers' 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 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 soldiers from Cassandra will number two or three soldiers for every one intruder, plus one fire and one earth warlock. All will be third level and female.

MAGINSA



anarchist alignments. Standard gear: small wood shield, hard leather armor, short sword, spear and, perhaps a knife or wood club or bludgeon (1D6 damage).

20. Farmers' 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 for the town's warlocks. One of the largest (three stories tall) and most attractive houses in town. It is occupied by two earth, two air, one fire and two water warlocks (levels 4-6). 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). Barbara resides in the building along with two male slaves; Robert (20 H.P., 15 S.D.C.) and Sambart (32 H.P., 28 S.D.C.). Both men are equal to second level mercenaries. Barbara is 50 years old, 7th level earth and air warlock, aberrant, 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., 17 S.D.C., unprincipled alignment). She is assisted by her friend Debrah, a 4th level water warlock (30 H.P. 28 S.D.C., anarchist, 27 years old). Spells like wall of ice, freeze water, 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 spell magic), 200 gold coins, a silver edged dagger, an emerald ring (value 1900 gold), and two healing potions (2D6 H.P.).

26. The Fish Dock: A large facility for cleaning, scaling, cutting and preserving fish. Fish are either smoked, pickled or sent 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).

36. Stormy Inn: A three story building with 26 rooms of varying size for travelers from other towns.

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 12 foot (3.6 m), wood, carved statue.

Amoria

Citizen Population: 1219

Slave Population: 201

The town of Amoria is a sprawling farm community that supplies Cassandra with a full half of its food. 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 view strangers with suspicion, especially men bearing weapons, magic users and nonhumans. 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 (2-4th 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 any time. 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: Holds 12 older work horses use for farming. 1D6 present at most times, along with 1D4 stable-hands.

7. Wheelwright: Makes and repairs wagon wheels.

8. The Warehouse Docks: An area where crops are stored. Most of the residences in the area are owned by dock workers.

9. Wagonsmith: Stores and maintains twenty, 16 foot (4.8 m) and six 20 foot (6 m) 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.

12. Grain Refinery: Employs 60 men and women.

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.

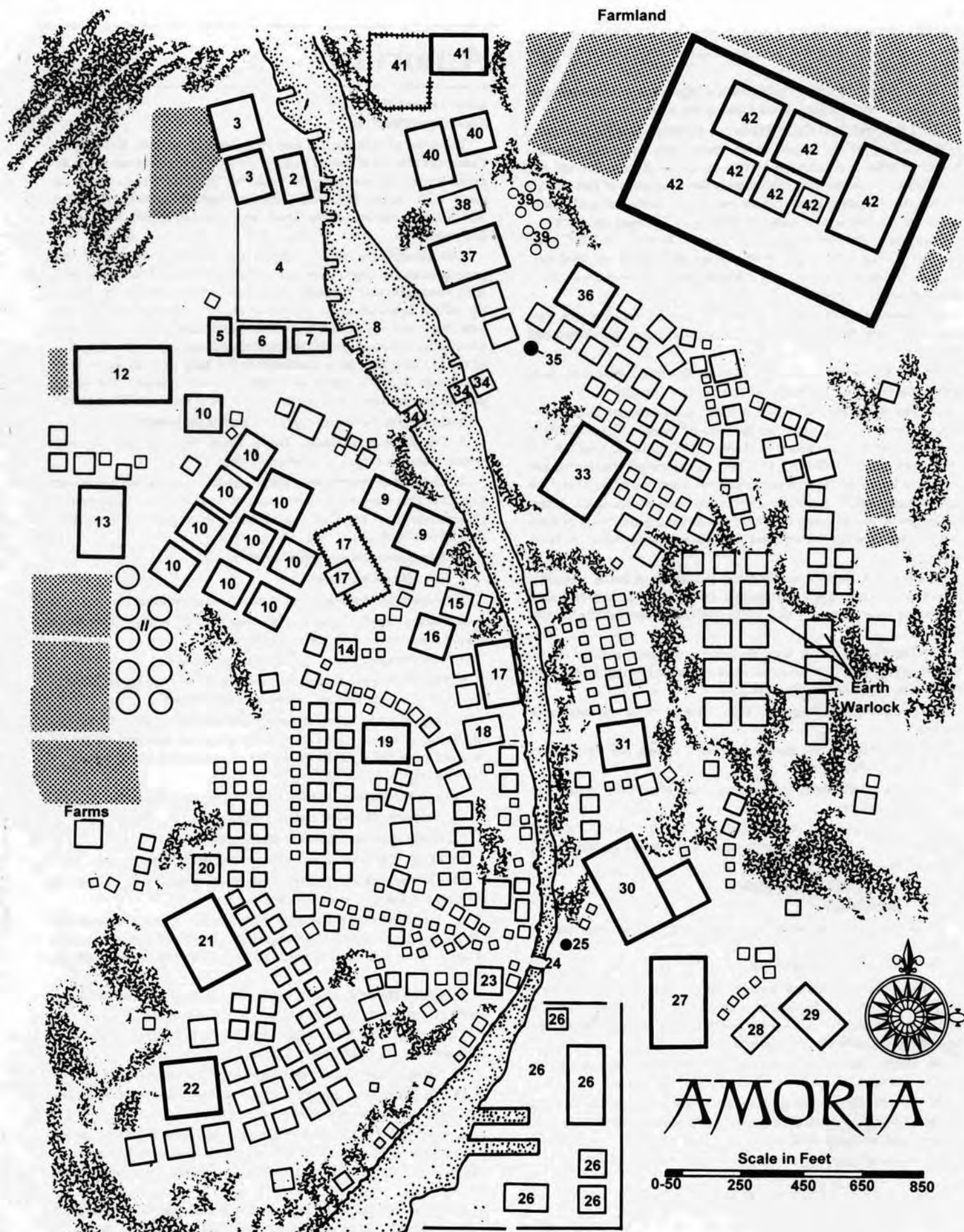
17. Amoria Livestock: A pig farmer with 1D6x10 pigs, two dairy cows and 4D6 ducks and geese. Operated by three families.

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 and S.D.C. of 25. She is a tough, capable lady whose ambitions got her thrown out of Cassandra. Cora can be extremely cunning and ruthless.

Two other priests, Maria (anarchist, 4th level, age 30, hit points 32, S.D.C. 10) and Agatha (miscreant, 3rd level, age 26, hit points 21,



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 characters 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 person's physical abilities and skills), and a place to live (usually with a family). All weapons, armor, 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 of those races) will fare 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 nonhumans. However, no nonhuman can ever become a full citizen and that includes Elves. Nonhumans that are not slaves are called "foreigners." They are expected to obey the laws and ethics of Lemaria and follow the teachings of Isis, but can never be-

come true citizens. This means that they cannot own land, property, own a business or hold a place in church or government. Obvious nonhumans, such as Orcs, Ogres, Goblins, Dwarves, Wolfen, 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. Undisguised or discovered Changelings are slain!

Strangers who resist arrest will be placed in slave camps 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 character(s) to at least a decade of slavery (if an accident, or a lifetime of slavery or public execution if deliberate). Characters may be chained and manacled if giant or dangerous. Slaves perform the lowliest and most strenuous tasks.

Cassandra City Highlights

1. The Slave Farm: This is farmland worked by slaves who are usually citizens serving out prison sentences, or human and nonhuman slaves who have exhibited virtuous behavior. Only 30% are nonhumans.

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 2nd and 3rd level mercenaries, with average hit points 22 and 20 S.D.C.; mostly unprincipled and anarchist alignments. Weapons include the bull whip, cudgel and quarterstaff. No knives or swords are used. Armor is soft leather; A.R. 9, S.D.C. 20.

The slaves are mostly sailors and pirates. Average level is 3rd, alignments mostly unprincipled, aberrant and anarchist. No weapons! All tools are made of wood and collected daily, to be locked up in a tool shed.

3. Wood Tool Shed: For the slave farm; locked.

4. Duck Pen for the slave farm: 2D6x10 ducks, 4D6 geese and a big watchdog (18 H.P., 22 S.D.C.).

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. 1D4x10 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 nonhumans.

9. Warehouse for finished wood.

10. Warehouse for finished wood.

11. Wagon Warehouse: 24 large wagons.

12. Lumberyard Stables: Contains 24, powerful, work horses. 3D4 stable-hands are present at all times. The families that own and operate the mill and stable live nearby.

13. Carpenter: Operated by the cousins of the lumber mill owners. They do excellent work, specializing in furniture and house building.

14. The Farmers' Guild House: A meeting place for farmers and 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 32 dairy cows, eight breeding cows and three male studs. Three families operate the farm.

16. The Roadside Inn: A pleasant, three story, frame building that offers 30 rooms to visitors from other towns.

17. Green Forest Wines: A family owned brewery that specializes in a variety of wines, fruit juices and mead. 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 available year round. Nardia's homemade fruit pies are a well-known specialty. A storage silo is next to the market/residence, as well as a rickety, 20 foot (6 m) wagon and an old horse named Samson. Nardia lives with her three daughters, their husbands and nine grandchildren (half are boys).

19. The Pastry Shop: Cakes, pies 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 attractive, 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 offering thread, sewing needles, fabrics and a variety of tailoring services.

23. Public Bath House: A well is nearby.

24. Festival Pavilion: A large, open walled structure used for dances, festivals, carnivals, theatrical shows, and so on.

25. The Hall of Justice: An ornate stone building where crimes are heard and trials held.

26. The Park.

27. Shrine of Osiris.

28. Church of Isis: A large, ornate stone building that can seat up to 1000 people. Fendra is the live-in custodian; a 10th level priest, aberrant alignment, 38 hit points. She is assisted by three 4th level priests and eight acolytes.

29. The Parade Grounds: Used by the militia for military practice, parades and 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 with metal reinforced wood doors. There are two, additional, larger rooms which measure 12x12 feet (3.6x3.6 m) with solid steel doors.

The militia soldiers are female warriors of 3-5th level experience. Armor is hard to studded leather; officers wear chain mail. Weapons include quarterstaff or cudgel, bull whip, short sword, dagger and a 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, 24 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 23 S.D.C.) and one, giant-sized scale mail. **The Militia Captain is Laura the Swift:** 10th level soldier, 66 hit points, 82 S.D.C., principled alignment; I.Q. 14, P.S. 13, P.P. 19, P.B. 10, Spd. 15; all other attributes are average. Armor is a suit of pirate splint; A.R. 16, S.D.C. 80. Weapons: A flamberge sword (3D6 damage), flail (2D6), dagger (1D6), and a pair of magic, gryphon claw gloves (3D6 damage). May also use a short bow.

Second in Command is Lydia, the Dark Knight: 8th level soldier, 58 hit points, 37 S.D.C., 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. Armor is a suit of pirate double mail; A.R. 14, S.D.C. 55. Weapons: Oncin pick (2D4 damage), cutlass (2D4), 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 *Palladium RPG, 2nd edition*, page 256), a magic ring which can make her impervious to fire twice daily, two doses of Fire Dust (see *Palladium RPG, 2nd edition*, page 254), and a ten foot length of Thread of Iron (see *Palladium RPG, 2nd edition*, page 258).

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, aver-

age I.Q. 10. Typical weapons: spear, cudgel, short sword and/or bull whip and short bow. All officers and 50% of the regulars are trained in general 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 quality furs. Makes and repairs coats, capes, hats and fur trim. Superior craftsmanship. As an outfitter, Murrium provides 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, 34 S.D.C., anarchist alignment, and knows the island like the back of her hand. She once led an expedition into the Forbidden Area's Fengard Forest. Armor 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. 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.

Russ: 2nd level ranger, 21 hit points, 28 S.D.C., miscreant; attributes: I.Q. 10, P.S. 15, P.E. 13; all others are average. Weapons: quarterstaff and sling. No armor.

Bertram: 4th level ranger, 30 hit points, 25 S.D.C., anarchist; attributes: 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 armor.

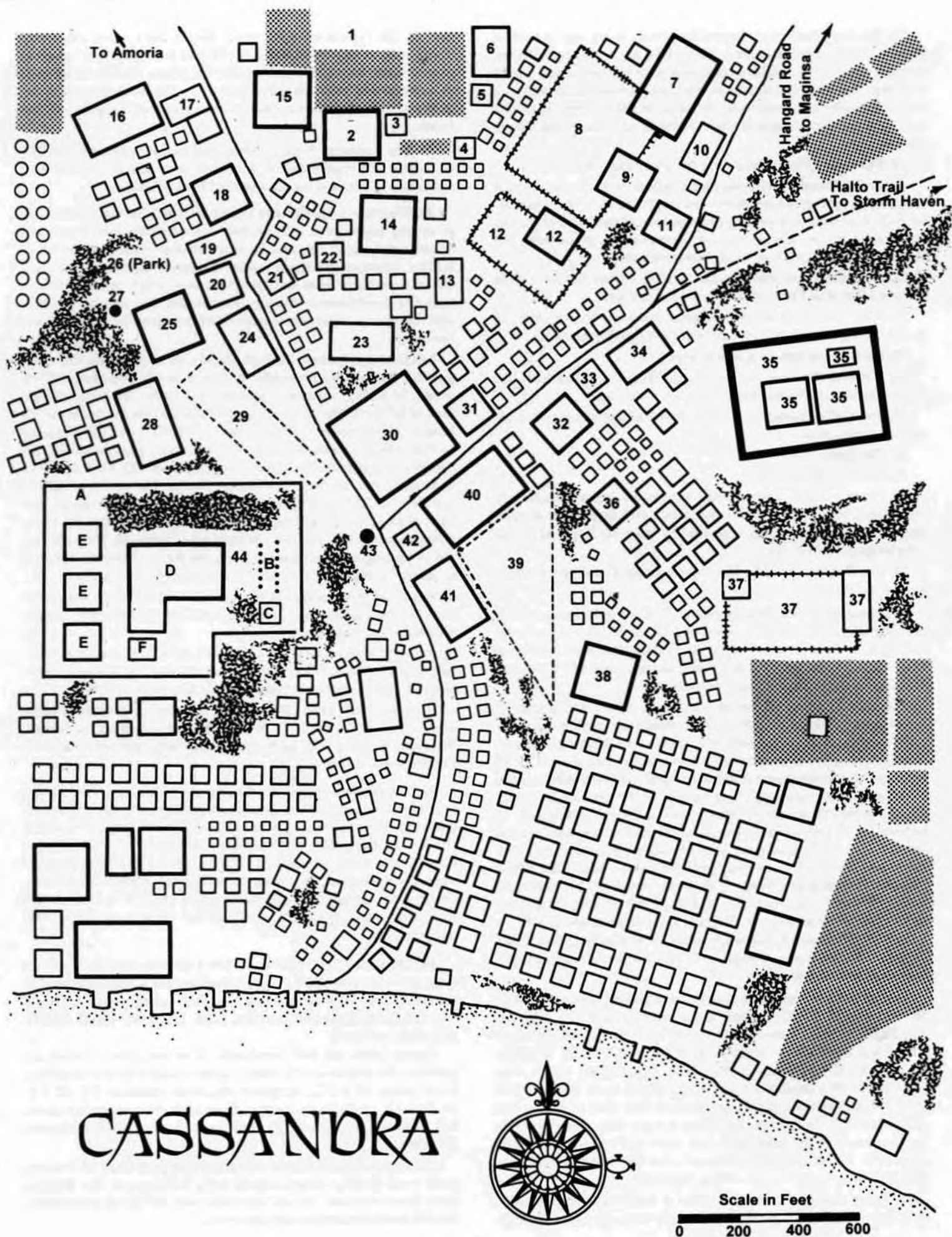
Aloa: 3rd level ranger, 24 hit points, 18 S.D.C., unprincipled; attributes: I.Q. 13, P.S. 11, P.E. 15, P.B. 14, Spd. 16; all others are average. Weapons: throwing axe, knife, quarterstaff and short bow. Armor is studded leather or soft leather.

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 (Holistic medicine skill 98%), Flinora is a 10th level healer; I.Q. 11, P.E. 15, Spd. 6; 49 hit points, 18 S.D.C., 182 I.S.P, 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 armor, 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. The building has four, small, 6x6 foot (1.8x1.8 m) cells, and one, large, 12x20 foot (3.6x6 m) cell. ALL doors are metal.

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, 38 S.D.C., scrupulous alignment; attributes: I.Q. 10, P.P. 14, Spd. 12; all others are average. Chain mail; weapons include mace, bull whip and long sword. 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 are kept under lock and key to avoid falling into the hands of rioting or escaped slaves.



35. The Slave Holding Yard: A slave complex surrounded by a 20 foot (6 m) 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 Lemarian society are taken. 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 and 25 S.D.C. Weapons are limited to a bull whip and cudgel. Armor 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 armor, A.R. 10, S.D.C. 30, cudgel and quarterstaff. A dozen spears, two dozen small wood shields, six bull whips, six broad swords and 12 bows and arrows are locked away in the stone guard tower.

36. Temple of Light and Dark: Operated by two, 4th level priests and six acolytes. Seats 200.

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; 4D4x10 pigs for slaughter; three old but strong work horses, and two dozen or so ducks. Six watchdogs have free rein around the farm.

38. The Cassandra General Store: Offers everything from fishing line, farm tools, cooking pots, pans and utensils, to fabric and food-stuffs.

39. The Town Square: The site of festivals, dances, occasional open market fairs, as well as 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 six male assistants. Products include nails, clasps, animal traps, tools, pots, horseshoes and so on. No weapons or armor are made or sold to the public. However, the Iron Star does restore and repair salvaged weapons and armor 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 6th 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, S.D.C. 28, alignment principled. Her armor is scale mail (A.R. 15, S.D.C. 75; worn only for combat). Weapons of choice include a flamberge (3D6 damage), cutlass (2D4), morning star (2D6), and small metal shield. 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 and 14 S.D.C.

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 12 foot (3.6 m) 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 to 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 10 foot (3 m) 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. 4D4 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 (10th level), her aides, and other, critical, government officials; about 100 in all. Offices include all guild masters, judges, militia general, and other key positions within Lemaria's simple society.

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 groups (3rd level or less). It is designed as an outline of places and people — the basic adventure being that the player characters come to explore the island and their exploration leads to dangerous discoveries and encounters.

G.M. Background

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 the evil god, Set's, earthly abode, and a place to be avoided by followers of Isis and 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.

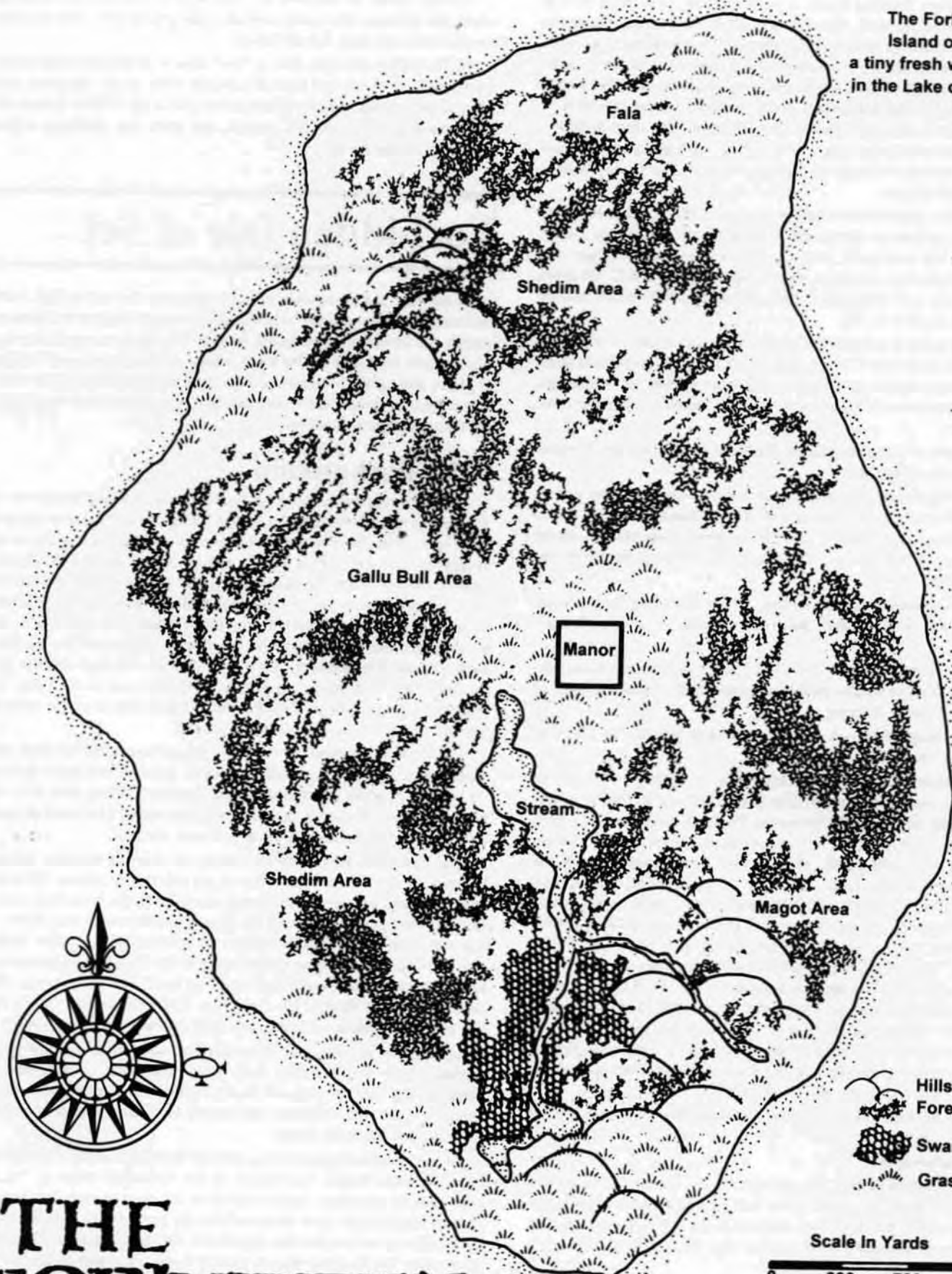
The Forbidden Island of Set is an insignificant lump of earth that barely stretches two miles north and south, and one mile wide. Except for patches of scrub, charred earth and unnatural, barren hills, it is entirely woodland. Scattered, broken-down, and seared tree, stand as mute testimony to the demons that are said to roam the land.

The Forbidden Island is inhabited by an array of demonic beings, 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 Elven 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 (482.7 km) short of his destination. However, he and his two fellow castaways would manage to turn their dilemma into good fortune.

During the months that followed, the three elves became good friends. There was beautiful *Lady Fala*, intelligent, capable and as deadly as any cadet to graduate from a Western Empire Officers' Academy; the dark eyed, inventive and keenly observant student of magic, *Chandar*; and the crafty *Illinar*.

Survival and recuperation was easy for these three. They selected the tiny freshwater island, now known as the Forbidden Island of Set, as their base of operation. *Illinar* convinced his companions that the uncharted island could serve them well for the moment (its isolation from the world was an element that appealed to the hunted *Illinar*). They easily avoided the fledgling human society at the other end of the island, and he promised that all three of them would benefit from his experiments with mystic circles. Among his promises was the allure of immortality and riches. Combined with the camaraderie forged through their ordeal, the three were united with dreams of future greatness. By means of *Illinar*'s circle magic and salvaged components, *Fala* and

The Forbidden
Island of Set is
a tiny fresh water island
in the Lake of Shadows



THE FORBIDDEN ISLE



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 who were magically transported to a secret location (they felt certain to be in the Northern Wilderness) to build the estate. Cattle, furniture and other commodities were transported in the same fashion.

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. Each defeat ate at his soul like a hungry wolf. On the eve of their 50th anniversary on the island, Illinar bid his love and his friend to leave the island for he feared his quest was but a mad 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 from them 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 chose to stay 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 that imparted immortality upon its user. Unfortunately, the circle is inherently flawed, inflicting any number of debilitating side effects upon all who enter it. Side effects which have driven both Illinar and Chandar irrevocably insane.

Now, hundreds of 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.

Denizens of the Forbidden Isle

It's critical that the Game Master understand each of the three elves and how they relate to each other. This section starts off with:

Fala

Fala is the only (comparatively) sane member of the three Elves, and the only one likely to be encountered outside of the Manor House or shortly after entering the house (alerted by her wards). She is also the only one who has not set foot in the flawed Circle of Immortality. Consequently, she has preserved most of her sanity and continues to age. Unable to tolerate the company of demons or the tragic changes in her beloved Illinar, and Chandar, she has chosen to live away from the

manor house. Since the only way off the island is through Illinar's magic, she lives a humble life in the forest, living off the land.

Fala Livv's ranger training is the result of her early years at an officers' academy in the Western Empire. She later studied Diabolism to assist (and better understand) Illinar. A life of relative leisure, seclusion and despair has severely retarded her growth in all areas of knowledge.

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 inhabit the area. Evil characters who disregard her warning are left to their fate. If the group is predominately good, and if they make the right overtures, she may join them for a short period. However, Fala will not help the characters to invade the manor (it's wrong), nor will she have anything to do with killing Illinar or Chandar. Depending on circumstances, she may be able to intervene on the group's behalf with the Gargoyles, Gurgoyles or the Night Owl, but only for a short time. Illinar may be momentarily thwarted or confused by Fala standing with the group, however, Chandar, his Shadow Beasts, and most of Illinar's demons will not be so easily swayed. They are likely to even take 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.

Alignment: Unprincipled

O.C.C. Split Class: 6th level Diabolist and 4th level Ranger.

Attributes: I.Q. 13, M.E. 9, M.A. 12, P.S. 11, P.P. 22, P.E. 14, P.B. 22, Spd. 10

Hit Points: 54

S.D.C.: 26

P.P.E.: 80

Appearance: 5 feet, 10 inches (1.75 m) tall, 140 lbs. (63 kg). By human standards, Fala appears to be an outstandingly beautiful woman, tall and elegant, in her mid to late forties (she is actually 481 years old). It has been many years since she has looked at herself in a mirror, or paid much attention to her clothing, so she will have a wild, rugged look, with dishevelled hair and dressed in attire suitable for her wilderness/ranger lifestyle.

Skills of Note: All basic Diabolist skills and abilities at 6th level proficiency. Horsemanship: General, read/write Elf and Western 98%, speaks Elf, Dwarf, Gobblely, Western & Northern 98%, basic math 95%, lore: demons & monsters 65%, climb 55/50%, land navigation 70%, identify plants/fruits 55%, holistic medicine 45/35%, prowl 50%, cook 65%, swim 55%, W.P. Blunt (6th level), plus W.P. Short Sword, and W.P. Short Bow, both at 4th level proficiency.

Combat Skills: Hand to Hand: Basic (4th level proficiency).

Attacks Per Melee: Four

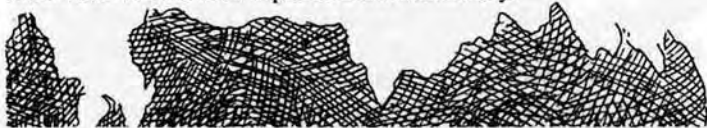
Bonuses of Note: +1 on initiative, +5 to strike, +7 to parry and dodge, +2 to pull punch, and +2 to roll with impact.

Weapons usually on her person: She keeps two daggers hidden in her boots (1D6 damage each), and a silver edged short sword, high quality, dwarven craftsmanship, at her side (1D6+3 damage). Usually strung over her shoulder is a short bow and a quiver of 30 arrows (1D6 damage each). If she arms herself for trouble she'll also carry along a small hand axe (1D6 damage), a magically invisible mace (2D6 damage, indestructible and +2 to strike and parry), and a small iron shield.

Other Items of Note Include: Six cloves of garlic, a small mirror, small crucifix, one vial of holy water, meat cleaver (1D6 damage), 50 ft (15.2 m) length of rope, cooking utensils, half dozen snares, back pack, large sack, and 526 gold coins.

Armor: She commonly wears a suit of worn studded leather (A.R. 12, S.D.C. 35).

Insanities: Suffers from depression and melancholy.





Chandar

Chandar Quest (his true name) has become truly evil, and is obsessed with terrible schemes to inflict upon his friends and the unsuspecting inhabitants of Lemaria. 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 the Lady Fala. He simply waits for the most opportune moment. Such an opportunity may be inadvertently supplied by the appearance of the player characters, whom he'll try to use in his scheme to destroy his old friends.

Chandar is no fool and recognizes Allie the Succubus, Ottu the Night Owl and the Gargoyle as his obstacles to slaying Illinar and Fala. If possible, he will attempt to deceive the player characters into attacking all the demons and Shadow Beasts which are the minions of Illinar. He'll claim that the monsters are only the beginning of a demon army that Illinar plans to send against Lemaria and then Bizantium. He claims that he is a slave of the madman and frequently subjected to torture (he pretends he has little power and is too terrified of Illinar to take any action himself). He may even stage an attack on the group by one of "his" Shadow Beasts pretending to be a minion of Illinar. If Chandar thinks the group has a genuine chance of defeating Illinar and his demon servants, he will secretly 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 members of the player group, before searching for Fala. The only thing that may delay the group's demise is if the madman believes he can continue to use them as his pawns. Chandar will never fight to the death. If defeat seems at hand he will always attempt to escape, surrender, 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.

Alignment: Miscreant and insane.

O.C.C.: Split Class: 8th level Summoner and 2nd level Diabolist.

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

S.D.C.: 15

P.P.E.: 152

Appearance: Chandar appears to be a middle-aged elf of rather ordinary appearance (strikingly, especially to other elves, he is not particularly attractive). Of medium height, he seems rather bony, and as if his arms and legs are a bit too short for the rest of his body. He is immortal.

Skills of Note: Knows all the basic knowledge of the Summoner and Diabolist O.C.C.s (he was Illinar's student). Circles of power include animate dead, command, domination & control, dimensional Rift, pain, and power; knows all summoning and protection circles. Horsemanship: General (8th Level), prowl 50%, basic math 98%, first aid 65%, use & recognize poison 52%/44%, demon & devil Lore 70%, Magic Lore 65%, and history 65%. Read & write Elf, Dwarf and Western 85%, forgery 65%, and speaks Elf, Dwarf, Eastern and Western 98%, Northern, Wolfen, Goblin and Ogre 80%. W.P. knife, W.P. cross bow, W.P. large sword.

Combat Skills: Hand to Hand: Basic (8th level)

Attacks Per Melee: 4

Bonuses: +3 to damage, +3 to parry and dodge, +6 to save vs H.F.

Weapons usually on his person: Silver dagger, magical Gryphon Claw gloves (2D6 damage), diamond ring of invisibility (3x per day), two yellow smoke bombs, and one dose of pixie dust.

Weapons carried into combat: Silver broadsword (2D6 damage), magic throwing axe (1D6 damage, returns to thrower), and cross bow. If he has time to prepare, he will nearly always coat his weapons with poisons, including witchbane (4 doses), Basilisk's eye (3 doses) and scorpion's blood (6 doses).

Special Items of Note: Compact mirror, silver cross, charm (+1 protection from psionics), and a potion of extra healing (restores 2D6 hit points). Scrolls (all 5th level spell equivalents): Call lightning (2), superhuman strength (1), magic net (2), and metamorphosis: human. See Chandar's room for additional items and monies.

Armor: None, if caught off guard, but wears magic leather (of iron) if danger is expected; A.R. 15, S.D.C. 72.

Magic Combat: Via scrolls, circles or demons under his sway.

Insanities: Chandar's madness is also the direct result of the flawed Circle of Immortality. A phobia of small animals prevents him from leaving the house very often and has his minions working as mouse and rat catchers. Other insanities include a phobic fear of heights, sadism, and paranoia: secretive, reclusive, trusts nobody, not even Illinar and Fala (he knows they're out to get him, especially Illinar, so he better get them before they get him). He prefers the company of his Shadow Beasts or demons. He has also grown cruel and 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 for her. These growing obsessions serve to keep Chandar on the island until he can destroy his old friends.

Chandar's Demons: In addition to the Shadow Beasts, he has four Shedim and a Couril to serve as his minions; primarily as lackeys and mouse/rat catchers.

Chandar's Shadow Beasts: Where Illinar is served by demons, Chandar has accumulated a number of black-hearted Shadow Beasts as his servants and pawns. The Shadow Beasts are not classic demons or devils, but other-worldly, supernatural beings of a diabolical nature. They are large, fierce predators who draw their strength from the dark, cool shadows of the Palladium world. They are at their weakest when revealed out of shadow (in full daylight, or very strong artificial light), but even then they are deadly and terrible foes. Chandar has 1D4+2 Shadow Beasts plus Leviathan in or near the manor house at all times.

plus another 2D6+12 let loose in the Forest of Despair where they are allowed to murder any who they encounter. If Chandar is slain, all the Shadow Beasts (except Leviathan) will instantly disappear back to their home dimension.

Leviathan the Shadow Beast

To human eyes, the monster is a hideous beast, beautiful only in that it seems sleek and functional, like some animated killing machine. And, to anyone other than a Shadow Beast, Leviathan would seem to be genderless. The truth is that Leviathan is a female of her species, and a rare, *greater* Shadow Beast. In her home dimension, the females are larger and stronger than the males, and fight each other to rule over and dominate armies of males. Thus, she will not tolerate other female Shadow Beasts in her realm (she has come to think of the entire Palladium World as her domain) and feels a sense of rivalry with Fala and, especially, Allie. All of the other Shadow Beasts are males under her complete control; she has destroyed any other female Beasts conjured by Chandar.

She seems to act as Chandar's loyal servant, but really serves only herself. In spite of the appearance of servitude, Leviathan despises Chandar. In Leviathan's glittering eyes, Chandar is a whimpering coward — a nothing. In fact, if Chandar is killed, Leviathan will stay in this dimension to wreak her own brand of mayhem. Her plan is to make the Palladium World her own domain. However, in order to do so she will again need male Shadow Beasts (all those summoned by Chandar will disappear when he dies), so her plan is to seek out another mage capable of the Summon Shadow Beast spell. One of the player characters may be seen by Leviathan as just such a powerful ally. She will also solicit demonic and monstrous minions to serve and worship her.

Leviathan, Greater Shadow Beast, in Darkness or Shadow.

Attributes: I.Q. 12, M.E. 10, M.A. 8, P.S. 38, P.P. 24, P.E. 30, P.B. 9 (to other Shadow Beasts she is effectively a P.B. of 18), Spd. 34. Supernatural P.S. and endurance

Hit Points: 120 (3D6×10+20)

S.D.C.: 60 (3D4×10)

Natural A.R.: 16

P.P.E.: 14 (4D6)

Attacks Per Melee: 6

Damage: 5D6+10 damage from claws, punch, kick, or bite, or by weapon.

Bonuses (in addition to attribute bonuses): +3 on initiative, +2 to strike, +4 to parry and dodge, +12 to save vs horror factor, and can regenerate hit points at a rate of 4D6 per melee round!

Skills of Note: Invisible in shadows and darkness, prowl 90%, climb 80/75%, land navigation 80%, track 60%, wilderness survival 90%, and can understand Elven, Western, and the language of her creator.

Leviathan: In Daylight or Bright Artificial Light

Attributes: I.Q. 12, M.E. 10, M.A. 8, P.S. 19, P.P. 12, P.E. 15, P.B. 9 (to other Shadow Beasts she is effectively a P.B. of 18), Spd. 17. Supernatural P.S. and endurance

Hit Points: 60 (half)

S.D.C.: 30 (half)

Natural A.R.: 16

P.P.E.: 14

Attacks Per Melee: 3

Damage: 2D6+5 damage from claws, punch, kick, or bite, or by weapon.

Bonuses (in addition to attribute bonuses): +1 on initiative, +1 to strike, +2 to parry and dodge, +12 to save vs horror factor, and can regenerate hit points at a rate of 2D6 per melee round!

Skills of Note: All the same but at half.

Vulnerability to Light: Same as all Shadow Beasts.

Typical (Male) Shadow Beasts

Except for Leviathan, all of the Shadow Beasts possess identical physical and mental faculties. Only their individual temperaments vary, usually from bad to worse. 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 no need or want of wealth, magic or power, instead they enjoy inflicting 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.

Each Shadow Beast will reluctantly obey the commands of Chandar. In other words, they'll happily obey when it serves their purpose or is something they enjoy, such as any order to attack or kill, but attempt to find some way to ignore commands that don't suit them. Commands from Leviathan, however, are obeyed instantly and to the letter.

Appearance: Massive creatures with jet black fur, skin, and eyes that are a featureless dull grey. They stand 9 to 12 feet (2.7-3.6 m) tall, with sharp claws and wicked fangs. Deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the Invisible spell, since they are not truly invisible, but one with the shadow.

Abilities in darkness or shadows:

Attributes: I.Q. 7, M.E. 7, M.A. 7, P.S. 30, P.P. 24, P.E. 30, P.B. 4, Spd. 24

Hit Points: 90; S.D.C.: 20; Natural A.R. 10

Attacks Per Melee Round: Four

Damage: 5D6 S.D.C. from claws, punch, kick or bite, or by weapon.

Bonuses: +1 on initiative, +2 to strike, +4 to parry and dodge, +8 to save vs horror factor, and can regenerate hit points at a rate of 2D6 per melee round.



Skills of Note: Invisible in shadows and darkness, prowl 90%, climb 80/75%, land navigation 60%, track 40%, wilderness survival 80%, and can understand Elven and the language of his creator.

Abilities in the light (daylight or artificial light):

Attributes: I.Q. 7, M.E. 7, M.A. 7, P.S. 15, P.P. 12, P.E. 15, P.B. 4, Spd. 12

Hit Points: 45; S.D.C.: 10; Natural A.R. 5

Attacks Per Melee Round: Two

Damage: 3D6 S.D.C. from claws, punch, kick or bite.

Bonuses: +1 to strike, +2 to parry and dodge, +4 to save vs horror factor, and cannot regenerate hit points.

Skills of Note: All the same but at half.

Vulnerability: Only light can reveal them. Bright daylight, the spell *Globe of 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 monsters. Such intense light also reduces their powers. Of course, the creator(s) or holders of the artificial light are its first targets. If a fight seems hopeless, the creature(s) will flee into the nearest shadow and hide.

Illinar

Illinar Tolifen is a 487 year old male elf, the creator of, as well as the victim of, the *Circle of Immortality*. Despite his insanity, Illinar has moments when he is keenly alert, courageous and cunning. However, most of the time he is locked in melancholy. 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 — in his own twisted way, he hopes to win her back, although he's done little to do so. On many occasions he has sent his minions to capture and bring his beloved to him, but these forced meetings only end in arguments and heartbreak for both.

Illinar's paranoia makes him a particularly ruthless and deadly foe. He will not pause for negotiation or show the slightest bit of compassion. When he strikes, he strikes to kill. His insanities will not allow him the luxury of mercy, for he sees every living creature as a potential foe. Only Fala is exempt from this delusion, and while Chandar is tolerated, Illinar has begun to believe that he and his Shadow Beasts are plotting against him (which in this case, happens to be true). The insane Summoner will usually attempt to avoid personal combat and seek refuge in his sanctuary among his many circles, while his demonic minions do his dirty work. Consequently, his many demon servants will be the first to greet intruders.

Alignment: Aberrant and insane.

O.C.C.: 14th Level Summoner

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: 59

S.D.C.: 20

P.P.E.: 196

Appearance: Illinar appears to be a portly elf, six feet tall, around 200 pounds (90 kg). He is disfigured by scars and afflicted by a limp in his right leg. He has little regard for his personal appearance, so his clothing, while expensive, is tattered and dirty. He is immortal.

Skills of Note: Illinar knows all Summoner skills and how to make all summoning and protection circles, plus the following circles of power: all seeing, animate dead, command, domination & control, knowledge, dimensional Rift, teleport, pain, power and wonder. Other skills include Forgery 98%, identify plants/fruits 98%, first aid 98%, recognize & use poison 85/75%, devil & demon lore 98%, magic lore 98%, ventriloquism 90%, read/write Elf, Dwarf, Western &



Southern 98% each, speaks Elf, Dwarf, Goblin, Western & Southern 98% each, and Eastern & Northern at 40%. W.P. knife and staves (8th level).

Combat Skills: Hand to Hand: Basic.

Attacks Per Melee: 5

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. +2 on ward strength, +3 save vs all magic, +2 to circle strength (18 or higher to save).

Weapons Usually on His Person: Two silver daggers, blackjack, hardwood staff (intricately carved with mystic symbols; 2D4 damage), magic mace of kobold quality (spits fire balls 3 x per day; 3D6+2 damage each, range 40 ft/12 m, while the mace itself does 2D6+4 damage).

Other Weapons: Any type of blunt weapon handy, small shield and daggers. He will also use poison from time to time, and he has five (5) doses each of witchbane and basilisk's eye.

Armor: None, if caught off guard. If intruders are even suspected to be on the island, he will garb himself a full suit of lightweight chain mail, which is also magically resistant to fire (A.R. 13, S.D.C. 64).

Insanity: Poor Illinar suffers from several psychological aberrations as a direct result of his circle experiments and summonings. He is 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. 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 that may arise through any kind of discussion or conference. Intruders are simply eliminated by his demon hordes, no questions asked or mercy shown.

Characters capable of metamorphing into animal form will not find safety either. Both Illinar and Chandar hate and fear rodents and small animals and have their minions constantly exterminating them. Both of them have instructed their respective demon servants to slay any and all life forms that may enter the manor. Only Fala, Allie (his succubus companion), and his most trusted demon minions are tolerated. It's important to note that while Illinar believes all living creatures are out to get him, these paranoid delusions are not to the point of phobic, numbing terror. Rather than cringe or hide in fear, he will view the presence of even ordinary animals as a potential threat and a conspiracy which must be stopped quickly and systematically by 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 (01-40% chance). He spends 90% of his time locked away in the basement.

Other eccentricities include an extreme jumpiness, deep sorrow over the loss of Fala, a growing 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 an early failed circle invoked the wrath of a half dozen Shadow Beasts. This fear is compounded by the fact that Chandar intentionally summons Shadow Beasts as his personal aides. Illinar's insistence on living in darkness may be his attempt to prove he is not afraid, or that he welcomes death to escape the trap of immortality.

Illinar's Demons

The demons under Illinar's command are surprisingly loyal, particularly *Allie*, the Succubus. Over the long centuries, Illinar has summoned and dispelled a number of demons, until finally coming up with the current batch. 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.

Two *Gurgoyle*s, one *Gargoyle*, and a *Succubus*, are kept in the manor at all times. Of the greater demons, two *Magots* patrol the forest near the hills, two *Gallu Bulls* roam the remaining forest, and a *Night Owl* who comes and goes as he pleases. Less vigilant are a handful of *Shedim* and a few mischievous *Couril* who roam the island and neighboring woods. In addition a number of *Worms of Taut* and entities live in the area, all beings accidentally summoned and let loose onto the island.

Note: If Illinar is killed, his demons will desert the island to wreak mayhem elsewhere, but the unallied and wandering entities and *Worms of Taut* will remain.



Allie — Succubus

Allie is no longer a simple demon. Her 232 years with Illinar has taught her some basics of circle magic and Diabolism, as well as how to love. When Allie was first summoned by Illinar, she immediately took the form of a beautiful, seductive, young elf, and attempted to use her appearance and charm gaze to lure Illinar into her arms to slay him. She quickly learned her place as a subservient minion and over the decades, has fallen in love with her deranged master. Allie has become Illinar's companion and consort. As long as he lives, she will do her best to please and protect him. As far as Fala is concerned, her feelings are mixed. She likes to observe Fala, since she is still trying to figure out what it is about Fala that has so captivated Illinar. Sometimes she even wishes the two could recapture their love and live happily ever after. On the other hand, Allie is jealous that Illinar loves Fala more than her, and has dreamed up a hundred different imaginary ways to destroy her. Allie believes that Fala is all that prevents Illinar from loving her completely, but realizes that if she is responsible in any way, for Fala's death, Illinar will hate her forever. Much to Allie's chagrin, it has fallen to her to save the woman on two occasions — which has at least earned her Illinar's trust and gratitude (she'll take every little bit of affection and approval from him that she can). Still it galls her. Allie's current plan is to simply outlive the elf maiden. She, like Illinar, is immortal, and Fala is not, so sooner or later, Fala will die and Illinar will turn to her (or so she's decided).

So, what would happen if Illinar were to die? This is potentially the most interesting, and most explosive, situation in this scenario. If the player characters are not responsible for Illinar's death, and Allie is be-

friendied by a sympathetic player character (or even Fala), the succubus will remain in the Palladium World and might even join the group as an NPC. With decades of the right influence, she could continue to grow and develop as a student of humans and magic, with the potential to change her alignment toward good (anarchist or unprincipled is the best one can hope for). Then again, if she is treated badly, she could easily revert to her evil and vengeful nature and flee the island to find mortals to manipulate, use and abuse.

Alignment: Aberrant (Confused)

Attributes: I.Q. 15, M.E. 21, M.A. 18, P.S. 19, P.P. 20, P.E. 19, P.B.

27, Spd running: 14; flying: 18. Supernatural strength.

Size: 4-16 feet (1.2 to 4.9 m) shape-changing range of height. Currently appears to be a beautiful, young, 6 ft (.8 m) tall, elf maiden, as if she were a twin of Fala, but much younger.

Natural A.R.: 10

Hit points: 41

S.D.C.: 40

Average P.P.E.: 152

Horror Factor: 12

Equivalent O.C.C.: Not applicable; relies on natural magic abilities; see skills of note.

Average Level of Experience: Not applicable.

Combat: Four hand to hand attacks per melee round.

Skills of Note: Allie has learned much from Illinar and from observing Fala, about circles and symbols. She can read runes at 60%, read mystic symbols 90%, recognize circles 85%, recognize wards 32%, and knows all basic power words. Also among Allie's skills are devil & demon lore (98%—who would know it better?), basic math 88%, and literate in Elven; speaks all languages 98%.

Bonuses (in addition to attribute bonuses): +2 on initiative, +2 to strike, +2 parry and dodge, +4 to pull punch, +4 to roll with impact, +10 to save vs horror factor, +2 on all saving throws. See Supernatural P.S. chart in the RPG for physical damage.

Natural Abilities: Nightvision 100 feet (30.5 m), good day vision, good hearing, fire resistant (half damage), dimensional teleport 14%, knows all languages, and bio-regenerate 2D6 S.D.C. or hit points once per melee round. Also see magic.

Psionics: None

Natural Magic Abilities: Metamorphosis into any humanoid creature for an unlimited time. Cannot impersonate a specific person. Costs only 20 P.P.E. Plus the demon can cast the following spells: calling, charm, love charm, charismatic aura, trance, escape, turn dead, and repel animals, all equal to a 6th level wizard.

Note: May wear armor if she likes, but usually wears beautiful clothing. A pair of small black wings protrude from her back.

Allies: The succubus may work with and protect the player characters if they are fighting Chandar and his Shadow Beasts or protecting Illinar or Fala.

Enemies: Allie despises Chandar and suspects he plans on trying to kill Illinar. There are only two beings that Allie hates more: the Shadow Beast known as Leviathan, and Fala. Allie has fallen in love with her master and sees Fala as standing between them. She's done everything in her power to make Illinar forget her, but to no avail. In a desperate attempt to win his love, she has assumed Fala's image as her own. Illinar and Allie have been lovers, and the two share a genuine (and uncommon for demons) affection for each other, but she knows it is not the same kind of love (and obsession) he has for Fala. It tears her up to see her love always so sad and tormented, but she knows if she should ever do anything to harm Fala she'd lose him forever. Thus, she bides her time (Fala is, after all, a long-lived but mortal elf) and comforts and protects Illinar the best she can. Anybody who threatens or harms the mad Summoner will have to answer to a hate filled Allie.

Frod, the Gallu Demon Bull

Frod wanders the island in search of victims and mischief, and he 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 (well, intelligent compared to other Gallu) and treacherous creature. He is the least loyal of Illinar's demons, and sees Allie's affections as foolish and degrading to demonkind.

Frod lords over all the lesser demons, except for Allie and the Night Owl (who treats him with contempt). He often brawls with them simply to assert his dominance. After more than a hundred years of abuse, the Shedim have plenty of reasons to keep their heads down and serve Frod and his master, Illinar, without question or hesitation. They tend to vent their frustrations on lesser beings, like the player characters and other mortal intruders.

Alignment: Miscreant

Attributes: I.Q. 11, M.A. 11, M.E. 12, P.S. 36, P.P. 15, P.E. 20, P.B.

12, Spd. 90 running. Supernatural strength and endurance.

Size: 14 feet tall (4.2 m); 1000 pounds (450 kg).

Appearance: A huge, black, minotaur-shaped creature.

Natural A.R.: 15

Hit Points: 36

S.D.C.: 80

Average P.P.E.: 90

Horror Factor: 13

Equivalent O.C.C. Skills (special): Basic math 82%, literate in Dragonese/Elven 98% and two other languages of choice, intelligence 88%, track humans 50%, wilderness survival 70%, land navigation 85%, swim 80%, climb 70%/60%, dance 80%, demon & monster lore 80%, faerie lore 60%, W.P. chain, W.P. axe and two of choice.

Natural Abilities: Nightvision 90 ft (27.4 m), see the invisible, turn invisible at will, dimensional teleport 60% +1% per level of experience, fire resistant (magic fire does half damage), magically knows all languages, can leap 40 feet (12.2 m) and bio-regeneration 2D6 S.D.C. or hit points per melee round.

Combat: Six physical attacks per melee or two by magic.

Damage: The following are in addition to the supernatural P.S. damage: Clawed hands 1D6 damage per punch, leap kick +6, bite 1D4, head butt with horns 2D6 damage, running ram with horn 4D6 damage plus has a 60% chance of knocking an opponent off his feet (counts as two attacks).

Bonuses: +2 on initiative, +3 to strike, +4 to parry and dodge, +4 to pull punch, +3 to roll with impact, +2 on all magic saving throws, in addition to attribute bonuses.

Magic: P.P.E. 90. Limited magic powers: Blinding flash, cloud of smoke, globe of daylight, thunderclap, fear, repel animals, animate & control dead, turn dead, exorcism, remove curse, luck curse, phobia curse, and heal wounds. 5th level proficiency.

Psionics: None

Notes: Occasionally wears armor and uses a variety of man-made weapons; particularly fond of magic items.

Rassamm the Gargoyle

Now over three hundred years old, Rassamm has served Illinar faithfully for most of his life. A skilled and savage warrior, the Gargoyle has not wasted this opportunity to learn a variety of skills, and to accumulate a measure of personal power. He is pleased with this status, especially since he has a couple of Gargoyles to boss around, so he is loyal to his master. However, he is now entering a Gargoyle's "mid-life" (old age for a Gargoyle is 600 years), and is starting to think about his future, finding a mate, and a establishing a place back in Gargoyle society.

While Rassamm dislikes Fala (he sees her as weak, and a drag on his master's ambitions), and hates the cunning Chandar, neither of these emotions will sway him from his duty. If Illinar dies or dismisses him for any reason, he will either want to (1) return to the realm of the Gargoyles or (2) find some way of summoning a female Gargoyle to join him on the Palladium World.

Alignment: Diabolic

Attributes: I.Q. 9, M.E. 11, M.A. 3, P.S. 28, P.P. 30, P.E. 25, P.B. 7,

Spd. 34 running, or 70 flying. Supernatural strength.

Size: 14 feet (4.3 m) and 1400 pounds (630 kg).

Appearance: A dark green, biped giant, with huge leathery wings, horns, fangs, and yellow-orange eyes. Rassamm wears no armor or clothing of any kind.

Natural A.R.: 14

Hit points: 75

S.D.C.: 70

Average P.P.E.: 10

Horror Factor: 16

Equivalent O.C.C.: All the O.C.C. skill of the *Soldier* plus W.P. sword, W.P. ball and chain and W.P. paired weapons.

Level of Experience: 5th

Combat: Five hand to hand attacks per melee round.

Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +2 to parry and dodge, +4 to dodge while flying, +2 to pull punch, +2 to roll with impact/fall, +1 to save vs psionic attack, and +10 to save vs horror factor.

Damage: The following in addition to supernatural P.S. bonus to damage: Claws 1D6 each, bite 1D4; tail strike: same as a punch.

Natural abilities: Fly, glide, nightvision 220 feet (67 m), see the invisible, fire breath once per melee round (4D6 S.D.C.; 40 ft/12.2 m range), leap 30 feet (9 m), and bio-regenerate 2D6 S.D.C./hit points once every melee round.

Psionics: I.S.P. 42. Powers are limited to meditation, mind block, presence sense, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level.

Bruutu & Klinta, The Gargoyles

The two Gargoyles are primarily the henchmen of the Gargoyle, Rassamm. They fear him and jump to obey his every order. Although they were summoned by Illinar, and are technically under his control, it's been at least fifty years since they've taken orders directly from the Summoner. See the *Palladium Fantasy RPG, 2nd edition*, page 313, for details on Gargoyles and Gurgoyles.

Alignment: Bruutu is aberrant and Klinta is diabolic.

Hit Points: 55 Bruutu, and 43 Klinta.

Natural A.R.: 13

P.P.E.: 2D6

Horror Factor: 14

Size: Both are 10 ft (3 m) tall and 900 pounds (408 kg).

Appearance: Both are wingless gargoyles with bright green skin and blazing yellow eyes.

Equivalent O.C.C.: Both have all the O.C.C. skills of the *Mercenary Warrior*, plus W.P. Polearm, W.P. Net and escape artist.

Level of Experience: Both are 3rd level.

Combat: Four hand to hand attacks per melee round.

Bonuses (in addition to attribute bonuses): +2 on initiative, +1 to strike, +2 parry and dodge, +3 to pull punch, +3 to roll with impact, +10 to save vs horror factor, +1 to save against magic and psionic attacks. See Supernatural P.S. chart for damage inflicted by punches, bite and kick.

Damage: The following in addition to supernatural P.S. bonus to damage: Claws 1D6 each, bite 1D4; tail strike is the same as a punch.

Natural Abilities: Nightvision 220 feet (67 m), see the invisible, keen hawk-like vision, exceptional hearing, leap 40 feet (12.2 m), and bio-regenerate 2D6 S.D.C. or hit points once per melee round.

Psionics: I.S.P. 1D4x10. Powers are limited to meditation, mind block, presence sense, telepathy, resist hunger, resist fatigue, and resist thirst. Advances with experience level. Considered minor psychics.

Ottu the Night Owl

Illinar believes Ottu the Night Owl to be a trusted and loyal ally. The fact that Ottu is the only member of the island's demon community free to come and go as he pleases, it would seem that the creature genuinely likes the Summoner. He diligently watches over Illinar and Fala, and actively keeps the madman Chandar and his Shadow Beasts from serious acts of aggression.

However, while the Night Owl cares about Illinar, it has its own goals in man's world — they just don't happen to conflict with his association with the Summoner. 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 of Chandar's mad schemes and evil desires for the lady Fala. Though evil, the Night Owl has its own code of honor and values (although he doesn't necessarily share the virtues of truth, loyalty, mercy and compassion). Ottu finds Allie pathetic and will assist her only in an effort to support Illinar. If the Summoner should die, the creature will immediately fly off to explore new opportunities in the world.

Ottu's main objective is to avoid being sent back to his home realm. You see, compared to other Night Owls, Ottu is a complete wimp. In just about every respect, he is weaker, slower, and stupider than most other Night Owls. For almost two hundred years, Ottu has been able to avoid the humiliation he usually receives from others of his own kind, and for this he is grateful. Grateful enough to protect Illinar, and Illinar's love, Fala. But not grateful enough to sacrifice his own life in their defense. For complete information on Night Owls (Greater Demons), see *Palladium Fantasy RPG, 2nd edition*, pages 324-325.

Alignment: Aberrant

Attributes (all rather low for a Night Owl): I.Q. 11, M.A. 15, M.E.

17, P.S. 29, P.P. 12, P.E. 14, P.B. 4, Spd. 16 running, 110 flying.

Size & Appearance: A scraggly-looking, owl-shaped creature, with the head of a rather ugly human. Short and underweight, even for a Night Owl, Ottu is just under 4 feet tall and weighs about 180 pounds.

Hit Points: 64

M.D.C.: 20

P.P.E.: 50

Horror Factor: 15

Equivalent O.C.C. Skills: Basic math 98%, literate in Dragonese/Elven 98%, intelligence 80%, track humans 80%, wilderness survival 70%, land navigation 80%, prowling 62%, swim 20%, demon & monster lore 90%, faerie lore 80%.

Experience Level: Not applicable.

Natural Abilities: Fly, nightvision 300 ft (91.5 m; can see in total darkness), see the invisible, turn invisible, dimensional teleport 56%, bio-regeneration 4D6 M.D. per minute, fire resistant (magic and M.D. fire does half damage), magically knows all languages.

Combat: Five physical or psionic attacks per melee or two by magic.

Damage: The following are in addition to the supernatural P.S. damage: claw strike 1D6, flying claw strike 2D6 M.D. and has a 40% chance of knocking an opponent off his feet (counts as two attacks).

Bonuses (some a bit lower than average): +2 on initiative, +2 to strike and parry, +3 to dodge while in flight, +3 to pull punch, +3 to roll with impact, +4 on all saving throws, +10 to save vs horror factor — in addition to attribute bonuses.

Magic: 50 P.P.E. Limited magic powers: Chameleon, globe of daylight, ignite fire, fear, repel animals, animate & control dead, turn dead, exorcism, remove curse, luck curse, phobia curse, and heal wounds. 6th level proficiency.

Psionics: 160 I.S.P.; has all sensitive and physical psionic powers plus bio-manipulation, hypnotic suggestion, mind bolt, mind block auto-defense, and P.P.E. shield, at sixth level proficiency.

Notes: Never wears armor or uses weapons, other than the occasional scroll or magic item. Loves to torture. Night Owls are quiet, observant, and treacherous.



The Magot Demons

One of these horrible, three-legged beasts inhabits the woods around the manor house and another roams the woods on the mainland around the tiny Forbidden Island of Set (and sometimes ventures across the water to visit the island). Both will obey specific commands of Illinar, and know not to attack Chandar, Fala and Allie. However, they are used as monstrous watchdogs and to scare people away. An occasional petrified tree, animal, or person will mark their recent passage! Numerous broken, smashed, and splintered trees attest to the beasts' fury. They will slay and devour all intruders, bellowing loudly to alert the others. However, since the creatures' hideous outcries can be heard from one end of the tiny island to the other, and because it makes the same noise no matter what happens ("Roar! Die squirrel! Roar!"), only the Magots' sudden or prolonged silence will cause the Shedim or other demons to investigate, while Illinar dons his armor, and the others stand ready to repel invaders.

While hideous opponents, Magots don't have much in the way of brains. They simply fight until seriously injured (down to twenty or less hit points), and then run away to recuperate. It is a terrible team fighter (it is as likely to attack allies as enemies when angered), so none of the other denizens of the island will join in a fight with it, or call for its help.

Note: See the *Palladium Fantasy RPG, 2nd edition*, page 323, for details on demon Magots.

The Shedim

There are at least two dozen Shedim scattered around the island. However, it is unlikely that very many will ever be encountered by the player characters unless our heroes stumble into them. After a few decades of being beat up by the Gallu Bull, the Magot, and the Shadow Beasts, they've learned to hide really, really well. Rather than try to hunt down the missing Shedim, Illinar is always summoning more. Some that will still come when called include **Ki** (31 H.P., 40 S.D.C.), **Cra** (42 H.P., 50 S.D.C.) and **Scree** (28 H.P., 60 S.D.C.), all with an

A.R. of 12 and H.F. of 14. See the *Palladium RPG, 2nd edition*, page 319, for an illustration and a complete description.

Forbidden Island Random Encounters (optional)

Roll once for every twenty minutes on the island! See *Monsters & Animals, 2nd Edition* for complete stats on *entities*, *Worms of Taut*, as well as other monstrosities, and the *Palladium Fantasy RPG, 2nd Edition*, pages 313 to 333 for demons and devils. The G.M. can substitute other demons and monsters if he/she prefers.

01-10 One demon Magot approaching from the distance. If the characters hide well, he will shamle past them, otherwise it will fight to the death.

11-20 Glimpse a figure hiding in the shadows (Fala); a woman's voice shouts a warning in Elven to, "flee this damnable place before you die," then she is gone.

21-25 A demon Worm of Taut leaps from the shadows and attacks! Roll for type: 01-25 Nipper, 26-50 Fire Worm, 51-75 Tri-Fang, 76-00 Serpent Beast. These creatures attack and kill for pleasure.

26-30 One Shedim attacks, but will flee before it is seriously wounded (will return with two brethren within 20 minutes).

31-40 One Shadow Beast attacks, toying with the intruders 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 about the intruders. **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.

41-49 The Gallu demon bull, Frod, spoiling for a bloody battle. May fight to 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.

50-55 Two Couril faerie demons in an evil mood. They'll fight only as long as they believe they can win, and flee if they lose more than half their hit points and S.D.C.

56-60 An ominous and menacing Night Owl demon appears, but he warns the intruders to flee this island quickly for only certain death awaits them if they stay. He then turns invisible and flies away toward the south. The Night Owl will strike out only if he is attacked, but even then he will avoid combat, and chide the intruders as fools.

61-65 Three Shedim or Gurgoyles out for blood. Two will fight till the death, the other will flee to warn Illinar.

66-70 1D4 Poltergeists or Haunting Entities.

71-75 One Deevil *Horror* stirring up trouble among the demons and the lords of the island. This creature is likely to try to trick the player characters into some sort of conflict with the demons or the three, insane elves. Will attack and kill anybody who threatens or defies it. 50% chance it is torturing a lesser demon.

76-80 The corpse of a slain woman from one of the towns. It is infested with 1D4+3 Tomb Worms (see *Worms of Taut* in M&A).

81-85 Another Magot will fight till the death. 01-86% probability that its bellowing will alert and attract the other demons and Fala. 01-66% likelihood of alerting Illinar and Chandar.

86-90 The Gallu Bull, Frod, in a berserker rage. Will fight till the death. Substitute a pair of Shedim or Worms of Taut, if Frod is already slain.

91-95 Two Shadow Beasts with a taste for blood. Will flee only after more than 75% of their hit points are lost.

96-00 Four Shedim demons or three Shadow Beasts intent on destroying the intruder(s).



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 grillework 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 window sills are swollen and hopelessly scarred by the elements. The floors are covered by moth-eaten rugs and blemished wood. The roof is in such a state that small holes and weak spots could provide easy entrance for the bold.

Note: Outside the building, loud noises and talking has a 01-40% chance of alerting demons in the area (roll on the previous encounter table). Inside, a loud noise has a 01-70% 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. 14x21 foot (4.3x6.4 m) room; 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 Alarm: Fear, will go off if opened.

1. Common Living Area: 21x14 feet (6.4x4.3 m); once a nicely furnished common area, it is now in a state of terrible disrepair. Couches and chairs are ripped and soiled, some broken. Tables are broken and marred. On the wall are stains and rot from leaks in the roof. The floor is dusty and marked from water and decay. Large inhuman footprints, too smeared in the dust to identify, make tracks all over the room.

2. Dining Area: About 21x14 feet (6.4x4.3 m); this area is in better repair and appears to be used from time to time. A large dining table in the middle of the room is large enough to seat 12 people. Dishes and eating utensils are stored in a hutch along the north wall. It too is

warped from age and the elements. Dirty plates and the bones of a duck indicate that three people dined here recently. A ranger could nail the time down to about two days ago. No valuables, except a bronze candelabra (worth 60 gold) and the eating utensils (knives, forks, etc., worth about 10 gold total).

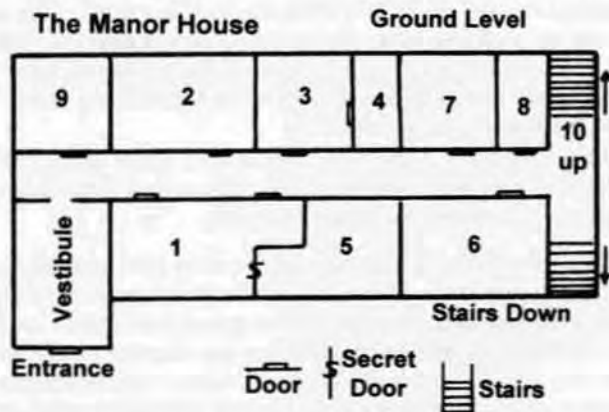
3. Kitchen Area: 14x14 feet (4.3x4.3 m); this area is in good condition. Chandar has kept it clean and repaired. A work counter and cupboard of utensils and spices is located against the west wall. There is a fireplace and a small oven for cooking on the north wall. The oven shows signs of recent use. 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, a Shadow Beast, or a Gargoyle in the kitchen.

4. Kitchen Storage: 7x14 feet (2.1x4.3 m); grains, dried fruit, and spices are kept here, along with more hanging meat. This meat is obviously humanoid! Horror Factor is 14 to all characters who carefully examine the hanging meat and realize its nature.

5. Fala's Sleeping Area: 14x14 feet (4.3x4.3 m) plus a 7 foot (2.1 m) alcove. The room is fairly tidy and intact, although musty. There is some water damage to the floor from leaks in the roof, and cracks in the walls. There is a bed, closet, and a small desk; 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 Fala), sleep, confusion, silent alarm (alerts Fala), sleep, and charm. Inside the drawer is an alabaster music box with a dancing unicorn (worth 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 (1D6 damage: 250 gold), 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 (valued 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 Chandar. Fala may come to investigate and watch the intruders from a distance, warn them to leave or send one of Illinar's gargoyles to investigate. If it is Chandar, he may try to use the player group as his pawns to destroy Illinar.

6. Chandar's Room: 21x14 feet (2.1x4.3 m). Chandar's personal study and sleeping quarters is the best kept room of the manor. Directly adjacent to the door is a large, round, highly polished oak table with six, heavy 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 sag-



ging couch is located next to the mirror. This is the couch of the Shadow Beast, Leviathan, and there is a 01-50% chance that she'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. The Summoner/Diabolist is likely to be seated in the large, plush armchair (01-70% chance of an encounter), smoking his pipe or reading a book (a Shadow Beast hiding in a nearby shadow). Along the west wall is his personal library, a fine selection of nearly 150 books. They include poems, plays, comedy and history; 90% are written in Elven, the others, Western. None are magic and each varies in value from 50 to 200 gold. There are also three large, black leather tomes, which are his personal journals and contain accounts of his life on the island, as well as 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, three candles, paper, a jade paperweight of a dragon (value: 150 gold), a bottle of black ink, a half dozen crow-quill pens, and a decanter of fine Western brandy and four brandy snifters. The four desk drawers:

The short top 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 has an area effect ward that will activate if the drawer is disturbed. If activated, the ward will shrill loudly (sound alarm) and temporarily blind snoopers (lasts 4D6 melee rounds; those who succeed in saving vs magic will still be blinded but only for 1D6 melee rounds). Inside the drawer are a variety of summoning tools and components. Six sticks of chalk, six pieces of coal, eight ounces of salt, a pint of holy water, five bottles of colored pigments (green, yellow, red, blue, white), three sticks of sweet incense, a large feather (angel feather, value: 20,000 gold), a small pouch with seven (7) pearls (140 gold each), an emerald (500 gold), ruby (700 gold), an 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 2D6 damage each melee for 4 melees; those who save vs magic will take damage only for one melee round) and create dark ward (20 ft/6 m radius, fills the room for 20 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 special potions of healing (each heals up to 3D6 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). It is Warded as well, but with a silent alarm that will not alert thieves. Inside are three sacks of about four pounds each. One contains powdered iron, one salt and the third is filled with dirt. However, a vicious *Lasae Demon* is also sealed in that drawer with orders to kill anyone who opens it.

While Chandar is in the room, even if he is seated in his chair, he will activate a circle of protection that protects anyone in the chair from demons, as well as from the effects of magic.

Important Note: If Chandar is in the room (70% chance), Leviathan, the Greater Shadow Beast, will also be present, probably hidden in shadow and emerging only if her master is threatened or calls her 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), and warn them about the two Gurgoyles and Gargoyle. He will paint as dark a picture of Illinar as possible, masterfully weaving the truth so as to manipulate the group into attacking him. While he attempts to give a totally false impression, nothing he says will actually be a lie. Even a psionic aura of truth will only reveal that Chandar has conflicting emotions, not that he is lying. 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, provided they act quickly. He will 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 them. If asked, Chandar will say "I am certain that all the horrible entities summoned by Illinar will instantly return to their home realms once he is slain," (true) and, "By killing him, you will have earned the right to keep any and all of the treasures that Illinar has gained through foul play" (again, this is truth, since Chandar doesn't believe that Illinar has any treasure acquired through foul play).

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 player characters are successful in defeating Illinar, the Shadow Beast(s) will make certain he is killed. Afterward, Chandar may try to manipulate the group as pawns in his evil schemes, or simply destroy them.

7. Bath Area: 14x14 foot (4.3x4.3 m) room. This large room is equipped with two stone tubs, several 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: 7x14 feet (2.1x4.3 m); 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 these stairs. Intruders entering the basement will be attacked by the two gurgoyles that guard the basement.

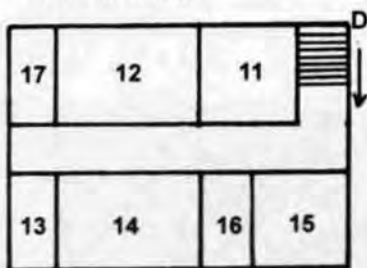
9. Study: This was once a meeting place for Illinar's guests to hold private discussions. It is occasionally used by Chandar, but not by Illinar. It is in fair shape, and clean. A table is in the northwest corner of the room, and empty shelves for books are on the wall above it. There is nothing of value 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.

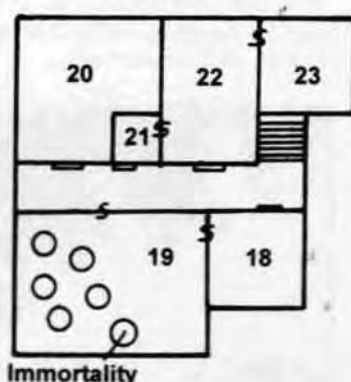
Second Floor

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 ceiling. Ruined paper, inks and quills, along with some notes in Illinar's private code, are strewn about the room. The room appears to have been ransacked. Nothing of value remains.

Second Floor



Basement



chest's contents will take incredible fire damage. The magical blaze will last just one melee, but ordinary fire may continue, and spread, if the characters do nothing to prevent it.

Other contents in the chest include a sacrificial knife, a sack of gold dust (2000 gold), 10 lotus petals, one lb. (0.45 kg) of demon bone, 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 5,000 gold).

Note: There is a 01-50% chance of encountering the two Gargoyles 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/or Allie, the Succubus.

19. The Circle Room: 28x21 feet (8.5x6.3 m) room. This is where Illinar does all his summoning and circle making; 01-80% chance of encountering him here. If Illinar is present, he will be accompanied by a beautiful, young, elven woman who looks remarkably like a young Fala (this is the Succubus, Allie). There is also a 01-30% chance that the Gargoyle, Rassamm, will also be present, and a 01-20% that the Night Owl is present. If not, both are certain to be nearby and come running at the first signs of combat or danger.

Of all the room's features, the most obvious (especially to any characters who dabble in the arcane) will be the *Circle of Immortality* inscribed on the floor (covers most of the eastern half of the room). A character can activate the Circle of Immortality, and become enchanted by it, simply by walking into the clear space in the center; see the Circle of Immortality description at the end of the room descriptions. The Circle of Immortality is magically permanent and cannot be marred, painted over or destroyed. However, the room can be sealed or filled with dirt or rocks, or the ceiling collapsed on it, or made inaccessible in some other way.

On the floor near the west wall are the lesser circles. They are six in number, and include: summon gargoyles, summon greater demons, protection from magic (simple), protection from good, knowledge, and teleport.

The circles in the west corner surround a small, very worn couch. This where Illinar and Allie spend most of their time when not working. 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 elf blood, healing potion (1) 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 description are provided; value of the book is about 10,000 gold, but only to a Summoner), twelve one-ounce bottles of color pigments (red, yellow, blue, green, brown, black and white), a wooden cross, a 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. Since this painting is the model for Allie's appearance, it will be obvious that they look exactly alike.

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 corri-

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 four 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: 7x14 feet (2.1x4.3 m). 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, but not the hot water.

14. Illinar's Sleeping Quarters: 21x14 feet (6.4x4.3 m). 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: 14x14 feet (4.3x4.3 m). All the furnishings have rotted. Nothing of value remains.

16. Storage: 7x14 feet (2.1x4.3 m). Completely empty.

17. Arms Storage: 7x14 feet (2.1x4.3 m). Here is where a small cache of arms and armor 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 Third Floor

The third floor is not depicted on a map because it is one large, open room the same overall size as the second floor. Smashed crates, a few broken chairs, dust and cobwebs are all that remains. The roof/ceiling is riddled with holes. Wiping away the dust and making a thorough inspection will reveal blood stains on the floor and the faded, unintelligible remnants of several circles. The place is inhabited by 1D4 haunting entities and one tectonic entity (see *Monsters & Animals, 2nd Edition* for entities). There are no valuables or clues.

The Basement

A fourth floor is the basement sunk in the earth. All the walls are made of worked stone. It is dry and in good condition. Ceilings are 15 feet (4.6 m) high, unless described otherwise. All doors are of heavy wood, reinforced with metal strips. All are locked.

18. Main Study: 14x14 feet (4.3x4.3 m). The door is locked and warded with a sound alarm. All of Illinar's and Chandar's early research was done here. Notebooks, accumulated over the years, contain all the observations, ideas, and diagrams of their research. A small iron box sits 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 2D4x10 to the book and a six foot area. The book will be annihilated, while the person and iron

dor. The other is in the east wall between the couch and basin. All of the creatures that live in the manor know about the secret doors.

20. Laboratory: 21x21 feet (6x6 m). 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 empty vials (stored in a crate), 21 dried bottles of paint, 10 lbs. (4.5 kg) of wax, 40 lbs. (18 kg) of salt, 20 lbs (9 kg) of iron dust, 20 lbs. (9 kg) 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, 8 foot (2.4 m) length of double thick chain (60 lbs/27 kg), 180 feet (54 m) of rope, box of 24 dissection needles, a box with a few hundred sheets of parchment, 2 scroll cases (empty), a shattered full-length mirror, a rusty hammer, 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.

In the center of the room is a medium-sized, round oaken table covered in scratches and stained from blood and water. Three wood chairs, with pillow cushions, rest near the table. There is an 01-80% probability of encountering the two Gargoyles here. 01-50% chance of the Gargoyle.

21. Strong Room: 7x7 feet (2.1x2.1 m) 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 (14 ft/4.3 m 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); two 60 foot (18.3 m) lengths of rope, 12 iron spikes, two suits of dwarven chain mail, one human-sized suit of studded leather, one human-sized scale mail, and one giant-sized (9½ ft/2.8 m tall) suit of plate and chain (slightly used, 110 S.D.C.). A secret door in the east wall connects to room #22.

22. The Still Room: 14x21 feet (4.3x6.4 m). 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 01-60% chance of finding one or both Gargoyles 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 (65 lbs/29 kg weight), two stools, a tattered armchair and a large battle axe (2D6 damage).

Hidden among the empty barrels are the two Gargoyles' private treasure stash. Bruutu's hoard consists of 420 gold and 563 silver in coin, a small, easily palmed, throwing dagger (1D6) and a jug of whiskey. Klinta's booty consists of the six skulls of his toughest opponents, 512 gold and 206 silver in coin, a flawed ruby (210 gold), and a magic scroll: cloud of smoke (3rd level).

A secret door in the northeast corner of the east wall opens into a secret storage room.

23. Secret Storage Room: This 14x14 foot (4.3x4.3 m) room contains approximately 1200 lbs. (540 kg) of potatoes, 200 lbs. (90 kg) of hops, and another 300 lbs (136 kg) of herbs and spices. All are ingredients for the gargoyles' still.



The Circle of Immortality

The circle is permanently active and will bestow the curse of immortality and a host of other afflictions upon anyone who enters its center ring. All effects are immediate and permanent. Even the insanities are permanent and cannot 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 version of the fabled circle.

Benefits from the circle of Immortality: All are instantly conferred - no saving throw possible

1. The physical body immediately stops aging. This means the character will not appear to age a day from the instant he entered the circle. It does not make that person look any younger than he/she already is. 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.

2. Impervious to disease.

3. The character acquires a permanent +10 to save vs poison.

4. The character will always have a +60% to save vs coma and, if the character ever does fall into a coma, will have double the usual chances of recovery.

5. The character will always heal at double the normal rate.

Side Effects from the circle: Characters who enter Illinar's flawed Circle of Immortality will be afflicted with two (2) Insanities, and one Physical Trauma. For each of the two insanities, the character must roll *twice* on the Random Insanity Table (see **Palladium Fantasy RPG, 2nd edition**, page 26).

As for the physical defect, roll on the following table:

Physical Trauma Table: Roll once.

01-02 Dies Instantly. Sorry, no saving throw.

03-12 Minor Stiffness in joints. The character's P.P. is permanently reduced by 1D4 points.

13-20 Hair Falls Out. The character becomes permanently bald.

21-30 Impaired Hearing. When combat depends on detecting noise, the character will always be at a -2 on initiative, and will be an easy target for sneak attacks. In addition, the character will have great difficulty understanding/hearing whispers, and even normal speaking voices are garbled if more than 20 feet (6 m) away. When in a crowded room, or where more than two people are speaking at once, the character will have trouble hearing anything clearly.

31-40 One Leg Permanently Impaired. The character will forever walk with a limp. Reduce speed by 10% points, reduce climb, prowl, acrobat, tumbler skills and similar skills by -15%.

41-50 Physical Beauty Reduced. The character will look haggard, drawn, even ugly. Reduce P.B. by 33%.

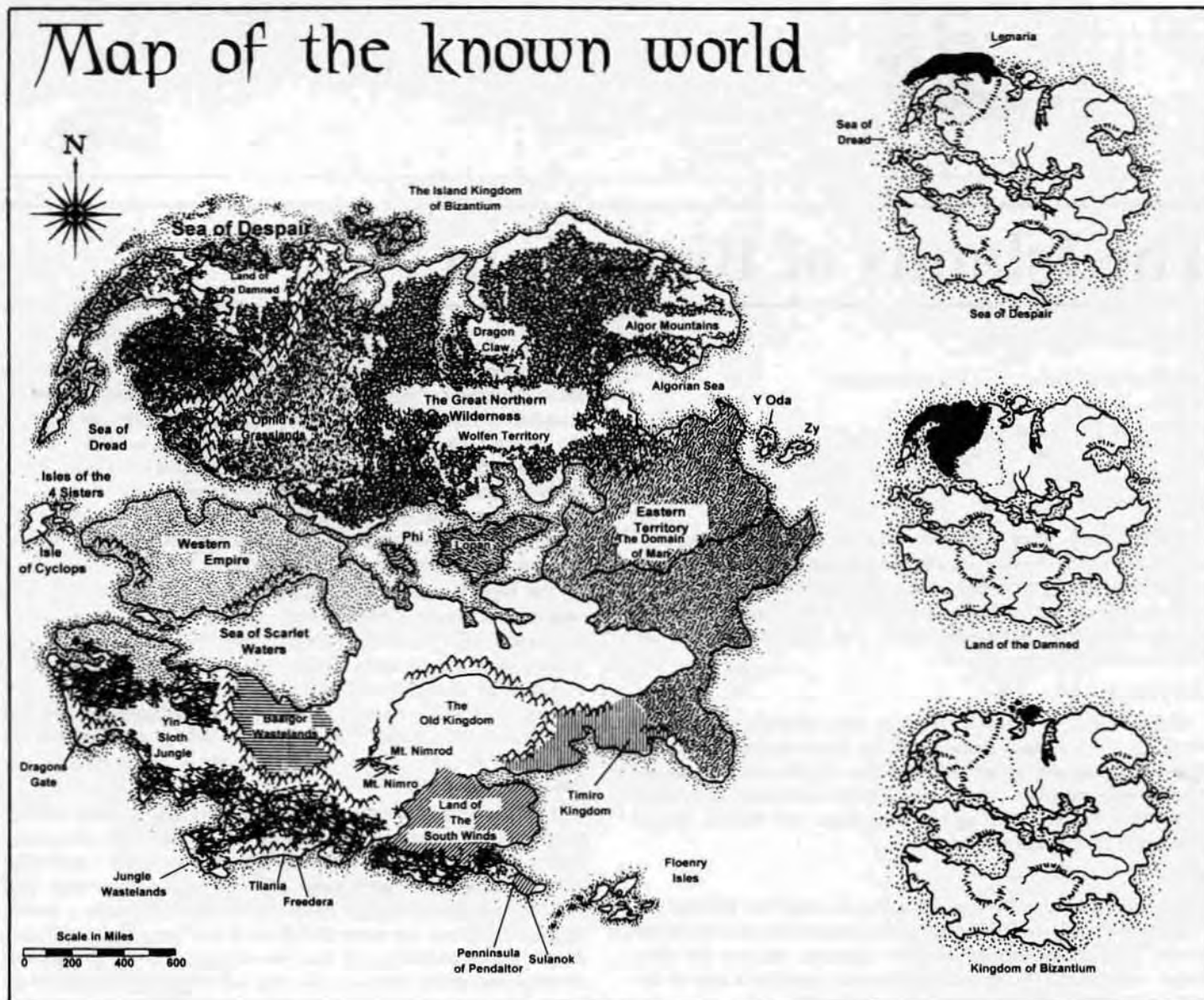
51-60 Sensitivity to Light. Daylight and even strong artificial light will be forever painful and blinding to the character. Reduce normal day vision to 30 feet (9 m).

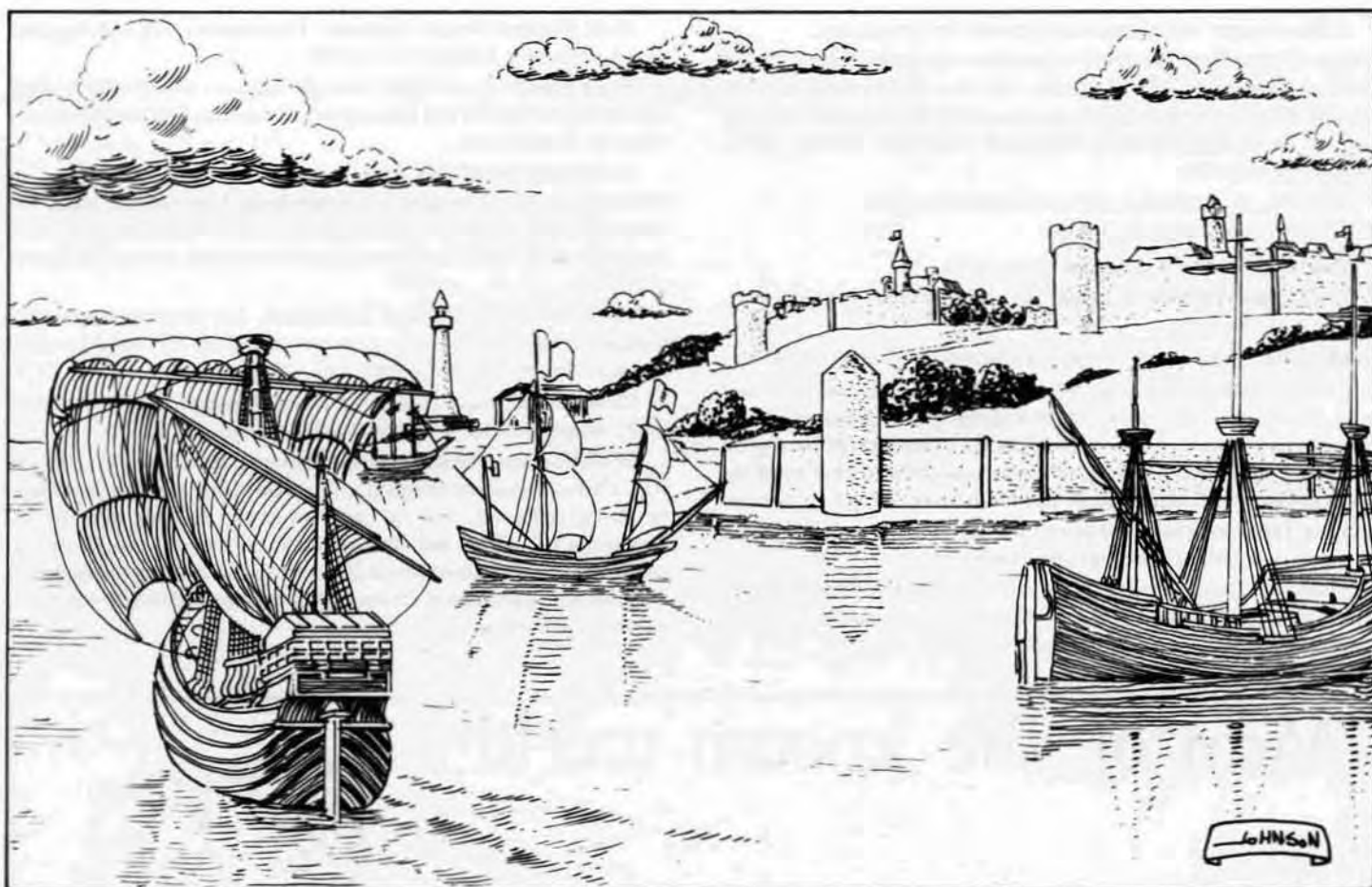
61-70 Lose Use of One Arm (the left or least important). The character will no longer be able to use two-handed weapons or tools. Reduce climbing, acrobat, swimming and similar skills requiring two hands by -40%. While the arm is completely useless, it is not disfigured or painful.

71-80 Weakened Physical Endurance. The character acquires an unnaturally pale, almost white, complexion. Reduce P.E. by half and the character tires at twice the normal rate.

81-90 Minor Brain Damage. Psionic characters lose 20% of their I.S.P., nonpsionic characters lose two I.Q. points.

91-00 Physical Metamorphosis. The character's P.S., P.P., P.E. and P.B. attributes must be re-rolled, using 3D6+1 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.





The Islands of Bizantium

By Erick Wujcik

Estimated Total 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

The Bizantium Office of Numbers does not recognize or count non-humans, since only humans are allowed citizenship. Nonhuman races are extremely rare on 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 nonhumans. **Note:** The mainland refers to the Great 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 provides 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 to 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, 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 as long as the vessel is in service.

2. Every lord must contribute a new ship every year. This applies even if the Crown still has a ship from the previous year(s); 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 five years' 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 five 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.

Nonhumans 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 *Gate Fort* 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 Gate Fort.

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 Gate Fort. 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 (and occasionally the Land of the Four Winds). These ships are the protectors of Bizantium's far-flung merchant network. They hunt pirates or perform escort services, 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. Second, the Bizantium fleet is one of the most skilled and capable in the world.

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 fiefdom 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 Rhangnables' 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 owns an estate near Gate Fort and 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 Kankoran, 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 language.

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.

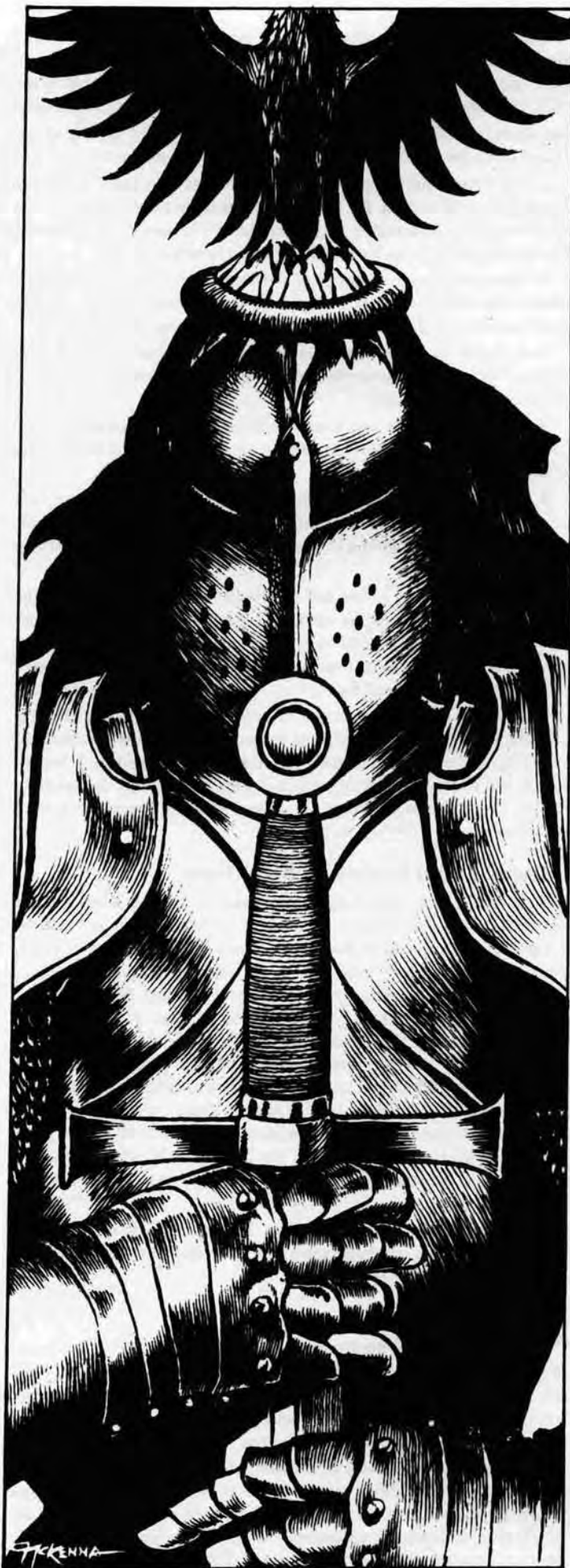
Bardomus: This family, based in Wujik, are the innovators responsible for the development of the *Stone Ships*. Prince Grayen Bardomus has a long history of hiring and sponsoring summoners, diabolists and warlocks.

Arfox: The shipyards at Letia are known for building ships 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 Yin-Sloth Jungles and 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 heavily armed ships generally travel alone and often under flags of nations other than Bizantium. Their desire to disguise is also seen in the construction of many of their vessels; 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 12 feet (3.6 m). Their primary land holdings are along the river Bai and Lake Fielder.



Selernani: 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's 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. 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 also come from the Empire and the Timiro Kingdom. From the Great Northern Wilderness comes furs, metals, nonhuman 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

Practitioners of magic are officially tolerated, but informally scorned in Bizantium. Until recently, Bizantium natives rarely studied magic and, even when it was pursued, it was done so with an eye toward becoming a warlock, usually air or water. There are no schools of magic of any kind; 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, and other psychics are regarded with suspicion. Summoners and Diabolists are being hired in Wujik, but regarded with fear or concern everywhere else.

Not tolerated in the least 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. Only Warlocks garner any measure of acceptance and respect.

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 (36.5 m) 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. Travelers 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 meadowlands, 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 beyond the main port. As land values have escalated, the farmers and herdsman have been forced out, until there is no longer any kind of cultivated land on the island. The native population is currently 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 arrange everything from the carving of the smallest wood stud to the assembly of the main keel. Somewhere between 1000-2000 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 1-3 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 vessel imaginable, 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 car-

tels in the Western Empire. See the City of Bizantium for the map and layout of the Kirsgrén 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 Kirsgrén, but there are fewer workers, about 400, and fewer vessels 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 22 feet (6.7 m) 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 60 foot (18.3 m), 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 vessels 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 160 feet (48.7 m) 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 (as will a thick glass bottle). It really depends on how heavy the container is relative to the air volume inside.

The shipbuilders eventually worked it out thusly; for every foot (0.3 m) of ship length there can only be about 1/10th of an inch of stone. So a 30 foot (9 m) ship would have a stone hull that's just 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 30 foot (9 m) 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 (31.5 kg), about a 4x4 foot (1.2x1.2 m) area.

At 160 feet (48.7 m), 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 160 feet (48.7 m) is the natural lower limit, the shipyards are currently experimenting with very much larger vessels. A series of 210 foot (64 m) Frigates have already been successfully produced. Currently on the drawing board is a 240 foot (73 m) ship that will be part of the new "Titan" series, and there is talk of a 360 foot (109.7 m) long "Gargantuan" series with a three foot (0.9 m) thick stone hull!

Building Techniques

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*, 2nd edition, pages 229 & 230). "Clay to Stone" was another early technique with even less promising results.

Ultimately, three separate branches of magic are needed to make the Bizantium Stone Ships. 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 him 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's hull involves several steps. First, a Summoner constructs a special Summoning Circle. This is essentially a "Summon Elemental Forces" (see *Palladium RPG*, 2nd edition, page 146) 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. He will have already painted wards on himself, the Warlock, the Diabolist, and any shipyard workers who will be involved in the stone shaping process. Using the power words, "Ariel-RapereKyn-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* gives him the skill to make the Stone Ship's 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's 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 instill in the Earth Force. The Diabolist must continually use his power words to moderate and channel the vast power he is controlling. Not even the Summoner can rest, because the Circle of Summoning must remain active to help keep control and to prevent 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 any one of the three 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 no essence of any elemental power. Whatever elemental being(s) involved in the creation process is released when the Summoner dispels the energy. 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: 200 to 320

S.D.C.: 2,300 to 4,600

Average P.P.E.: 6D6x20

Number of Attacks (when control is lost): Thrashing does 1D6x10 damage and will affect a 20x20 foot (6x6 m) area per melee round. When control is lost, the Earth Force becomes the equivalent of a River of Lava (Earth Elemental Spell, see Palladium RPG, 2nd edition, page 232), doing 4D6+10 damage to anyone coming in contact with it. It also creates an area of heat, such that anyone within 500 feet (152 m) failing to save against P.E., will take 1D6 points of damage per melee round! If attacked, every 50 or more points of damage has a 25% chance of causing the Earth Force to break up into 2D4 Major Earth Elementals! Each a giant mound of molten rock.

The City of Bizantium

Also called Bizantium, or "Main Port" by sailors. With a population of 120,000, it is by far the largest human 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, it 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.

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 Capital 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 guardpost, 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.

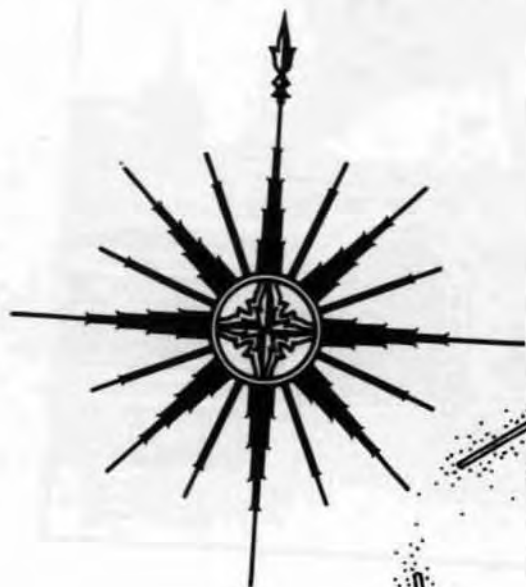
4. The Bizantium Royal Theater: One of the city's newest buildings. A variety of music, dance and theatrical performances are presented here several times a month. The latest rage is the Bizantium Crown Opera Company, currently performing a series of decadent, Western Empire farces.

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 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.



The city of BIZANTIUM



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: The titles of all Bizantium ships are stored in this building. 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 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 300 feet (91.5 m) in height, this is the tallest structure on 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 Armorer, 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 ship 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 woodworking 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.

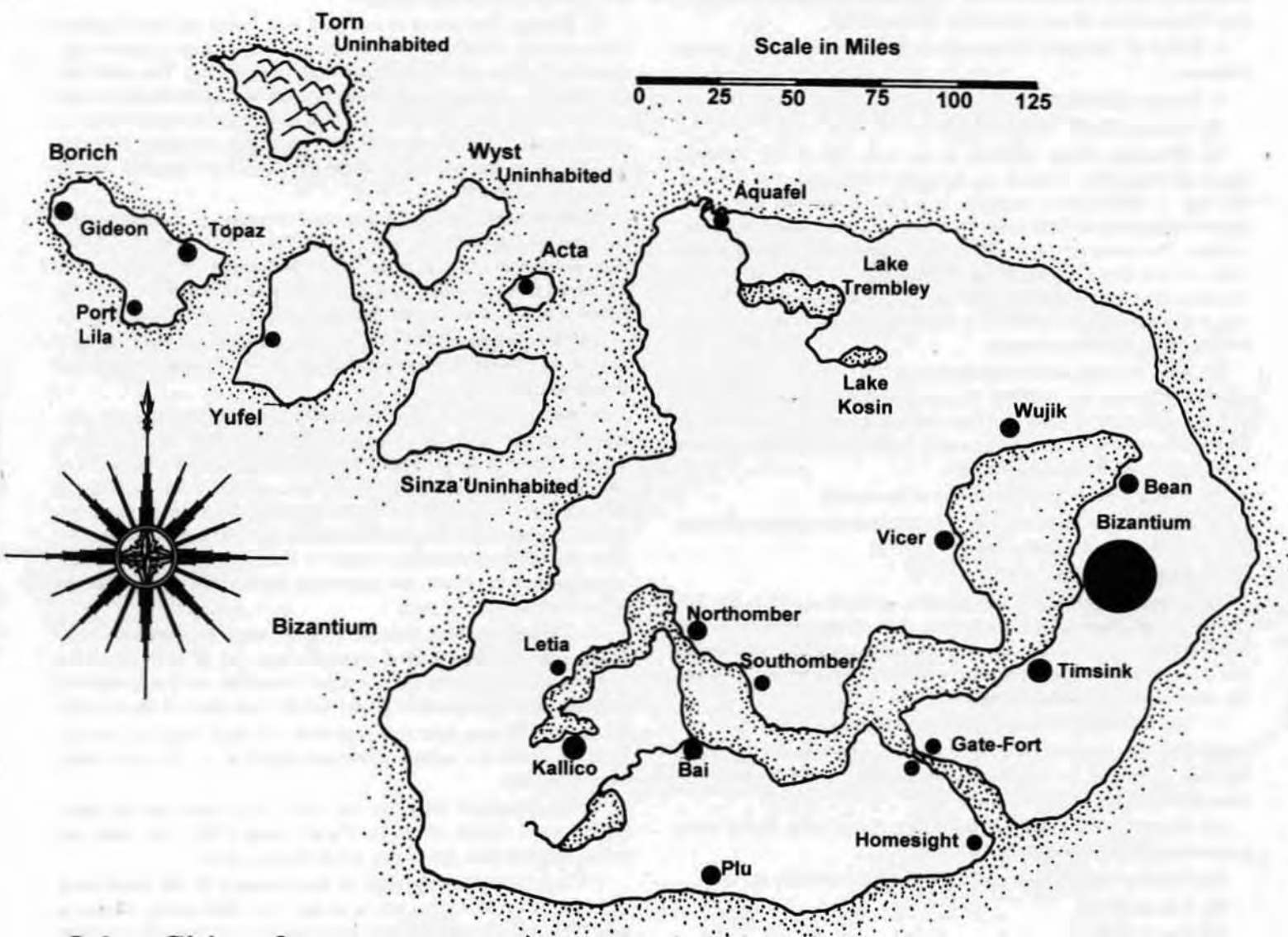
K. Main Stores: This warehouse holds most of the imported items that are used in bulk by the yard. Great barrels of tallow, for candles and for treating wood; turpentine for tar thinner, wood varnish, and sulphur.

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.

Shipyard Note: All other shipyards are basically similar in design, but vary greatly in size and daily routine.

BIZANTIUM ISLANDS



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 population 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.

Gate Fort: 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 construct 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.

Gate Fort 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 into 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 a major event and attraction, 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 and 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: In recent years, the 2,000 residents of Bai have become increasingly nervous 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. 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 Rhagnable 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 mercenary marines. Since the riots, many of the city's 21,000 citizens have joined the "Consolidated Bizantium

Workers' Union"; an organization that promises to "break the back of Norbert tyrants" through protests and work stoppages.

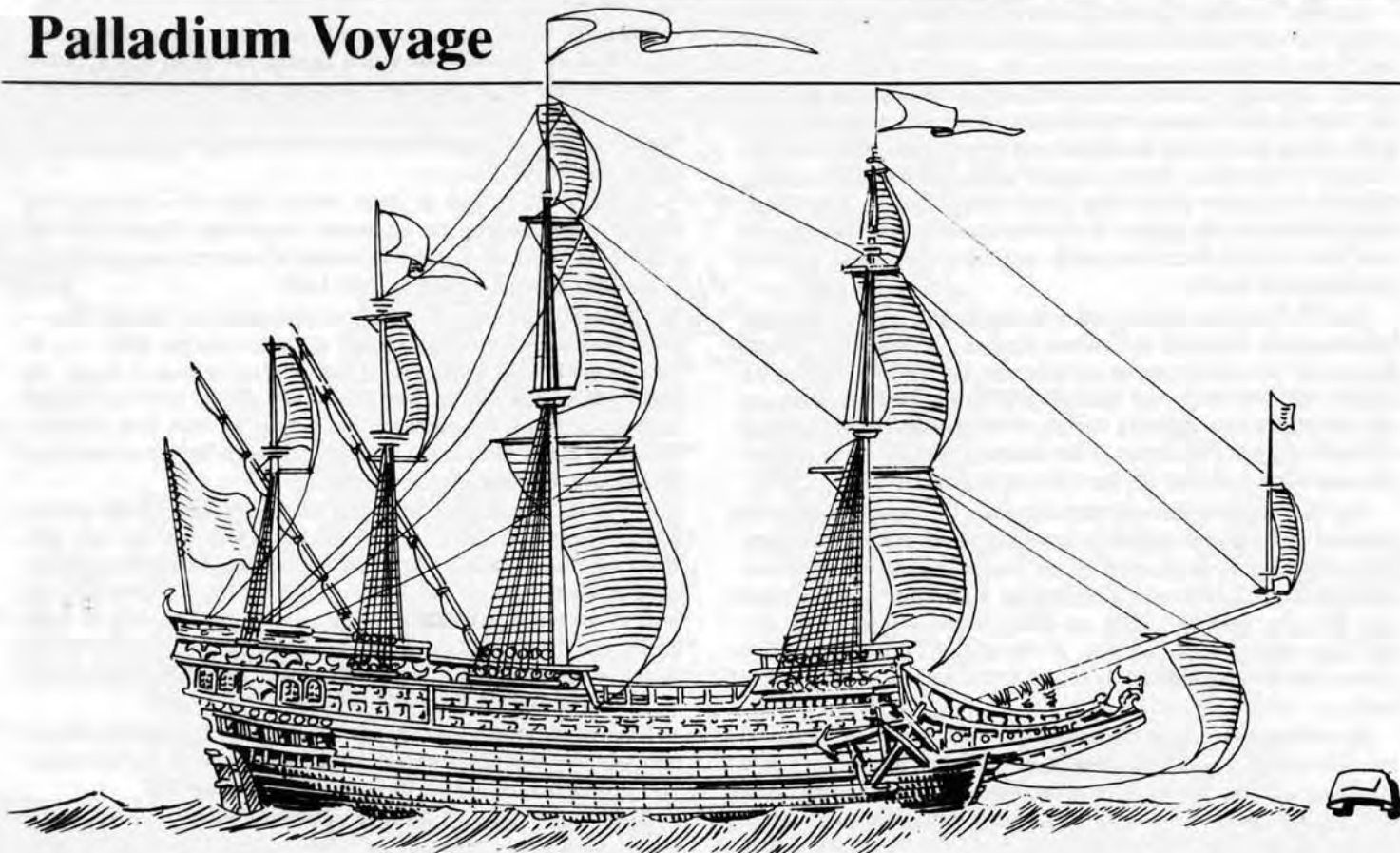
Vicer: Prince Ducasian's relationship with the Western Empire has resulted in lucrative trading contracts for Vicer's wool, coal, and wood products. It's no longer unusual to see Western Empire merchants and nobles in this town of 4,000.

Bean: Bean has grown from 1,000 to 3,000 in the last four years, ever 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 and cattle.

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



Note: 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 is basically a distillation of military and navigational information 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 log book, 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. 85 feet (25.9 m) in length and 35 feet (10.7 m) in width across the beam. She carries a total crew of 74, including the captain, six officers, three men of magic, one chaplain, 14 skilled craftsmen, 18 fighting marine veterans, and the remainder being experienced seamen.

On Circumnavigating the Palladium World Entire

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 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 have passed 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 (965 km) 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 evil god. Our priest, Kairn, claims that the city is infested with some ancient, death cult. For a change I believe he is correct. I myself saw a trio of Ratlings seeking refuge in the shadow of an alley. I know not if they are involved in these murders, but the sight of them made my skin crawl. 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 (30.5 m) 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 (51.8 to 54.8 m) in length, but with a beam no wider than that of our own ship; perhaps 30 feet (9 m). 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 (4.8 km) ahead of the spook ship.

Four hours later, nearing sunset, the Black Ship seemed to start to pick up the pace. It was as if it could 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 20-50 feet (6-15.2 m) 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 50-80 feet (15.2 to 24.4 m) 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 120-140 feet (36 to 42 m) in length and 40 feet (12.2 m) 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 185 feet (56.3 m) long, 38 feet (11.5 m) 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, Schooners: 41, Corsairs: 6, Briganteens: 18, and 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 (12.2 m) long. Still we felt threatened with cap-sizing 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 in half 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 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 13 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, not delivered by our melee.

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 main mast 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 (804 km), by my reckoning, in less than nine 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 Calra, 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 top gallant above. Featured on the jigger are a triangular jib sail above and a gaff rig below. I judge the ships to range from 40-60 feet (12.2 to 18.3 m) 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 man 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 120 feet (36 m) long and 40 feet (12.2 m) wide.

1,487 Sighted. Estimated Total: 2,000.

Destroyers: These are the main warships of Timiro. 210 feet (64 m) long and 70 feet (21.3 m) wide and four masted. About half of the older models 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. 270 feet (82.2 m) long, 90 feet (27.4 m) wide and of the most advanced design. It is significant that they have no place for oars and have 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 35 feet (10.7 m) 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 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 half-hearted 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 pirates.

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 130 feet (39.6 m) long and 60 feet (18.3 m) 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 Gallies: 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 these figures so that the accuracy of the other estimates may be checked. Lighters: 55, Schooners: 64, Corsairs: 23, Briganteens: 90, 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 and obsession with power and conquest 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 main sails 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 70 feet (21.3 m) long and only 15-20 feet (4.6 to 6 m) wide at the beam; yet flat-bottomed, and with sides barely 4 feet (1.2 m) 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 & Kevin Siembieda

The Isle of Y-Oda (pronounced why-oh-da) is located off the Eastern Territory, near the Algorian Sea. It is also known as the Isle of Knowledge, because the **Great Library of Bletherad** is located in its western bay between the two volcanic mountains "Y" and "Oda." Much history and knowledge of the world (excluding mystic knowledge) and every race can be found in this library. Although the island is officially claimed by the *Wolfen Empire* as part of their territory, the Y-Odans (pronounced why-oh-dans) 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: The port of Bletherad on the west, where all larger vessels dock, and a smaller port in the southeast, suitable for the smaller craft common to the Eastern Territory of Man. Both of the ports have establishments for the repair and stocking of vessels as well as relaxation — although the port of Bletherad charges a slightly higher fee for docking.

The Southeastern Port of Arlluugra

Total Population: 1159 inhabitants plus about 3D4×10 visitors.

Racial Mix: 70% Wolfen, 10% Human, 10% Dwarf, and 10% other.

Main Business: Trade and Supply.

Note: The island is roughly 120 miles (192 km) long and about 60 miles (96.5 km) wide.

The Southeastern Port of *Arlluugra* is a large Wolfen village that shares the peaceful sentiments of Bletherad, although the population is predominantly Wolfen and tend to be less tolerant of humans and other races (except for Elves). This is a village of hard working people, mostly fishermen and farmers. Visitors are welcome in this quiet community, but there is little to do other than relax or go for mountain hikes. Although there is no official shipyard, there are several Wolfen families skilled in carpentry and boat building who can effect repairs on any ship (they also build and repair the fishing boats). There is also a fairly large store and lumberyard that specializes in sails, rope works, parts and equipment for ships. Prices are about 20% lower than average.

A wide, dirt road winds northward around the coast to the city of Bletherad and the Great Library. Another path leads up to the mountain of Oda nearby. A small tribe of Algor giants live at the summit, but

even they are reasonably tolerant of human mountain climbers who show them the respect they deserve.

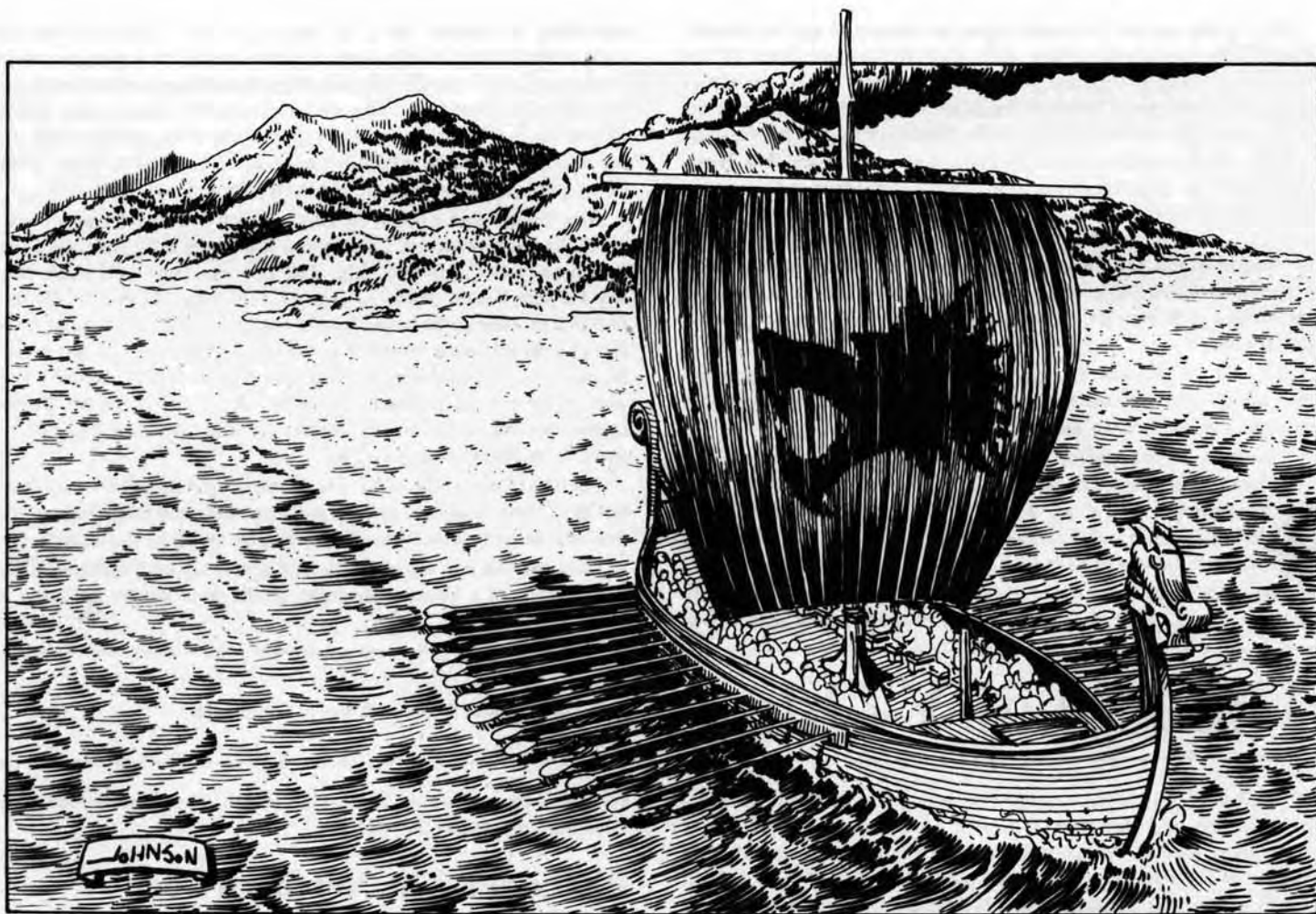
Bletherad, The Northern Port

Population Total: 3870 (approximately 1000 are Scholastic Monks who manage the library). Another 3D4×100 visitors (60% scholars and practitioners of magic) are present at any give time. Among these, 50% are human, 30% Wolfen and 20% other.

Racial Mix of the residents: 52% Wolfen, 31% Human, 6% Elf, 11% Other.

Located near the middle of the island between the twin volcanic peaks of "Y" and "Oda" is the northern port city of **Bletherad**, said to have been founded by the Wolfen over five thousand years ago. This claim is heatedly refuted by human historians — although polite visitors to the city never bring up the fact that Bletherad is not even a Wolfen name. The port city can accommodate medium to large ships, but like *Arlluugra*, has little to offer seafarers and adventurers. Its main attraction is the famous Great Library.

The Island's own legends about the Great Library start with the fall of the ancient Elf Empire. The end of the Elf-Dwarf War signalled the collapse of both the Elven and Dwarven Empires. The Empires fragmented into dozens of smaller kingdoms, cities, and clans. Anarchy reigned and society slipped into ruin along with the once great cities. The books and art that had survived the War were stolen, sold, lost or hidden (and lost). The barbarian monster races of Goblins, Orcs, Ogres, Trolls and giants invaded the land, stealing and destroying even more. The weakened Elven and Dwarven Kingdoms could not defend against the monster hordes and lost city after city. Each triumph made the invaders bolder and enticed more of the monsters to flock to the war bands so they too could partake in the looting, murder and revenge. Tens of thousands of Elves and Dwarves would die at their hands — one more tragedy to rise out of the madness of the Elf-Dwarf War. In time, the once great Kingdoms of Elves and Dwarves would fall to the barbarian hordes and soon become known as the monster ridden "Old Kingdom." It was during those centuries that thousands of Elves and Dwarves fled their homeland and scattered across the world. Many



would seek refuge among humans, while others would seek different avenues.

About 5200 years ago, several families of Elves, Dwarves and some humans (many Changelings in disguise) came to the island Y-Oda. They came upon a Wolfen village and befriended the canines. Together they established the village of Bletherad and built the Great Library. The Elves and their companions were all refugees from the Old Kingdom, dedicated to peace and desperately seeking to preserve a vast library that had been rescued by their forefathers 3000 years earlier during the Elf-Dwarf War. They spoke of a prophecy about a great library where all people could come and learn; a place of knowledge and peace. The Wolfen embraced this notion and together built the Great Library. It is said that the first books and scrolls rescued from the Elf-Dwarf Wars barely filled one large room (less than 1% of the gigantic library) but during the 5000 years that have followed, the Elves, Wolfen and their agents have gathered thousands more. As the fame of the Great Library spread (mostly in the last 1000 years), scholars, noblemen, mages and adventurers have donated or sold to them thousands of tomes. Today, less than a dozen libraries in the world offer even half of what one can find at the Great Library of Bletherad.

Among the original Elven founders were an order of Scholastic Monks (60% Elf, 15% Dwarf, 20% human, 2% Changeling, 3% other). It has been through their unique teachings (especially for the time) of learning and tolerance for all people, that touched the Wolfen clans who met them. Today, the Order of Bletherad has well over two thousand members, many (50%) of whom are searching distant lands for lost history and books of all kinds. Largely due to the geography, the *Monastic Order of Bletherad* is racially divided as follows: 48% Wolfen, 24% Elf, 15% human, 5% Dwarf, 4% Changeling (usually disguised as humans) and 4% other. An estimated 88% of the townspeople also follow the philosophy of peace among all races and hold the monks in the highest esteem.

Bletherad is generally regarded as a city, although its population is under 4000. Thousands of visitors come to read the books and scrolls of the Great Library. Most stay for several days to several weeks, some for months, and some spend years poring over the collected knowledge of over 200 generations. This makes the streets and shops of Bletherad a bustling community with throngs of people representing virtually every known race, although Wolfen, Elves and Humans are the most numerous.

The heavy traffic from visitors makes Bletherad appear to be crowded and bigger than it really is. It also makes the port appear to be somewhat run-down from wear. Crime is minimal, mainly because of the peaceful nature of Bletherad's inhabitants and the monks handling law enforcement, but also because it tends to attract a higher class of people — namely scholars, historians, priests, nobles, practitioners of magic, and other highly educated and sophisticated visitors.

The townsfolk are an honest bunch who treat most strangers in a polite and friendly manner. Any attempts by visitors to find an "unsavory" element will be met with puzzled looks and uneasy glances. This is definitely *not* the place to fence stolen goods. There is nothing particularly exotic or illegal available at Bletherad. There are no pawn shops, brothels, drug dens, gambling halls or thieves' guilds. In fact, most sailors find this port to be boring and usually shove off to more "fun" places within a couple days, sometimes within a couple hours. Most only stop to deliver paying passengers who desire to visit the Great Library. In addition to the lack of carnal, violent pursuits and other disreputable pleasures, most humans feel uncomfortable staying at a "Wolfen" port for any length of time, while others feel uncomfortable being around so many "high class" and educated people.

There are two dozen inns, plus a third of the inhabitants offer rooms and board to visitors who want a more "homey" place to stay — a "bed and breakfast" type arrangement. Shops include general stores, baker-

ies, pubs, tailors and the like. There's only one carriage service and few horses, but everything is within easy walking distance and the island does not offer much in the way of entertainment and pursuits beyond the Great Library. A couple of merchants offer boat rides and transportation around the island or to the other (equally boring) port, but the water tends to be rough and choppy. Another offers hunting excursions in remote areas of the island, but game is generally limited and unimpressive. Scrupulous Islanders *will not* ferry people to the dangerous wilderness of the mainland a hundred miles (160 km) to the west.

The blacksmith is quite competent and able to repair or replace most small, nonmagical 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 cannot, and will not be coerced into working on magical items, and will simply close up his shop if someone insists on this kind of work.

A favorite tavern is **Auntie Ev's**, which is ironically run by a friendly, old, male Wolfen, slightly balding and fat. He will talk to anyone and inevitably turns to telling stories about his youth in the Wolfen Imperial Legion, before his retirement on the island. If he is told an equally good story, the party will receive their entire night's drinks free (and possibly free lodging on cots in the back room). It can be assumed that everything said by Auntie Ev is based on truth, although he does have a tendency to exaggerate and repeat unsubstantiated rumors as fact. He is likely to mention the following, usually woven into the middle of a long tale about the time he caught his first swamp rat.



About the island:

1. There have been sightings of Sphinxes in the twin peaks of Y and Oda. In fact, the secret protector of the Library is an ancient and powerful Sphinx known as "The Keeper," but don't tell anybody.
2. The name Bletherad is actually Grimborish for "One Who Doesn't Sink In The Lagoon."
3. The entire island is enchanted and was once the domain of a great faerie kingdom. The Great Library was actually built by them and is really a million years old. Nobody knows whatever happened to the faerie kingdom or its people.
4. The ancient Temple of Oda is filled with many wondrous items, but no one has ever managed to touch them.
5. The Wolfen in the monastic order are all really Changelings, but are peace loving.
6. Dragons and other powerful beings sometimes visit the Great Library.
7. The God Od frequently finds peace and solitude at the top of Mount Oda. A temple and small group of warrior priests dedicated to Od can be found mid-way up the mountain.
8. One of Od's treasure troves is hidden in a cave on Mount Oda.

About the Wolfen & Politics:

1. The Wolfen are smarter, stronger and more prodigious lovers than any human, Elf, Dwarf or even Titan! That's a fact!!
2. It would be great if Wolfens and Humans could find peace, like the inhabitants of this island, but he wouldn't hold his breath waiting.
3. One of the great Wolfen Generals (no name is given) is planning on seizing the northern disputed lands claimed by the Eastern Territory — and possibly claim the entire territory for himself. He commands a legion of Coyles that is five million strong! War brews on the mainland directly across the island.
4. The Wolfen tribes are again at conflict and the Wolfen Empire may soon splinter. The Western Empire is secretly behind this turmoil.
5. The Wolfen Empire has never been happy with the neutrality of the island and its acceptance of all races. Throughout the decades there had been discussion as to whether or not the island and the Great Library should be the exclusive property of the Empire. However, while politicians and generals grumble, the Wolfen have respected the island's neutrality and have never interfered with the affairs of Y-Oda's people or the Great Library.
6. There has been a lot of trouble along the coast of Timiro. It is rumored that children vanish every day!
7. There's a place in Ophid's Grasslands that is a doorway to a dozen different worlds and where time is meaningless. That's where the fabled "Defilers" came from.

Note: The big Wolfen has apparently had several bad experiences with practitioners of magic (don't ask) and dislikes them. He and his employees are cool toward them and don't tolerate even the threat of using magic in his establishment.

The Great Library of Bletherad

A sign over each entrance is inscribed with every known language (it is assumed you can read if you are visiting a library). The notice reads:

WARNING! No magic is allowed or can be performed inside the GREAT LIBRARY. Any being requiring magic to survive is advised not to enter. Furthermore, while ALL people are welcome, weapons and violence are not. Leave your hatred and prejudices at the door with your weapons and armor.

All weapons and armor must be checked in at the entrance. Trying to take a weapon into the library is forbidden and the character will be held down by as many Wolfen as necessary to disarm him. Once disarmed, the player is free to go inside, but any further trouble will see him forcibly removed and barred from the library for life! All weapons, armor and equipment will be returned when the character leaves the premises — theft is extremely rare (less than 1%). **Note:** Characters are trusted to comply and are not searched, so concealed weapons can be smuggled in, if one is willing to risk permanent banishment from the Great Library.

The library itself is a huge, ancient structure, easily a mile (1.6 km) wide. It is five stories high and holds over five million nonmagical tomes and scrolls. There are many entrances, each requiring the five silver piece "donation" to enter. Attempts to swindle the doormen by charming them or passing false silver will be fruitless. The entire inside of the library is protected by a sort of "anti-magic" effect similar to the spell, only it is permanent. Most students of magic believe it may be a lost Spell of Legend that protects the library and may lend credence to the claim of it being 5000 years old.

Every book, scroll and map in the library is available for reading or copying. The Library never closes, and has small cots available for those who wish to doze. 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.



The librarians and workers are mostly Wolfen, and predominantly members of the Monks of Bletherad (90%; average level is 4-7th level; see *Old Ones*, 2nd Ed. for full details about the *Scholastic Monk O.C.C.*). The monks and lay-staff are uncommonly friendly to all races, willing to help anyone find the books, scrolls or maps they seek, and are extremely knowledgeable and educated themselves. In fact, one of the monks loves to engage in philosophical, religious and political discussions.

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 available from the front desk, but the quality of the art work is atrocious (these copies are the work of student scribes who are just learning how to use pen and ink). The prices for the maps are reasonable: 1-3 gold pieces for a standard map, 8-20 gold for a more detailed one. However, the cheapest maps are so badly drawn that there is a 01-75% chance that they are inaccurate or impossible to read correctly. The more expensive maps are much more accurate, although occasionally flawed in minor ways (misspelling, scale is off, etc.). The maps are nonreturnable and the complaint department is headed by a large, ugly Wolfen who answers most of the criticisms by rubbing his stomach and muttering something about how hungry he is (Vrrgryph is really a gentle giant, given his position because of his incredible patience).

If the party wishes to consult the map-room and make their own maps, they are welcome to do so for the price of admission (10 gold pieces each). However, those without an art skill or literacy in the language are -40% to create an accurate map; copying a map isn't as easy as one might think.

The Books

The Library contains all kinds of books and scrolls on virtually every subject, including personal diaries and journals. Only books of instruction regarding magic are deliberately excluded from the Great Library, although there is a large section on magic lore as well as myths, legends, places of magic and the supernatural. Most visitors must often

rely on the help of librarians to find the proper items they desire. All major books and histories exist in numerous editions and languages. This includes 32 different volumes of the *Tristine Chronicles*, 12 volumes of works by *The Chronicler* and numerous religious works.

In addition to the multitude of books and scrolls, the Great Library also offers a huge variety of works of art, mostly tapestries, paintings, sketchbooks and sculptures. About half are scattered throughout the library as decoration and for esthetics purposes. The rest are located in an archival museum on the fifth floor.

The Language of Books, Maps & Scrolls

Most important tomes have several copies written in several different languages. At least 75% are written in Elf/Dragonese, 50% in Western, 33% in Eastern, 37% in Wolfen, 40% in Dwarven, 15% in other languages, with 20% written in runes and 8% in magic symbols. Of course, books in a preferred language may be in use even when several copies exist and there may be a waiting list. However, most volumes are available within 4D4 days.

Random Language Determination of available books:

01-04 Magic Symbols

05-22 Dwarven

23-50 Elven

51-69 Wolfen

70-74 Human: Northern

75-85 Human: Western

86-90 Human: Eastern

91-96 Human: Southern

97-98 Rune Book

99-00 Other, including cryptography and unknown tongues (may be from other dimensions).

The Keeper

Believe it or not, but Auntie Ev is right about The Keeper. About 2300 years ago, a Sphinx came to explore the wonders of the Great Library. She was so impressed that she decided to stay, contributing over a hundred scrolls and a dozen books to the archives. The Keeper is one the who supervises security at the facility and tracks down and punishes thieves and troublemakers. When somebody who tried to rob or damage the library in some way turns up beaten to a pulp or is terrorized, it is safe to bet that they have had a close encounter with a vengeful Sphinx. The monks don't entirely approve of The Keeper's conduct or temper, but acknowledge that she means well and is very effective at maintaining order and protecting the library. A group of 24 Changelings (usually disguised as visitors and sometimes as disreputable scoundrels to bait and lure out thieves and rogues) help The Keeper recover stolen artifacts and keep the library safe.

The Ancient Sphinx

Name: Known only as "Keeper" or "The Keeper," her true name is Philxt. She roamed the Western Empire, Baalgor Wastelands and Old Kingdom for 1600 years before settling down at Bletherad.

Alignment: Unprincipled

Attributes: I.Q. 24, M.E. 21, M.A. 10, P.S. 25, P.P. 19, P.E. 25, P.B. 19, Spd. 13 (5 times as fast when flying).

Hit Points: 85

S.D.C.: 127

Natural Armor Rating: 10

P.P.E.: 78

Horror Factor: 17

Psionics: 8th level Mind Mage; highly educated and scholarly.

I.S.P.: 116

Magic: Lore only.

Attacks Per Melee: Four

Bonuses: +2 on initiative, +3 to strike, parry and dodge, +4 to dodge in flight, +2 to roll with impact, +4 to pull punch, +2 on all saving throws, and +6 to save vs horror factor. All are in addition to O.C.C., skill or attribute bonuses.

Natural Abilities: Never tires when flying, nightvision 120 feet (36.6 m; can see in total darkness), keen nightsight (can see in one-sixth of the light needed by humans), keen hawk-like vision (can see a magic book two miles/3.2 km away), prowl 60%, track by sight 77%, swim 40%, normal leap 30 feet (9 m) high or lengthwise and flight assisted leap 200 feet (61 m) up or across. Also can magically understand and speak all languages!

Personality: The Keeper loves books and generally hates thieves, but her real rage is reserved for those who have the audacity to steal books, so working for the library combines her great pleasures in life.

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.



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. Mid-way up the mountain, the light forest turns into Alpine scrub and rock. Algor are said to live in this region, although they are seldom encountered. An occasional Wolfen, or Coyle is more likely to be found. Wildlife consists of rabbits, mountain sheep and the occasional predator, including visiting Peryton and gryphon.

Although few talk about it, there is said to be a cave that contains either a vast treasure or a terrible curse, depending on who's telling the tale. The monks deny both, but discourage adventurers from mountain travel because it is dangerous, and the rumor persists.

Note: There is a small temple dedicated to Od and inhabited by about 12 low level priests and another 12 acolytes (most are Wolfen). Although they claim the mountain has been "touched" by Od, the god does not reside or even come to visit the mountaintop, at least not in the last 4000 years (if ever).

The Curse of Oda

There are numerous caves (lava tunnels) on Mount Oda, a few are inhabited by Algor giants, others by Northern Grizzlies (not indigenous to the island, so they must have been brought here), and others are empty. Somewhere near the top is one particular cave that has been blocked with large boulders. Nearby is a small hut and its inhabitant, an

Elf hermit (scrupulous alignment). To characters of a good alignment, he will say that the cave contains his valuables and the grave of his beloved, so he must ask them to honor his privacy and leave them undisturbed. Most good characters will be obligated by their alignment to honor the request. After all, they are adventurers and heroes, not thieves and bullies. However, anybody who can sense the truth will know he is lying. Furthermore, those who can see aura and/or sense magic will know that the hermit radiates magic and is more than he seems. Selfish and evil characters may ignore his request and try to sneak a look inside, or even attack the hermit. Either action will cause the Elf to attack with deadly magic, but only after he has dispatched a magic pigeon to a clan of 2D4+1 Algor who will come to his aid within 2D4+4 minutes. All will fight to the death!

The hermit, who is actually a 9th level wizard, will immediately cast an Anti-Magic Cloud spell around the cave, turn invisible and continue his attack, striking with wind rush, call lightning and other powerful spells in an obvious attempt to either keep the intruders out of the cave or to kill those who get too close. He will also use magic to block the entrance. If he is killed or incapacitated, the player characters may have a few minutes to remove the boulders blocking the cave before the Algor arrive; magic or superhuman P.S. will be required to move the 20 tons of rock. In the alternative, curious characters of a good alignment may find themselves helping the good wizard defend the cave against bandits or evil forces, even though our heroes may have no idea of what they are fighting to preserve or protect.

Beyond the boulders is a lava tunnel with small natural chambers. Trapped inside are a pair of Zavor! The Monks of Bletherad, believing all life is sacred, have imprisoned the feeble-minded creatures rather than destroy them. It is the wizard's and Algor's sworn duty to prevent the Zavor from escaping or falling into the hands of evil beings who might use the enchanted creatures for diabolical purposes. According to one written account by an Elf Captain (and not available to the public at the Great Library), over 120 Zavor were found throughout Mount Oda. According to the writer of this account, it was his duty to lead an expedition to destroy them all. He concludes his report by writing that he believes he has been successful, but that a handful may have escaped his vigilance. In over 4000 years, only these two Zavor are the only ones known to have been discovered. However, others may exist. The monks often wonder why so many once inhabited the island. Could it be that the Zavor originate from Y-Oda? Or did the island fall to the Zavor hordes as one of their conquests? Nobody is likely to ever know.

Zavor — excerpt from *Monsters & Animals*, 2nd Edition.

The Zavor are strange little humanoids of low intellect and uncanny power, for they are completely invulnerable to magic. This includes all passive magic such as charm, globe of silence, sense evil, cloud of slumber, mesmerism, tongues, blind, mute, etc. Even an immobilize spell will be shrugged off without the slightest hindrance or ill effect.

Magic weapons such as rune swords, and magic energy attacks such as paralysis bolt, call lightning, fire ball, wall of fire, river of lava and so on, will split the Zavor into two identical creatures with equal abilities, hit points, and memory! Likewise, physical punches, kicks, claws, bites, and breath attacks from *creatures of magic*, including the dragons, will also cause the Zavor to split into a duplicate every single time he is struck! If this is continued, a hundred (or more) of these weird creatures can be created. Once created, the duplicates are as permanent and real as the originals and will live until they are destroyed!

Magic barriers: Only magic that creates a permanent physical barrier can stop or impede the Zavor. This includes barriers such as walls of stone, clay, thorns, ice, or other physical damage, such as hail, dust storm, wind rush, hopping stones, earthquake, quicksand, etc. Entirely magical barriers, such as immobilize, magic net, carpet of adhesion, impenetrable wall of force, and even spells of legend will not affect the Zavor.

Vulnerabilities: Thankfully the zavor are vulnerable to all *psionic attacks* with full effect and full damage. Psychic energy, even *psi-swords* and *pyrokinesis*, do not split the Zavor into duplicates. They are also vulnerable to weapons made of silver, wood and iron; all do their normal damage.

Ironically, a Zavor prior to a magically induced duplication is shy, quiet, and completely unaggressive, not even fighting to defend itself. It is only after it has been split into two or more identical Zavor that it becomes intensely cruel and driven to slay ALL living creatures, from animals to humans! All intelligent beings, from orcs to elves, will kill a Zavor on sight. In a campaign that can only be called genocide, the Zavor were believed to have been completely annihilated. Unfortunately, this is not true, and their numbers have already risen to dangerous levels, though still quite minimal (probably less than 3000 worldwide).

The origin of the Zavor is unknown; their purpose equally vague. They have no craft, no society; no goal except, perhaps, to destroy other life forms.

Alignments: Diabolic evil.

Attributes: The number of six-sided dice are designated: I.Q. 1D6+1, M.E. 2D6, M.A. 2D6, P.S. 3D6, P.P. 3D6, P.E. 3D6, P.B. 2D6, Spd 2D6

Hit Points: P.E. +20; S.D.C.: 2D4x10

Natural A.R.: 8, but is also invulnerable to poison, drugs, fire, cold, fall damage, magic, magic weapons and even most mega-damage weapons! Only *psionics*, and S.D.C. weapons made of wood, silver and iron can inflict damage.

Horror Factor: 16; P.P.E.: 3D6

Natural Abilities: Nightvision 90 feet (27.4 m), see the invisible, prow 50%, climb 60%, impervious to fire and cold (does no damage), impervious to magic and magic weapons (techno-wizardry, rune weapons, and holy swords included).

Attacks Per Melee: Three

Damage: Bite or claw attacks both do 1D6 damage, or by weapon.

Bonuses: +2 to strike, +3 to parry and dodge.

Magic: No abilities other than those described.

Psionics: None; O.C.C.: None

R.C.C. Skills: Speaks Gobblely/Goblin 90%, land navigation 50%, W.P. blunt.

Value: None

Average Life Span: Immortal — lives until slain.

Habitat: Secluded, desolate areas, often in deserted ruins and tunnels when in small numbers. Swarm like locusts destroying all life forms when in numbers greater than 24! Zavor are known to exist among the ruins of the Baalgor Wastelands and Old Kingdom. Rumors suggest they may also exist (some say originate) in the Land of the Damned. Others have suggested they are the creations of the Old Ones. **Enemies:** ALL life forms.

Allies: Absolutely none!

Size: Three and a half feet tall (1.1 m).

Weight: 45 to 70 pounds (20 to 31.7 kg).

Notes: Zavor are not born, but duplicated via magic attacks. The duplication process takes only two melees (15 seconds). The creatures will use the weapons and armor of their victims, but are incapable of operating even simple devices, making things or riding. They serve no (known) master, do not eat, and have absolutely no need or want for wealth, but do gather and keep easy to use magic items, like a flaming sword which they use to create more of themselves! Will use almost any type of weapon that is compatible with their physical strength. They do NOT use any bow weapons.

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. A handful of inde-

pendent Wolfen clans who don't care for civilization or humans inhabit the mount along with a handful of tiny Algor, orcs, and goblin clans (typically 4D4 members).



The Island of Zy

By Chester Jacques & Kevin Siembieda

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 1,000 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, travelers and even the Wolfen Dragon Boats avoid the entire island, for it is said to be both cursed and haunted.

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 the Elven tongue that warns, "We don't live here anymore. We're all dead. Stay away!" History and lore tell of a colony of Dwarves that perished thousands of years ago when Zy erupted. Some stories tell of angry North Gods extracting a terrible revenge for some wrong that has been lost to the ages. Scores of reports throughout history tell of murderous ghosts and evil spirits of dead dwarves and slain pirates who wander the island. It is also said that Peryton, Harpies and Dragondactyls sometimes roost in the mountain and prey upon ships that pass within a hundred miles (160 km) of it (although Y-Oda is rarely bothered by monsters despite its close proximity).

The island is feared by most races as being haunted and a place of death. One legend claims that a portal to Hades is located on Zy. Another claims that even the gods and demons of death avoid this haunted land. The Wolfen call it, "Zyryl Grynw" — roughly translated to mean "Hell's Fist." The people of Y-Oda will plead with adventurers not to go there, and no local fisherman or sailor of good alignment will take a person there even if offered a king's ransom. If the player group does not have their own boat, it will be difficult to find any vessel willing to swing by Zy. Only large sums of money will be able to convince a captain to risk his ship, and then, only one not particularly familiar with the area or the legends, or who is of evil alignment (which means he's likely to drop them off but abandon them at the first sign of trouble). Payment in full will have to be made in advance. Characters capable of magic, might consider *flying* from Y-Oda or the Mainland to the dreaded island, although winds are strong, storms sudden and winged predators or Wolfen sailors/warriors in long boats may attack.

The Northern Beach

There are places on the northern beach that a small vessel can land, and a large strip near the south, but medium to large ships will have to set anchor away from shore and send a small boat to ferry passengers to shore. The east and west sides of the island have reefs that make navigation difficult and landing impossible.

The beach is calm and peaceful, although "kicking around" on its sandy shore is likely to unearth a humanoid skull or bones. An extensive digging through the sand will find the remains, old and not so old, of dozens; mostly human, Elf and Wolfen. Staying on the beach for more than an hour is likely to bring about a visit of 1D4 ghosts! Haunting entities of some of those who have perished on this beach. They moan, scream, appear frightened and warn of "ghosts," monsters and lost dreams. Little more than the fact that the island is haunted and they were killed here by ghosts or monsters can be pried out of them.

From this beach, one can easily see the large, rocky hills that make up most of Zy. Scrub and flowering bushes rim the bottom of the hills, broken by a few pine trees and the occasional fruit tree (cherry and apple trees). A clear stream flows out of the rocks. This is an excellent opportunity for anyone to resupply themselves with food and water. However, 30 *Common Faeries* and a dozen *Bogies* live among the flowers and trees and could spell mischief or trouble.

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, and 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 making branches into torches requires soaking the wood in tar or oil for a few days. If just plain wood is used, it will burn quickly, giving out only about 15 minutes of light.

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; 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. It is clear that this noise cannot be natural and must be magical in origin, although there is no known spell to create this effect.

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 above. Crossing the entire floor even by tiptoeing will sound like thunder and hurt the ears. Even blocking the ears with wax or mud will not block enough noise, but will help to some small degree. Flying across will sound like the loud rustling of leaves and wind.

Close inspection reveals the throne has 3D4 emeralds worth 500 gold each; dozens of others are missing. The lever has an extremely large emerald on the tip, worth 1000 gold. Careful examination will re-

veal this gem to be a fabled *Echo Rock* (actually worth 50,000+ gold, an ancient artifact that predates the Elf-Dwarf War and is extremely rare). The enchanted stone is able to store a verbal message up to 300 words long, and will repeat them back in the exact voice of the speaker whenever it is squeezed and 12 P.P.E. is pumped into it. It records a message by playing and releasing the current message (like erasing a tape recording) and placing 20 P.P.E. into it.

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 one wants. However, the previous cacophony will have left ears ringing and temporarily impaired (hearing reduced 40% and -2 on initiative; returns to normal after 1D4 hours).

It should be obvious to any knowledgeable observers that this is a dwarf throne. 1D4+1 poltergeist swirl around, toss stones and make scary noises (See *Palladium Book of Monsters & Animals*, 2nd Ed. for details).

The middle, left tunnel leads to a large chamber with a huge, 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*, 2nd Ed.). 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 60 hit points, 140 S.D.C., A.R. 10; three attacks per melee, doing 3D6 damage by bite or claws or by fire breath (4D6+6 with a 40 ft/12 m range). Nightvision (200 ft/61 m), see the invisible, and 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 100 foot cliff. The steps are made of wood, and look like they will only hold up to 300 pounds (136 kg) at a time. If more weight than that is applied, 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+12 with a 01-60% chance of being knocked unconscious for 2D4 minutes. The fall will alert the two, giant, cave spiders that live in the cliff facing. One has 24 hit points and 40 S.D.C., the other has 34 hit points and 30 S.D.C.

To get out the characters will have to climb up the sheer cliff. A task that should take at least an hour, unless magic is used.

At the bottom of the cliff, there is evidence of other tunnels and that this entire area was probably once a Dwarven stronghold. However, it is clear that some terrible natural disaster (probably a volcanic eruption) destroyed the rest of it with earthquakes and flowing lava. It is impossible to excavate. In addition, 1D4 Haunting entities (Dwarves) will appear after a few hours, as well as 1D4 dangerous Tectonic entities (See *Palladium Book of Monsters & Animals*, 2nd Ed. for details).

Note: The longer the player characters stay anywhere in the tunnels, cave and northern beach, the more danger will befall them in the way of ever increasing numbers of entities, most notably Haunting, Tectonic and Syphon entities. These parasitic beings are attracted by the characters' life essences, P.P.E. and emotions. This area of the island is indeed haunted. The bones of those who have fallen to them line parts of the subterranean expanse and lay under the sand of the beach.

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. Once a year, sea turtles and later in the year, sea lions throng to the island to mate and bear young. Otherwise, wildlife is limited to rodents, sea birds, crabs and insects. Perytons, Harpies and Dragonactyls

do occasionally visit the mountain peaks or roost for a short period to bear offspring, but they are comparatively uncommon. The greatest danger comes from the still active volcano that formed the island. At least once, a year plumes of smoke rise from the volcano and every 15-30 years it erupts.

Up from the shore line is where the abandoned settlement was. A few small, stone fireplaces are still standing, but nothing else remains. This area is haunted by dozens of poltergeists and a handful of haunting entities. There is also some evidence that this area has been used recently, probably by pirates. There is nothing of value or any dark secrets hidden here. Whatever befell the ancient settlement is probably forever lost in time.

Note: Zy is crisscrossed by five ley lines and has two nexus junctions, one with two connecting ley lines and one with all five. Undoubtedly, dimensional portals have opened to unleash alien beings, demons and monsters. This is where the legends concerning monsters and gateways to hell arise. However, it is also possible that there is a portal direct to the demon plane of Hades!

the Cyclops

Access to the infamous island is limited and can be an adventure in itself. Elves and humans are usually allowed in only 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 — a secret known to Western nobility, wealthy merchants and other people of substance. Furthermore, one needs to be rich to afford the cost of passage (the cheapest fee is 2000 gold per person; round-trip, plus hotel accommodations, food, etc.), and then find a place that can officially and legally provide transportation (usually a four day cruise). Only ships from the *Western Empire* are allowed access to the island! All other ships will be turned away or destroyed before they ever reach shore.



Less conventional means of getting to the island include:

1. Smuggled in on one of the "official" Western cruise ships, with a typical cost of 1500 to 4000 gold per person; accommodations are in the cargo hold or with livestock.
2. Smuggled in on an authorized merchant ship (Western Empire or pirate/freebooter), with a typical cost of 1000 to 3000 gold per person — only slightly better accommodations and food.
3. Smuggled in by pirates at a cost of 700 to 2000 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, and then sneaking into the Trade Port.

5. Magically fly from one of the small neighboring islands or from a ship a hundred miles (160 km) 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 1D4 gryphon if flying 100 feet (30.5 m) above the water, and a 51% likelihood of being attacked by a sea serpent if flying under 100 feet (30.5 m) above the waves (roll once for every 25 miles/40 km flown). Storms and other problems are also a consideration. Characters who attempt to fly across will almost certainly be either attacked or blown away (perhaps leading to an entirely different adventure).

6. Other means of magic, such as teleport or mystic portal, can be an excellent alternative, although expensive if the magic must be purchased.

7. Shipwreck.

8. 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 Baalgro 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 most Cyclops. However, giants, ogres and other, so-called "monster races" are usually welcomed.

A word of caution to the Game Master:

1. Temper the dangers with small triumphs and rewards.
2. Do not strand the characters on the island without some realistic means of escape.
3. Lastly, I feel that the players will enjoy themselves most if they have an opportunity to exploit some of the vast wealth, magic and treasures that are openly available at the shops on Clypss. Within these shops are a staggering selection of weapons, armor, magic, clothes, books and equipment. Prices are high, but items that are scarce most everywhere else in the world are often plentiful at the Island of the Cyclops. This means Game Masters might want to allow the characters to have a fair 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 period of poverty or brutal 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. Also remember, just because something is available, doesn't mean it can be purchased and/or kept. Any item that might imbalance game play, or is too outrageous should be unavailable, too expensive, or obviously 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 ordinary adventurers.

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 mention of the Cyclops are recorded in the most ancient of Eleven and Dwarven texts. A particularly ancient passage, recounted in the *Tristine Chronicles*, seems to allude that the Cyclops may have been foot soldiers or aides to the dreaded Old Ones. Quote:



"So it was, that though their masters slept the slumber of the ages, the Lightning Makers still summoned dark forces to create their lightning weapons and to wreak their bloody havoc."

Another passage in the Tristine Chronicles would seem to indicate a horrific battle between the Cyclops and Titans ensued sometime before the Elves rose to dominance. The final line may refer to their banishment to the island that has become their domicile. Quote:

"Lo, a battle raged until the sea turned crimson, 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."

Throughout the rule of Elves and humans, the Lightning Makers have rarely left the protective cradle of their island home. Only lone adventurers and small groups (rarely more than six) have left to explore the world or to seek adventure, fame or power. Yet, the Cyclops' influence can be traced throughout history. Unholy alliances with the one-eyed giants have repeatedly contributed to the shifting balance of

power. This is typically accomplished by providing deadly lightning weapons to a specific army, kingdom, political power or individual. The *Western Empire* is often accused of having risen 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 delight in their machinations and subtle involvement with world powers to help instigate war and upheaval, while they themselves wallow in depravity unequaled even by the Western Empire.

Alignments: Any, but lean toward anarchist and evil.

Attributes: The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 4D6, P.S. 5D6+2, P.P. 4D6, P.E. 4D6, P.B. 2D6, Spd 2D6

Hit Points: P.E.+1D6 per level of experience.

S.D.C.: 50 plus those gained from O.C.C.s and physical skills, (3D6x100 on Riffs® Earth, making the giant an equivalent mega-damage creature with limited M.D.; every 100 S.D.C. equals one M.D.C.).

Average P.P.E.: 1D6x10 plus P.E. attribute number or by magic O.C.C.

O.C.C.s (Palladium): Any, without restriction, although most lean toward men of arms.

Skill Notes and Bonus: All Cyclops speak Troll/Giantese and Western Human. About 40% are literate in Elven and/or Western or other language. Regardless of the character's O.C.C. 90% of all Cyclops also get the W.P. archery and targeting skill. Only about a third of the Cyclops people know the secret of making magic lightning weapons.

Horror Factor: 12

Physical appearance: Olive skinned giants with one large eye in the center of the head and usually have long dark hair. Cyclops prefer to wear Roman style togas and clothing made of fine silk. They also love to wear gold and gem bracelets, necklaces and jewelry.

Height: 14 to 18 feet (4.2 to 5.5 m); 14 feet +1D4 additional feet.

Weight: 600 to 1000 pounds (270 to 450 kg)

Average Life Span: 600 years, but some have lived to 1000!

Natural Abilities: Superior physical strength and endurance. Nightvision 60 ft (18.3 m; can see in total darkness), good over-all vision and hearing, impervious to lightning/electricity (including magic electricity; no damage) and resistant to all other forms of energy except kinetic energy (all others, including lasers, inflict half damage).

R.C.C. Bonuses: +3 to save vs horror factor, +2 to roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

Magic: By O.C.C.

Psionics: Standard; about the same as humans.

Enemies: Traditionally Gigantes, titans, changelings, and trolls. Generally, indifferent to others but most humans still fear them. **Allies:** Kobolds, ogres, Jotan, Nimro, and dragons. Indifferent toward most others; may associate with the supernatural and creatures of magic. They are frequently worshipped by kobolds.

Note: See *Monsters & Animals, Second Edition* for complete stats and more information about the Cyclops and other giant races.

Lords of the Gryphon

Although many people have tried to tame the gryphon, from Elf and human to Wolfen and Ogre, only the Cyclops have learned to master the beast. It is a secret ruthlessly guarded from non-Cyclops and fellow giants alike. While any wealthy Cyclops or city defender may own or command a trained gryphon, only one ancient (large and wealthy) family, known as the *Sarlan Gryphon Masters*, are the keepers of the secret techniques in taming and riding the Gryphon. This distinguished family is also the only one allowed 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. Young Gryphon are captured and taken to a secret training camp where the animals are tamed and trained. A typical camp will hold 4D4 cyclops, each with his/her own, personal, trained gryphon, along with an additional 4D6 assistants, usually ogres or orcs who have proven themselves loyal. The pay and prestige is generally unparalleled, which helps to secure their loyalty, but even these loyal servants are not allowed to see or hear any part of the animals' actual training. Any non-Cyclops caught observing the training procedure, whether he is a 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, though he'll be politically/economically ruined. If it is feared that he has seen too much, he too will be slain, but only after long and painful torture. Likewise, anybody found wandering near a training camp will be told to immediately leave this restricted area. Dispute or noncompliance will result in being "physically" removed, beaten, chased away or slain. **Note:** The training camps are constantly moved, with the largest relocating only two or three times a year. The map indicates areas known to be commonly used by the Gryphon Masters. All intelligent beings avoid these areas.

Gryphon are trained to perform functions similar to canine pets. Many are family pets and guard animals, while others are trained to hunt and attack. Those trained to hunt and attack will strike on command and/or pursue and capture (usually after subduing the prey with violence) and return with him/her/it in the animals' powerful talons. The most prized trained Gryphon are those taught to serve as a riding animal as well as guardian/protector. Most Gryphon hate to have people ride on their backs. Less than 30% can be coaxed into such service. The animals who submit to being ridden are usually among the most intelligent and loyal, and are typically extremely protective of their rider/master. Ironically, most adult Cyclops are too large and heavy to ride their favorite animal. The price of riding Gryphon is easily 5-10 times higher (150,000 to 300,000 gold) than a tamed pet, guardian or hunter (30,000 gold).

Lord of Lightning — Cyclops' Magic Lightning Shafts

The true origin of these "Lightning Makers" is likely to remain a mystery. 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 Cyclops' lightning weapons. It is said that they are molded by combining the ground bones of dragons 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 these giants can invoke the magic without retribution. Any other creature who dares try to mold lightning weapons is besieged by (2D6) greater demons, tortured or slain, and his lightning weapons seized! If the misbegotten creature is allowed to live, his tongue will be removed and hands mangled!! For this reason alone, most people avoid the single eyed giants and their loathsome island retreat.

A full third (33%) can create all four types of lightning javelins and two types of arrows. Another 20% can make javelins or arrows, not both. These legendary weapons are coveted by warlords and warriors throughout the world. The *Western Empire* is one of the few places where these weapons have poor to fair availability on the street (at prices 20-40% higher than the high prices listed) and whose *military elite* are given the enchanted weapons as standard issue equipment! Many a Western army has decimated an enemy by raining down torrents of shattering lightning arrows. In addition, an estimated 600 Cyclops "advisors and diplomats" are counted among the military elite and courts of the Empire.

On the Isle of the Cyclops, the lightning weapons are available at numerous shops and guilds, usually at the price range listed below.

Javelins: Light: 4D6 damage (cost 650-1000 gold), medium: 7D6 damage (1000-1500 gold), heavy: 1D6x10 (cost 1600-2400 gold; rare), or super: 2D4x10 (cost 2000-5000 gold; super rare). The magic javelins appear to be crooked rods pointed at both ends and range from six to ten feet (1.8 to 3 m) long.

Effective range thrown (magically enhanced): 1000 feet (305 m); only a Cyclops can hurl the lightning javelin 2000 feet (610 m). Limitation: The javelin or arrow can only be used once because it turns into a real lightning bolt in midair and disappears after it strikes. Roll to strike as usual; enjoys a bonus of +1 to strike.

Arrows: Light: 3D6 damage (300-500 gold) or heavy: 6D6 damage (800-1200 gold; usually long bow size); both light and heavy arrows can be designed to fit short bows, long bows, or crossbows. Like the javelins they appear crooked. Effective range: 200 feet (61 m) farther than normal for the bow weapon, 600 feet (183 m) farther for a Cyclops.

The Isle of the Cyclops

Population: Approx. 45,300; mostly giants. An estimated 20,000+ Cyclops, 4600 Jotan, 3100 Nimro, 5600 ogres, 6000 Kobolds, and 6000 others (including a handful of dragons, sphinxes, Wolfen & humans).

The Isle of the Cyclops is the largest of a cluster of five islands about 150 miles (240 km) 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 place, 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 Elf, is the cheapest of all commodities. The "Trade Port" is a cesspool of humanoid at their 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 — waters thick with all manner of sea serpents. To travel this sea is almost certain suicide. **G.M. Note:** 60% chance of encountering 1D4 sea serpents for every 20 minutes afloat. Harpies and Perytons are also common problems for sailing ships. The random tables for the Sea of Dread can be used when navigating the Sea of Dread.

A dense conifer forest dominates this section of the island. Within its shadowy embrace roam such fearsome creatures that even the Cyclops tend to avoid it, unless on the run, looking for danger or hunting. Only the desperate, lost, or foolish brave the dangers of the northern woods. In addition to the common wild gryphon and Peryton which prey upon the deer and bush pigs that thrive here, there are packs of Hoppers, Worms of Taut, clans of Harpies (1D4+1), and the occasional Chimera, Gruunnor, Sucker, Floater, Rock Crawler, Za, sphinx and dragon (see *Monsters & Animals, 2nd Ed.* for monster descriptions). Vagabond bands of outlaws, runaway slaves, 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 and are usually nonhuman.



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, rabbits and a few beautiful creatures such as Wing Tips and the occasional faerie and pegasus.

The Marsh: A long, narrow lake opens into an expanse of Marshlands. Ordinary wildlife and forest predators roam this area, although the occasional bandit or monster may also be encountered. The only noteworthy danger is a variety of poisonous snakes, including the king cobra and cottonmouth.

The West Coast: 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).

Farther southwest, at the island's southernmost tip, is a colony of Kappa; an aquatic race of creatures of foul intent that dwell beneath the waves. 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 huge (for Kappa) tribe of approximately 400 have coexisted peacefully with the Cyclops for thousands of years. They serve as the secret protectors of the Western shores, and will cheerfully sink any unauthorized sea vessel that enters its waters.

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. They are also the home to thousands of Gryphons, and hundreds of Perytons, Harpies, Chimera and Rock Crawlers, as well as the occasional sphinx, Za and dragon. Thus, it is impossible to climb the mountains and tall hills without fear of attack from a host of monsters. The winged predators also pester ships and swoop down on small boats, people lost in the water and those who can fly (magically or otherwise). However, the most common victim is the lone traveler and those in distress. It is said that any army willing to brave these inhospitable mountains will lose at least one-third to half of its troops, and then have to face the Cyclops, armed with unnatural lightning and masterfully trained Gryphons. The one-eyed giants are so at home in their craggy mountain labyrinths that a few hundred are said to be able to destroy an army of ten thousand with frightening ease. A lesson many a would-be human conqueror has taken to his grave.

The Cyclops, armed with lightning, great nets and foolhardy courage, and with Gryphons at their side, seem to have tamed the very mountains and forces of nature. Even the evil Peryton, Harpy and fellow conniving giants are wary to attack the Lightning Makers. They are truly the masters of their home.

The Hills & Boogie-Men: 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, brush and scrub. It is 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 the giants. The Gryphon and Peryton sometimes prey on the domesticated livestock, but usually hunt wild mountain sheep, deer and pigs found both on the island and the neighboring coastline of the Western Empire. **Note:** At least 50% of the Gryphons' diet consists of ocean fish, seals and sea otters.

Generally, the hills are the safest and most serene areas on the island, especially those which circle the great walled city. The hills farther to the north and nearest the mountains begin to become more forested, steep and treacherous. The only real dangers in the hills are

occasional outlaws, usually Ratlings, goblins and humans, as well as some of the predators described in the northern region. 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 families. Still, the majority of hands (60-80%) are non-Cyclopean. A typical mix includes 10-20% cyclops, 30% Ogre, 30-40% Orc, 10-20% Goblin, 5-10% Ratling, 5-10% other giant race. The large ranches have 1D4x100 workers.

Fishing Towns are usually a "mix" of 30% orc, 20% ogre, 10% goblin, 20% cyclops, 20% others. A typical fishing community rarely numbers beyond 200 members.

Pests and vermin that periodically crop up in the hills are Hoppers, bush pigs, Serpent Rats and the occasional Floater, Harpy, wild Gryphon, Rock Crawler, 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. Most of these brigands steal sheep and plunder fishermen, rather than engage in any serious banditry. 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 often find themselves victims of quick fingers snatching a purse or picking a pocket. Typical items targeted for plunder are booze, tobacco, knives, gold, gems and magic items. 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 — both Ratlings and Boogie-Men were brought to the island by ships from the Western Empire.



Boogie-Men are generally ignorant, cruel creatures who like to scare and bully humans. They are quite cunning, tricky and deceitful. They will often strike from the shadows and use hit and run tactics. When snatching valuables or children, the creatures make a sudden appearance, grab what they want and vanish into the shadows or duck into a hole in a wall. Terrible cowards, they seldom attack a healthy human-sized adult, even if they might outnumber him two to one. A typical boogie clan almost never exceeds eight (roll 2D4 for random encounters) and the largest communities rarely exceed 40.

Alignment: Typically miscreant or diabolic.

Attributes: The number of six-sided dice: I.Q. 1D6+1, M.E. 2D6, M.A. 1D6, P.S. 3D6, P.P. 3D6, P.E. 4D6, P.B. 2D6, Spd. 4D6.

Hit Points: P.E. number plus 1D6 per level of experience.

S.D.C.: 1D6x10

Natural A.R.: None; needs armor for additional protection.

Horror Factor: 12; **P.P.E.:** 2D6

O.C.C.s available to Boogie-Men: Thief or vagabond/peasant.

Natural Abilities: Nightvision 90 ft (27.4 m), poor day vision (about half as good as a human's), prowl 77%, climb 80%/70%.

Attacks Per Melee: Four regardless of experience level or hand to hand combat training.

Damage: Claws/punches do 1D4 points damage or bite does 1D6, or by weapons. Favorite weapons include ice picks, clubs, small swords and daggers.

Bonuses: +2 on initiative when attacking in the dark or from behind, +2 to dodge, and +4 to save vs all poisons.

Magic or Psionics: None

Average Life Span: 600 years.

Language: Gobbly and two others, usually human (pick two).

Habitat: Old cities and large towns worldwide.

Enemies: Humans and Elves. Fearful of all others.

Allies: None per se, but least fearful of goblins and hob-goblins.

Size: 2-3 feet tall (0.6 to 0.9 m). **Weight:** 35 pounds (16 kg).

Notes: Favorite weapons are knives and clubs; never wear armor. Worship evil and/or powerful gods, dragons or demigods.

Random Encounter Tables (Optional)

The encounter tables are provided for the different uninhabited or lightly inhabited 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 they are, 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, while an extremely careful and quiet group is likely to avoid trouble.

The Hills: Roll once for every six hours.

- 01-12 1D4 hostile Harpies or Peryton.
- 13-19 One wild Gryphon on the prowl.
- 20-26 1D6 Serpent Rats or Rock Crawlers; hungry.
- 27-34 Boogie-men bandits who will only attack if they outnumber their opponents two to one. All are second level thieves.
- 35-39 2D4 Hoppers or Floaters (double their numbers at night).
- 40-43 A Cyclops out for a stroll; not hostile unless attacked.
- 44-46 A Kobold or Ogre con-artist looking for some chumps.
- 47-49 A tame Gryphon in training who has temporarily slipped away from its trainer.
- 50-54 1D6 Orc shepherders tending their flock.
- 55-60 1D4 Cyclops, each with a trained Gryphon; not necessarily hostile, but wary of strangers and always alert to fugitives.
- 61-70 2D6 Orc and/or Goblin shepherders supervised by one Cyclops. Not hostile unless attacked or recognize fugitives.
- 71-75 1D4 wild bush pigs or dogs; hostile.
- 76-81 1D4+2 wild Gryphons or Peryton slaughtering sheep and 1D4 injured Orc shepherders moan on the ground and may be eaten! The creatures retreat if sufficient force is used.
- 82-86 1D4+1 runaway slaves who solicit the player characters for help or a handout (could really be bandits).
- 87-89 One mountain lion or Chimera looking for easy prey.

90-96 2D4 nonhumans from the Trade Port looking for trouble. They range from 1-4th level.

97-00 One or two hostile, drunk giants looking for a fight.

The Forest: Roll once for every four hours.

- 01-08 A Gryphon eating its prey; hostile.
 - 09-11 2D4 deer or pigs rush from their hiding place to startle the player character(s). Their movement and noise will give away the character's location.
 - 12-16 One hostile Serpent Beast or Nipper (Worms of Taut).
 - 17-21 1D4 hostile Harpies or Fire Worms (Worms of Taut).
 - 22-30 1D4 Gruunor or Suckers attack.
 - 31-35 A wilderness Cyclops (hermit?) who hates humans and Elves. Dangerous and mean; armed with 3 lightning javelins and 20 arrows.
 - 36-40 2D4+3 ragtag Orcs, Goblins and/or Ratlings who will attack or threaten any group half their number. They will NOT fight to the death. All are 2nd and 3rd level mercenaries and thieves.
 - 41-44 One hostile Peryton.
 - 45-49 Nobles from the Western Empire who like to hunt other humanoids for sport. Includes a 3rd level Summoner, one 4th level knight (miscreant), three 5th level nobles and two Ratling servants (3rd level thieves). Each has two medium lightning javelins as well as conventional weaponry. The player group is likely to strike them as "fun" prey.
 - 50-52 A Chimera or Loogaroo out for blood!
 - 53-55 One runaway, nonhuman, gladiator (third level); not necessarily hostile or helpful.
 - 56-60 One Serpent Beast (Worm of Taut); hostile.
 - 61-65 2D4 Giant Timber Spiders or Suckers attack!
 - 66-70 A wild Gryphon on the prowl.
 - 71-75 1D4 Nippers (Worms of Taut) or Harpies.
 - 76-80 1D4 giants and 1D4+2 Orc bandits!
 - 81-85 2D4 Hoppers; aggressive and hostile.
 - 86-90 1D4 hostile Harpies or Nippers (Worms of Taut).
 - 91-95 An evil Sphinx or a Za in a foul mood.
 - 96-97 1D4+3 Nonhuman bandits led by a 4th level Necromancer or Shaman.
 - 98-00 1D6 Wing Tips.
- The Mountains:** Roll once for every 4 hours.
- 01-05 One hostile Chimera.
 - 06-10 One hostile Peryton.
 - 11-16 1D6 Rock Crawlers in search of food (2D4 if at night).
 - 17-22 1D4+1 hostile Harpies, or Suckers or Gruunors.
 - 23-26 One Cyclops, no lightning weapons; not necessarily hostile, but he or she dislikes all the small races (humans, etc.).
 - 27-32 1D4 hungry Suckers or Rock Crawlers.
 - 33-40 A baby Gryphon fallen from its nest. Mommy and Daddy Gryphons will arrive on the scene any minute and attack everybody within a 500 foot (152 m) radius of the baby. First to be attacked are those nearest the baby — both fight to the death to save their young.
 - 41-44 2D4 Orc and/or Goblin shepherders; likely to be hostile toward humans, Elves, and Dwarves.
 - 45-50 1D4+4 Ratling and Goblin bandits (50/50 split). All are second level thieves.
 - 51-56 One Cyclops out hunting. He is armed with two maximum damage lightning javelins, a giant-sized battle axe and long bow (20 ordinary arrows) and accompanied by a trained attack Gryphon and two Orc assistants. They hate humans and Elves and will attack anybody who gives them grief or insults the giant.
 - 57-62 1D4 hostile Peryton.
 - 63-65 One mountain lion or bear on the prowl.

66-69 A witch — an outcast from the city.

70-74 1D4+1 Rock Crawlers.

75-79 1D4+1 Harpies; extremely hostile.

80-86 Slain Gryphon — its killers, a pair of bloodthirsty Peryton or Chimera, are lurking in the shadows.

87-90 1D4 Cyclops, each armed with giant swords, nets and a half dozen, medium strength lightning javelins. Accompanied by 1D4 Ogres assisting in the capture of two Gryphons (caged).

91-93 A wandering Jotan or Nimro of anarchist alignment.

94-96 A mated pair of wild Gryphons.

97-00 A wild Pegasus!

The 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 on the Island of the Cyclops with little regard for what other nations might think. The existence of a human presence on the island is unprecedented and exhibits the disturbingly strong ties between the Empire and the giants. The Trade Port is a cooperative effort between the Cyclops and the humans of the West. It was created as a resort for the very wealthy and predominately Western aristocracy, but attracts all types of denizens of evil. A decadent resort town where almost any pleasure may be purchased, especially those most foul. Since the Isle and walled city is a sort of haven for creatures of magic and evil, the streets are walked by a cosmopolitan clientele unlike any in the world. Among the multitude of vacationing Western humans are spies from other lands, dragons (usually disguised as humans), sphinxes, Dwarvings, Wolfen, Loogaroo, Za, Waternix, giants, and other inhuman creatures. Royal families, clergy, practitioners of magic, wealthy merchants, pirates, peasants, the curious, and the downtrodden and exploited all participate in the experience that is the infamous Trade Port. A place of evil that abounds with dens of iniquity marketing drugs, illicit pleasure, bloodshed, sorrows and death. Fortunes can be won and lost at its all-night gambling casinos, private games, gladiatorial contests (both private and public), and other games of skill, daring, strength or treachery.

Some Notes About The Trade Port:

1. Most of the town's *visiting* population are the wealthy and nobility (and their servants) from the Western Empire. The majority are human. A mere 20% of all other visitors are nonhumans; 30% of those are from places other than the Western Empire.

2. Elves, Dwarves and Wolfen are among the least common races, and are not safe beyond the boundary of the Trade Port. Jotan, Nimro, Kobold, Ogre, Orc, and Goblin are the most common, other than humans.

3. The most common languages are Western, Elven, Gobblely and Giantese/Troll. Most shop owners speak all of these fluently. The native languages are Troll/Giantese and the universal Elven/Dragonese. Dwarven/Kobold and Ogre are also fairly common among the island's native inhabitants.

4. Beyond the Trade Port, the *City of Clypss* and most remaining areas are inhabited by nonhumans, primarily Cyclops and other giants with a heaping of Kobolds, Orcs, Ogres and Goblins (mostly underlings). Most nonhumans outside the Trade Port are hostile toward the handsomer races, especially humans, Elves, Gnomes, and Titans, as well as Changelings and Dwarves. Those from the Western Empire are usually tolerated because of their decadence, aggressiveness and their long-running alliance with the Cyclops.

5. 50% of the business establishments are owned and operated by nonhumans, 40% Western merchants, and 10% others.

6. The official religion is the Church of Light and Dark. No others are tolerated. Secret underground cults worship Tark, Kirgi, Ippotomi and Elementals.

The Warehouse District of the Trade Port

1. **Warehouses for lease.** 50% will be empty because they are used for the temporary storage of incoming and outgoing goods for the trade ships (predominately Western Empire). Common incoming goods include: Quality Western rums, wines and brandy; coffee, tea and spices, silks, and miscellaneous tools and equipment. Outgoing goods include: Wool, metal works, and special items such as slaves, Gryphons, lightning bolt weapons and other magic. Most magical and valuable special items are stored elsewhere under lock, key and guard. Warehouses in use are usually patrolled by private guards or members of the ship's crew (typically 3rd level mercs or sailors).

2. **Grain warehouses and distribution center.** The largest building in the district (4 stories tall) is the distribution center. It is here that grain shipments are inspected, recorded, and sent to other storage areas or merchants in the Trading Port and the Walled City of Clypss. 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 Beul is the director of operations. He is a 6th level Human Scholar, reputed to use magic for protection (Anarchist, 37 hit points, 15 S.D.C.). Horace is wealthy and tight with city officials in Clypss.

3. **Stables and smithy** for ground transportation of the grain. Always 10 to 40 good work horses present, along with four Kobold blacksmiths, an Ogre smith, and a dozen Orc stable-hands.

4. **Carriage House.** Storage for a dozen wagons.

5. **Bunk House.** Two stories tall and holds a total of 100 workers. 50% are Orc, 30% Human, 10% Goblin, 10% other (many are Ogres). Most are equal to 2nd level mercenaries 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 mercenaries skilled in large blade weapons; unprincipled alignments, clever, and intelligent. Both have approximately 40 hit points and 66 S.D.C. *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 32 and 60 S.D.C. **Note:** Thirty orc and human workers are employed by the brothers.

8. **Alcohol and Spice Warehouse.** A three story building with barrels of wine, rum, and ale on the ground floor, coffee, tea, salt, spices and herbs on the second. The business offices occupy half of the third floor, with the rest reserved for rare spices and expensive Western brandy and champagne. The building is always patrolled at night by six, 4th level mercenaries (2 ogres, 3 orcs and a Ratling) and a 3rd level wizard (human). 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 and 20 S.D.C. Sigmund is well known throughout the Trade Port as the exclusive importer of alcohol. 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).

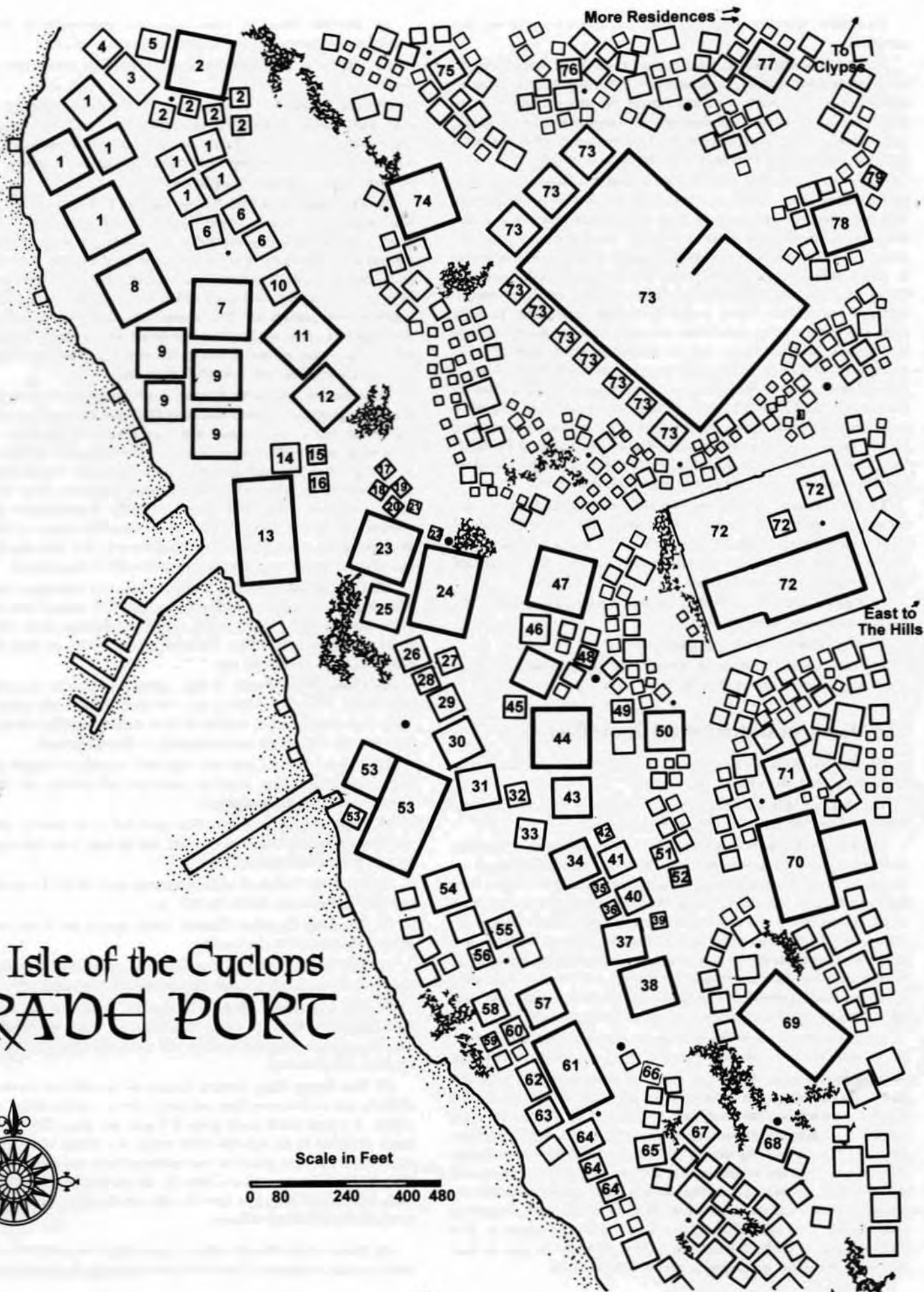
9. **Ore Warehouses.** Storage of iron and other raw metals.

10. **Rope and Sail Warehouse.** Newly imported rope, nets and sails for visiting merchants and pleasure ships. No repairs.

the Isle of the Cyclops TRADE PORT



Scale in Feet
0 80 240 400 480



11. Fabric Warehouse. Mostly silks and expensive material, and garments.

12. The Specialty House. Rare, exotic, magical and specialty items, are stored in this two story, stone structure. Items may include a vast array of fine silks, superior wine and brandy, tapestries, clothing (especially northern furs), books, Kobold quality weapons and armor, spices, candy, magic items, drugs, and poison. All items are of superior quality, generally consigned by merchants and extremely expensive.

Magic items and other valuables are locked in a large walk-in vault on the second floor. Wards on the outside of the vault are sequential, with one going off each time the vault is tampered with: silent alarm, sleep, blind, sleep, death, death, and death. All wards are at 6th level strength. Inside, items will include: 1D4 magic weapons, 2D4 talismans or rings, 1D6x10 magic potions (many are duplicates), eight ounces of dragon dust, two pair of faerie wings, two dozen lotus petals, various alchemical components, herbs, a case of vintage champagne, possibly some expensive jewelry, rare books, and similar items. It also contains four *Demon Guardian Stones* (see the *Palladium RPG*, page 257) that spring to life should an intruder gain access to the vault. The building is guarded at all times by one, 3rd level, human wizard named Alf and six Changelings (all 4th level thieves). All are loyal to their boss. 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 *Feldenwar family*; one of the few Elven merchants (see the family description elsewhere).

13. Boat Repair. A three story, wood and brick building that accommodates about 120 laborers: 50% human, 20% orc, 30% others. 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 carpenters and boat builders.

14. Bunk House. About 60% of the boat repair workers live in this modest, three story, wood structure.

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 of the Trade Port

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 wine, ale and rum by the bottle and keg. Prices are high, but generally reflective of the quality.

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 10 different varieties of nuts. Prices are 50% higher than standard. Korm is a talkative, jovial, Western human who is always up on the current gossip. He 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. He is an anarchist with strong leanings toward miscreant.

20. The Opened Hand Pawn Shop. A small, but ritzy 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 Armstongue, a weaselly looking 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 5th 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 exotic or magic items. The trio also hides wanted criminals and smuggles people off the island, but the price is usually a staggering 6,000-12,000 gold depending on just how wanted the person is. If a bounty is placed on the fugitive's head, Swarth better be paid at least the bounty price, lest he turn the person in for 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 three story building 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 will cost 120 gold per night. Brawling and womanizing are not tolerated. Only a 01-33% chance of a room being available.

24. The Windswept Inn. A large, 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 32 sixth level ex-soldiers and mercenaries, garbed in regal, gold trimmed suits of splint armor, and three 4th level Warlocks (Air), insure the safety of their patrons and their possessions. The head of security is a powerful Wolfen, an ex-gladiator (8th level), who is armed with a handful of magic weapons and powders. His armor is noiseless, weightless, and magically reinforced: A.R. 16, S.D.C. 200.

The manager, Cassandra Raspen, is a human female from the Old Kingdom; intelligent, clever, 6th level Diabolist and major psionic (56 I.S.P.). She has a special vault with over a hundred, separate, locked compartments in which guests can secure their valuables for the cost of 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. **Note:** 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* (true).

25. Bath House. Provides sauna, bathing and massages. Sauna or bath costs 40 gold. To be bathed by an attractive woman aide (but no hanky panky) costs 75 gold, while a full body massage costs 100 gold. Chief of Staff is an anarchist, 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. It has tight security with magic and strongmen, so thieves beware.

27. Crystal Shop. Local and imported crystals of elegant design. Statuary, decanters, jars, lanterns, 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, cups, 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 double normal.

30. The Lazy Gryphon Tavern. Offers quality ale, wine, rum and brandy. Frequented by the wealthy.

31. The Woolly Tailor. A shop that weaves and custom makes wool garments. Prices are three times the normal rate. High quality.

32. The Lighthouse Shop. 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 20 to 100 gold each.

33. The Happy Mug Tavern. Known for its delicious mutton, legs of lamb, and its Dwarven beer and secret, home-brewed elixirs (moonshine). A typical drink costs about 3-7 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 and ales. The elixirs are equal to any rum and available by the bottle at a cost of 20 gold each. The Happy Mug is a favorite spot among the young noblemen, sportsmen, and military officers.

34. Books of the World. Offers a surprisingly extensive selection of books in many languages. Since the Elven language is generally consid-



ered to be the universal language of the educated, 40% of the books are written in it, 20% are in Western and the remaining books are in a smattering of other languages. Costs: Story books, poetry, philosophy and religious books range from 30 to 60 gold each, history and books of lore cost 60 to 100 gold; authentic ancient books in any category cost an additional 300 to 1200 gold. No magic books are available. Parchment, blank diaries, sketch 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. Never buys or sells magic.

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 is a very old elf (anarchist; 83 hit points, 19 S.D.C., 12th level merchant and 3rd level wizard) who has no control over what's available or when. See the *Palladium Fantasy RPG*, pages 260 and 261, for details and costs of Faerie foods.) Typically, foods considered to be relatively harmless, such as Bubbly Wine, Burgundy Wine, Beetle Nuts, Sloe Wine, Tarts and Cinnamon Sticks, costs 1000 gold per full dose. The more dangerous or debilitating faerie foods, such as Beets, Frog Legs, etc., cost 3000 and up (if available at all). The Faerie foods are provided by the shopkeeper's old friends and protectors, a pair of Bogies, natives of the neighboring Faerie Island, where they are in good standing. The old Elf trades pounds of candy for the magical faerie food.

36. Aerial Porter Service. "Fast as the Wind Service; No Load Too Large or Too Small." Staffs 2D6 burly porters at all times. 1D4 horses, horse-drawn wagons (6) and hand-drawn wagons (12) are always available. Costs 50 gold per hour, per porter, or 120 gold per hour for a horse, wagon and porter. An air elemental porter/phantom costs 300 gold per hour, but is only available till midnight — "Fly through the shops with one of our enchanted porters." Operated by a 6th level air warlock from the Empire.

37. The House of Lightning. This is a three story, stone tower with a giant, bronze lightning bolt (lightning rod) at its peak. It is the only official selling place for the fabled lightning bolt weapons.

The first floor armory has a huge selection of new arms and armor, forged in the back rooms by a Jotan metal smith, assisted by six Kobolds and two Nimro giants. Two Ogres and a Cyclops serve as clerks. Weapon quality is good to excellent, but not quite kobold or dwarven quality (no bonuses) and nonmagical. Many have silver, bronze or gold inlay, perfect for pomp and ceremony, and silver edged blades and arrowheads are also available.

The second floor houses most of the exotic armor, weapons and bows (G.M.s may use this opportunity to introduce weapons from the other countries or even other dimensions. *Palladium's Compendium of Weapons, Armour & Castles* is a handy reference that clearly describes and illustrates a number of oddities from around the world; over 700 weapons, 45 types of armor). Lightning weapons may also be purchased on the second floor. A display of fake lightning weapons hangs on the wall behind an arrangement of plush, comfortable chairs, a couch, and a table where a cyclops, named Plpss, will assist anybody interested in purchasing the genuine articles. 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). Weapons and prices are described earlier in this section. **Note:** The third floor is where the six cyclops owners live along with the Jotan and two Nimro. Most are 4th to 6th level mercenaries of evil alignment.

38. Gambling Arcade. This three story building boasts over 30 games of skill and chance. Found on the first and second floors are typical carnival games, including tossing rings on wooden pegs, knock down all the bottles, horseshoes, darts, mini-archery, knife throwing, axe throwing, roulette, dice rolling, and bingo style games of chance. (G.M.s may use their imagination to create other games). 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, including blackjack, poker and high-stakes roulette and dice. Minimum wager is 100 gold, and the typical maximum is 100,000!

The boss is Mirzzen, a Changeling disguised as a 10 foot tall, tough looking Troll. Mirzzen is no wimp: Miscreant, 52 hit points, 32 S.D.C., 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 (1D6x10 damage each), a gem of reality, two chasers (magic crystals), a cape of dimensions, a fancy suit of magic leather armor with gold and silver inlaid designs (actually leather of iron; A.R. 15, S.D.C. 300); invisible bastard sword (does 2D6+2 damage, +2 to strike and parry), plus 2000 to 12,000 in gold and jewelry.

Mirzzen is generally a very gregarious fellow and well liked. However, he does not tolerate fights, cheating or troublemakers. His battery of Orc and Ogre servants and agents keep everything running smoothly. All are either 2nd and 3rd level thieves or assassins, believe Mirzzen to be a real Troll and are completely loyal (and extremely well paid). A total of 16 henchmen are under his employ, along with another 96 game masters and card dealers. A 5th level, Cyclops Ranger, called Breakman, is the official bouncer. I.Q. 9, P.S. 23, P.E. 19; miscreant; 36 hit points and 70 S.D.C. Very tough. His favorite weapons are a silver sabre Halberd (pole arm doing 4D6 damage) and a magic "Thunder Hammer" hercules club that does 5D6 damage. Wears splint armor; 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. Items of note include all known types of poisons, magic fumes, witch bottles, Chasers, bestiary guardian stones, various bones (mostly common variety) and organs, as well as *Soul Gems* which are 60,000 gold each, and sometimes as much as twice that. Most other items cost about 50% more than usual. A 6th level human Necromancer from the Empire and Jotan Necromancer (both aberrant alignment) own the shop and will

consider special services to discreet customers who can afford the high price of such (deadly and criminal) enterprises.

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, rare, or magical. However, depending on what one might be looking for, the library can be of value. The fee is an hourly rate of 15 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 storytelling abilities. Carla, 50 years old; I.Q. 14, M.A. 23, M.E. 17, P.P. 10, P.B. 13; all other attributes average, anarchist alignment, 4th level psychic sensitive, 97 I.S.P. 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 most sensitive abilities.

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 Armory. Specializes in new, Kobold quality weapons and armor, plus 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 Jotan mercenary, in cooperation with three Kobold weapon smiths. Six Orc flunkies (1st level) serve as assistants and clerks. Prices on used weapons are average while Kobold quality are usually double the normal cost.

45. Court of Magic. A simple brownstone 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 practitioners 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 nonmagical books, and accurate, local maps are available to all students of the mystic arts. There is also a chance (01-25%) of a wizard being willing to teach a spell or two at twice the usual rates. Ward and circle components are also available at 50% higher than the normal rates.

46. Imported China. A bright, perky shop with china and glassware imported from the Western Empire, Lopan, Bizantium and the Timiro Kingdom, all at surprisingly reasonable prices. The owners are polite and of a good alignment.

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 odors 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 as slaves because they are less numerous and many are allies of the Cyclops. However, enemies and traitors can find themselves on the slave market, or worse, the gladiatorial arena. Wolfen, especially female Wolfen, are a rarity, and their reputation as savage combatants (the female is said to be deadlier than the male) will bring droves of bloodthirsty spectators and potential buyers. An auction takes place twice a week.



Workers at the slave market include six cyclops, six Jotan (giants), two Nimro, one ogre (aberrant alignment), 40 humans, five elves, and 20 orc slaves who assist the other workers. All workers are free citizens, equal to 4th level mercenaries, with average hit points of 28 (+20 for the giants and ogre). Most are of anarchist or evil alignments.

Player's Note: Wolfen characters should be on their toes, because they are considered to be "animals" at the Trade Port, and have no rights. They must *pretend* to be the slaves of one of the other characters in the group. As such, they cannot use arms or armor. To do otherwise is against the law and will result in a huge fine for the supposed owner and imprisonment for the Wolfen (typically sent to the slave market or 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 giant canines are usually sold to the local arena or one of the Western Empire arenas who will pay 10,000 to 40,000 gold for a dangerous looking Wolfen warrior or mage. The bigger, meaner, and tougher looking, the higher the price, and females always bring in the most.

To compound the plight of the Wolfen adventurer at the Trade Port, the slave market and the monster pens are the only two places in town where Wolfen and other "animals" can be lodged. Private pens for Wolfen are 10x12 foot (3x3.6 m) 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 clean and equipped with a down-filled cot, potty bucket, and two 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). 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. The monster pen is 10 gold less, but much more dangerous.

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 is a handsome, white haired human who 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, spying, assassination, and what Piper calls "recovery" (of items, people, or honor; i.e. he specializes in revenge). The cost of these services are extraordinarily high, five times what a thieves' guild charges for similar services, but his results are outstanding. He is hated and feared by the thieves' 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), aberrant, 11th level assassin. Attributes of note: I.Q. 15, M.A. 17, M.E. 15, P.S. 18, P.P. 21. Hit points: 69, S.D.C.: 45, P.P.E.: 8; major psionic with 81 I.S.P. and the psi-abilities of alter aura, mind block, ectoplasm, impervious to fire, summon inner strength, telekinesis, telekinetic punch, and teleport object. Piper is supremely confident and cool under pressure and an excellent liar and tactician. His connections include Ganderfal (Ratling) of the Brigade (#50), Brtt of the Lucky Star (#55), Cardinal Anhur-Mykll, and several wealthy western families. He enlists a number of henchmen, but the most notable include Grey Mark (real name: Mark Raaf), a 6th level wizard (aberrant), Prancer (real name: Robert Nassi), a 7th level Cyclops assassin (aberrant; gimmicks include a gem of reality, pillow of sleep, magic bandages, cloak of shadows), Bob and Raf, both 4th level human assassins, and Squealer, a 4th level Ratling thief (the later three are all miscreant). He may also enlist a number of thugs and muscle men as needed.

49. The Hooter Lounge. A raucous saloon and dance hall that caters to a poorer clientele. Ale and mead cost one gold per mug. It is a cheerful, relatively safe, but noisy establishment. The Brigade, 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 sheriffs 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 fitting punishment. They can also be paid to look the other way, turn a deaf ear, or disappear entirely. Darker aspects of their operation include subtle beatings, spying, thefts, framing the innocent, extortion, and even assassination, but only if commissioned to do so. The Brigade's loyalty and/or aid belongs first to their King and second, to the highest bidder.

Most of the individual Brigadeers will sell favors and 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 backstabbing 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 king's ransom to get 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 is a 6th level Gigante mercenary. 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; miscreant alignment. Hit Points: 46, S.D.C.: 190, A.R.: 16, P.P.E.: 62. The giant has scaly skin, three arms, three legs, and nightvision. He wears magical chain mail (14 A.R., 200 S.D.C., lightweight). Read/write Western 50%, speaks Western and Gigantes at 90% and Elf at 60%. Always has 1D4x1000 gold on his person.

Sulka's favorite weapons include two silver daggers, a giant-sized silver Glaive (4D6 damage), magic battle axe (4D6 damage, returns when thrown), magic claymore (3D6 damage, spits lightning 3 times

daily, 40 ft/12.2 m range, 3D6+6 damage, and studded with gems worth 10,000 gold; the sword is worth 65,000 gold). He also has a medallion of protection against magic (+1 vs circles and +2 vs wards), gold ring of sense magic (2 times daily), two potions of healing (2D6 hit points), smoke bombs (6 grey, 2 red), three doses of pixie dust (reduces a person's size by half), two chasers, and a gem of reality.

Although he has a low I.Q., Sulka is not a fool, just a low achiever. He is the unchallenged leader of the Brigade, supported and somewhat manipulated by his girlfriend, Nirree. He seems very laid back, almost passive, but is easily startled. He hears voices and drinks to drown them out (alcoholic, -4 on his initiative). He is a schemer, cheater, and a corrupt bully who doesn't tolerate disrespect or disobedience.

Sulka's Henchmen: *Ganderfal*, a 6th level Ratling Thief, "unofficial" Second in Command and head of the other Ratlings in the Brigade (all 1-3rd level mercs or thieves). Attributes of note: I.Q. 17, M.E. 5, M.A. 7, P.S. 10, P.P. 12, P.E. 11, P.B. 6, Spd. 9, Hit Points: 33, S.D.C.: 10, P.P.E.: 2, aberrant alignment. He wears a magic cloak of armor (A.R.: 14 and 220 S.D.C.). Weapons of Note: Cross bow with 24 bolts (6 lightning that do 6D6 damage), 2 silver daggers, magic morning star (3D6 damage; thunder), Gryphon Claw gloves (3D6 damage and two transformable weapons (belt into a dagger and cloak into cross bow). He also has thread of iron (a 3 ft/0.9 m length and 80 ft/24.4 m length attached to a small grappling hook), crystal of daylight, magic bandages (4 patches), aura of nonscent (10 doses, 20 minutes per dose), and one potion of healing (heals 2D6).

Ganderfal dresses well, but not overly fancy. He loves cloaks and large, floppy hats. Always has 2D6x100 gold. Another 3D6x1000 in gold and gems will be hidden in his home, along with two extra potions of healing. He is a quiet, loner type, but very intelligent and observant. The Ratling is satisfied with his position among the Brigade and gets along with Sulka, Nirree, and other Ratlings, but doesn't like the ogre. Ironically, he 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 is a 7th level Nimro fire giant thief, the official Second in Command. Attributes of note: I.Q. 14, M.E. 18, P.S. 19, P.P. 21. Miscreant alignment. Wears a magic cloak of protection (A.R. 14, S.D.C. 58, and impervious to fire). Weapons of note: 2 throwing axes (1D6 damage), magic trident (giant-sized, 3D6 damage, teleport 2 times daily), an invisible knife (1D6 damage), and sneezing powder (3 doses). Nirree dresses in silk and leather (A.R. 10, 28 S.D.C.), and usually wears an emerald ring surrounded by small diamonds (worth 11,000 gold), and matching earrings (1200 gold each). She is clever, cunning, and treacherous; a skilled con-woman and manipulator. Hates elves, dislikes humans and dwarves. Covets wealth and power. Sincerely likes Sulka. Although smarter than he, she is still only Second in Command. Nirree can influence Sulka but she cannot control him, he is the leader. The others will obey Nirree as readily as Sulka, but will not go against Sulka.

The Wall is a 5th level Wolven Gladiator who is 3rd in command. Attributes of note: I.Q. 12, M.E. 15, M.A. 5, P.S. 19, P.P. 12, Spd. 16, Hit Points: 36, S.D.C.: 25, P.P.E.: 9. Typically wears a suit of half plate (A.R.: 14, S.D.C.: 60), and also has an extra suit of half plate armor and studded leather. Weapons of note: Trident (giant sized, 3D6+2 damage), magic goupillon flail (giant-sized, 4D6 damage, indestructible), magic silver short sword (1D6 damage, blinding flash 3 times daily) and a dagger. The Wall's favorite magic items include two, 2-pound (0.9 kg) bags of Goblin Dust, two smoke bombs (grey), two firewicks, two marbles of transformation (one is a small shield, the other is a giant-size goupillon flail).

The Wall is one of only four wolven on the island who enjoy the status of free citizen. He is tough, impudent, cautious and very patient, especially in combat. He is feared by most, although he enjoys a certain amount of celebrity status as a retired gladiatorial star. He is completely loyal to Sulka and Nirree, and makes no waves to insure his position in the Brigade and as a "free" citizen.



Turb the Silent, 3rd level Ogre assassin; diabolic alignment, devious & cruel. I.Q. 20, M.E. 6, M.A. 7, P.S. 20, P.P. 17, P.E. 12, P.B. 6, Spd. 11; H.P. 24, S.D.C. 20. Wears studded leather (A.R.: 13, S.D.C.: 38). Has ring of invisibility (3x daily), and uses a variety of weapons and poisons.

Prakla is a 3rd level Changeling Thief, who usually appears as an orc, but also as a human or an ogre. Diabolic alignment; 21 hit points, 13 S.D.C., Attributes of note: I.Q. 9, M.E. 6, M.A. 15, P.P. 9, Spd. 4, all others average.

Seven Ratling henchmen (mercs and thieves, levels 1-3), all are generally intelligent; I.Q. 9-15, average hit points is 20, S.D.C. 12.

51. The Rabbit Hole: A dark, dank saloon with shady characters, call-girls and nonhumans (55% ogres, 25% goblins, 10% orc, 10% human, 10% others). Most are brigands and low-lives of 1-4th level skill and evil nature. The upstairs and the basement of this two story structure have several small rooms for drug use, torture and illicit acts. This is a good place to find information, and criminals for hire. The proprietor is a burly Ogre named Furrd; 4th level thief, 40 hit points and 20 S.D.C.

52. Shrine to the Gods of Dark.

53. Dock Side: A massive, six story, gambling casino and hotel. Rooms are large but poorly kept. The booze is watered, the food is so-

so, and the prices are high. A typical hotel room costs 50 gold per night per person, meals are 10-20 gold, and booze is 2-5 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, fairie food, women, slaves and a variety of decadent services. The establishment is owned by King Clypss' favorite nephew and operated by the upper echelon of the thieves' 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 at gambling, and the poor. Most criminal types are of 2-4th level experience and desperate for an easy target (sucker), or employment.

Grendel is short for "Grendelleana." She is a round, stout woman with a heart of gold, tarnished by a weakness for men. Her alignment is unprincipled; 42 hit points and 10 S.D.C. 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 (2D4 damage) and an even bigger frying pan (2D4+2). So skilled is she with these items that she is +2 to strike, parry, and throw, with both. Her entire life's 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 (or charming adventurer). She 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 Brrt the Magnificent, a retired, Ogre juggler turned entrepreneur. Nonhumans are welcome as long as they do not harass the many wealthy humans. Brrt 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 charismatic entertainer fallen on hard times. He usually has a good handle on current political and criminal activity in the Port. Although not a member of the thieves' 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. Brrt loathes and resents the Dock Side (#53) casino.

Brrt, 6th level Ogre Juggler, whose specialty is knife and axe throwing, juggling, and palming (all of which still come in handy on a daily basis). Alignment: Anarchist, hit points: 54 and S.D.C.: 28. Weapons of Note: two throwing knives, one silver knife and a magic throwing axe which returns.

All of Brrt's 36 employees (50% Ogres, 30% human, 10% Goblin, and 10% Orc, are well paid and fanatically loyal to him). Half are also retired entertainers.

56. Brrt's Home. A place of numerous visitors and parties. His wife, son and two daughters (all children are under 12), and four servants, live at this residence. 4D6x100 gold is stashed in the master bedroom, along with a giant battle axe and a normal sized flambege. 3D6x1000 gold is hidden in the basement.

57. Cross Swords. An excellent armory that has a very fine selection of blade weapons and heavy armor (no light armor). Cost is only about 50% higher than normal, and most custom items can be made

within 72 hours (but at double the price). No magic items are available. However, the Kobold craftsmen can produce weapons with +1 or +2 bonuses to damage, strike, and parry, as well as tougher armor (more S.D.C.; see Palladium RPG, pg 272). The armory is operated by a troll (5th level pirate), three orcs (3rd level mercenaries) and six kobolds (4th level mercenaries or smiths).

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 four dozen songbirds, sweetly singing in an incredible concert of mixed tunes. The proprietor is Old Hawk (real name unknown), an 8th level, Druid, Hobgoblin 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 animals free 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 the poor.

61. The Sea Side Inn. A four story, stone and wood edifice that 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.

63. Blacksmith. Sells metal pots, and tools. Normal prices.

64. Porter Service. Human and nonhuman porters can be hired at a rate of 10 gold per person, per hour. Rickshaws with 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, armor, fine clothing, and odds and ends. Selling prices are only 25% higher than list price. Quality of each item varies from fair to like new. Purchases goods at 20% normal list value. Owned and operated by twin hobgoblins and 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 runners have 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 runners know the city like the back of their hand. Costs 20 gold for a crosstown delivery, 30 gold per hour for a rickshaw; add 10 gold per hour when 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 residences of the poor, with numerous illicit establishments.

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 35 gold for an individual or 70 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 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, and two 10th level, plus a 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 are found 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 for attendance to the games vary with the combatants and the patrons. A slow night, with no special events and no "to the death" combatants, costs as little as 5 gold a head. Duels and fights to the death usually cost 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; most patrons are evil cutthroats. It is wise to avoid it.



72. The Monster Pens. This massive facility specializes in the capture and sale of monsters and ferocious animals. Most of their live acquisitions are sold to arenas for gladiatorial games. However, many private collectors also purchase creatures as slaves, pets, guard animals, or other amusements.

Pens, stalls, cages, and cells are available for rent so visitors can board their exotic animals and slaves during their stay. Rent for a full, 6x8 foot (1.8x2.4 m) cell (a bit cramped for Wolfen) 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, 10x12 foot (3x3.6 m) cell/pen costs an extra 40 gold.

Animals of note for sale are as follows: 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 01-40% chance of it being in stock. Two asterisks (**) means the creature is rare and there is only a 01-18% chance of it being in stock.

Young Gryphon: Untrained, wild. 10,000 gold.

Young Trained Gryphon: Obeys commands like an attack dog or hunting animal. 32,000-45,000 gold.

Young Trained Riding Gryphon: Tamed and suitable for riding (riders should be no larger than human-size and weigh no more than 160 pounds/72 kg). 150,000-350,000 gold.

Adult Gryphon: Untrained, wild. 15,000 gold.

Adult Gryphon: Trained as hunter or pet. 30,000 gold.

* *Adram:* 500 gold (believe me, not worth it; see *Monsters & Animals*, pg 11).

** *Bug Bear:* Untrained/wild. 2000-4000 gold.

** *Bug Bear:* Trained servant. 4500-6000 gold.

* *Catoblepa:* (cannot be tamed). 800 gold.

Chimera: Untrained and savage. 1200-2500 gold.

Devil Digger: (cannot be tamed). 200 gold.

* *Dragonductyl:* Wild/Untamed. 18,000 gold.

** *Dragonductyl:* Trained for riding. 90,000-150,000 gold.

* *Eye Killer:* (cannot be tamed). 200-500 gold.

* *Grimbor:* (cannot be tamed). 1000-2000 gold.

Grunnor: (cannot be tamed). 100-300 gold.

Harpies: (cannot be tamed). 2000-8000 gold.

* *Lizard Man:* Untrained/wild/rebellious. 1000-2000 gold.

* *Lizard Man:* Trained as slave. 1000-4000 gold.

* *Manticore:* Untrained and savage. 2000-4000 gold.

Peryton: Wild. 1000-6000 gold.

** *Peryton:* Trained for riding. 20,000-40,000 gold.

Ratling: Wild and untamed. 400-800 gold.

* *Ratling:* Trained as a servant. 1000-3000 gold.

Rock Crawler: (cannot be tamed). 80-200 gold.

** *Tezcat:* Wild and untrained. 1000-4000 gold.

** *Tezcat:* Trained as slave. 4000-6000 gold.

Serpent Beast: (cannot be tamed). 4000-8000 gold.

Tri-Fang: (cannot be tamed). 2500-5000 gold.

Nipper: (cannot be tamed). 1000-2000 gold.

Fire Worm: (cannot be tamed). 1500-2500 gold.

Tomb Worm: (cannot be tamed). 500-800 gold.

The costs of the more conventional animals are as follows:

Peregrine Falcon: Trained. 400 to 800 gold.

Red-Tailed Hawk: Trained. 200 to 600 gold.

Wild Boar: Untamed and wild. 400 gold.

Poisonous Snake: (cannot be tamed). 80-200 gold each.

Mountain Lion: Wild. 500 to 800 gold.

* *Cheetah:* Wild. 600 to 1200 gold.

Dogs: Domesticated but untrained. 20-60 gold.

Dogs: Trained to attack, hunt, herd or guard. 100-400 gold.

* *Badger:* Wild. 200 gold.

Brown Bear: Wild and savage. 800 to 2000 gold.

* *Brown Bear:* Tamed. 3000 to 8000 gold.

Note: Horses are not sold on the island.

The Keepers of the Monster Pens: *The Head Keeper* is a brute called Hatchet, a 600 pound (270 kg) Troll that towers 12 feet (3.6 m) tall. Attributes of note: 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 Ranger; hit points: 59, S.D.C.: 24; miscreant alignment. Favorite weapons include: bull whip (2D6 damage), giant claymore (4D6 damage), giant-sized iron staff (3D6), and a magic dagger that spits lightning. Hatchet is a cheerfully sadistic character who loves his job. As Head Keeper, he 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 thieves' guild, Dock Side, the Snake Pit and the Brigade.

Guntar the Terrible is the slobbering brother of Hatchet. He is a round Troll weighing 585 pounds (263 kg) and stands 9 feet (2.7 m) tall. He has huge, nicked and broken, yellow fangs and vacant gazes, which makes him look more like one of the monsters than a keeper. Attributes of note: 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, S.D.C.: 35; anarchist alignment. Armor: stained and battered splint; A.R. 16, S.D.C. 63. Favorite weapons are a giant-sized maul (3D6 damage), morning star (2D6 damage), large blackjack (2D4), and glowing broadsword (magic glow, 2D6 damage). He is dull-witted, selfish, and greedy, with the mental capacity of a six or seven year old child. Guntar is 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; 8 feet (2.4 m) tall, 188 pounds (84.6 kg) with scattered thatches of tangled white hair. He gets his name from the fact that he is a 3rd level Necromancer whose favorite monster limbs are the claws of a Northern Grizzly Bear, as well as a pair of Peryton wings. Attributes of note: I.Q. 10, M.A. 8, P.S. 14, P.E. 15, P.B. 7; all others are average. Hit points: 37 and 20 S.D.C.; miscreant alignment. Never wears armor. Favorite weapons include: large wood cudgel and quarter-staff.

Other Henchmen Include: Two human psychic-sensitives: 3rd level, average I.S.P.: 31, average hit points: 30, average S.D.C.: 28; two 4th level Ogre Mind Mages, four 5th level Rangers, two dozen 3rd level Orc mercenaries, and a dozen 2-4th level giants of various O.C.C.s. In addition, 30 mercenary flunkies (12 orcs, 8 Kobolds, 4 Goblins, and Ratlings) are used as grunts and laborers. Alignments for ALL keepers and their assistants are selfish or evil.

73. The Arena. See below.

74. The Ruffled Feather Inn: A weather beaten, three story, wood building which provides hotel rooms 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). Poor quality food of poultry and fish is also available for about 3 gold per meal.

75. The Gryphon's Roost. A popular tavern for the island natives, but humans and the wealthy are likely to run into trouble. 30% are Cyclops, 20% Orcs, 20% Goblins, 20% Ogres, and 10% others. The Roost serves wine, mead and cheap rum for about one gold per drink. Most patrons are 1-3rd level peasants, farmers, merchants and men at arms.

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 2-4th 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 contraband rather than transporting people. However, people can also be smuggled on and off the island for about 8,000 to 24,000 per person.

78. General Store. Sells common foods, grain, fabric, tobacco, wine, rum, daggers, and common household tools and utensils. Prices are average, as listed in the *Palladium Fantasy RPG, 2nd edition*, pages 272-274. Humans, Elves and Gnomes may find prices to be 50% more expensive for them than for nonhumans.

79. Tailor. Has a battery of seamstresses who promise overnight service, or your garments are free. The quality usually reflects the speed of production. Average to high prices for average quality.

The Arena

One of the most popular sources of entertainment on the island is The Arena (location #73). This 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, a gala of combat and special death defying feats are performed. Battles with Wolfen, hideous exotic monsters, team combat, and fights to the death are the most popular and draw full capacity crowds.

Guards: Range from Cyclops, Trolls and Ogres, to Goblins, hobgoblins, and Kobolds. All are 2-4th level mercenaries or thieves; mostly anarchist and evil alignments. Most wear chain mail, use a small shield, mace and one 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, from good to evil. Weapons: Staff, club, and knife, if anything. They usually wear no armor. Total number: about 88 per shift.

Prison Areas: The arena facility has 32 small, one man, reinforced, prison cells with iron bars and metal doors. 12 solitary confinement (one man cells), and 4 medium-sized cells, with two double bunks (4 total) mounted onto the wall. There are also six large holding cells about 60x30 feet (18.3x 9 m) and five torture chambers.

The animal pens are all on ground level with some on the basement level for monsters. These pens are divided into seven major sections: felines, canines, wild boars, catoblepa and other cattle types (buffalo, bulls, horses), subhumanoids (such as Grimbor, Kinnie Ger, Maxpary), worms and monsters (all others, from Devil Diggers to Chimeras). Over three dozen small pens, two dozen stalls and two large, indoor, corral areas with more stalls are available for animal training and temporary holding bays. The subterranean cells are reserved for the biggest and most dangerous creatures such as Beast Dragons, 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.

Other Buildings: Around the arena itself are storage buildings and bunkhouses for guards and other arena workers.

Characters of Note:

Tram B'rrac the Master: The head Gladiatorial Master and Director of gladiatorial events is a Nimro fire giant, a retired actor turned arena promoter and manager. He honestly loves combat and competition, but excels at management and organization. Aberrant alignment. Favorite weapons include: Battle Axe (3D6), broadsword (2D6+4), net and paired weapons, combining broadsword and large dagger (2D4). Favorite armor is a suit of magical splint that is weightless, impervious to fire and has 200 S.D.C. and A.R. 15.

Special Items kept at his office in the arena include: 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 raise strange shapes; drugs of paralysis, sleep and weakness (12 doses of each); 18 screech 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 (Bestiary) to guard his office from intruders. Tram always carries the following on his person: one roll of magic bandages, 3 marbles of transformation: giant-sized broadsword, giant-sized battle axe, and a pair of knives. 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 aide, assisting in the containment of monsters and other deadly forces. She is a 7th level human Mystic from the Western Empire 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 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. 96 I.S.P.; P.P.E.: 100; diabolic alignment. Attributes of note: I.Q. 14, M.E. 17, P.P. 12; all other attributes are average.

Psi-abilities include mind block, exorcism, sense evil, sixth sense, meditation, see the invisible, total recall, object read, detect psionics, bio-regeneration (self), impervious to poison and telekinetic leap.

Magic powers include blinding flash, globe of daylight, ventriloquism, befuddle, chameleon, climb, extinguish fire, armor of Ithan, paralysis: lesser, magic net, size of the Behemoth, call lightning, and animate and control dead.

Special Magic Items: Fright wig, 300 feet (91 m) of cherubot rope, Gryphon Claws, Gem of Reality, Eye of the Cat, book of secrets, aura of nonscent, 6 doses of fire dust, 6 doses of pixie dust, 12 roman candles, 12 yellow smoke bombs, cloak of armor (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, one turn self into mist, 2 might of the Palladium and one truth serum.

Fineous, Animal Master: An ancient ogre (84 years old) who stands 7½ feet (2.25 m) tall, and is readily identifiable by the many teeth missing from his mouth. 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 feeble. Favorite weapons include long bow, short bow, throwing axe, runka and trident. He is completely loyal to Tram and Zyn. 8th level Ogre Ranger who has worked in the arena for over 30 years. Anarchist alignment. 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. Hit points: 72; S.D.C.: 32; P.P.E.: 12.

Major psionic with 58 I.S.P. Psionic abilities are limited to meditation, presence sense, resist fatigue, see aura, bio-regeneration, death trance, empathy, limited telepathy, and mind block.

Mad Dog: A Wolfen slave who is a 5th level assassin (claims to be a 6th level mercenary). 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; hit points: 43, S.D.C.: 28, P.P.E.: 10.

Diabolic alignment and a cannibal! Insanities: Sadism and masochism. Mad Dog (real name unknown) is incredibly cruel and unpredictable. He often partakes in torture and mistreatment of humanoid slaves for the arena, as well as bullying and psychological torture. Tram believes Mad Dog 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. Because of their suspicions, 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 and it is his job to prepare contestants. His only true friend and ally is the Worm.

The 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. His real name is Saddle-Bunm Mpltc and his official position is animal keeper, but Worm functions as Mad Dog's spy, informant and assistant. 5th level Hob-Goblin Thief; attributes: I.Q. 7, M.E. 19, P.S. 14, P.P. 13; all others are average. Hit points: 27, S.D.C.: 8; P.P.E.: 6; diabolic alignment.

The City of Clypss

The central community of the island can be found in and around the Walled City of Clypss. 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 nonhumans. Merchants, craftsmen, artisans, militia, the church, and royal families, are also safely sealed within. North of the city is farmland, sheep herders and villages.

Note: The city is not depicted on a map or in detail because the average adventurer and visitor, even nonhumans, are not allowed in the City of Clypss. Those who *accidentally* travel to the city are escorted to the outskirts of town and put on the road to take them back to where they belong. Those who return uninvited or sneak in (presumably with foul intent) are captured and executed after torture, or killed on the spot as spies, thieves or assassins.

Total Population: 32,000 total population; 52% Cyclops, 10% Jotan (giant), 6% Nimro (giant), 14% Ogres, 4% other Giants, 2% Dwarvings, 5% Kobolds, 1% Humans, 6% other nonhuman races, plus, 11,000 slaves, mostly Orcs and Goblins. This number does not include nonhuman visitors to the city (3D4x100), the people of the *Trade Port* or the secret *Pirates' Bay*, all considered transient populations of foreigners. **Note:** All inhabitants of the island are the subjects of King Lee-Ops and part of the Cyclops Kingdom. Only foreign visitors are not, but they are expected to obey the laws of the land and to give the Crown and all authorities the respect and courtesy their position demands. Those who do not will face brutal Cyclops justice and banishment. Clypss is pronounced "Clops."

The Militia of Clypss

The Island of the Cyclops has been attacked over 180 times in the last 15,000 years and has never fallen. One of the most notable was an attack launched by a dozen dragons and their army of 30,000 orcs 7500 years ago (believed to have come from the Land of the Damned), another was a three year long siege by the fledgling Western Empire 5600 years ago — the last major attack was 390 years ago by a fleet of pirates.

If the palace, Church of Light and Dark, the city or island is threatened, the militia rushes to repel the enemy. If necessary, the reserves, as well as concerned (and often powerful) citizens and even visitors (including dragons, sphinxes and others) may also join the fray. In addition to the conventional troops and lightning weapons, the Cyclops' forces have thousands of trained Gryhons as well as practitioners of magic and clergy who can call upon supernatural forces to help protect them. Depending on the circumstances, the forces at the Trade Post and Pirates' Bay may also join the battle to repel invaders and the Western Empire will have three *Demon Ships* there within 24 hours, followed by a fleet of 20-48 conventional warships within 1D4+1 days (additional support is unlikely unless the Empire decides to reveal the true measure of its alliance with the giants, which is possible depending on the situation). All of this, plus the island's natural defenses make it a seemingly impregnable fortress.

Total Number of Troops: 6000 total; 4800 foot men at arms, 900 long bowmen, 300 practitioners of magic, plus 8000 reservists.

Racial composition: The militia is primarily comprised of Cyclops (57%) and other giants (14% Ogres, 12% Jotan, 8% Nimro, 2% Trolls, 2% other giants). Only 5% are not giants.



A Typical Men at Arms: Most are Cyclops of the soldier or mercenary O.C.C. (47%), 15% long bowmen, 10% are rangers, 3% are knights, 5% thieves and assassins, 10% sailors or pirates, and 10% magic, clergy, psionic or other. Average experience of grunts is 2-5th level, but officers are typically 6-10th level. Typical Alignments: A wide range, although most seem to be anarchist or evil. However, most (90%) are steadfastly loyal to King and church. Average Soldier's hit points: 30 (officers double), S.D.C. 75 plus body armor. Average P.S. is 22 (+7 to damage), P.P. 14, and Spd. 7.

A Typical Elite Archer: Average range of experience: 3-6th level long Bowman. Alignments: Any, but 90% are steadfastly loyal to King and country regardless of alignment. Average hit points: 38; S.D.C. 70; average P.S. is 20 (+5 to damage), P.P. 18 to 22, Spd. 6. Standard equipment (different than most troops) is *double chain mail* (A.R. 15, S.D.C. 55), short sword or mace, long bow, 24 giant-sized arrows (3D6 damage) and 12 heavy lightning arrows (6D6).

Standard Armor: The typical soldier wears full *scale armor* with burgundy colored trim (A.R. 15, S.D.C. 75); *splint* (A.R. 16, S.D.C. 82) or *plate* (A.R. 17, S.D.C. 160) for the typical officer.

Standard Equipment for Foot Soldiers: Small shield with the lightning symbol of the Kingdom emblazoned on it, a dagger, and a blade weapon, usually a large sword or pole arm. Local city patrols carry 1-6 lightning javelins in a sling-pouch over the right shoulder (each does 4D6 damage). Patrols into the hills or forest carry 4-8 of the medium javelins (7D6 damage) or a bow and a dozen heavy arrows (6D6 damage) and a dozen normal arrows. The heavy javelins and most lightning arrows are typically held in reserve to defend the city or island from a siege or invasion by pirates, monsters or other enemy forces (2/3 are kept in the Royal Armory and 1/3 in the Cathedral of Light & Dark until needed).

68% of all officers wield a (comparatively) common magic weapon or possess magic armor or other enchanted item(s) such as rings, talismans, scrolls and potions.

Reservist: These are citizens of the kingdom with military or magical training who have volunteered to act as an "official" reserve army. Many are retired adventurers or militia members (average level of experience is 1D4+2), clergy or loyal citizens (average 1-3 level) dedicated to defending their homeland. Most reservists supply their own arms and armor, but are at least roughly equal to the active militia. 15% wield magic weapons or have other items of magic.

NPC Characters of Note

King Ran Lee-ops IV, Cyclops

King Lee-ops is arrogant, bold, and a snob. He looks upon all nongiants, including Ogres and Wolfen, as lesser creatures. He despises Elves and Titans and cares little for most humans. However, the King has been known to espouse the human capacity for power and decadence and which humans from the Western Empire understand the *virtues* of treachery, deceit and power — giving them a special place in his heart. Despite the King's low opinion of the lesser races, he never underestimates them, especially humans, and always keeps his human allies on a "short leash."

The King is a fabulous diplomat, a natural politician and a very charismatic leader (even for a Cyclops) — the latest in a long line of strong Kings.

King Lee-ops recognizes his strengths and weaknesses. He is an excellent warrior and a fair tactician, so the job of strategy and tactics are given to those better qualified for the task. He doesn't like or trust his wife (a marriage of convenience) and has numerous concubines and mistresses. The King hates Cardinal Anhur-Mykll, and suspects him of plotting against the crown. He would like nothing better than to see some heinous crime *proven* against the Cardinal, so that he might be able to banish or, better still, execute the foul leader of the church. King Lee-ops' most trusted advisors and companions are his son, Prince Armin, and Counselor Rass.

Through the King's cunning diplomacy, the Kingdom of the Cyclops is stronger and wealthier than ever, with stronger secret ties and alliances with the Western Empire than anybody suspects. The Cyclops genuinely likes the aggressiveness and cunning of the treacherous Western Emperor Itomas and the court currently in power. King Lee-ops is one of the few beings on the planet privy to the knowledge that Emperor Itomas is building a bigger army and plans to launch a new campaign of conquest. King Lee-ops has dispatched several hundred Cyclops "advisors and diplomats" to reside in the Western Empire and is supplying the army with an unprecedented number of light, medium and heavy (not super) lightning weapons. Many of these so-called "advisors" are instructing the human troops in the arts of javelin throwing and archery, as well as strategy and tactics. King Lee-ops has even pledged to send two thousand of his troops to help defend the capital city of the Western Empire and to give the Emperor, his family and

members of his court sanctuary on the *Isle of the Cyclops* should they need it.

The King's amazing generosity to the Western Empire is the result of favorable trade agreements making him and his kingdom wealthy and stronger than ever, and because the Emperor of the Empire has pledged in a secret ceremony, using his true name, to acknowledge the Isle of the Cyclops as an independent nation and ally of the Western Empire. This (currently secret) rare alliance and acknowledgement brings with it the full diplomatic and military support of the Western Empire. In addition, the Emperor has sworn on his life, and that of his family and heirs, that the Western Empire, while ruled by his family, shall *never* raise its hand against the Island Kingdom of the Cyclops! The arcane magic ceremony ensures this pledge, for if the Emperor or any member of his family should break his word, a host of demons will track down and dismember each and every member of his family, man, woman and child! Emperor Itomas has made the pledge confident in the knowledge that the tiny Cyclops Kingdom could never muster the power to invade the Western Empire, and that ultimately the one-eyed giants seek only to protect their homeland from other aggressive forces, both human and inhuman.

Alignment: Anarchist

O.C.C. & Experience: 8th level Knight — King.

Attributes: I.Q. 10, M.E. 9, M.A. 24, P.S. 20 (+5 to damage), P.P. 17 (+1 to strike/parry/dodge), P.E. 15, P.B. 6, Spd. 6.

Hit Points: 58

S.D.C.: 73, plus armor, when applicable.

Armor: Part of his usual clothing is a Cloak of Armor (magical, A.R. 14, 210 S.D.C., and impervious to fire). For combat he wears enchanted gold plate armor with A.R. 17, S.D.C. 320; lightweight and impervious to fire.

P.P.E.: 45

Natural Abilities: Superior physical strength and endurance. Nightvision 60 ft (18.3 m; can see in total darkness), good over-all vision and hearing, impervious to lightning/electricity (including magic electricity; no damage) and resistant to all other forms of energy except kinetic energy (all others, including lasers, inflict half damage).

Skills of Note: All knight O.C.C. skills, including hand to hand: expert, read/write Elven and Western at 98%, intelligence 68%, track humanoids 70%, horsemanship: knight, W.P. sword, W.P. lance, W.P. pole arm, W.P. spear/javelin, and archery.

Favorite Weapons: Giant-sized lance (3D6+2 damage), claymore (giant, 4D6 damage), berdache pole arm (4D6 damage), super lightning javelins (2D4x10 damage; always has a minimum of six; 12 or more for combat) and short bow with 24 lightning arrows (6D6 damage).

Magic Items of Note: *The King's Ring* (also the royal seal) is gold with a blue diamond (worth 30,000 gold as a gem) and which can do sense magic twice daily, fleet feet twice daily and protection from psionics (+1 to save). A *jade ring* with the power of chameleon; twice daily. A *gold medallion* depicting a flying gryphon with lightning bolts shooting from its eyes (fly as the eagle for 60 minutes, twice daily and impervious to H.F., 30 minutes, twice daily).

The Royal Scepter is a giant-sized, holy weapon and relic said to be over 100,000 years old. As a blunt weapon it does 2D6+6 damage and is indestructible. It can perform healing touch (heal 2D6 damage, six times daily, create a circle of protection, and turn dead (4D6). It is also *cursed*, so that it afflicts any non-Cyclops with vulnerability (-2 on all saving throws) and renders their clothing into rags.

Valuables: Always carries 8000-24,000 in gold or gems on his person, but has the wealth and resources of his entire kingdom, worth at least 800 million, plus a treasury of 150 million in gold, gems and jewelry.

Steed/War Horse: Male "Dragonductyl" with 60 hit points, 90 S.D.C., A.R. 10, a running speed of 44 (30 mph/48 km), flying 88 (60 mph/96.45 km), swim 30%, scale/climb 66%, prowl 66%, track 60%, nightvision 100 feet (30.5 m), impervious to fire (even magic fire). Breathes Fire (4D6 damage, 10 ft/3 m range). Bite does 2D4 damage, claws 2D6, rear kick 4D6, +2 on initiative and +3 to strike. Three attacks per melee.

Prince Armin Lee-Ops, Cyclops

The young Prince is only 50 years old (the equivalent of a 20 year old human). He is cocky, bold, proud, and overconfident. As a warrior, he is a deadly combatant and excellent javelin thrower, but he tends to underestimate opponents who are not Cyclops or dragons, and acts on emotion rather than logic. He despises Elves and Titans, but shares his father's respect for humans from the Western Empire and most other people who win his father's favor. He idolizes his father and aspires to one day become a King worthy of his father's memory. Like the King, Prince Armin is profoundly proud of being a Cyclops, is dedicated to his people, and longs to see their Kingdom feared and respected by all living creatures.

Prince Armin hates his mother, whom he sees as a selfish, preening peacock, and traitor to both his father and the people of Clyps. He knows that she loves only power and wealth, and that she adores Cardinal Anhur-mykll above all else. Prince Armin also knows that she often plots against the Crown with the Cardinal. He hates her so much that he has recommended to the King that he execute her! The Prince has foiled more than a few of the Queen's and Cardinal's plots and believes there is enough evidence to convict his mother of treason. However, the King would prefer to avoid a scandal and insists that her schemes are always foolish, petty things that have never jeopardized his life or endangered the Kingdom. Prince Armin fears that they will someday escalate into something more deadly, and he would like to see the potential danger "eliminated" before that happens. He has even thought about assassinating her himself, but fears that such a deed would hurt his father and that killing Cardinal Anhur-mykll would be much more difficult. Unless he could slay the Cardinal, he knows the Sphinx would come after both

him and his father with a vengeance. Keeping his ire in check and not doing something "stupid," as his father puts it, eats at Prince Armin every day. Thus, if some group of adventurers plotted against the powerful Cardinal and could actually kill him or deliver irrefutable evidence of his being a traitor, they would have a powerful and grateful friend in the Prince. Without the Cardinal pulling her strings, Prince Armin would agree that the Queen represents a minimal threat to King and Country.

The death of Prince Armin would crush the King, who loves him dearly. Every resource at the King's disposal will be used to find the criminals responsible. If humans or elves are involved, hundreds of people of the same race are likely to be massacred in anger. If the perpetrators are captured, they can expect weeks of torture before they are executed. The Prince's death will also leave the King vulnerable to those who plot against him.

Alignment: Miscreant

Experience: 6th level Knight

Attributes: I.Q. 9, M.E. 7, M.A. 14, P.S. 28 (+13 to damage), P.P. 14, P.E. 20, P.B. 8, Spd. 9.

Hit Points: 44

S.D.C.: 78

P.P.E.: 50

Natural Abilities: Standard Cyclops abilities; see the King.

Skills of Note: All O.C.C. skills of the knight plus lore: religion 60%, intelligence 60%, track humanoids 60%, horsemanship: knight, W.P. sword, W.P. spear/javelin, W.P. lance, W.P. chain, hand to hand: martial arts, basic math 85%, literate in Elven and Western 98%, and speaks Giantese at 98%, Elf and Western at 90%, as well as Gobbly at 80%.

Armor: Black and burgundy-colored splint (A.R. 16, S.D.C. 200, magically increased S.D.C.).

Favorite weapons: Giant-sized flaming flamberge (6D6 damage), giant-sized invisible ball and chain (3D6 damage, +3 on initiative and +2 to strike), and 20 heavy to super lightning javelins.



Magic Items: In addition to the weapons, Armin also has a medallion of telepathy (twice per day), and tongues (twice per day). He also uses a variety of potions, most notably, healing and truth serum.

Valuables: Always carries 6,000-10,000 in gold or gems on his person, has a savings of 250,000 gold and has access to many of the resources of the entire kingdom.

Steed/War Horse: Male "Dragonductyl" with 57 hit points, 100 S.D.C., A.R. 10, otherwise identical to his father's.

Note: A pair of trained hunting Gryphons from the same litter and nearly identical: 64 hit points and 40 S.D.C. each.

Queen Leona Lee-Ops, Cyclops

Queen Leona is conceited, cruel, cold and dispassionate, and also suffers from delusions of grandeur. She views her husband and son as barbaric warriors without couth or education. She loves power, fame and magic above all else and cares little about the welfare of her people. She thinks the alliance with the West is foolish and again puts the Cyclops, greatest of all giants, in the role of a subservient slave to a weak, human master. This is hardly the case, but her perceptions are warped.

The Queen's affections belong to *Cardinal Anhur-mykll*, a 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. Together, the two constantly conspire to make the King look the buffoon (which rarely works) and to garner them more power, influence and wealth.

Player characters should be careful not to evoke the Queen's wrath, for she is cruel to the extreme and delights in the misfortunes of lesser beings — in this case, most everyone other than her and the Cardinal. Although an excellent liar, she is not a very skilled manipulator. Ironically, her misplaced trust and admiration for Cardinal Anhur-mykll, often has her playing the role of the pawn. Still, Queen Leona enjoys using and intimidating people as a means to prove to herself that she is superior and powerful. The queen has no friends other than the sphinx, the people fear rather than respect her. Even her husband and son recognize her as the petty, deluded monster that she really is. This also means that if a character is treated with any measure of friendship or kindness by the Queen, he is being set up as a patsy or can expect treachery.

Any verbal or physical attack on the Queen will arouse the ire of both the King (who demands that the Queen be shown the respect of her position, if nothing else) and the Church of Light and Dark (especially by the Cardinal who will not want to see his greatest means to power tampered with or injured). The perpetrator of such foul deeds will be hunted down and brought to justice. If they are lucky, they will face the justice of the King and not the vengeful and murderous wrath of Cardinal Anhur-mykll.

Alignment: Miscreant

O.C.C. and Experience: 10th level noblewoman.

Attributes: I.Q. 13, M.E. 9, M.A. 17, P.S. 19 (+4 to damage), P.P. 19, P.E. 20 (+3 save vs magic or poison), P.B. 8, Spd. 5.

Hit Points: 54

S.D.C.: 50

P.P.E.: 60

Natural Abilities: Standard Cyclops abilities; see the King.

Skills of Note: Lore: Religion 98%, basic math 98%, W.P. knife, W.P. sword, hand to hand: basic, literate in Elven and Western 98%, and speaks Elf, Western, Eastern and Northern human at 90%, as well as Gobblely at 80% (she pretends not to understand a word of the latter).

Armor: Part of her usual clothing is a robe of silk and red leather (magical, A.R. 16, S.D.C. 150).

Magic Items of Note: Her most prized possession is an object that she keeps *hidden* on her person at all times; an incredibly rare magical artifact known as the **Pearl of Seeing**, given to her by Cardinal Anhur-mykll. When she touches a person with the Pearl (she is very good at doing this secretly), the Pearl forms an attachment with that person for twenty-four hours (it is a very mild and subtle form of magic, if someone does a detect magic on the person, it will be barely noticeable). By holding the Pearl up to her eye, the Queen can see through that person's left eye. This can be done, at will, until the effect wears off, or until she uses the Pearl on a different person. Thankfully, the Pearl doesn't allow her to listen in on conversations, only to see what he/she sees, which is dangerous enough.

Other items include a beautiful necklace with the talisman powers of invisibility (10 minutes; twice per day) and protection from spell magic (+1 to save in addition to P.E. bonus of +3), and a silk scarf that can transform into a giant-sized dagger (2D4+2 damage).

Valuables of Note: Her jewelry changes with her many moods and outfits, and may be different at each meal. She never wears jewelry worth less than 10,000 gold and is typically adorned with 4D4x10,000 worth. However, to steal from the Queen is life imprisonment or death, depending on the circumstances. Her personal estate is worth one million gold plus one million in gems and jewelry.

Cardinal Anhur-Mykll, Sphinx

Although brilliant, and a superb tactician, diplomat, and politician, Cardinal Anhur-mykll is renowned for being a treacherous manipulator and schemer. He is callous, cruel, and treats all other creatures as insignificant pawns to "his" many plots. He is equally famous for his acts of vengeance — it is said that, "to invoke the wrath of Cardinal Anhur-mykll is to be given a death sentence, just pray that death comes quickly."

The Cardinal is an ambitious and greedy Sphinx who has built a seat of power that rivals that of a King, but not that of King Lee-Ops' — which is the monster's ultimate goal. To this end, the creature pretends to be the Queen's best friend, confidant and spiritual adviser. He skillfully plays her fears and desires against her own husband. Through her, he is privy to sensitive news, information and court intrigue. The Queen adores him and trusts him more than any other. Thus, she will do whatever he says. Together they plot and scheme to seize greater power and wealth, and to eliminate those who stand in the way. The Cardinal's final solution is to eliminate Counselor Rass, Prince Armin and the King. If this can be done without suspicion of his or the Queen's involvement, the Queen will assume the throne and he can become her Counselor — and the true power behind the throne. The trick is pulling it off, for while he looks upon the King and Prince as arrogant imbeciles, he knows they possess a certain amount of cunning and vast resources. Furthermore, both are capable warriors and won't be easy to kill. The Cardinal also realizes that the Prince and Counselor Rass are aware of some of his schemes, for they have interfered with a number of them. However, Cardinal Anhur-mykll sees the Za as his greatest obstacle and suspects that Rass may have been involved in one of the recent attempts made on his life.

Beyond the skulduggery of the royal court, many people look to Cardinal Anhur-mykll as "the Hand of God," a title and reputation he has spent decades creating for himself. Many see him as a stern and ruthless leader of the Church, known for his vengeance and intolerance, but a godsend nonetheless. He is both feared and honored as the second most powerful being on the island. 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 the sake of appearance. He has won his position by catering to anti-human sentiments and pandering to the ego, resentment, fears



and desires of the giant races, and by destroying all competitors. For 30 years, only the gods in the pantheon of Light and Dark have been worshiped, all others have been destroyed or forced into secret worship (and quietly rooted out whenever they're uncovered). Since giants and ogres usually respect power and strength through cunning, most see nothing wrong with the Cardinal's ironfisted control and strong-arm tactics to grab and keep power. However, few are aware of the animosity that exists between him and the royal family. Few would accept open murder of the beloved King Lee-Ops and fewer still the appointment of the Sphinx as ruler of the Cyclops people. Thus, the need for his subterfuge, great discretion and patience — otherwise he could lose everything. There is no doubt in his mind that the people would revolt and destroy him and the Queen if they learned he was responsible for the murder of the King and/or Prince. So it is that he bides his time and plots.

The Church of Light and Dark has one huge cathedral 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 huge, ornate structure built upon a large compound with beautifully sculpted gardens and shrines to the gods. Only the royal palace exceeds it in size and grandeur. The Cardinal's personal staff consists of 48 servants, including four personal cooks, a tailor, Bishop Lewbol (9th level, Jotan Priest of Darkness), three loyal 5th level priests of Darkness (worship Anhur and the Cardinal) and a small army of 640 "true believers" serve him without question. All are fanat-

ics who believe he is the "Hand of God." His "True Believers" are all members of the *Holy Order of the Guards of Anhur*. 40% are Cyclops, 15% other giants, 25% Ogres and the rest are assorted other nonhumans. Less than 2% of his minions are human. Most of the Guards of Anhur are mercenaries, soldiers and pirates, 15% are thieves, 10% assassins, and 5% practitioners of magic. Most are 2-4th level. **Note:** Of these loyal minions, only the Bishop, the three Priests of Anhur and tiny a handful of assassins have any knowledge about the Cardinal's royal aspirations and plots to destroy the King.

In addition to the Cardinal's personal staff and henchmen, there are 36 grounds keepers, 64 cleaners, 110 servants, 36 first level priests of Light & Dark (a variety of alignments; good, selfish and evil, but with a majority of aberrant ones), 24 second level priests, 12 3rd level, six 4th level, two 5th level and one 7th level priest. There are only three 8-10th level bishops, including Bishop Lykk, and a Cyclops 10th level Priest of Darkness who believes "the" church in the Kingdom of the Cyclops should be run by a Cyclops. He is of miscreant alignment, is loyal to the King, dislikes the Cardinal, and see the Sphinx's relationship with the Queen as unnatural and troubling. He will not be surprised to learn of foul plots and schemes against the throne by Cardinal Anhur-mykll and will defy the Cardinal to protect the King. The Sphinx knows this and keeps Bishop Lykk away from him and his more trustworthy minions. Lykk is old for a Cyclops (530) and involves himself with the affairs of the church rather than politics.

Rass, the Royal Counselor (Za)

The Za are an ancient race of mystical creatures that resemble large, winged dogs with gnarled hands and long claws. They are generally evil, greedy creatures who covet wealth and power (for more data, see *Monsters & Animals, 2nd Edition*).

As counsel to the King of the Cyclops, Rass has earned more wealth and power than he ever dreamed of attaining. He has also earned the complete trust and loyalty of both the King and Prince, and serves them to the best of his ability as the Kingdom's most trusted and revered citizen. It is a position Rass intends to keep. Consequently, the Za is ever vigilant concerning the King and Prince's well-being, and keeps track of the activities of both the Queen and the Cardinal. The only thing standing in Rass's way is the Cardinal of the Church of Light and Dark (the sphinx), by whose cleverness and influence over the Queen, continually tries to undermine his power. These plots have Rass concerned that the Queen or Cardinal could, one day, eliminate him. He also fears that the two may grow bold enough to try to kill the King and/or the Prince. Thus, he is constantly vigilant of people and events that may endanger King Lee-Ops. The King and prince are genuine friends, a pleasure he has not known in the past. Consequently, he will do everything in his power to protect them. Rass doesn't mind playing watchdog, but the entire situation is a constant strain on him and too often distracts him from affairs of the State that require his attention. Rass shares Prince Armin's desire to see the Cardinal "eliminated," but unlike the Prince, he has secretly engaged in three plots of his own to assassinate the Sphinx, to no avail. Thankfully, he has never involved the Prince and was careful and secretive enough to escape the suspicion of Cardinal Anhur-mykll. He continues to keep his eyes open for ways to undermine the Queen, protect the King and Prince and to destroy Cardinal Anhur-mykll. A group of adventurers with an axe to grind against the Cardinal would be likely to garner the Za's secret support and open defense if they were successful in destroying the monster (he'll have to see the body or at least the Cardinal's head).

Alignment: Miscreant

Real Name: Rasshamtk

Age: 1100 years old

O.C.C. and Experience: Roughly equal to a 9th level noble or scholar.

Attributes: I.Q. 11, M.E. 8, M.A. 4, P.S. 19 (+4 to damage), P.P. 12, P.E. 19 (+2 vs magic and poison), P.B. 6, Spd. 18 running, 100 flying.

Hit Points: 119

S.D.C.: 40

P.P.E.: 80

Attacks Per Melee: Five by bite, claws, or weapons, or two via magic.

Damage: Bite does 2D6+2 points of damage, claws 3D6 +P.S. bonus to damage, or by weapon or elemental magic.

Bonuses: +1 on initiative, +2 to strike, parry and dodge, +4 to dodge when flying, +1 to pull punch, +2 to roll with impact, +3 on all saving throws, and impervious to fire and heat.

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.

Natural Abilities: Fly, nightvision 60 feet (18.3 m), see the invisible, keen color vision and good hearing, track by smell 76%, prowl 66%, bio-regenerate 2D6 points of damage per melee round, and impervious to fire (not even magic fire does damage!). Za have stubby, articulated fingers and an opposable thumb, enabling them to pick up and use weapons.

Treasure of Note: In the Royal Counselor's tower, the Za has secreted away quite a hoard. 68,000 in gold coins, 400,000 in gems and jewelry, 6 ounces of dragon bone dust, 2 soul gems (worth 60,000 gold each), one angel feather, and two pair of faerie wings. He also has access to many resources of the kingdom.

Magic of Note: One pair of human-sized boots of fleetness, two fumes of apparitions, one potion of size of the Behemoth, four truth serums, 10 rolls of magic bandages, two environmental tents, one quill of literacy, and 30 maximum damage lightning javelins. Plus the following magic scrolls (all at 5th level): call lightning (2), magic net (2), carpet of adhesion (1), sense traps (2), and magic pigeon (10).

Note: The treasure is guarded by two bestiary and the magic by two demon guardian stones.

The Gryphon's Nest Bay

By Alex Marciniszyn & Kevin Siembieda

Secretly nestled away on the west coast of the Isle of the Cyclops is a pirate's cove masquerading as a regular town. A full 75% of the town is composed of pirates and their families. Another 3% is made up of trusted career criminals and smugglers. The rest are local inhabitants who see nothing wrong with piracy against humans and other races. Other criminal types often appear in town to hide or in search of opportunities for their special abilities. These rogues are limited to staying at certain safe-houses or going to "pirate-only" establishments, mostly in the northern part of town. The southern part of town is where the local families live.

The pirates are doubly concerned about keeping their true occupations secret since they essentially work for the Western Empire (only 10% are sponsored by the Cyclops). As unallied freebooters, they have a secret pact with the Empire in which the Western authorities turn a blind eye toward piracy in its waters and do not aggressively pursue or persecute pirates, provided they only attack ships from other nations and secretly sell the loot to the Western Empire. This is done at select ports outside the Western Empire (like the Isle of the Cyclops, Phi, Lopan and the Yin-Sloth Jungles) where special government agents operating as independent importers and warehouseurs purchase the pirates' stolen goods. This is an effective way of fencing the goods (often without a trace) and benefits both the pirates and the Western Empire. In fact, the Empire is often able to *resell* goods commandeered by the pirates two or three times, frequently to the same purchaser! This secret allegiance to select (trustworthy?) pirate captains and fleets also gives the Empire a means to raid competitors and attack enemies without inciting war — after all, "pirates are brigands beyond the law and so difficult to bring to justice." This practice has continued unabated for nearly 40 years, without any pirates revealing the truth. This is possible because most members of the crew don't know their captains are in league with the Western Empire and because those who do know that if they betray the Empire, they will be destroyed by the Demon Black Ships. It is common knowledge among the pirates secretly allied to the West that those suspected of betraying or cheating the Western Empire are obliterated by the Demon Ships. At least two dozen pirate ships have met such a fate. The most terrifying account is how a bold pirate captain who cheated the Empire and threatened to "tell," lost his entire fleet of ten ships and every last crewman to three Demon Black Ships. It is rumored that the captain was captured and lives to this very day in a Western dungeon, tormented by demonic jailers.

The Western Empire generally ignores most pirates who do not plunder the vessels of the Empire or ships carrying their emissaries. This has made the Western seas a haven for pirates. Of course, the Western Empire engages in "mock" pursuits or half-hearted attempts to stop piracy to keep up diplomatic appearances and relations with other kingdoms, but they rarely meet with success. While many suspect the Empire's complicity in these sea raids, their suspicions cannot be proven. Most pirates NEVER set foot on Western Empire soil nor is there a direct line of communication. All communication and moneys are laundered through the Isle of the Cyclops, the "Trade Port" and other ports along the western seaboard. Furthermore, few foreign escort

warships will pursue pirates into hostile waters without the support of the sovereign nation, in this case the Western Empire, who is always slow to respond. Even fewer will consider pursuing a vessel that rounds the Isle of the Cyclops, sails into the Sea of Dread, or appears to be headed for a port in the Land of the Damned (the latter is usually a ruse in which the pirate ship turns away for a safe port among the Cyclops or elsewhere, after their pursuers have given up the chase). It is a common belief that the pirates have a base on the mainland and large islands along the southern shores of the Land of the Damned and Ophid's Grassland. Three Timiro and one Eastern Territory sponsored expeditions to verify this theory have disappeared.

The Gryphon's Nest Pirates Cove

Population Statistics: 4D4 ships and 1D4×100 criminals and cut-throats are present at any given time; 76% are pirates, 24% other criminals and fugitives from the law. This is in addition to the regular inhabitants, a modest 1300 folks.

Racial Breakdown: 52% Human (mostly non-Western), 10% Elves, 6% Ogres, 12% Orcs, 10% Goblins, 10% giants and other nonhumans.

Note: As an extra measure of safety, there are several catapults hidden near 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.

Attack per melee Round: Two (one if not expert).

Average Range: 700 feet (213 m).

Damage: A typical 50 lb. (22.6 kg) stone does 1D4×10 damage, 100 lb (45 kg) stone does 2D4×10, and flaming rounds do 6D6+6 damage with a 01-30% chance of starting a fire per each one that strikes.

Bonus: +1 to strike ships and other large targets; -1 to strike man-size or smaller targets.

Note: Parrying a catapulted projectile is impossible except perhaps by magic such as call lightning, fire ball, wall of force, or other mystic shield.

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 50 pound (22.6 kg) stones is found south of the building.

3. Tradewinds Fish Seller: Pirate operated; large fishing boats sell their catches here where it will then be cleaned and brought to market; 20% are exported. 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 stored here.

5. Office of the Harbor Master: 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: Imported grains and spices.

8. Derek Olson & Son: A family fishing business. Work as informers for the pirates.

9. Crafts by the Sea: A small shop that collects sea shells and turns them into works of art. Wholesale only. Pirate operated, it is often used to smuggle small items such as magic, drugs, and gems by placing the item inside the art.

10. Sidney's Salvage: A broker in merchandise that is water damaged or otherwise "banged up" during shipping. Great prices. A legiti-



mate business. Sid also runs a small pawnshop business on the side at reasonable rates.

11. Sail Away Boat Rental: Exclusively small sailboats for pleasure uses only. Expensive.

12. The Bay Club: The members of this "men only," swimming and athletics club are actually well trained men at arms. They often innocently swim out to strange boats that may contain undesirables or spies. They will attack or report on any suspicious craft. 32 regular members, all are 3-6th level pirates, mercenaries, ex-soldiers, or other men at arms O.C.C.s. The club is very ritzy inside (outside it's a dump), with an abundance of luxuries, fine food and alcohol. Two elite members are a 4th level air Warlock and a 6th level water Warlock.

13. Last Chance Pub: A good place to stop for a drink on your way to or from the docks. A higher class establishment with 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 on and off the Island of the Cyclops, including getting in and out of the Trade Port and hiding them from the local authorities. The elderly gents are master thieves and assassins, both at 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: A pirate operation; it does house nearly 200 books (mostly recent history and fiction), but primarily serves as an identification office where visitors and unrecognized pirates can be thoroughly checked out before meeting with any upper level pirates in town.

17. The Master's Winery: Fine imported (hijacked) wines; a 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 Armorer & Repair: Although all members of the militia own their own weapons and armor, this shop is also called upon to supply basic weapons and to produce specialty armor for officers as well as important people smuggled into town.

20. Silver Mansion: Home to Erickson the Wizard, 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, and believed to be a native of the Yin-Sloth Jungles.

21. Officers' 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 nonmilitary (non-pirate) guests in town. By invitation only!

24. Gryphon Manor: The mayor's home; 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 and smugglers that need to remain anonymous and therefore, cannot stay in a hotel in the town proper. Very low rates; pirates only — all others will be told, "Sorry, full up."

29. Elite Barracks: Housing for sailors and warriors trained for defending against land assaults. 3-8th level.

30. Barracks' Captain's 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 & 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 the hotel guests' use, but horses and wagons can be rented by others if business is slow.

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 and locals. The entertainment can range from weekly 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 nonseafood dishes, mainly mutton, pork, venison, and poultry. 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 Ogre 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. The head bartender is a retired assassin who sells a variety of poisons to discreet customers (high prices).

45. Mike's Pets: Sells cats, parrots, song birds, and a variety of dog breeds. Average prices.

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. 10 gold per fortune.

48. Residence: Local family, owns leather & canvas shop.

49. Leather & Canvas Shop: Makes sails, boots, leather belts, etc. Also does repairs. A legitimate business.

50. Tinker Shop: Makes and sells large and small metal boxes. A legitimate business.

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. A legitimate business.

56. Residence: Owner of pottery shop.

57. Moonlight Engraving: All metal objects inscribed, excellent decorative work done here.

58. Red Dragon Saloon: Fair prices, reasonably safe.

59. Royal Furniture: Good selection of tables and chairs. Also sells treated lumber for boat building. Pirate supplied and operated. Reasonable prices.

60. Carpenter's Shop: Raw supplies, nails, pegs, hammers, and woodworking equipment, as well as repairs and refinishing.

The Gryphon's Nest Bay



To the Forest

Farms

DOCKS

Docks

Rock Pile

To the Trade Port

X = Catapult

Guard Tower

To Villages

#85-91 are at the top of the page

To Clymps

61. Alchemist's Shop: Small; limited to common potions, powders, fumes, poisons, herbs, paper products and services. Standard prices; sells to anybody with no questions asked.

62. Pipe & Tobacco Shop: Prices are 10% lower than usual; 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 blankets. Fair prices; a legitimate business.

66. The Gryphon's Nest: A small, seedy, smoke filled gambling hall, mostly cards and dice games. A favorite with pirates.

67. Jen's Provisions: Provides all the provisions a full ship's company might need for a voyage. Has close affiliations with the pirates, but is operated by a local Cyclops family.

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 and cheap ale (one gold for a huge mug). Owned by a family of Nimro fire giants.

71. Residence: Several trusted, nondrinking, men of arms keep watch here along the wall. Although not pirates, they work with them.

72. Ed's Loans: A pawn shop for small items worth 100 gold or less. Owned by a family of Orcs.

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 & 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: 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.

78. The Sword & Shield: A small saloon, fair prices, mostly rum and Western beer.

79. The Gryphon's Roost. Buys and sells young wild and tamed Gryphons. Prices are 20% less than in the Trade Port, but the number of available animals is small. A small selection of other monstrous animals may also be available at average prices.

80. Carpenter and Wheelwright.

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 used by average looking people who are in hiding.

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. They also offer a rickshaw porter service. Low rates.

87. General Warehouse.

88. Stables and Porter Service: Mainly used by the general warehouse. Horses, wagons and man-drawn carts and rickshaws 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 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: Homes of the local inhabitants with farms nearby.

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 southernmost is The Lady, an island of low hills, tall grass and sparse forest. Like its sister islands, it is largely avoided by the Cyclops. In this particular case, the serene looking isle has been adopted by Sphinxes. For the last 1500 years, the Sphinxes have used the island as a respite from the world. A place where they can enjoy the peaceful seclusion that can only be found on a mountaintop or in the Land of the Damned. The Cyclops welcome most creatures who are shunned by humans and Elves, so their relationship with the Sphinxes is amicable and the lion men are one of the few nongiant races welcomed at the Great Walled City of Clyps.

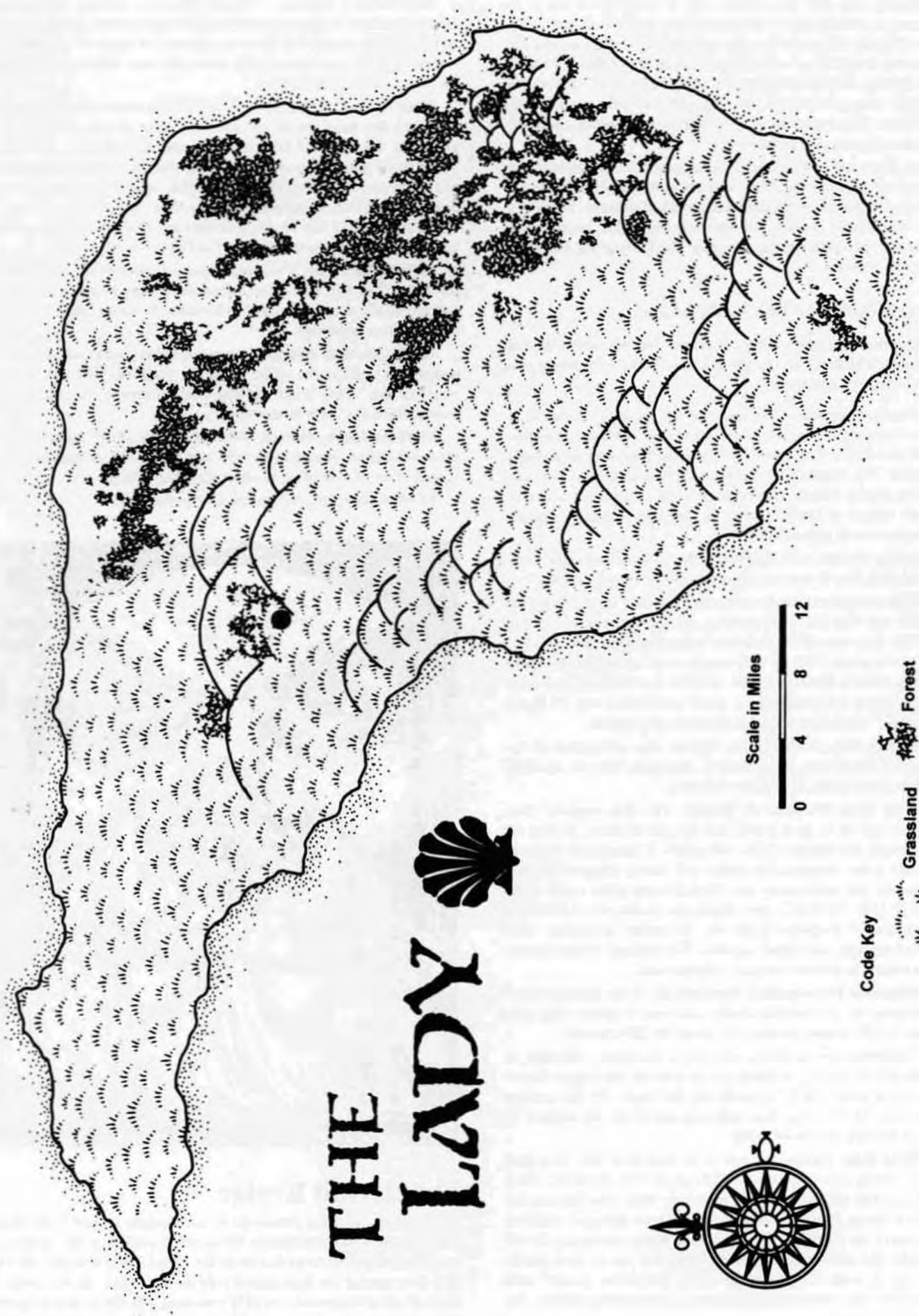
Sphinxes are rare, enigmatic creatures of magic that roam the world in search of easy wealth, power and knowledge. Generally lethargic creatures, except when on a quest or led by some driving desire, they come to the island to rest in the sun, exchange tales of adventure, chase wild boar and otherwise 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. They are so scarce that the few dozen that linger on The Lady seem like a multitude. In fact, the Lady is believed to represent the largest gathering of Sphinxes in the world. Their exact numbers vary widely from month to month, but 6D6 can be found at almost any given time.

THE LADY



Code Key

	Grassland		Forest
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The creatures may live in a modest clay or wood hut or out in the open, claiming a favorite spot in or under a tree, on a hill or in a valley. 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 nearby. Such possessions are likely to be gems (2D6x1,000 gold), a magic item, a few books, personal odds and ends, and souvenirs from adventures. The total accumulation kept by one Sphinx rarely surpasses a dozen objects, plus gemstones.

Humans, Elves and other humanoids are generally viewed with disdain and their presence on the island will not be tolerated. Even the Cyclops and dragons are not welcomed and are asked to leave. Those who refuse are chased away or slain. All natives in the region, including the Western Empire and most pirates, recognize The Lady as the domain of these creatures of magic.

Encounter Table for The Lady Island

Roll percentile dice once every six hours. See **Monsters & Animals, Second Edition** for details about Faerie Folk, Sphinxes, giants, other races, monsters, and animals.

01-14 Faerie (Common). The one race the Sphinxes share the island with in harmony are faeries. There are at least 1D4x100 Common, Greenwood and Silver Bell faeries on the island, as well as a couple dozen Bogies. The Faerie Folk have learned to leave the Sphinxes alone, but are always curious about outsiders. The chances of adventurers being the subject of faerie mischief is very high, but the characters may not realize it until sometime later.

15-20 Sphinx Group. 1D4 Sphinxes. They'll ignore humanoids unless pestered, then they'll lash out physically or with deadly magic.

21-25 Pixie (Common). Gormondubule ("doobie," for short) is a little more than one foot tall, with flaming red hair and covered in tiny freckles. When first seen, Gormondubule will stride right up to whoever is in front of the group, shift his tiny bundle to his shoulder, and speak right up: "My name is Gormondubule, and I've had about all I can take of this place. If you are going places, and if you'll have me, I'd like to join your group." See below for a full character description.

26-30 Sphinx. One old and cranky Sphinx who will ignore all humanoids except those who are extremely annoying, rude or insulting. Will not fight to the death; flees if hurt severely.

31-35 Wild Boar (Females & Young). The first response from these animals will be to give grunts and squeals of alarm, fleeing for cover. If attacked, the females (2D4) will attack. If attacked or bothered for more than a few minutes, the males will arrive, enraged (it takes 2D4 minutes for the males to arrive). Typical adult boars (male or female) have 20 H.P., 20 S.D.C., two attacks per melee, +3 on initiative, +3 to strike, and +2 to dodge. Tusks do 2D6 points of damage, head butts do 1D6 damage, and trampling does 2D6 damage. These animals are not indigenous to the area but have adapted well.

36-40 Poisonous Diamondback Rattlesnake. If the character carefully backs away he can avoid an attack, otherwise it strikes. Bite does 1D4 damage +1D6+1 from poison each melee for 2D4 rounds!

41-48 Troublemaker in the guise of a Za, Loogaroo, Waternix or Sphinx. The villain will try to frame one or more of the player characters for some mischief, theft or murder by his hands. Or the creature may try to goad the characters into attacking one of his old enemies by offering vast treasure or spreading lies.

49-52 Wild Boar (Males). A bull male wild boar who is a giant specimen weighing over 600 pounds (270 kg); 48 H.P., 42 S.D.C. He is likely to try to scare off any strangers, especially those who threaten any of the smaller boars. It prefers to head butt (2D4+4 damage), and then just chase away its enemies. However, if it meets resistance, it will move in close and start savaging with its tusks at a rate of three attacks per melee round, with 3D6+5 damage each. The more "junior" male boars (2D4) have the same average numbers as the females (above), but are less likely to attack.

53-60 Elderly Sphinx. A friendly 8th level scholar, 3rd level wizard, in search of lengthy discussions about adventures, politics, demons and magic. He or she will *insist* on at least 1-4 hours of talk. May be a source of news, rumors and info about the area; knows nothing about the pirates or Western Empire.

61-65 Nymph. If this is rolled, just tell the players that nothing happens, and that there are no encounters. Unless, that is, someone in the group has some way of detecting a Nymph that wishes to stay unseen. The Nymph will follow the group, listening in on their conversations and observing how they behave. She will arrange for some innocent creatures (butterflies, bunnies, etc.) to show up, just to see how the characters react. If they ignore it or are kind, she will leave them alone, but if they kill for pleasure, they will suffer her wrath.

66-70 Sphinx Pair. Two tough Sphinxes who enjoy terrorizing humanoids. They will take select valuables, if only to cause trouble, and will physically pummel anyone who resists. However, these bullies will not kill unless necessary.

71-80 Guardian Sphinx. 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, 180 S.D.C., 4th level wizard.

81-90 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.

91-00 Nothing. No encounters in this time period.



The Hermit Krylac

A Cyclops or other humanoid is occasionally *invited* to the Isle of The Lady by a friendly Sphinx. However, Krylac the hermit is the only humanoid who is allowed to live on the island. He is a skinny old Ogre who lives around the four largest hills on the island. He is friendly toward all other humanoids, including humans and Elves, and is fluent in most languages (cannot speak Wolfen, Northern or Eastern). He will

warn any visitors that the island isn't safe because of the Sphinxes 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, ancient ruins, and rumors about the mantle and other magic weapons said to be in the hidden temple. (See **Gryphon Isle** for details. He knows nothing about the recent events on the neighboring island.) He will explain that a recent earthquake shook both islands and he's heard that it revealed a previously unknown 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. He warns them that it is too dangerous and that nobody has found the hidden temple in over 2000 years — it probably never even really existed.

He will not talk about himself or anything to do with his past. Even a telepathic probe will only come up with a feeling of deep remorse about some evil act thirty-five years before (he has been on the island for 32 years). Having had good relationships with almost all the sphinxes (there are a few who still distrust him), they will not harm him, and many will come to his aid if he is in trouble.

Krylac lives in a weather-beaten wood shack that is built underneath a towering boulder. The ceiling and east wall is part of the natural 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 animal hides (as are his clothes), a cracked mirror, 40 feet (12.2 m) of rope, a mallet, two empty bottles, five vials with powdered herbs, a collection of roots and leaves, and a five foot (1.5 m) long walking stick. Hidden under a rock are a book of Elven poems, a picture book of children's stories, a silver dagger and one magic potion of healing. A ten gallon keg of homemade wine and another keg of fresh water are kept in a small pit, not for concealment, but to keep them cool.

Despite appearances, Krylac is not alone. The island's nymph inhabits the giant boulder which shelters him. She is Krylac's sole companion and best friend. The nymph will protect him from anyone who would dare to harm, bully, or threaten the gentle, 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 party to it, or condoned it. **Note:** Krylac *never* wanders more than 300 to 400 feet (91-122 m) from his hut and is always under the ever watchful eye of the nymph.

Krylac

Alignment: Unprincipled

O.C.C./Experience: 7th level Ogre Psi-Healer; formerly an assassin, but he's lost most of his skills through lack of practice and a change of view on life.

Attributes: I.Q. 10, M.E. 11, M.A. 7, P.S. 6, P.P. 11, P.E. 16, P.B. 5, Spd. 6

Hit Points: 32

S.D.C.: 6 (he is 91 years old, rather feeble, and it doesn't take much to hurt him).

P.P.E.: 8

Appearance: A very, very old-looking ogre, stooped over and with a constant tremor. His only apparel is boar hides, and he usually doesn't carry anything other than a basket (for gathering edible plants) or a big water jug (for fetching water from the nearby creek).

Attacks Per Melee: 2

Bonuses & Penalties: -2 on initiative, -1 to strike, -2 to parry/dodge, +5 save vs poison, +16 save vs coma/death, +2 save vs psionics, +2 save vs insanity.

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% each), Western and Eastern (85% each), 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, 2nd Ed.**, pages 151-153.

Gryphon Island

Gryphon Island is an inviting place, with lush, green, rolling hills, tall grass and scattered subtropical forest. However, its inhabitants are far from friendly. Hostile bands of Ratlings and Boogie Men eagerly await unsuspecting visitors to plunder and slay. Giant Blow Worms and Fire Worms stalk the hills and forest for easy prey. Harpies, Perytons 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 player characters come to the island is up to the players, the Game Master and circumstance. They can arrive by ship in search of adventure, or to investigate the ancient ruins or a shipwreck, stop for provisions, pursuing pirates, fleeing the Isle of the Cyclops, 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).

It is important to note that while the Cyclops guard their island jealously, they will usually ignore any one or two ships not designed for war and 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 1D4 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 & Hills

Gryphon Island is lightly wooded and inhabited by Fire Worms, Blow Worms, Harpies and Ratlings. The Cyclops usually ignore the island unless they spot suspicious activity or potential trouble.

Any unusual activity on or around the island is likely to be noticed by the Lightning Towers (lighthouse & lookout posts) which face Gryphon Island from three points on the Isle of the Cyclops.

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 banished to the island centuries ago. Monstrous predators and harsh ocean storms have kept the population fairly low, about 650 total.

The largest community numbers 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. 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. They've learned not to trust outsiders.

Typical Ratling (Quick Stats)

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

Size: 4 to 5 1/2 feet (12.2 to 1.7 m).

Average Alignment: Selfish or evil

Typical O.C.C.: Thief, mercenary or ranger; no magic other than shaman.

Average Hit Points: 20; **S.D.C.:** 20

Average Level: 1st, 2nd and 3rd.

Natural Abilities: Nightvision 40 feet (12.2 m), poor day vision 90 feet (27 m), scale walls 70%, swim 70%, imitate voices 60%, speak Elf and Goblin at 98% each.

Weapons: Mostly spears, slings, stone axes and weapons stolen from island visitors (any).

Armor: 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, 2nd Edition** for details.

Typical Boogie Man (Quick Stats)

Average Attributes: I.Q. 4, M.E. 6, M.A. 3, P.S. 9, P.P. 9, P.E. 15, P.B. 6, Spd. 12

Size: 2-3 feet (0.6 to 0.9 m) tall.

Average Alignment: Selfish or evil.

Typical O.C.C.: Thief or vagabond; no magic.

Average Hit Points: 20; **S.D.C.:** 30

Average Level: 1st, 2nd and 3rd.

Natural Abilities: Nightvision 90 feet (27.4 m), poor day vision 90 ft (27 m), climb 80%/70%, prowl 77%, and speak Elf and Goblin 98%.

Weapons: Mostly knives and clubs.

Armor: None.

Valuables: Rarely more than the equivalent of 7-42 gold.

Note: See the Palladium Book of **Monsters & Animals, 2nd Edition** for details.

Fire Worm Quick Stats (A worm of Taut)

Animal predators about 3 feet (0.9 m) long; cranky, aggressive and hostile, with no fear of humanoids.

Attributes of Note: Speed: 6, Animal I.Q.

Average Hit Points: 50; **S.D.C.:** 18

Attacks Per Melee: 2 by spitting fire which inflicts 4-24 points of damage. Range: 30 feet (9 m).

Abilities of Note: Track by smell 66%, prowl 60%, climb 40%, and impervious to flame and heat, including magic fires.

Blow Worm Quick Stats (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. 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.

Attributes of Note: Speed: 8; low animal I.Q.

Average Hit Points: 120; **S.D.C.:** 70; **A.R.:** 7

Size: About 150 feet (45.7 m) long, weighing 4 or 5 tons.

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 1D6x10 points of damage.

Abilities of Note: Excellent sense of smell to locate its victim (89%), dig through soil at a speed of 8, +1 to strike, +5 save vs poisons.

Note: See the Palladium Book of **Monsters & Animals, Second Edition** for more details on these and other Worms of Taut.

Random Encounter Table for Gryphon Island

Roll once for every four to six hours

01-10 1D4 Fire Worms; hostile and hungry.

11-15 2D4 wild pigs (not indigenous to the island).

16-20 One foul hearted harpy.

21-30 1D6 Boogie men; will attack only if they outnumber their opponents.

31-36 One wandering Blow Worm in search of prey.

37-40 2D4 Ratlings looking for booty. They will attack the player group, but will flee if casualties are heavy. ALL are 2nd level thieves.

41-47 1D4+3 pirates form the Isle of the Cyclops looking for adventure or sport (i.e. hunting Ratlings or other victims).

48-54 One Fire Worm defending its nest.

55-64 1D4 Ratling bushwhackers; evil, all are 3rd level thieves, studded leather armor.

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 Gruunor hiding in the shadows waiting for prey.

86-88 3D4 pirates, 2nd to 3rd level, heavily armed; burying treasure. They will hunt down anyone who sees them. The treasure is worth 1D6x1000 gold.

89-96 One friendly Ratling willing to sell information about the island, the ruins, Ratlings 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 Table for the Hills

Roll once every four hours.

01-10 **Blow Worm.** The creature is sleeping and will attack only if awakened.

11-20 **Ratlings.** A Ratling family will flee, attacking only if attacked first or pursued. Family consists of a female, male and two children. Will alert others of the interlopers.

21-28 **Fire Worm.** A hostile fire worm feeding on the carcass of a pig.

29-36 **Ratling.** A cocky Ratling warrior who will tell the group that only death awaits them at "the Pit". He'll tell them about the ruins and the Mantle of the Gods, then run off into the shadows.

37-45 **Blow Worm.** One blow worm in search of prey.

46-50 **Evil Sphinx.** An evil Sphinx in search of the Mantle. He sees the player group as more competitors for the treasure, regardless of what they may tell him to the contrary. Competitors he will try to destroy.

51-60 **Ratlings.** 2D4 Ratlings hunting. They will attack or plunder adventurers if they think it feasible.

61-66 **One Harpy looking for evil play.** Very hostile.

67-72 **Ratlings.** 3D4 Ratling warriors who will try to chase the group away from their lair. Will be joined by 2-8 others within 5 melees.

73-78 **A pair of Boogie Men.** Thieves looking for easy plunder. They use hit and run tactics.

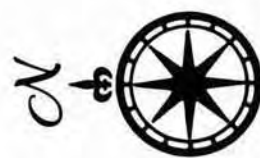
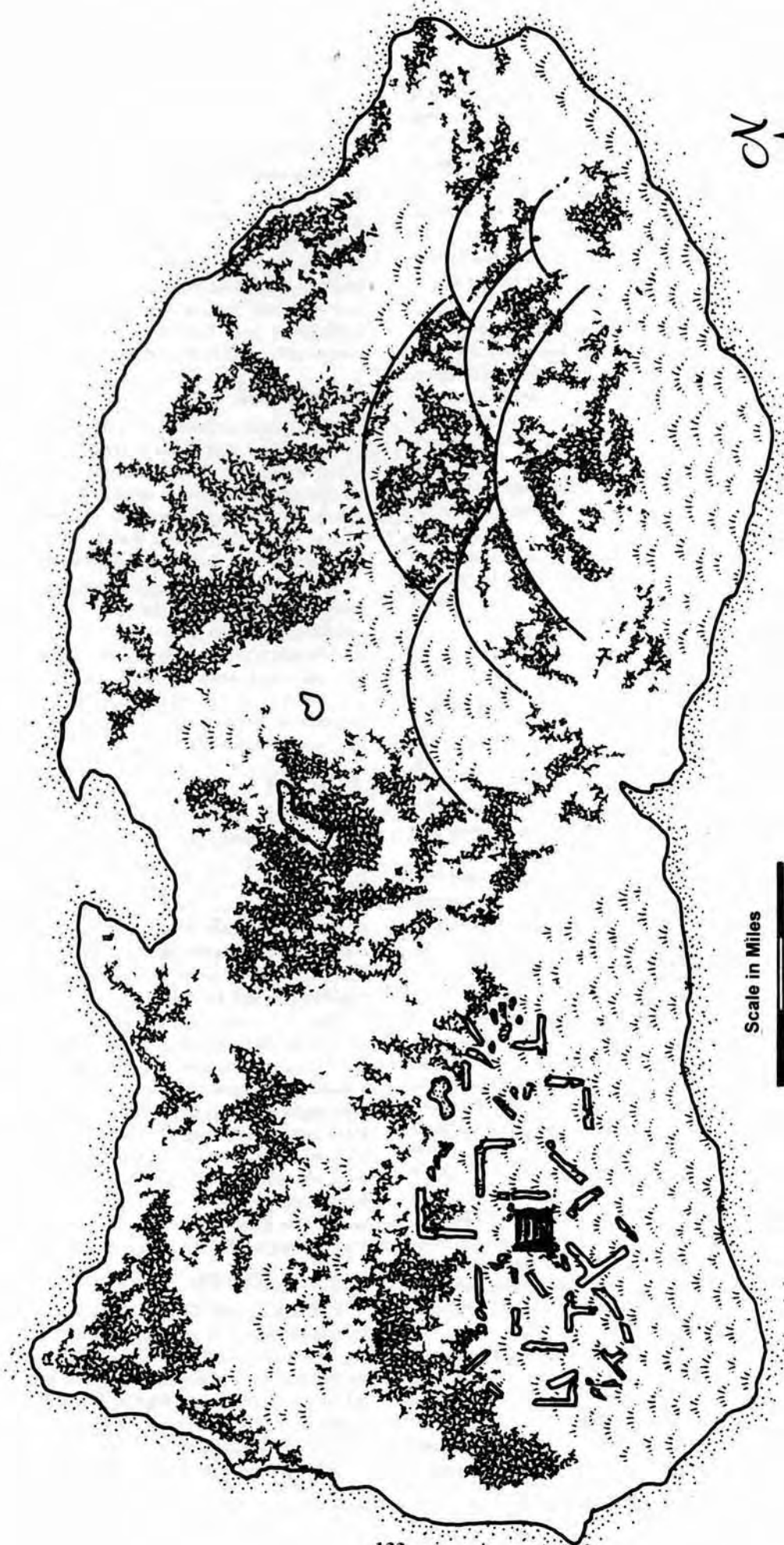
79-84 **A wild Peryton.** A Peryton or Gryphon swoops out of the sky and tries to snatch up the smallest character or animal companion. Will flee if the group proves to be too tough.

85-90 **Bogies.** A pair of foul-hearted Faerie Folk (Bogies) looking to cause trouble. They'll tell the group about the ruins and treasure, or lead them into some other danger.

91-95 **Fire Worms.** 1D4 Fire Worms in search of prey.

96-00 **Ratlings.** 2D6 Ratlings; hostile, second level warriors out to prove themselves.

GRYPHON ISLE Ψ



Scale in Miles
0 4 8 12

Code Key

	Hills		Fresh Water		Ruins		Grassland		Forest
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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. In that temple is the burial chamber of the Titans' 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 heroic warriors would be defeated and their city laid to ruin. However, the triumphant Cyclops could never find the temple and its treasure trove.

Legends of the lost temple, the weapons, and the famous Mantle would lure hundreds of adventurers to Gryphon Island, but none could unravel its secrets and many would die. Over the passing millennium, 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 have come to believe the temple and the mantle *never* really existed.

Ruins of a Titan city do exist on Gryphon Island, but neither Cyclops or humans, dragon or Sphinx have ever been able to locate it. Today the ancient city is little more than a maze of vine covered walls and rubble inhabited by cowardly packs of Boogie Men and Ratlings who prey upon those rare adventurers who still come looking for the lost temple every few decades.

From the Dark Earth, 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 hardest hit area was the west side of the island, 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 it in search of the Titans' lost temple only to find an empty chamber devoid of treasure, clues or adventure. However, the fates have changed all that, for the quake has torn a deep crevice into hundreds of feet of earth and stone to reveal a temple of gold.

The Ratling who discovered the temple wisely fled, 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 magic. 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 who entered "The Pit" were simultaneously struck dead only minutes after they entered. A few other bold Sphinxes and Ratlings who have descended into the abyss, have never been seen again. Later that night, as well as the next, a creature that walked like a man would slaughter anyone it happened to find. In only two nights, "it" would claim the lives of 13 Boogie Men and nearly 30 Ratlings and a Sphinx.

The Boogie Men are convinced that the ancient evil once trapped in the bowels of the earth has been released from the crevice in "The Pit" to torment the living. Fearful of "it" and 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. They are more likely to try to stow away on a boat to escape the murderous spirit. 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 unknown thing is twice the size of a human, hideous, indestructible (at least by Boogie Man standards), physically powerful and "wields fire like a club." They will not descend into the pit, even under the threat of death.

The Ratlings in the area are more reclusive and much less helpful. They are not quite as cowardly or superstitious, but are beginning to believe the Boogie Men may be correct about this thing. They have seen a gigantic creature rise out of the pit and strike down their mightiest warriors (usually 3rd to 5th level mercenary fighters) with astounding ease, laughing throughout the melee. Any information the Ratlings may provide will only confirm what the Boogie 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, 15 foot (4.6 m) tall, corpse-like figure (Titan?) emerge from The Pit. It will silently approach any humanoids that it spies and attack. It ignores any questions, requests, threats, or pleas for mercy, 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 practitioners 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. It views all humanoids, including Titans and humans, as deadly antagonists.

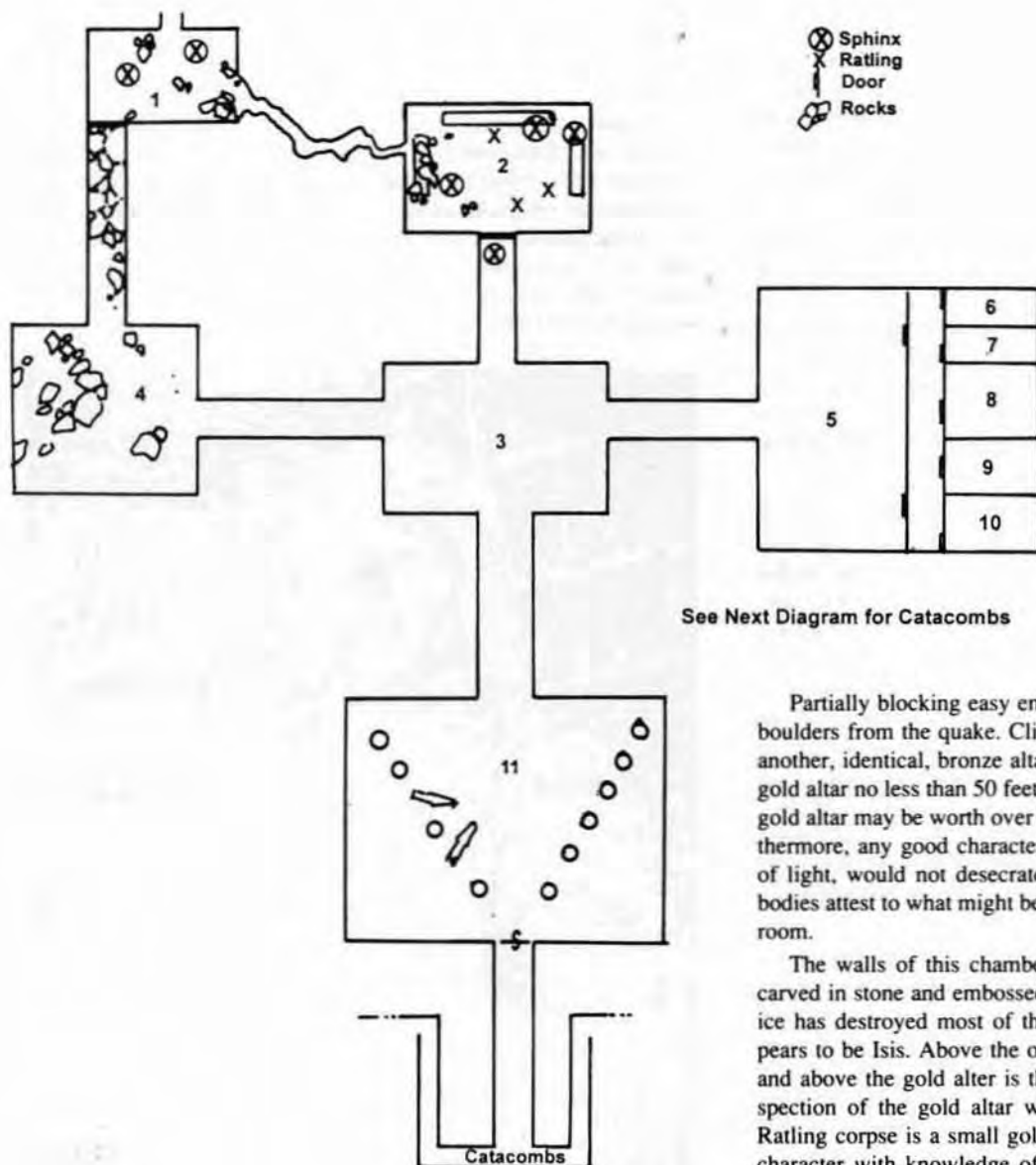
The Pit

Among the ancient ruins, covered in a thick overgrowth of vegetation, is a crumbling stone stairwell that leads 200 feet (61 m) down into the earth. The Boogie Men and other creatures who live among the ruins know the opening in the ground as "The Pit," a place of death. For centuries it has been haunted by the ghosts of Titans (entities) and poltergeists. 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 Boogie 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, only that the quake tore a gash into the earth that has unleashed a terrible force of evil that has even frightened away the ghosts. Since the tremor, many Sphinxes and a few others have come to the Pit in great excitement. Some fought 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 Sphinx, picked clean by scavengers, lay within 10 feet (3 m) of the gaping pit. The Boogie Men claim they died without a wound.

Entering The Pit

1. The Entrance Chamber: As one descends the stairwell the air becomes increasingly musty and smells of decaying flesh. The stairs fill the 30 foot (9 m) wide opening which descends about 200 feet (61 m). At the bottom is a newly opened crevice that descends another 200 feet (61 m) to a dirty, damp, 50x100 foot (15.2x 30.5 m) chamber — the bodies of three Ratlings lay, cleaved in half, on the floor of the natural opening. Two Sphinxes lay dead and decaying on the floor of the Chamber. There is no apparent mortal wound on either body. In the south wall there is clearly a secret door since the wall is pushed in a few inches. No matter how hard anyone might try, the door will not budge



See Next Diagram for Catacombs

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 (15.2 m) and 10 feet (3 m) 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. Furthermore, the six rotting bodies attest to what might befall anyone who tampers with altars in this room.

The walls of this chamber are made of marble. Above each altar, carved in 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. Above the other bronze altar is Osiris, the Law Giver, and above the gold altar is the image of Ra, Lord of Light. Closer inspection of the gold altar will show that clutched in the hands of a Ratling corpse is a small gold tabernacle. A Diabolist, Summoner or a character with knowledge of 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 wards compose the majority carved into 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, but only the foolish would tempt fate. 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 another large chamber.

3. The Central Chamber: The corpse of another sphinx lays in a corridor just beyond the door. The Corridor runs for a length of approximately 80 feet (24.4 m) and ends in a large, empty 140x90 foot (42.6x27.4 m) chamber. The air is thick and musty, although comparatively free of the stench of death. The empty chamber has 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. Scuffed footprints, both large and human size, lead off in every direction.

4. The west corridor ends in a damp, dirty room littered with fallen rock, ceiling and earth. Fresh air seems to be leaking in from undetectable cracks up 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:** Attempting to dig through the tons of fallen rock and dirt will just cause cave-ins and take months.

an inch. It's been held tight like this for thousands of years after an earthquake collapsed in the ceiling on the other side.

The walls of the chamber are plated in gold and covered with elaborate pictographs of Ra, the gods of light and Titan warriors. **Note:** It will take days to carefully peel the gold from the walls in sheets to preserve the hieroglyphs and pictures. Ripping it down without a care and melting it into more portable bars is a crime, destroying pieces of history that may be over 50,000 years old.

Another gaping crevice has torn the east wall asunder, carving a natural passage to the connecting chambers. The crevice runs about 125 feet (38 m). Near the end, the body of a fallen Ratling with a short sword, dagger, and soft leather armor lays crumpled on the ground, his right arm severed from his body. **Note:** The smell in the entrance chamber, crevice and the adjoining chamber is stifling. Characters who are not men at arms used to the sight and smells of death must roll (1D20) under their P.E. to avoid vomiting. The stench will stay for days even after the bodies are removed.

2. Temple of Light: The natural passage connects with a temple chamber approximately 130x80 feet (39.6x24.4 m); all ceilings are 20 feet (6 m) high. Inside the room are two other slain Ratlings, an ogre and three Sphinxes. None of these show any evidence of physical wounds, although agony is etched into the corpses' faces. Each carries a cheap short sword, dagger and wooden shield. One has six gold. Whatever the "it" is that the Boogie Men fear, it has no concern for money or weapons.

A clattering, scraping noise can 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?). A careful, silent investigation will reveal a Gruunor, a huge segmented insect known for its tough natural body armor and deadliness. If left undisturbed it will continue to dig for grubs. If attacked or disturbed it will attack the nearest living creature, biting and stinging. The commotion will awaken two other Gruunors curled up among the rocks, who will join the fray.

The Gruunors: 4½ feet (1.37 m) long, with a natural A.R. of 16. Each has around 24 hit points, but is protected by 240 S.D.C. of natural armor. They do three attacks per melee, inflicting 2D4 damage with a bite, or 2D6 damage with the stinger on the tail. Night vision 20 feet (6 m), climb, and resistant to cold and fire (½ damage). See **Monsters & Animals, 2nd Ed.** for more details.

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 other bronze doors (rooms). The natural assumption is that this was once a caretakers' or priests' residence. Each of the doors opens to a small individual room. Any furnishings and clothing have deteriorated into 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 a search, struggle and combat. Splatters of blood can be seen, as well as the impression of a fallen body in the dirt of the room (about 5 ft/1.5 m tall). 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 handprint. This is the largest of the five rooms. The dust and crumbled remains 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 armor 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 mystic portal.

East Wall: A leather bound book preserved by the magic silver runes that it is written in. It is a religious tome filled with pages and pages of stories about the gods Ra, Osiris, Isis and the other members of their pantheon. The book is a collector's item worth 1000 to 4000 gold, or as a priceless religious icon that would surely gain the favor of any high priest of the gods of light (worth at least 50,000 in gold as a religious relic).

9. The room has been thoroughly ransacked. No valuables.

10. The room has been thoroughly ransacked. No valuables.

11. The south corridor runs some 200 feet (61 m) ending in a gigantic temple chamber. Scuffed footprints show that the Ratlings have been in this area, as well as "It."

Six 15 foot (4.6 m) 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, carved from marble. It is impossible to tell whether they are gods or Titan warriors, though probably the latter. Each weighs tons.

A ranger, or the very observant, may notice that some of the footprints seem to disappear behind a section of wall at the point of the V-shape. He will also notice that some of the tracks seem to be

giant-sized, leading to and from the wall. These 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, the 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 the characters are good, selfish or evil, 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 the mummy of a great Titan warrior who had forsaken his evil ways to aid his fellow warriors in an epic battle against the minions of evil. In combat, he was badly disfigured and lost all that he held dear, so he volunteered to become the guardian of this place of the dead, and defender of the Mantle. 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 reckless 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 it, so you must use your brawn and cunning wisely, and your magic to deliver the killing blow."

Note: The group is likely not to have enough firepower 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 spirit will pause long enough to answer a few pertinent questions (not questions like what kind of reward or who are you, etc., nor will it 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 before it vanishes, saying, *"and may Ra guide you in destroying my son!"*

1. There are five warriors interred within. The weapons of each can be borrowed. The ghostly being 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.

4. He will point out the mummy's weaknesses.

Note: Many of the magic weapons possess powers and abilities unique to the magic of the current age. They are the creation of ancient magic, 50,000 years old — and in many cases, the creations of magic lost to modern beings. This may be another reason to leave the weapons in the catacombs, and even reseal the entrance to the Titans' tombs.

The Catacombs

The catacombs are the crypts where Titan warriors are entombed. It is deliberately maze-like to dissuade and confuse would-be thieves. The group will have to wander about in order to find the tombs and to get a sense of the catacombs' layout. There are five tombs and five magic weapons, but 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 more (**G.M. Note:** Attempting to find all five will be a waste of time since the mummy already wields the fifth. Of course, our heroes don't know this).

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 shuf-

fle impression of the mummy and an occasional Ratling and Sphinx footprint can be seen throughout the dust-laden floor of the catacomb.

There is an 01-18% 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 (run away!) 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 01-40%. Likewise, any loud noises may arouse the creature, increasing the chances of an encounter another 20%.

Northward

C-1. The Shrine of Osiris. A small, doorless, side chamber containing a small marble altar, marble slab cutaways for candles, and a 12 foot (3.6 m) statue of Osiris. The left eye is a ruby (worth 6,000 gold), the right is a diamond (worth 10,000 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 20 foot (6 m) long sarcophagus of stone rests in the center of the room. 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 icon, a crystal of glass (looks like a goblet made out of pure crystalline rock). *The Crystal* appears to be ordinary glass, but is magic with the following powers and features:

- Indestructible.
- Just holding the crystal encases the bearer in a transparent crystal armor (A.R. 17, S.D.C. 300, regenerates 5 S.D.C. per melee round, impervious to fire, +6 vs magic, weightless). When the Glass Crystal is no longer touching flesh (dropped, but in a sack, wrapped in clothing, etc.), the armor disappears.
- Magically creates a crystal sword at will (appears in the right hand), but only during a crisis/combat situation. The sword is magic and indestructible, inflicts 4D6+4 damage, and does full damage to magical or supernatural creatures (including those that are shadows or ethereal). If the sword is dropped, it will instantly disappear. Likewise, if the bearer of the crystal stops touching it, or is slain, the sword will disappear.
- A curse of reduced healing on anyone (any alignment) who uses the crystal, plus a Curse of Vulnerability on any evil or selfish alignment. Neither curse remains if the character abandons the magic item before leaving the subterranean network.

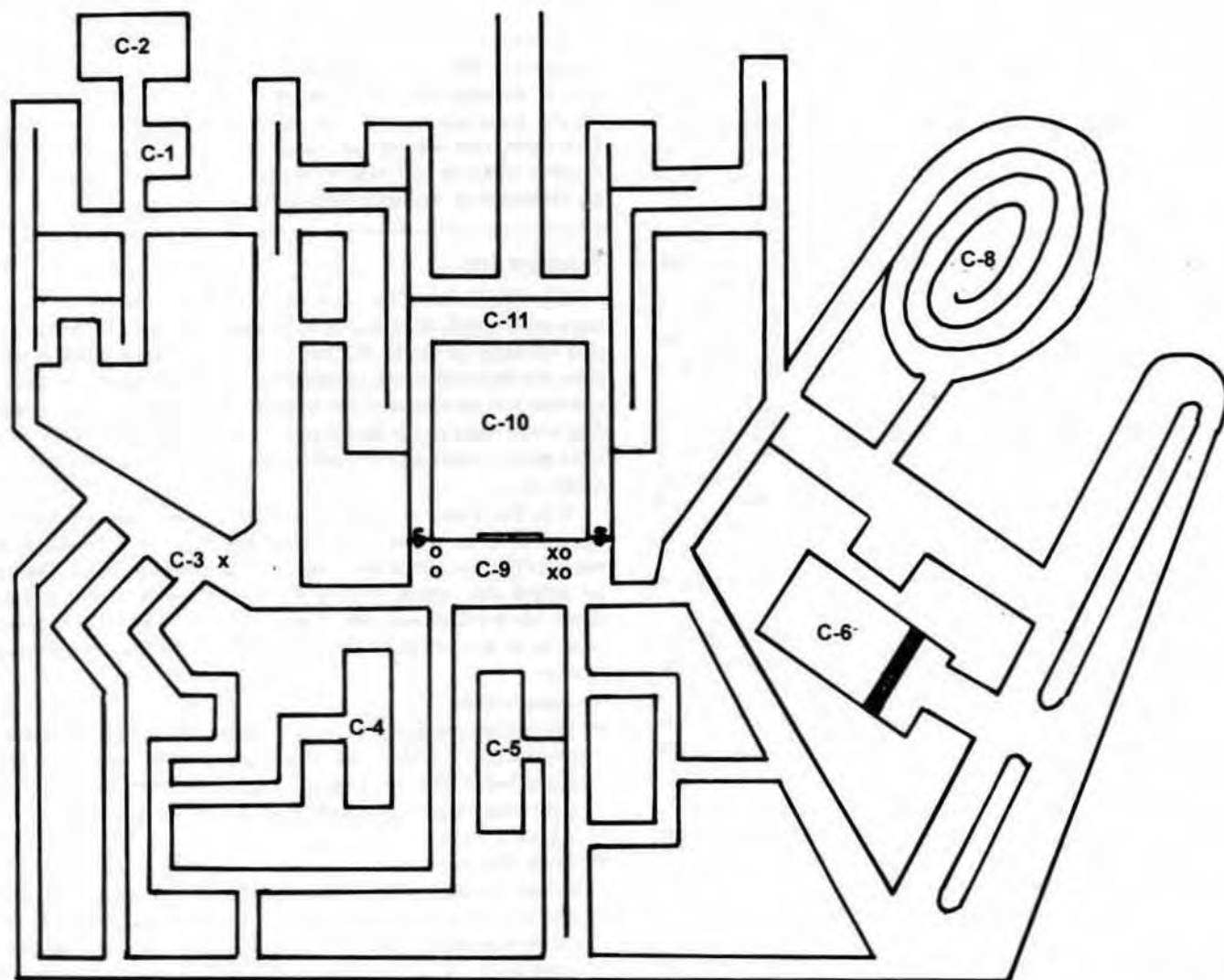
Southward

C-3. A decapitated Ratling lays in the junction of this corridor. The creature's hard leather armor 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 15 foot (4.6 m) long sarcophagus of jade rests in the center of the floor. The lid is the figure of a powerful, armorless warrior carved in jade. In his hand is a scabbard with a jade sword still inside. The gemstone bastard sword is dull and surprisingly heavy (75 lbs/33.7 kg), takes a character of P.S. 9 or greater just to haul it around, and a P.S. of 20 or better to wield it effectively as a weapon (otherwise -1 attack per melee and no combat bonuses apply). However, in the right hands it is an excellently balanced and deadly weapon. The powers of the Jade Sword:

- Indestructible.
- Does 6D6 damage (plus character's damage bonus) to ordinary armor and creatures, and double damage (1D6×10+12) to evil creatures of magic and supernatural beings.
- Magically enhanced so it is +1 to strike and parry for any wielder with a P.S. of 20 or greater.

The Catacombs



- Curse of Rags affects any who takes the sword outside of the ancient ruins. In addition, a curse of Phantom Noises will afflict anyone of evil or selfish alignment who claims the weapon.

C-5. The Tomb of a Titan. An 18 foot (5.5 m) long sarcophagus molded 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 2½ feet (0.76 m) long and clearly not intended to be used as a hand-held weapon. The powers of the Scepter of Apis are as follows:

- Indestructible.
- Endows the user with the sensitivity of the Goddess Apis: sense magic, sense good and evil, detect psionics, commune with animals, and mind block. All are equal to the 14th level psionic abilities with no I.S.P. limits.
- Each of the following can be performed two times per 24 hour period: chameleon, track, animate plants, sand storm, and travel through stone. All are equal to a 6th level earth warlock.
- A curse of Insect Attraction will plague anyone who uses the scepter after a 24 hour period. In addition, a curse of confusion will plague any characters of evil or selfish alignments.

C-6. The Tomb of a Titan. An 18 foot (5.5 m) long sarcophagus rests in the center of this extra large chamber. Iron bars that run from floor to ceiling have been bent to allow any human-sized creatures access to the burial chamber. Laying in front of the bars is the mangled

body of a Ratling and the blood of others. The footprints of a large cat (Sphinx) can be seen around the area, but suddenly stop (flew off).

Beyond the iron bars is a 12 foot (3.6 m) wide trench that runs from wall to wall and about 30 feet (9 m) deep. Nasty looking spikes line the trench floor. A fall onto the spikes will do 6D6 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.

G.M. Note: 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 rune sword. Its handle is pearl and shaped in the image of the god Ra.

The Sword of Oberon (Rune Sword)

- Indestructible.
- Aberrant evil alignment; 16 I.Q.
- Makes the person wielding it impervious to fire and cold, adds 20 hit points to the wielder's own, +1 on all saving throws and can turn into a fire whip at will (1D6×10 damage); normal damage as a flaming sword is 5D6. 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.

- 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 armor. A warlock perhaps. In its hands is an 8 foot (2.4 m) 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 and several runes etched into it. The powers of the Staff of Cunning are as follows:

- Indestructible.
- Unprincipled alignment; I.Q. 17.
- Does 3D6 damage (plus character's damage bonus).
- Provides the knowledge and abilities of sense traps (same as the psionic ability), locate secret compartments 70%, recognize weapon quality 70%, recognize wards 70%, recognize poison 70%, see the invisible, teleport (twice daily) and +4 to save vs illusions.
- The curse that plagues its owner is Misunderstanding. An additional curse of cold will afflict those of evil (not selfish) alignment as well. The curses do not come into effect unless the weapon is removed from the island.

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, Lord of Darkness, and Anubis, Lord of the Dead. In the outstretched hands of Anubis is the mangled body of another Ratling and at the feet of Set, a slain Sphinx.

C-10. Bronze double doors open to this large temple of Bennu the Phoenix. It is also 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 Fantasy RPG, 2nd Edition*, pages 315-316). Both of these wolf-headed demons are diabolic. Hit Points: 46/51, S.D.C.: 34/30.

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 be used to seal the opening to the "Pit" forever). All these things have been collected from those he killed; just things that caught the creature's eye, other times, the monster has left the corpses of his victims untouched. 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 in C-10 is most likely during the day, 01-81%, but only a 01-50% chance during the night. The demons are always present here, and will pursue intruders throughout the complex to kill them.

The Mummy

This is a variation of the classic mummy, again, the creation of lost mystic arts. The creature is insane, bent on wreaking havoc and death. This is the "it" that the Boogie Men spoke about. It walks among the ruins at night killing anyone that it encounters and sometimes crawls out of The Pit to attack people in the ruins on the surface. The mummy can only leave the ancient underground crypt at night for the light of day causes it great pain (note, a sphere of daylight is too small to affect it). Although deranged, 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, so it does pick up the occasional weapon and trinket, although it's not sure why. These emotions are flickering memories of its past. If not destroyed, the mummy will eventually join forces with some clever disciple(s) 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, Dwarves, Titans and Gods of Light. It will

not relinquish the Mantle of the Gods or the flaming sword of Oberon without a fight to the death!

The mummy can be encountered anywhere inside the underground complex or above ground at night (01-50% likelihood), but is most likely to be found in the catacombs. Here, within its "home" grounds, it will toy with its new playmates, striking to kill only after it gets bored, is angered, or severely injured by an attack. Also see The Mantle of the Gods (as follows) and the Sword of Oberon (Room C-6).

Alignment: Diabolic

Attributes: I.Q. 6, M.E. 7, M.A. 12, P.S. 24, P.P. 15, P.E. 19, P.B. 9, Spd. 8 (24 with mantle; such a fast moving mummy often catches adventurers off guard because mummies are notoriously slow).

Hit Points: 174 with mantle; 74 without.

S.D.C.: 50 and regenerates 3D6 S.D.C. or H.P. per melee round.

Natural A.R.: 12

Attacks Per Melee: Four (including the mantle's bonus)

Damage: 2D6 damage by hand/punch or with the flaming sword (see Sword of Oberon, room C-6; 5D6 or 1D6x10 damage).

Bonuses: +4 on ALL saving throws (+2 without the Mantle); +2 on initiative, +3 to strike, +3 to parry, and +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).

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 during the day, it would be so pain racked that it would lose one attack per melee and be -3 to strike, parry and dodge. The mummy does *not* wield the magic abilities of the Mantle.

Special Note: IMPERVIOUS to normal weapons and fire; only magic can damage or destroy it. Turn dead will not affect it.

G.M. NPC Notes

If the group of playing characters is particularly large, powerful/high level, or extremely magical, the Game Master may want to give the mummy a few more menacing allies (not to mention double his S.D.C.). A couple of extra demons (perhaps even a greater demon or two), 2-6 conventional mummies or even a spell weaving Sphinx are all appropriate.

On the other hand, if the player characters are outnumbered or low level (1-3 level), a Ratling or Pirate or two, or even a Sphinx or Cyclops ally could be in order.

The Mantle of the Gods

The Mantle resembles the headdress of an Egyptian Pharaoh along with a large, ornamental neckpiece. The mantle is made of gold and is studded with gems. Its full range of powers are as follows, but the mummy is incapable of drawing on the magic abilities and is not affected by the curses.

1. Indestructible.
2. Can be used by any alignment.
3. Increases select attributes of the wearer: P.S. to 24, Speed 24, 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. and M.A. don't apply to the mummy.
4. Adds 100 hit points to the wearer, plus the character recovers 3D6 S.D.C. or H.P. every melee round.
5. Provides a natural aura of protection equal to A.R. 12.
6. Enables the wearer to see the invisible, nightvision (120 ft/36.6 m), understand and speak all spoken languages, and fire and cold does ½ damage (including magic fires and cold).
7. Magic abilities: The wearer can perform each of the following up to three times a day: radiate light (see new spell), calm storms (equal to a 6th level warlock), heal burns (4D6 H.P.), healing touch (4D6 H.P.), create wall of flame, circle of fire, fire ball, spontaneous combustion,

fuel flame, breathe without air, stop wind, wind rush, walk the wind, and call lightning; all are equal to a 6th level warlock.

8. Bonuses (attribute bonuses not included): +2 on *all* saving throws, +6 to save vs horror factor, +10 to save vs possession. One extra hand to hand attack per melee.

9. The curse of the Mantle affects anybody who takes it from its underground place of interment. Headaches, Glowing Eyes and Spoilage.

The Player Characters' Reward

If the characters have successfully destroyed the mummy and if they have 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 magically healed (unless the character has died; no resurrection). Furthermore, the bravest or most good aligned character will stumble over a small metal box sticking halfway out of the dirt as they walk through the ruins on the surface. Inside is a treasure of 50 Old Kingdom Sphinx coins worth 500 gold each. Total value is 25,000 gold! The treasure is meant to be shared by all (and good clergy in the group will have a dream or vision that tells him so).

Any characters who have kept the magic weapons they borrowed will suffer the curse(s) described by each, will not be healed, and the box of coins will not be found; the whole group could suffer because of one greedy or foolish individual. Furthermore, characters who keep the weapon will have his alignment changed to anarchist (no debate). If he is repentant later, he 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 the player character who keeps the enchanted weapon or the Mantle is a priest of light, he/she will lose all priestly powers and can never be a priest of light again (no debate)!

If the Mantle of the Gods is kept, even 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) will knowingly allow the Mantle or weapons to be taken for any reason, by any member of their group.

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.

One must remember that most Faerie Folk are like tiny, self-absorbed, child-like creatures of magic; wild, happy and free to carry on with their scatterbrained antics and consumed with fun and games. Vagabonds without society, laws or restrictions as humans understand these things, they buzz about freely; first dancing in the sun, next dropping an overripe berry on a fellow's head, playing tag, teasing a wild animal by pulling its tail or whiskers, chasing a mouse, dancing, making some faerie food, resting for ten minutes, and then playing some more. The faeries' carefree innocence is both enchanting and irksome, for their games can be especially hazardous to nonfaerie life forms. Although most are not particularly evil, the faeries and their kin have no understanding of the human condition, which can lead to exhausting, harrowing and deadly experiences at the hands of these playful creatures.

Humans, Dwarves, Goblins, Orcs, Ogres and Wolfen 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. Obsessive pranksters, they will besiege a group of humanoids with any combination of shenanigans. Tying and untying shoes and boots, tying laces together, unbuckling belts, pulling down pants, steal-



ing 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 mystical children are blessed with magic which adds an entirely 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 spoiled child, 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! To anger the faerie folk is madness.

Despite their mischief and cruel, 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 showering the sad person with flowers or by offering a spectacular performance, dance or 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 moan 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 leg's, mixed nuts instill a variety of phobias, burgundy turns the drinker's skin purple, and so on. **Note:** See *Palladium RPG*, 2nd edition, pages 260-261, for complete descriptions of Faerie Foods.

See *Monsters & Animals*, 2nd Edition, pages 58-78, for complete descriptions of Faerie Folk.

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 that emanate from it are the result of faerie mischief, but the superstitious pirates and sailors who pass by or make a brief stop, 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 people's beliefs and fears of ghosts and have established a regular routine of noises, tricks and gimmicks to create the illusion of a haunting. 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), bewitchment (charm), and floating objects (animate objects). As if this were not enough, they have created a most convincingly haunted, frightful environment inside the tower. Night-Elves faeries and Bogies are entirely responsible for this achievement. A brutally smashed Ogre's 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

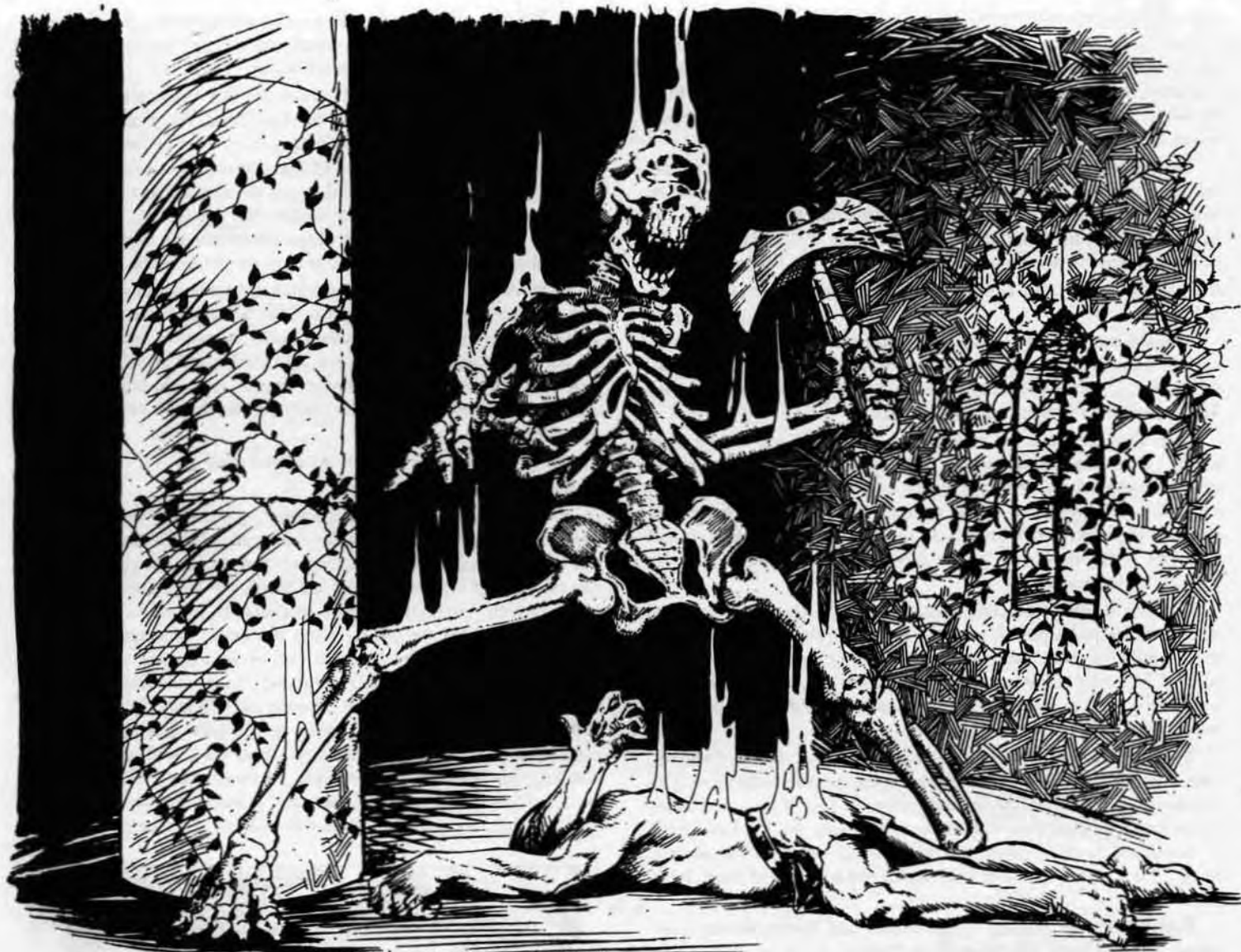
various mounds of leaves will produce 1-6 gold coins, a variety of harmless worms, larvae and beetles, a rusty pot, serving fork, dagger (useless) and a family of Diamondback rattlesnakes (bite does 1D4 points of damage plus 1D6+1 damage every additional melee for a total of 1D6 melees. The effects of multiple bites are accumulative.) Bogies and Night-Elves add to the atmosphere with strange lights and other magic to frighten.

The Second Floor was once a kitchen and storage area. It 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. 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 01-60% chance that somebody removing the rocks or feeling under them will get snapped by the trap which does 1D6 points of damage. When a person(s) tries to leave the room, the Bogie who lives there, usually aided and abetted by 1D4 Night-Elves and 1D4 Toad Stools, begins his act. First moaning and then speaking in conventional Gobblely (the only language he knows other than Faerie). "Ooohh. 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, ale or candy is obvious, the ghost (Bogie) will demand that all of it be left behind. A token amount of gold such as 2D6 gold coins per person may also be demanded. Unlike faeries, Bogies and Toadstools collect gold and gems. Resistance to or questions about these requests will be met with, "Do as I say or face my wrath," followed by wind rush, mesmerism, pelting by animated objects/stones, fog of fear, wisp of confusion, as well as groans and croaking from the Toadstools. The Night-Elves will assist and protect the Bogie.

The adjoining large room is entirely covered in ivy, vines and attractive flowers and moss. The Ghost (Bogie) will warn and then chase unwelcome visitors away, with the Toadstools leaping out of hiding and snapping at people to add to the confusion. A search among the vines will reveal 4D6 Night-Elves and 3D6 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 barracks. The original wood beds and blankets have rotted to dust centuries ago. 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 faces of those who enter the room and dangle from the ceiling. A dense weave of vines cover the 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 hiding places for the wee folk who shake, rattle and crunch them with frightening effect. This is the home and playground of four Bogies.

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 magically rise from the floor. If a player character(s) does not succumb to the magic, he 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. If the iron trunk is opened (the Bogies look forward to this), the contents come flying out like a giant Jack-In-The-Box. The contents are a jumble of old animal bones and rags. Its purpose is to startle not damage.



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In the West corner of the room, under a particularly 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 four feet in diameter. To reach the valuable item, one must pass his hand through the spider's web and about three feet (0.9 m) under the vines. The hilt is stuck, so it cannot be knocked free with a sword or staff. When this is done, a hideous, spider-like thing with huge pincers can be seen moving under the vines. The three foot long spider-thing is actually a puppet operated by the Bogie and 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; the puppet has two attacks per melee round and is +1 to strike, +2 to dodge, and has a speed of 8.

If the hilt is grabbed, it takes a P.S. of 22 to pull it free. If this happens, the Faerie Folk will fight to get it back at all costs, using their combined magic and the might of the larger Toadstools. If necessary, they'll get help from their faerie cousins nearby. The hilt is the Bogie's prized treasure, studded with 16 gems worth about 1000 gold each.

The fourth, top, floor is the best. The once mighty iron door appears to have been torn from its hinges and lays on the filthy floor. Blood (actually brown 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 obscured by vines. Ivy, moss and mold hang from the ceiling, some dangling to the floor.

Sitting in the rear of the room, 15 feet (4.6 m) from the window, is the skeletal remains of a Cyclops. It rests at a crude, weather-beaten table. On the table is a two 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 motioning that person or persons over to the table for a drink.

Note: Characters who are invisible will be noticed as well and motioned over too. 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 skeleton to attack with the huge battle axe that sits at his side (does 3D6 damage).

As soon as an attack is provoked, the room will become filled with three, simultaneously cast fogs of fear. Players must make three saving throws of 16 or higher to save against this faerie magic. A failed roll means the characters are racked with fear. The next melee the faeries will cast a purple mist on top of the fog. Again characters must make three saving throws. During the entire conflict, other Bogies and faeries will be hidden among the vines and debris as spectators to this great entertainment and 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 should seem as if they are being surrounded by a dozen or more hostile, ghostly spirits. Smart characters, and those terror racked by the magic, will run howling from the tower. A good show will usually satisfy the faeries and prevent pursuit or further mischief.

The Skeleton in the Tower: 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 big folk with objects, pulling hair, tripping attackers, etc.

Skeleton combat: Two attacks per melee round with axe (3D6 damage), or with fist (1D6 damage), but moves slowly (Spd. 6). Horror Factor 14, S.D.C. 80. It has no alignment itself, but the faeries will vary from miscreant to predominately anarchist.

Since the skeleton is not magically animated, the use of *turn dead* magic will have no effect, because it is only a puppet. This should terrify and confuse those who tried to turn it in the belief that it is a magically animated skeleton or undead monster. If the clergy or a mage uses magic to usurp control by *animating and controlling the dead*, it will upset the entire show and invoke serious reaction/assaults from the 3D4x10 faerie spectators.

Likewise it cannot be communicated with psionically or by commune with spirits. A psionic presence sense will detect scores of presences within the room. See aura will 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: Big Folk, including humans, Elves, Dwarves, 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 a treasure trove hidden about the room: 4632 in Gold, 9400 in Gems and Jewelry, Magic Dagger (1D6+3 damage and eternally sharp), 3 bottles of Fine Wine (not faerie) and a variety of faerie foods and drinks.

Faerie Note: In addition to the Bogies and faeries already mentioned, approximately 100 Night-Elves (faeries), 30 Greenwood faeries, a Pixie, 2D4 Toadstools and over 150 Common Faeries inhabit the tangle of vines that cover the four story tower.

Random Encounters in the Central Forest

Roll percentile dice once for every 3 hours.

01-05 The Hydra on the prowl.

06-18 1D4 Diamondback rattlesnakes.

19-24 1D4 hostile Toad Stools.

25-35 1D4 Satyrs; will attack only if attacked first, but may warn the group of the "Devil Beast" (Hydra) if the group is kind and generous.

36-40 1D4 Peryton from the mainland in search for blood!

41-45 1D4 wandering Common Faeries; 50% chance of pestering the group for 4D4 minutes.

46-50 A Hairy Jack in a mean mood. He'll attack at the slightest provocation, but won't fight to the death.

51-55 Brownie or Frost Pixie who warns the group to leave the island, because there are, "a lot of folk who don't like Big People." The character won't warn the group about the specific dangers and will disappear in the underbrush. If pursued, 1D4 bloodthirsty Pucks or Kinnie Ger are encountered.

56-60 1D4+1 Floaters or Hoppers are startled from their sleeping place and instinctively attack.

61-65 One cruel Bogle who tells the group about the fabulous treasure-cave guarded by the evil Pucks. He conveniently leaves out the part about the Hydra and other evil Faerie Folk in the cave.

66-70 1D4+1 Pucks; aggressive unless outnumbered, in which case they will follow the group and attack and rob any one or two people who wander off by themselves or left alone.

71-75 1D4 Orc pirates held captive by 1D4 Pucks and four Toad Stools (the Pucks are the brains of this operation). The pirates are bound and being kicked and threatened with torture. Two of their fellow pirates lay at their feet, bloody and lifeless. Their pleas for mercy are met with laughter. The Orcs were deliberately put on the island by their captain as punishment for treachery aboard ship. All are evil and murderous (3rd level), but whether the player characters can turn a blind eye and let them be tortured and killed is up to the player group.

76-80 A flock of a 100 birds rushes out from the underbrush and into the faces of the player group. Half are ridden and directed by Night-Elves faeries standing on their backs. A score of faeries will use the confusion caused by the diversion to steal whatever small valuables they can. Primary targets are booze, sweets, and coin purses. Thankfully, the creatures do not stay to cause trouble; they hit and run, laughing all the while.

81-85 1D4+4 hostile pucks looking for trouble

86-90 No encounter this time.

91-95 A pair of Toad Stools are torturing a Green Wood Faerie. Its wings are tattered and the little lady lapses in and out of consciousness. She will be killed in a few minutes and eaten, unless the player characters take action! 1D4 additional Toad Stools will leap from their hiding places to battle anybody who tries to intervene. Moments after the faerie is rescued and the danger gone, the heroic adventurers are surrounded by 1D4x10 Green Wood Faeries who assume the group is responsible for the torture of their friend! They will demand that the characters hand over their fallen comrade and will attack if they do not. If the players agree, the angry faeries will demand they surrender and come with them. If the group refuses, a brief battle will ensue, but before anybody gets seriously injured, the faerie they rescued musters enough strength to stop the madness and explains they are heroes who saved her life. The grateful faeries will offer to escort the group off the



island, warning them that it is not safe for them. The Green Wood faeries will not join them in provoking a fight with any other Faerie Folk nor battle the Hydra; the dragon represents no danger to them and helps to keep Big People off their island sanctuary. **G.M. Note:** These Green Wood faeries *may* come to the group's rescue if they get in over their heads later, but will only help them escape destruction, not battle and kill the Hydra or other foes.

96-98 1D4 Bogies looking for fun at the expense of others.

99-00 The Hydra, hungry for interlopers.

Random Encounter Table for the Marsh

The marsh is a large area near the center of Faerie Island. It is inhabited by all sorts of foul and menacing Faerie Folk. It is most definitely unsafe place for humans and all Big People. Roll once for every hour in the marsh.

01-06 1D4 Common Faeries just passing through. They may startle the group but will fly away unless attacked.

07-12 1D4 Toad Stools, but they will attack only if they are startled or feel threatened.

13-24 1D4+3 bloodthirsty Pucks looking for trouble.

25-30 One mischievous Bogle. He will cause minor annoyance and is likely (01-82%) to tell the group about the "treasure cave" of a rival Puck gang, but will not mention the Hydra or other dangers.

31-35 A Will-O-The-Wisp who hates intrusions by Big People, especially those of a good alignment.

36-40 One or two Kelpies attack with murderous intent!

41-45 Two Toad Stools in an evil mood.

46-50 Four Puck bushwhackers.

51-55 1D4 Bogies out for fun at the expense of others.

56-60 2D4 Water Sprites teasing a snapping turtle.

61-69 3D4 Bogies riding on the backs of bull frogs come leaping out of the reeds to frighten and grab any obvious, small valuables; booze, sweets and small coin purses are targeted. If given chase, they will lead their pursuers first to a nest of snakes, and then into a clan of 4D4 Toad Stools!

70-75 Two friendly and helpful Green Wood faeries.

76-80 Four hostile Pucks and two toad stool pals.

81-85 1D6 Water Sprites will pester and annoy the group but also warn and protect them from the evil Faerie Folk in the marsh. They'll stay with the group for 6D6 minutes.

86-90 Dead Moon Hag in search of treasure and blood. She will use her powers to trick, rob, and, if possible, kill the adventurers.

91-93 The lead character or two in the player group find themselves in Quicksand and sinking! They must be pulled from the muck by their fellow adventurers (or via magic like levitate, telekinesis, or teleport) or die!! It takes 2D4 minutes to be pulled free and the commotion may attract hostile swamp dwellers.

94-97 1D6 hostile Toad Stools or a murderous Kelpie.

98-00 The Hydra, 400 feet (122 m) and closing!

Random Encounter Table for the North Woods

The far side of the island is perhaps the most heavily populated by faeries and their kin. These include several hundred Common Faeries, Green Wood faeries, and Tree Sprites. A handful of Night-Elves, Bogies, Pucks and Wind Puffs can also be found, but are not nearly as plentiful. Several small bands of Satyrs (4D6) inhabit the 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 seen, they will kidnap, imprison and have their way with her! Roll once for every two hours.

01-10 1D4 Pucks looking for trouble.

11-15 One bogie in a mean mood; look out!

16-20 2D4 Satyrs may follow the group (50% chance) from a distance, but flee the moment they are noticed. They fight only if they feel threatened.

21-30 1D4 Green Wood faeries in a playful mood, which spells non-lethal mischief and trouble.

31-37 A pair of wild boars charge the group, they are unusually tough, smart and aggressive. Really a pair of Hairy Jacks looking for a fun battle and booty. The pair may assume their humanoid shape and are likely to *jinx* one or more of the player characters' weapons before running away. They will not fight to the death, but may come back at night with 1D4 friends to extract revenge.

38-44 1-3 bloodthirsty Kinnie Ger.

45-50 1D6 deer rush from a thicket and disappear into the forest — or were they Peryton?

51-55 Two Night-Elves with a grudge against big people.

56-60 1D6 tree sprites looking for dancing partners.

61-70 1D6+3 Satyrs; young toughs, out to prove themselves.

71-75 2D4 wind puffs flutter among the leaves of the trees and *may* bring good fortune.

76-80 A wild horse gallops within a hundred feet (30.5 m) of the group. It seems tamed (perhaps lost by pirates) and nervously approaches. It will let any one character mount it, but immediately and wildly runs out of control. When they are a half mile (0.8 km) away, the horse will transform into its genuine Kelpie shape and try to murder its rider before help arrives. It turns back into a horse and flees when others arrive on the scene.

81-85 2D4 Tree Sprites raid the group for sweets. They mean no harm and use magic only if threatened.

86-90 Three Pucks and an evil Satyr, or Kinnie Ger or Hairy Jack in search of murderous pleasure.

91-94 1D6+4 Satyrs will attempt to plunder gold, wine, weapons and *women*, but flee if they meet with extreme resistance.

95-96 A grumpy Grogach enjoying the fruits of his labor, drinking delicious wine he made himself. He's suspicious of strangers and will attack if he or his six barrels of wine are threatened.

97-98 1D6 common faeries sleeping in the sun; will not take kindly to being awakened by Big People. 1D6x10 others are nearby and will come to their aid if things get ugly.

99-00 1D4 wild Pegasus; a sight to behold! 2D6x10 Faeries of all kind will rush to the animals' defense if anybody tries to capture or hunt them.

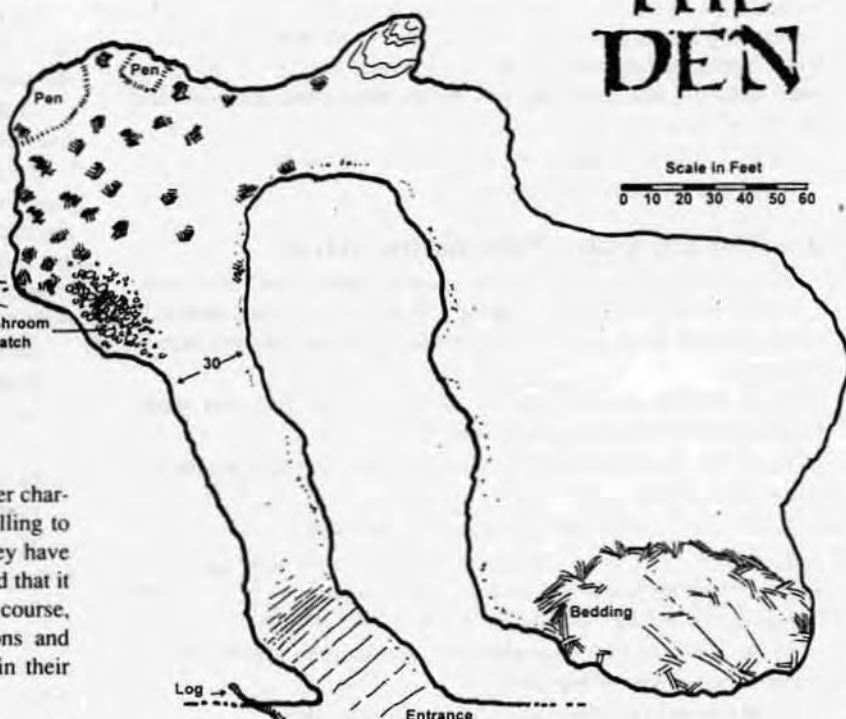
The Hydra's Den

Cradled in the densest part of the forest, a few miles from the southern coast, is a hydra's den. If the Cyclops know about 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. Several will also come to its aid if it is attacked. Only the foolish or bold dare to invade its home. So far, none have yet succeeded in slaying the beast or stealing its treasure.

Around the den, within a 600 foot (183 m) radius, are always 2D4+8 Pucks, 1D4 Bogies, and a Kelpie. They are friends and allies of the Hydra and help to protect him and his den whenever necessary. They enjoy combat and murder, and have successfully defended the lair against Sphinxes, pirate bands, adventurers, and other Faerie Folk, many times. Only the Pucks and Kelpie will fight to the death.



Den Entrance



THE DEN

Scale in Feet

0 10 20 30 40 50 60

Player Note: Although these creatures are all evil, good player characters will find it difficult to justify invading their home and killing to acquire their treasure. This will be especially unacceptable if they have learned that the Faerie Folk are not endangered by the dragon and that it actually helps to protect them and their island from invaders. Of course, evil and anarchist characters won't have any such reservations and probably drool just thinking about what treasure may be within their grasps.

The den is a long, "U" shaped digging, 60 feet (18 m) 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 (9 m) opening are scores of dead, broken, uprooted and scorched trees mingled with the bones of giants, humans, Orcs and others to mark the Hydra's domain and warn away trespassers.

Approximately 80 feet (24.4 m) 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 temperament. If the Toad Stool can attack on a one-on-one basis it will do so, always attacking from behind. However, if as few as two characters show up, it will appear as a normal-looking, normal-sized toad, and watch what transpires. It will alert the other defenders and go sneaking off to find the Hydra (it usually knows where the dragon has gone to).

The sole entrance angles somewhat, running about 120 feet (36.6 m) in a northwesterly direction. The tunnel is about 35 feet (10.7 m) wide, 30 to 40 feet (9-12.2 m) tall, and slopes till it is about 70 feet (21.3 m) underground. Bones of animals and humanoids litter the tunnel and make prowling impossible; if the Hydra is home, it will hear intruders. There is a 01-40% chance of encountering 1D4 Pucks that also live in the Hydra's den (among other inhabitants who'll be encountered if the characters don't back off). Hostile and mean, they will attempt to slay any intruders. If outnumbered, they will shriek and run deeper into the lair, alerting their fellow defenders and the Hydra if he is home.

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 two Hairy Jacks (disguised as wild boars), 1D6+4 Pucks and 1D4+4 Toad Stools. If forewarned, the foul creatures will be ready to attack from all corners. In addition, 1D4+1 Bogies will be present (about a dozen live in the mushroom patch) and other defenders from the outside may join the fray, attacking from behind, unless all the outdoor defenders were already slain. The chamber is 70x95 feet (21.3x 29 m), with a 40 foot (12.2 m) ceiling. It is cluttered with bones, several bundles of dry grass, leaves and rags for bedding, a few large stones for chairs, two crude wood and stone tables, scattered piles of fruits, roots and mushrooms. There is also a mushroom patch where some of the Bogies and Toad Stools live. There is only 1D4x10 silver pieces and 2D6x10 in gold scattered in hiding places throughout this chamber.

Continuing down the burrow will reveal a side chamber filled with fresh water from an underground spring. There is a chance of encountering 1D4 more Toad Stools or a Kelpie here. This passageway will continue to curve back toward the south, leading into the Hydra's den. The gargantuan, 130x160 foot (39.6 x 48.7 m) chamber reeks of animals, death and decay. The floor is littered with the bones of animals and humanoids.

The Hydra

If forewarned by battle, the Hydra will have the initiative and be on guard. The hideous creature will attack without mercy, always striking to kill. It will fight to the death to protect its lair and its life. It will kill all wounded and pursue invaders for 1D4x10 minutes, unless all of its other defenders have been slain. Even after it returns to secure its lair and regenerate from its wounds, it will plot revenge and send its minions to secretly locate those who dared to attack it. Within 1D6+1 hours, the monster and a number of monstrous recruits (including 2D6 Pucks, 4D4 Toad Stools, 1D6 Kelpie and 1D6 Hairy Jacks) will come looking to kill the player characters! The adventurers will find themselves constantly on the run until they leave the island. The Hydra never forgets a face or forgives a transgression, so they can never return without provoking his rage.

This fearsome, seven-headed dragon is a 25 feet (7.6 m) tall and 50 foot (15.2 m) long, *adult* Hydra. It may well be one the most dangerous monsters the player group has ever faced.

Name: The Devil Beast; real name unknown.

Alignment: Diabolic

Attributes: I.Q. 10, M.A. 11, M.E. 15, P.S. 44, P.P. 23, P.E. 15, P.B. 12, Spd. 60 (running).

Horror Factor: 17. To see the ancient terror, whom the Satyr call the "Devil Beast," will strike fear into the stoutest warrior. All players must save vs Horror Factor 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. Even the bravest warrior may be momentarily stunned and consider fleeing.

Hit Points: 1500!

S.D.C.: 1,400!

Natural A.R.: 14 (rolls to strike of 4-13 may hit but do no damage; this includes magic weapons).

P.P.E.: 600

Natural Abilities: Nightvision (600 feet/183 m; can see in total darkness), see the invisible, exceptional normal vision, see infrared, ultraviolet, turn invisible at will, track by smell (84%), bio-regeneration (2D6 per melee round), resistant to fire and cold (½ damage), and teleport self (40%).

Attacks Per Melee: Sixteen! Including nine physical strikes and seven by breath attacks.

Combat Bonuses: +8 to Strike, +6 to parry/dodge, +5 on initiative, +2 to pull punch, +2 to roll with impact, +3 on all saving throws. Each bite does 3D6+14 damage, and claws do 4D6 times 10, plus 29.

Breath Attacks (7): All have a 30 foot (9 m) range and 6 foot (1.8 m) width.

Head One: Fire Breath (4D6 damage, ignites all flammables).

Head Two: Frost Breath (4D6+2 damage, puts a layer of ice on open water).

Head Three: Poisonous Vapors (those who fail to save vs poison are paralyzed for 2D4 melee rounds).

Head Four: Breath of Death (4D6+6 damage, save vs death).

Head Five: Corrosive Spray (all victims take 4D6+10 damage, in addition, those with non-magical metal armor take an extra 3D6 damage to the armor's S.D.C.).

Head Six: Cloud of Slumber (those who fail to save vs poison will be put to sleep. Unless awakened, they will sleep for 2D6 melee rounds).

Head Seven: Psionic Evil Eye (Bio-Manipulation: Pain, those who fail to save vs psionics are racked with pain, taking one point directly off hit points, and taking a penalty of -6 off the strikes, parries and dodges of the next two melee rounds).

The Hydra's Treasure

Hidden under its 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 longer the characters search, the more of the treasure they'll recover. The amount of treasure is limited by how much time is spent in searching.

Quick Search (under ten minutes): 8,000 in gold and silver, five gems worth 3,500, two short swords, and a full suit of human chain mail. Tell the characters, "It seems like you've only recovered about half what is hidden here. Do you want to keep looking?"

Decent Search (twenty minutes): An additional 16,000 in gold and silver, fifteen gems worth a total of 8,000 gold, three short swords, one large sword, two maces, a morning star, and another suit of chain mail. G.M.s, tell the characters, "After a full twenty minutes of searching it seems like you must have at least half the loot, but not all of it. Do you want to risk sticking around?"

If it hasn't been discussed yet, don't forget to mention that each Hydra's tooth should bring at least 10,000 gold wholesale. Furthermore, the Hydra/dragon's 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.

Careful, Lengthy Search (2-4 hours): The characters should recover small quantities of gold and jewels (about 500 gold worth, every 15 minutes), and the occasional weapon or suit of armor. At the end of the period, the G.M. reads, "Whew! It seems like you must have most of what was here. And it seems to be taking longer and longer to find anything worthwhile. Are you through yet?"

Persistent Search (6 hours or more). If the characters just keep looking, they'll be rewarded with the mother load! When it all gets tallied up, they'll have 60,000 in gold and silver, 45,000 in gems, 3 medium-power lightning javelins, 4 lightning arrows (3D6 damage), 20

short swords, 8 large swords, 8 maces, 2 morning stars, 3 human full suits of chain, 2 human full suits of scale mail, one giant Cyclops suit of splint, and one Ogre/Wolfen size suit of double mail, plus an Eye of the Cat magic crystal (see *Palladium Fantasy RPG, 2nd edition*, page 256). G.M.s, say, "Wow! I guess your search really paid off! Even though it took hours, you managed to find the main hiding place. Where are you going now? And how are you going to haul this stuff to the ship?"

Note: A number of villainous Faerie Folk are likely to attack and steal as much as they can whenever they can. Likewise, if the group has booked passage with *pirates* or an unscrupulous crew, they can count on it all being stolen unless they hide some of it and cut the captain and crew in for at least 30%! It may be best to take only the most valuable items and leave or try to hide the rest (not likely with Faerie Folk around). The longer they take to get off the island, the more battles and problems they'll encounter.

Typical Satyr Quick Stats

Size: 5 feet (1.5 m) tall.

Average Alignment: Anarchist; true villains will be evil.

Attacks Per Melee: 3

Weapons: Handmade wood and stone knives, spears, and clubs. All do 1-6 damage.

Bonuses: None

Average Hit Points: 27; **Average S.D.C.:** 40

Average Attributes of Note: I.Q. 6, P.S. 10, P.P. 9, Spd. 15

Faerie Magic: Change wind direction, create mild wind, howling wind.

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.

Typical Puck, Quick Stats

There are 4D4 Pucks who are constantly dropping into the chamber.

Size: 3-4 feet (0.9-1.2 m) tall.

Alignment: All are black-hearted little rogues (mostly Miscreant and Diabolic) and are equal to 2nd level thieves.

Average Attributes of Note: I.Q. 6, P.S. 7, P.P. 19, Spd. 12

Average Hit Points: 30; **Average S.D.C.:** 35

Natural A.R.: 12

P.P.E.: 200

Skills of Note: Pick pockets (55%), pick locks (45%), prowl (50%), and recognize poison (72%).

Faerie Magic: Nightvision (90 feet), fair normal vision, sense the location of water 50%, sense the location of ley lines 50%, and metamorphosis into a goat, dog, pony or wild boar. Spells include Spoil, repel animals, death trance, and concealment.

Combat Bonuses: Five attacks per melee, with +3 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +6 to save vs horror factor, and +2 on all saving throws. Claws/punch 1D6 S.D.C., power punch 1D4 (counts as two attacks), kick 3D6 S.D.C., bite 1D6+2 S.D.C., or magic weapon (their weapons do 1D6 damage).

Note: The leader of the Hydra's Pucks, *Grphmt*, is a bit smarter (I.Q. 9), a bit tougher (45 H.P.) and nastier than the rest. He also has an extra +3 to strike, parry and dodge, and an extra +2 vs magic. The only thing that distinguishes him from the others is his "extra" magical, Gryphon Claw gloves (2D6 damage and turns holder invisible twice per day).

Average Toad Stool, Quick Stats

Alignment: Miscreant or Diabolic

Average Attributes: I.Q. 5, M.E. 7, M.A. 3, P.S. 4, P.P. 9, P.E. 9, P.B. 2, Spd. 8

Average Hit Points: 21; **Average S.D.C.:** 30

Natural A.R.: 10

Skills of Note: Speaks Faerie and Gobblely 98%, Dwarven and Elven 80%, identify plants & fruit 55%, wilderness survival 80%, track

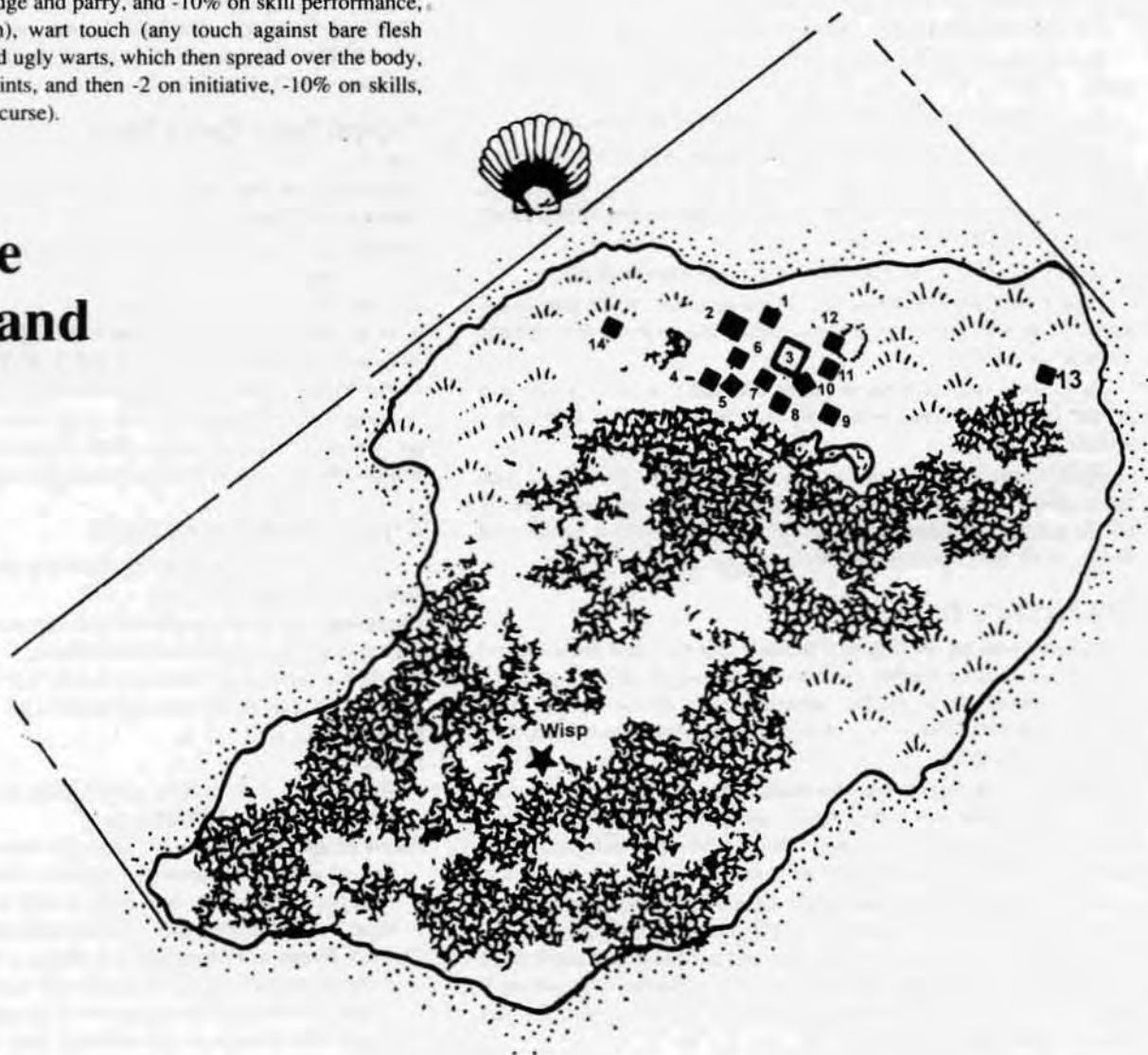
animals/faeries 55%, faerie lore 85%, sing 15%, climb 70%/60%, and swim 98%.

Natural Abilities: Nightvision (90 feet/27.4 m), fair normal vision, hold breath for up to 30 minutes, sense the location of water 80%, sense the location of ley lines 40%, and metamorphosis into a toad. It can cast summon fog, animate plants, spoil (water only), and repel animals.

Combat: Four attacks per melee, +1 on initiative, +2 to strike, parry and dodge, +2 to roll with impact, +2 on all saving throws.

Natural Attacks: Claws/punch (1D6 damage), bite (2D6 damage), poison breath (1D6+2 S.D.C. damage, fever and nausea lasting for a full day, with -3 to dodge and parry, and -10% on skill performance, unless save vs poison), wart touch (any touch against bare flesh causes 1D6 painful and ugly warts, which then spread over the body, reducing P.B. by 2 points, and then -2 on initiative, -10% on skills, cured only by remove curse).

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 Northeast coastline. The chance of encountering pirates (1D4 boats with 1D4x10+50 men) is 01-38%. However, specific pirate stats are not listed because they are not a regular presence on the island and do not travel beyond their outpost. If pirates are docked at their outpost, their presence will be known quickly and can be easily avoided (they aren't looking for trouble and feel safe). Whether an encounter with pirates is friendly, hostile or indifferent depends entirely on circumstance and how the player characters conduct themselves.

Random Encounter Table for the Little Sister

Roll once every five hours.

01-13 1D4 Common Faeries looking for mischief.

14-20 1D6 wild pigs escaped from the pirate base.

21-30 One hostile Harpy.

31-40 2D4 Water Sprites in a curious mood; will rifle through the belongings of others and cause playful mischief.

41-48 One peryton looking to vent some evil!

49-54 1D4 runaway Orc or Ogre slaves, or criminals hiding on the island. All are evil and will use the player characters for their own ends and/or well-being.

55-62 1D6 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 2D4 wild dogs made hostile from faerie pranks will lash out angrily.

93-94 Pegasus flying overhead, high in the clouds.

95-00 One aging Gryphon, hurt, hungry and hostile.

The Pirate Lebrac

Captain Lebrac is an honorable man, as pirates go, and loved by his men. He plunders only Western Empire and Land of the South Winds vessels as part of a personal vendetta. He rarely takes captives or deals in slaves or kidnapping. In keeping with his personal code, he sinks only other pirates, war and military ships (and only those who pursue him), and tries never to take a life without just cause. Lebrac is the one who found and had built the Pirates' Hideaway. He and his two fellow captains use it frequently.

Capt. Lebrac, Quick Stats

Alignment: Aberrant

O.C.C. & Experience: 12th Level Elf Pirate

Age: 60; young for an Elf.

Attributes: I.Q. 13, M.E. 18, P.S. 13, P.P. 14, all others are average.

Hit Points: 58; **S.D.C.:** 24

P.P.E.: 16

Attacks per Melee: Six; hand to hand: martial arts and boxing.

Armor of Note: Always wears magic leather of iron (A.R.: 15, S.D.C.: 180).

Weapons of Note: Magic, invisible broad sword (2D4+2 to damage, and +2 to strike and parry), belaying pin (1D6+4 damage, extra +3 to strike), grappling hook (2D4 damage), 2 knives (1D6 each), and scimitar (2D4 damage).

Magic Items of Note: Medallion of mystic eye (levitate three times daily and +1 to save vs psionics). Potions: (Locked in his cabin) one invisibility, one negate magic potion, one foresee the future, two truth serums, three healing, two superior healing and one impervious to fire.

Underlings: The second in command is an 8th level air warlock, Sig (Elf). His personal aide is Karvor, a physically powerful (P.S. 25) and clever (I.Q. 18) Ogre pirate (9th level). Captains Martin (10th level) and Ranol (6th level) command the two other ships under his command. All of Lebrac's men are either unprincipled, anarchist, aberrant or miscreant (in order of likelihood).

Personal Wealth: 12,000 in gems and 4,000 in gold; this is in addition to the hidden treasure on the island. Extra suit of studded leather armor, large shield, 2 extra daggers, and a broad sword (Kobold quality; +2 to damage). Also keeps a Gem of Direction.

The Pirate's Hideaway

1. Rope Shack. Contains a total of 700 feet (213 m) of rope in various lengths, plus twine, heavy thread for sail repairs, sewing needles, sail patches, fishing line, two empty 50 gallon barrels and two knives.

2. Bunkhouse. 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. The kitchen and storage room are stocked with many pots, pans and cooking utensils. Attached to the kitchen is the pantry containing 200 lbs. (90 kg) of flour, 100 lbs. of oats (45 kg), 50 lbs. (22.6 kg) of sugar, 50 lbs. (22.6 kg) of salt, various spices, 10

lbs. (4.5 kg) of lard and two 20 gallon kegs of rum (fair quality). All perishables are tightly sealed with wax.

A detect secret compartments or close scrutiny of the floor 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 10x10 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 wall is another secret compartment, 2x2x2 feet. Contains 600 in gold, 3200 in small gems, 3 daggers, 3 potions of healing, bottle of good brandy, and bandages. **Note:** The secret door to the room can be locked from the inside and has an S.D.C. of 300. This room is known only to the three Captains and their first mates.

The second floor is a bunkhouse with eight individual sleeping quarters for officers and three larger bunk areas for up to 60 men. No valuables.

4. Smoke House. Empty when not in use. Meats and fish are smoked, salted and otherwise preserved. 25 gallon barrel with 10 lbs. (4.5 kg) 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, 41 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 five 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, upwind of the animal pens.

12. Animal Pens. Used for temporary holding of livestock and poultry. Empty when not in use.

13. & 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).

The 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 800 feet (243.8 m) into the sky. The lower region of the ancient tree is no less impressive, with a twisting trunk, 30 feet (9 m) round, and a weave of unburied roots that stretches 200 feet (61 m) 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 (91.5 m) above ground are 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 initially realize, 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 under Captain Lebrac, recognize this "spirit" and respect it; some out of fear, others by choice. For this reason the pirates rarely enter its forest or hunt its creatures. Rumor has it that Captain Lebrac earned the creature's friendship when he 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 Faerie Folk from some sort of terrible evil 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 wrongfully claim it.

Will-O-The-Wisp, Quick Stats

Alignment: Scrupulous

Attributes: I.Q. 10, M.E. 21, M.A. 9, P.S. 19, P.P. 8, P.E. 16, P.B. 14, Spd. 2

Hit Points/S.D.C.: The tree itself is 20,000, while the wisp entity is just 160.

Age: 1000 years within this particular tree.

Attacks Per Melee: Four in hand to hand, striking with heavy branches that do 2D6 damage. It can also entangle 2D6 creatures simultaneously. To break free of entanglement by branches will require inflicting 30 points of damage. To break free of the 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 — one attack per melee.

Magic Abilities: Call lightning, wind rush, purple mist, create fog, circle of rain, mend wood/clay, and extinguish fires.

Note: In addition to the Wisp's natural defenses, there are always 4D6 Common Faeries, 4D4 Tree Sprites and 2D6 Bogies; all are loyal to the Wisp and would die defending it.

The Pirates' Treasure: Buried near the base of the ancient tree is the booty of Captain Lebrac. It is hidden among the tree's roots about five feet (1.5 m) 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 armor. The Treasure Includes:

- 22,400 in silver and gold coins.
- 20,000 in gems.
- One full suit of solid gold plate armor, 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 armor.
- Six suits of chain armor.
- Two suits of studded leather armor.
- Four large shields.
- One full suit of plate barding.
- Swords: 12 scimitars, 4 bastard swords, one Claymore.
- Potions locked in a small, padded, iron box:

2 Truth Serums	6 Swim as a fish
1 Mute	2 Negate Magic
1 Invisibility	10 Healing (superior)

The Floenry Island Chain

The Floenry Islands are the last reaches of the known world in the south. All are tropical with tall grass and jungles. The average temperature is very warm (90 degrees Fahrenheit), made tolerable by pleasant ocean breezes sweeping the islands. Inside the rain forests, where the dense vegetation stops the wind, the warmth turns into a sticky steam bath of unpleasant heat, hovering between 95 and 100 degrees Fahrenheit.

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 aeons past. Western scholars further believe that the ape-like giants known as the 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 its interest and 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 and as exotic animals for their zoos and for sale in their markets. Grimbor safaris to the remote islands are also continued by the nobles of the Western Empire and the Land of the South Winds. A practice that threatens to eradicate the giants from the Palladium World.

Over the decades, The Land of the South Winds, Timiro Kingdom, and the Western Empire have all contended to own all or part of the island chain. However, since the islands possess little value in the way of natural resources or ancient treasures, the Western Empire has stepped out of the picture, leaving the Land of the South Winds and the Timiro Kingdom to squabble over them. The islands also offer little strategic significance. They are too far away to have much naval influence, except for pirates who use them as distant hideaways from the law and places for a little R&R (Rest and Relaxation). Of the fourteen islands, only three are known to have been colonized by humans. The dense vegetation, deadly predators, sudden storms and poor soil for farming makes all the islands inhospitable for settlement. Many supplies and necessities would need to be imported through waters filled with sea monsters. Most potential colonists also hate the idea of being so isolated and cut off from "civilization" on the mainland. They fear that storms, monsters or pirates would make easy pickings of them; with the nearest help being hundreds of miles away and several days' journey. Settlers would rather brave the "promised land" of the Eastern Territory, or even the reclamation of the Old Kingdom or Yin-Sloth Jungles.

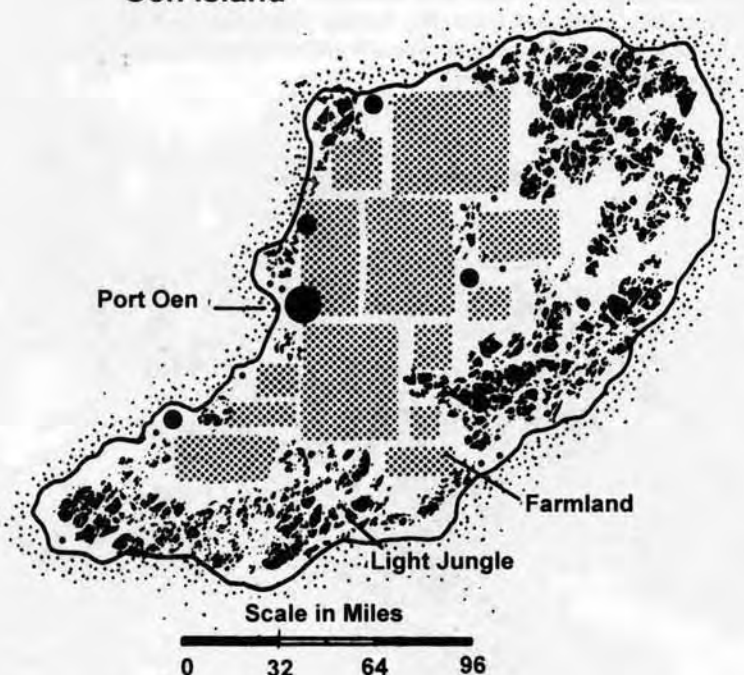
Furthermore, any attempt by political powers to establish a military stronghold on the island would cause immediate conflict with all of the kingdoms, including the Land of the South Winds, Timiro Kingdom, the Eastern Territory and Western Empire. It is conceivable that even the distant Kingdom of Bizantium, and the newly formed Wolfen Empire, would become involved in at least a peripheral way. Consequently, while the Southern kingdoms posture, grumble, threaten and stomp their feet, none will dare take any stronger action in claiming, settling or

controlling the Floenry Isles. This has left the islands as a sort of independent territory without direct affiliation to any one kingdom.

THE FLOENRY ISLAND CHAIN



Oen Island



Oen Island

Total Population: An estimated 43,000.

Racial Breakdown: 70% Human, 5% nonhuman, 25% nonhuman plantation slaves; mostly orcs.

Oen Island is a province of the **Land of the South Winds** and represents the most successful venture to colonize this part of the world. The island is covered with scattered fishing villages, small farms and large sugar cane plantations. The people are mostly farmers, peasants and nonhuman slaves. A typical village is populated by 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 jungle that remains is thin, with few natural predators.

The closest thing to a city is **Port Oen**, the largest and most "civilized" community. It is here that all ruling figures preside. 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; no magic items, armor or weapons are available. Nor are there any fancy clothes, equipment or services. This is a simple work community with few amenities. What few better shops exist cater to visiting sailors on shore-leave from their cargo ships. The Royal Army is also stationed at Port Oen with 200, 1-4th level soldiers.



Enry Island

Total Population: An estimated 78,000.

Racial Breakdown: 80% Human, 12% other, 8% Orc slaves.

Highlights Include:

- Enry is a self-sufficient territory of the Timiro Kingdom.
- The chief ruling body is affiliated with the Church of Light.
- Roughly 60% of the population are followers of the Church of Light.
- A radical, militant cult has started a movement to topple the Church of Light and its ruling body. This Anti-Thoth cult 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-Thoth 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 1,000.
- The situation is highly volatile. Most believe that an outright, bloody, civil war is inevitable.

The Island of Enry is the largest in the chain and is an *unofficial* territory of the Timiro Kingdom. However, in the last decade, Enry Island has become a hotbed of civil unrest and therefore, a political embarrassment.

The people of Enry are extremely religious and, until recently, virtually the entire population were devout 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. Since 80% of the people living on the island are direct descendants of that original colonization expedition, it's not surprising that the Church of Light was the dominant religion, and that religious life on the island was fairly harmonious.

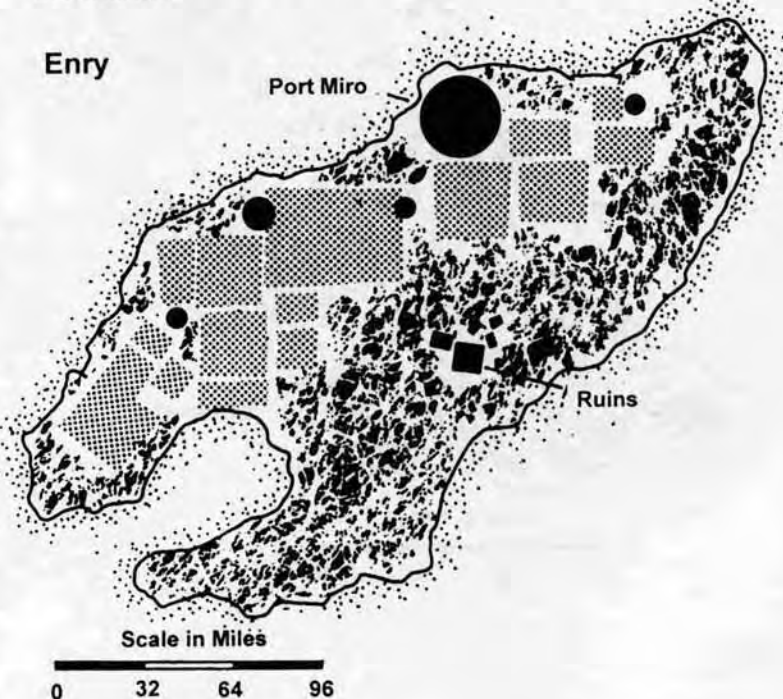
All that changed a decade ago, when an extraordinary encounter transformed the peaceful and prosperous Enry Island into a religious war zone. It started when a mage and his entourage appeared out of the air, without warning or vessel.

This strange visitor, who called himself *Noah*, claimed to be seeking a retreat after a great and horrendous adventure in the Old Kingdom. Night after night, he spun tall tales of his epic adventure, an adventure that pit him and his companions against the last of the awake Old Ones. At some point the nature of his tales raised the ire of one of the priests of Light. The priest objected to some minor point (no one seems to remember the exact details), which led to an argument, then to a rather loud debate, and which then escalated into a feud. During the feuding, when different members of the population took sides with either the mage or the priest, the mage made his most bold (and, from the point of view of the Church of Light, his most profane) proclamation. The mage said that Thoth, one of the triumvirate of deities of the Church of Light, was himself an Old One! To prove it, the mage gathered an audience of both his supporters and detractors, and displayed an ancient tome. Translating out loud from the book, the mage quoted a section that described how an Old One was transformed by arcane magic into the person of Thoth!

Most of the islanders could barely read, and none of them, not even the educated priests, could even identify the language or script of the mage's book. The priests were unconvinced, and the people were split between those who believed the mage and those who believed the priests.

Outraged, both by the blasphemy and by the loss of followers, the priest challenged the mage, proclaiming, "Thoth and the legions of light shall guide my hand in destroying you, 'O devil spawn blasphemer!'"

The battle which quickly shifted from a physical brawl to magical combat, grew to include over a dozen priests and all the mage's companions. At the end it was the mage and his cohorts who stood triumphant. Wiping the sweat and blood from his brow, he said in anger: "Let it be known to all that I, Noah, the greatest mage in all the world, speak 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. Worship of the Old Ones can awaken them from their enchanted slumber, so you and all other witless, misguided fools who worship *Thoth* risk awakening an Old One 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. He was never seen again.

The true identity of the mage remains unknown. There is no record of any recent confrontation with an Old One (the last record of an Old One is usually thought to be over 30,000 years old). Nor is there any record of a mage, from any land, known as Noah. This has led some to believe that the mage was a demon sent to test their happy community and wreak mayhem upon them. Others believe he was an angel sent to warn them of their folly and to 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 group still worships Thoth and the Church of Light, and represents the majority (about 60%) of the island's people. Most of the remaining 40% 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." What began as a peaceful movement to enlighten the misinformed, has quickly turned to frustration and violence. The island community is now segregated, with the majority, The Church of Light, as 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, torture and even public 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. This only serves to spread anarchy and discontent.

The Anti-Thoth Cult

Having forsaken all the gods in the Pantheon of Light and Dark, and finding themselves persecuted by the Church of Light, those who believe Thoth to be an Old One turned to the worship of elemental forces and jungle gods. They have created secret societies, cults and meeting places where they can speak freely. All this paranoia, fear and hatred has bred an escalating violence, and the Anti-Thoth Cult is now obsessed with eradicating the followers of Thoth, thinking that those who will not be swayed by the spoken word must be destroyed. Temples, shrines and churches are now 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, deeply religious 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 are right and innocent of all wrongdoing.

Several dozen preachers have taken their words of enlightenment to the mainland at the Land of the South Winds and Timiro. However, without having been witness to the clash between the mage/angel and the (evil) priests, the impact of their words is virtually nill. Few people are willing to believe Thoth is or ever was an Old One, and laugh most of these preachers off their soap boxes. Still, a handful of tiny cults have rooted themselves in these kingdoms, where they pray for peace, spread the "truth" and try to undermine the Church of Light whenever they can.



The Cult of Yin-Sloth

Rounding out the religious chaos on Enry Island is the most fanatical and murderous of all the many cults and factions, 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. They do not want the worship of Thoth to cease. Consequently, they want to preserve the Church of Light, and to destroy the Anti-Thoth movement! Thus, the horrifying tactics of this evil cult are all clearly done in the name of the *Church of Light*. Dismemberment, torture, mutilation, human sacrifice and all manner of depravity are the trademarks of the Yin-Sloth cultists acting under the guise of the Church of Light. These acts frequently drive the Anti-Thoth believers into a frenzy, and are the main reason they are so convinced that the Church of Light is evil.

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.

Compared to the numbers of true followers of the Church of Light, or of the Anti-Thoth Cult, the Cult of Yin-Sloth is tiny. At best, there are only one thousand. However, since this small group consists only of loyal fanatics, and since their actions are so extreme, they are having a major impact on the ongoing religious conflict.

Travelling on Enry Island

The Enry island is a dangerous place for any visitors, whether they support the Anti-Thoth believers or the followers of the Gods of Light. Strong sentiments, or even casual comments ("hasn't this gotten out of hand?") from strangers is likely to provoke some foul action from somebody ("Unbeliever! You reveal yourself as an agent of our enemies!"). The Cult of Yin-Sloth also uses unwitting visitors as pawns to stir up trouble, or frames them for their handiwork.

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 in common, useful tools, utensils, clothes, food and drink. Weapons, such as daggers, swords, spears and tridents (for fishing), and armor of poor quality can be purchased (or items repaired), but no magic is available anywhere. Healing and special mystic services are provided *only* by the Church of Light (another bone of contention). Using the services of the Church of Light will mark the character(s) as being aligned with the Old One, Thoth.

The coast and island interior are dotted with fishing and farming villages. The main crops are sugar cane used for the manufacturing of molasses and rum, and rice. 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 4th level priest of Yin-Sloth, and 6D6 followers, are in the area at all times. They are cruel, evil men and women who will attack any person or group that looks vulnerable. Captives will be robbed and sacrificed to Yin-Sloth. At least 50% of these cultists are cannibals! The stone pyramid rests at the nexus junction of three ley lines. It is said that the priests of Yin-Sloth can communicate with their dark god on special days, and even summon forth his minions, although none can remember when this was ever done.

Random Nighttime City Encounters

Roll percentile. A new event can break out as often as every few hours, or as infrequently as once a week, depending on the community and the undercurrents of unrest at the time.

01-10 Black priest of Yin-Sloth. Hostile, eager to prove himself. Level of experience: 1D4. Adjust spells and abilities appropriately. Miscreant alignment. Will cause mayhem and murder in the name of the Church of Light. The player characters could stumble onto, or inadvertently become victims in one of his plots.

11-20 Church of Light Mob. 3D4 members of the Church of Light, looking for a victim to "punish." Mean, drunk and potentially murderous, all are equal to second level mercenaries; average hit points 20, S.D.C. 20; armed with swords or clubs and spears, no magic. Will flee if magic is exhibited or if half of them are subdued. However, the survivors are likely (01-60%) to cause more trouble for the player characters at a later time.

21-24 Public Flogging. A mob of Church of Light followers is attempting to "convert" or "save" an old, Anti-Thoth Orc. If the flogging continues uninterrupted for another fifteen minutes, the Orc will certainly die. Even if he is released, there is a 01-86% chance that he will expire from his wounds. 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+6 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 (no one has died as yet).

The assailants are all masked, wear hard leather armor, A.R. 11, S.D.C. 30, armed with common blade weapons and an occasional cross bow (one in four). All are equal to second level mercenaries, with average hit points of 24 and 15 S.D.C. They will engage anyone who joins in the combat, but flee if one-third of their number are injured. None will fight to the death; all will try to escape.



34-38 Anti-Thoth Preacher. 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 or beaten (01-50% chance of the beating killing him). Those who try to protect him will be beaten as well, unless they outnumber or overpower the assailants, in which case, name calling and threats will suffice.

39-42 Grimbor. Rogue Grimbor covered with fresh blood. It will attack and try to kill anybody who makes a sudden move, or is within 10 feet (3 m). The Grimbor has 32 hit points and 20 S.D.C. left, it's already pretty injured. The poor creature attacks out of fear and agony because of the injury inflicted by cruel hunters. It carries a club (2D6+6 damage), but it will first attack by biting (2D4 damage). Insane with rage and pain, the creature will fight to the death. Anyone who has been

bitten should be concerned by the greenish froth coming from the Grimbor's mouth.

43-45 Corpse. One Dead follower of the Church of Light. A total of 6 gold coins and a knife are the only valuables left on his person. The murder is very recent (G.M.'s option to have murderer(s) still in the area).

46-50 Drunken Brawl. 2D4+3 Drunken human sailors from the Western Empire, who are spoiling for a fight. Their favorite targets will be nonhumans like Wolfen, Orcs and Goblins, but player characters are just as likely to be the objects of insults and other provocations. All are 3rd level, average hit points 30 and 18 S.D.C. None will fight to the death (G.M.'s option to make one or two tougher with attribute bonuses or special weapons).

51-57 Cultists. 1D6+2 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.

58-66 Manhunt. 4D6 Miro Militia men searching for anti-Thoth cult members suspected in the murder of a family (7 people have been killed, possibly by the rogue Grimbor rather than cultists). They are in a foul mood and will treat strangers with suspicion. 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 using lethal force.

All the militia men are 2-4th level mercenaries, with one sergeant who is a 5th level soldier. All are of good or selfish alignments; average 34 hit points and 20 S.D.C.; armed with short swords, spears, shields and clad in studded leather armor. G.M.'s option to alter or spice up the members of the manhunt.

67-74 Assassin. 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. He is a 5th level assassin of diabolic alignment with three attacks per melee. Combat bonuses include +4 to damage, +2 to strike, parry or dodge. His primary weapon is a silver tipped dagger (1D6+4 damage), but he also has a blow gun with 8 poison darts (scorpion's blood poison), three knives, and a small hand pick hidden in his boot (1D4 damage).

75-81 Anti-Thoth Mob. 1D6+4 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 armor. Anarchist alignments.

82-90 Arson. Building set on fire by one of the religious factions. 50% chance of being a temple, shrine or some other place of 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 1D4 confused or angry people with clubs, rocks (1D4 damage each), knives or fists every 10 minutes.

Random Jungle Encounters

01-10 Religious Refugees. 4D6+2 Refugees from either religious faction who have taken to 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, S.D.C. 15. They are fearful of strangers, but if befriended, will offer simple food, fresh water and what little information they know about the conflicts or the jungle. If questioned about their side in the Thoth/Anti-Thoth feud, they'll get very nervous and attempt to change the subject, or run away. They know nothing about the old ruins.

11-20 Grimbor. A family of Grimbor (2D4), peacefully moving through the jungle. They will attack only if threatened.

21-26 Horad and his Bullies. This group of 14 malcontents are 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 or thieves of miscreant and diabolic alignments and armed with cutlasses, knives, spears and whips. The leader is Horad, a big, powerfully built man wielding a flamberge (3D6+5 damage) and morning star (2D6+2 damage). All wear soft leather armor (A.R. 10, S.D.C. 20). The G.M. may increase their number or levels to best accommodate his players and story.

27-30 Tigers! Mother tiger and cub. Very protective of the cub and will not be chased away. If she feels her offspring is threatened, she will attack furiously, attempting to drive away any threat.

31-38 Yin-Sloth Fanatics. Scouting party of three Yin-Sloth fanatics who will run away from anybody who spots them. This spells trouble, because they will warn their fellow cultists of the player characters' 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. On the average they have 20 hit points and 15 S.D.C. They wear only a loincloth and have war paint and tattoos covering their faces and bodies. Weapons are only a spear and knife. All are cannibals.

39-44 Krel. 1D6+3 Krel with a taste for human blood. They are most likely to attack stragglers and to avoid encounters with any group larger than six or seven. The Krel will flee if they sustain too much damage. They will not fight to the death. Average of 30 hit points and 35 S.D.C.; three attacks per melee; +2 to strike, parry and dodge, +2 to damage, bite does 1D6 damage, claws 2D4. They speak Goblin and some of the humans' Southern language (55%).

45-52 A fringe group of murderous Anti-Thoth cultists 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. There are 2D4+4 cultists, most equal to second level mercenaries; unprincipled, aberrant, miscreant and anarchist alignments. One is a 3rd level Shaman; all worship the forest! All are armed with small and large swords, knives, spears and small shields. Average H.P. are 22, S.D.C. 12. Fearful of everybody, strangers will be killed unless they are too powerful. In the latter case, they will run away and attempt to find reinforcements from another group of cult members (there is another group of 4D6, 1D4 miles away).

53-58 A Harpy in search of prey. It will fight till it has lost most of its hit points, then flee.

59-64 Stumble across a weapons cache. Contains one length of 100 foot (30.5 m) 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 Bull Grimbors. Two bull Grimbors in heat and in a foul mood will attack anybody who comes within 20 feet (6 m). 42 and 65 hit points, 100 and 150 S.D.C., both are +12 to damage; bite does 2D4, punch 2D6+12, club 2D4+12 plus P.S. bonus. There's a 70% likelihood that they will fall into a killing frenzy, lashing out at everybody until killed (add 10 to hit points if in a frenzy). Otherwise, they will limp off after they lose half their hit points.

73-75 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. Player characters have 1D4 minutes to act before he finishes his prayers and kills her. The cultists will be outraged and try to destroy those who dared to interfere.

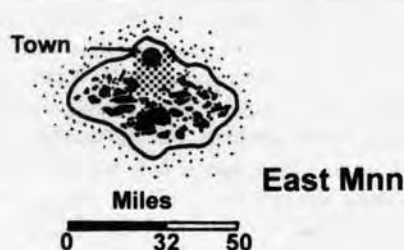
The priest is 3rd level, diabolic, armed with only the sacrificial blade (1D6 damage) and his magic powers as clergy. He has only 21 hit points and 10 S.D.C. The others are all third level thieves of miscreant alignment. Each is half naked and decorated from head to toe in war paint. The cultists are armed with slings, short swords and knives.

76-78 Runaway Slave. An Orc or Ogre hiding in the forest. She attacks only if she feels threatened.

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 minutes. If everybody remains motionless it will slither away. If the character(s) move, it will spit its venom and bite.

84-90 1D6+6 pirates or bandits counting their loot. They will attack a small group, or flee from a large or powerful one.

91-00 Yin-Sloth Cultists. 4D4+4 Yin-Sloth cultists and a priest on an expedition to murder and maim. They will attack and fight to the death. Average hit points 22, S.D.C. 12; most are second level thieves or mercenaries, armed with swords and spears. All are of evil alignments. The priest is 6th level, miscreant, 38 hit points, 10 S.D.C. and devilishly cunning. Weapons include a gem studded sacrificial dagger (market value about 2000 gold), and an ornate magic staff which can create a blinding flash 3 times daily. The priest and cultists wear only loin cloths and tribal war paint.



The Isle of East Mnn

Total Population of the town Splinter: 1,100

Racial Breakdown: 53% human and 47% Orc; not affiliated with any kingdom in the Palladium World. They are an independent kingdom. Approximately 300 Grimbor and 90 Krel inhabit the jungle.

Note: The island and its inhabitants are protected by four, mystical, flying turtles.

East Mnn is a small, 50 mile (80 km) long, stretch of beach and jungle. Except for a small, self sufficient town of human and Orc farmers, it is untouched by the outside world. The one 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, a community meeting house, a dance hall, a few smoke houses and a single Church of Light and Dark.

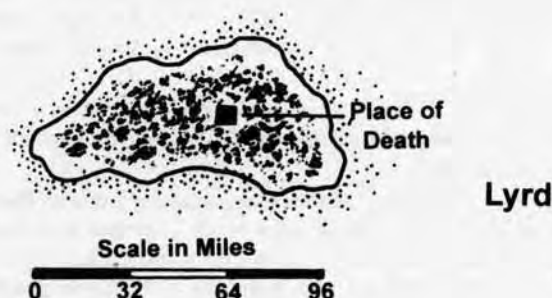
In this tiny, backwater community, men and Orcs have learned to live and work together as equals.

Visitors are rare, although some Western Empire merchant ships make regular stops, sending in their rowboats 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 sighting four of these 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. Consequently, if anyone knows about the towering ruins in the jungle, they don't speak about them. Three pyramid-like edifices (very much like those of the Mayan Indians of South America), overgrown with vegetation, stand 300 feet (91.5 m) 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 30 each.

Game Master Note: 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), ancestors of the Grimbor, who built 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!



Lyrd Isle

Total population: Humans and other normal humanoids: None.

Population of werejaguars and werepanthers: Unknown, at least 500 adults of each type!

Most of Lyrd Isle is very dense jungle inhabited only by wildlife. The most common creatures are birds, deer and felines. Sailors familiar with these waters will all have heard rumors that Lyrd is inhabited by demons. Everyone has at least one or two stories about how various people and/or ships disappeared on, or near, Lyrd Isle.

This is one of the few islands in the Floenry chain shunned by civilized people. Its ideal location has made it the target of several colonization attempts, but all have failed after unexplained murders, disappearances and disasters. In the last few years, at least two ships of colonists from the Western Empire took on fresh water at Lyrd Island and were never heard from again. Rumors claim that the island is possessed and inhabited by demons. In a way this is true, for the island is inhabited, not by demons, but by equally dangerous and primeval creatures; werebeasts.

To visitors it will seem as if a tribe of human men and women live on the island. Secretive and shy, the natives tend to scatter and hide from strangers. From a distance, or when seen in the dark jungle, the people will seem to be just dark-skinned humans. Up close, there is something about them that seems odd, including strange, piercing eyes and an amazing alertness to their surroundings.

If outsiders (the player characters) arrive in the usual way, by ship, then two male werejaguars, in human form, without weapons, will approach visitors and speak in Elf or Gobblely. They warn, "The jungle does not welcome foreign blood. If you stay, you will all be cursed and die. Leave soon. Do not delay. You have been warned. Our hands are clean of the bloodshed that will come." These natives will offer to lead their guests to fresh water, edible fruit, and even offer to help in ship repairs (they'll know exactly where to find good timber, etc.), but they will try to convince the "foreigners" that they must leave the very next day. If pressed for more information, the men will continue on with a convoluted story of jungle gods, demons, curses 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 if they stay for more than one night.

When asked why their people are spared from the curse and demons, the natives respond, saying, "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 without a word.

Characters who are friendly and don't do anything threatening or cruel, will get a lot more conversation out of the natives and other members of the tribe may come down to visit, and to offer assistance. However, none will reveal anything about themselves or their people. Most answers are basically, "we are what we are," and "because." For example, if asked how they know the Elven tongue, the answer will be something like, "Because it is the tongue that the people speak." Many of them will be curious about the outside world and all are relatively naive, but all will insist that the group must leave the island by nightfall of the very next day. These friendly natives will be evenly divided, male and female, with a maximum of only one child. All are *werejaguars* who think it is their duty to warn the outsiders. Although they stress leaving in a day or two, they can actually fend off reprisals from their "ancient enemies," the *werepanthers*, for 4-6 nights. After that, the panthers cannot be restrained and the werejaguars will remove their protection to hide in the rain forest.

Once the player group shows themselves to be friendly, or at least honorable, or if they are obviously helpless (the victims of a shipwreck, for example), then the werejaguars will organize to keep the *werepanthers* away at night, at least for a few nights until a raft can be built. On the other hand, if visitors show themselves to be rude, violent, or dangerous, the werejaguars will simply withdraw their protection, leaving the characters to deal with the werepanthers as best they can. If any serious crime (rape or murder) is committed against a werejaguar, and if the rest of the foreigners don't immediately act to punish the wrongdoer, then things can get bad quickly. The werejaguars may even decide that the visitors are "evil," and they will meet with the leaders of the werepanthers, urging the two groups to unite that next night to completely annihilate the strangers.

Player characters who wander off on their own during the day may encounter some of the werepanthers. It is unlikely to be a violent meeting, as the werepanthers will be mostly interested in gathering information, and in tempting the group into extending their stay on the island. Where the werejaguars seem open, friendly, and helpful, the werepanthers will be a bit more sly, may make some deliberately cruel remarks, and will have a hard time restraining themselves from openly laughing at their prospective victims. Aside from urging the strangers to stay, they'll also drop a few hints about various treasures, such as "Oh, too bad you can't stay! We would show you the cave where the other outsiders died. It is filled with many pretty pieces of stone," or "Just as well you are leaving. This island has too many dangerous secrets," or "If you come into the jungle tonight, we will take you to the pond with the shining yellow stones."

The First Night (assuming that the group is protected by the werejaguars) will not be dangerous. However, frightful screeches, growls, and cries will be heard all night long (the sounds of the werejaguars fending off hungry werepanthers). If anyone ventures into the jungle that night, they'll be sure to catch glimpses of huge black cats, and may even see how some smaller, spotted cats seem to be chasing away or standing up to the big ones. Any player character who wanders too far away at night, runs the risk of slipping past the werejaguars' line of defense, and being attacked by several werepanthers.

Within three or four days (sooner, if there is no good reason why the group hasn't left the island), the characters' camp will be hit with a "warning" attack by the *werejaguars* in an attempt to scare them away. Any livestock (at least one or two, if not several) will be torn apart. Supplies may be stolen or destroyed during the confusion, and at least one character will wake up to discover huge claw marks, just inches away from where he was sleeping. The following morning the natives will reappear to urge that the foreigners leave the island before it is too late.

Each day the friendly natives will seem more and more tired, since they will have spent each long night on a constant vigil, neglecting their usual hunting (meanwhile, the werepanthers, who attack whenever they feel like it, will be fresh and well-fed). Each day the urging to leave will be more and more frantic.

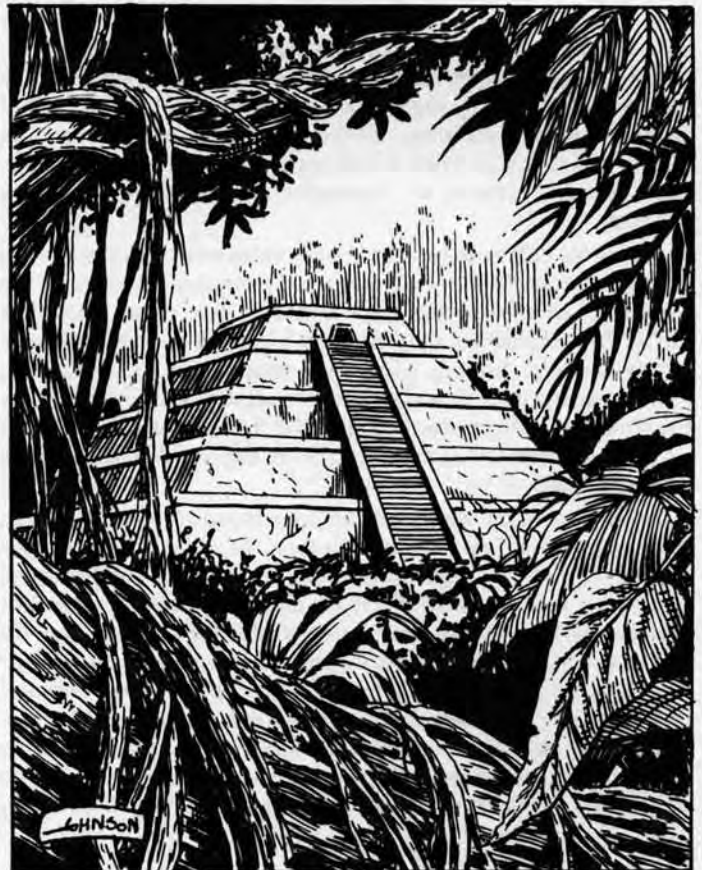
Eventually, the werejaguars will recognize that they just don't have the strength to protect the characters any longer. After a warning has been issued ("The evil is coming too close! After this night, we cannot risk being near you!"), the next morning the werejaguars will simply leave for a different part of the island, where they can recover and once again spend their nighttime energies in hunting.

Once the werejaguars leave, a different set of "friendly" natives will show up. The werepanthers will not approach unarmed, but they will be smiling and happy. The werepanthers will invite the characters to "stay as long as you like!" If asked about the rumors of evil demons or the warnings of the other tribe, one of the werepanthers in human guise will laugh, and describe the other natives as "superstitious," saying, "Those fools! They fear the place of stone, which they call the Place of Death, just because there are skeletons of strangers there! We are not afraid! We will even show you the metal boxes hidden there!"

If anyone offers to come along, the werepanthers will lead the way. The trip will last till evening no matter how early the trek begins (friendly native guides see to that). Around dusk the group will reach the monolith, which is a 30 foot (9 m) tall, 3 foot (0.9 m) wide slab which leans at a 45 degree angle to the north. Scattered all around it, on every clear patch of ground, are piles and piles of skeletons and bones, mostly human, but nonhumans as well. These are the remains of hundreds (or thousands) of previous island visitors who did not heed the warning to leave. The native guide(s) will pretend fear and apprehension, insisting that the skeletons had not been there just two days earlier, and all run off into the jungle.

If someone is successful at following any of the fleeing humanoids (really werepanthers), they'll be rewarded with the sight of them transforming into *werepanthers* before their eyes! If those who have followed act quickly, it's possible to attack while the creature(s) is still unaware of their presence and is vulnerable (for two melee rounds). Remember that even during the change, only silver and magic can harm the creatures.

The expedition to the monolith or anyplace else on the island is a trap to get the foreign invaders away from the meddling werejaguars



and into werepanther territory where they can have their murderous fun. The beasts usually play cat and mouse games with their victims before moving in for the kill. Initial attacks will probably involve one werepanther against one of the foreign characters, or even two or three attacking the entire group. However, if the invaders seem too strong, the creatures will attack en masse, sending waves of werepanthers that outnumber the defending characters two to one. As many as 30 werepanthers may lurk in the darkness. The use of hit and run tactics will wear down the defenders — their only hope is to survive till daylight when the monsters will slip back into the jungle to lick their wounds. However, the werepanthers will return at night with twice the number as the night before. Survival can only be ensured by leaving the island before the next nightfall! **Note:** The only treasure on the island are caches of loot collected from the werepanther's past victims. A typical cache (there are hundreds) contains 6D6x10 in gold and silver and a handful of rusting, conventional weapons.

The Werebeasts of Lyrd Isle

Werebeasts 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. However, 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.

There are actually **two** types of werecreatures on this island. The *werejaguars*, organized into an informal society, who tend toward good and selfish alignments, and who have a tradition of trying to protect "innocent" outsiders. Their bitter enemies are the larger, more powerful, but less organized *werepanthers*, almost all of whom are of evil alignments. From the point of view of the player characters, it's hard to tell the difference between the two.

In humanoid guise, both werejaguars and werepanthers are dark-skinned, tall, good-looking people — werepanthers tend to be a bit taller than werejaguars, but that's just an average. A few of the tallest werejaguars are taller than the average werepanthers. Another slight difference is that most of the werejaguars (about 75%) have a scattering of black freckles across their cheeks, arms, and back when in human form. Except in bright sunlight, the freckles are difficult to see, since the tiny spots are small, and only slightly darker than the rest of the skin. All of the werecreatures of the island, while in human form, are quite beautiful (P.B. of 2D6+15), with toned and perfect bodies, as well as an effortless grace. Sexual advances to any werejaguar, male or female, will **not** be welcome.

Telling the difference between a werepanther and a werejaguar when they are in beast form is both easier and more difficult. Most of the werejaguars are covered with black spots on a dark, tawny hide, while half of the werepanthers are completely black and the other half look exactly like large leopards. Otherwise, werepanthers are, on average, twice as big and more muscular, than werejaguars. This might be obvious if the two could be observed in a good light, and standing still, but it's pretty difficult telling them apart when they are darting around in the jungle at night.

Note: None of the werebeasts, neither werejaguars or werepanthers, want any news of their true nature to leave the island. One tactic they may use is to reveal a jaguar (not a werejaguar, but one of the natural jaguars that lives on the island) to the characters during the day. The animal might be herded or lured nearby or, after the warning attack, the natives could take some of the visiting characters along on a jaguar hunt. In addition, the werejaguars really play up the (false) stories of deadly ancient gods, animal-like demons and terrible jungle curses. There's really no reason to suspect otherwise, even if one or more of the human natives are glimpsed changing into animal form (it could be a demon, or a werebeast minion, or just one of many dangers on the island).

Typical Werejaguar

Typical Alignment: Scrupulous or unprincipled, but can be any and a few are evil.

Average Attributes: I.Q. 9, M.E. 7, M.A. 7, P.S. 14, P.P. 12, P.E. 13, P.B. 20 (G.M. can roll 2D6+15), Spd. 15 (35 in animal form).

Average Hit Points: 44

Average S.D.C.: 40

A.R.: 12 (in beast form)

Average P.P.E.: 28

Skills of Note (in human form): Climb trees/travel in treetops 89%, identify native plants & fruits 94%, skin & prepare animal hides 54%, track & trap animals 42%, wilderness survival 89%, prowl 90%, W.P. Spear (+2 to strike and parry, +1 to throw).

Natural Abilities in beast form: Impervious to normal weapons. Only magic and magic weapons harm them (normal damage). Silver weapons also inflict normal damage. Fire and cold resistant (half damage), bio-regeneration (2D6 hit points/S.D.C. once every four melee rounds), nightvision (100 feet), leap (15 feet high and 20 feet long), and track by smell (85%). Metamorphosis into an animal at night only. Can not change into an animal during the day, nor change into a human at night. Retains I.Q. and memory when in animal form.

Attacks Per Melee: Four by bite or claws (both inflict 2D6 damage).

Combat Bonuses: +4 on initiative, +2 to strike, parry and dodge.

Typical Clothing and Possessions: During the day, while in human form, virtually every werejaguar carries two spears, a heavy one for hand to hand combat, and a lighter one for throwing and hunting birds. Other than their meager clothing (all made of thin animal leather, some black or brown, but a few pieces dyed an orange-yellow color), their only adornments are brightly colored sea shells tied around their necks, wrists, or ankles with strips of white leather. Males and females dress alike (indeed, a husband and wife will typically wear exactly the same things).

Common Werejaguar Names: Talma, Hyanna, Loana, Payona and Judina (all female names end in "na" or "ma"). Koata, Jimta, Hukata, Myta and Oka (all male names end in "ta" or "ka"). All their names are softly spoken, like the rest of their speech.

Objectives of the Lyrd werejaguars: Mostly, they just want to be left alone to enjoy their island in peace. They understand their own violent nature and are much happier when there are no strangers around to arouse their bloodlust. While they want to protect "innocent" outsiders, they aren't saints and will only help up to a point. Furthermore, outsiders who hurt them, engage in acts of cruelty or who violate the rain forest will be slain by *them*; the outsiders won't have to wait for werepanthers to discover them.

Typical Werepanther

Typical Alignment: Anarchist, miscreant, and diabolic.

Average Attributes: I.Q. 8, M.E. 6, M.A. 6, P.S. 15, P.P. 12, P.E. 13, P.B. 20 (G.M. can roll 2D6+15), Spd 15 (35 in animal form).

Average Hit Points: 44

Average S.D.C.: 42

A.R.: 12 (in beast form)

Average P.P.E.: 24

Skills (in human form): Climb trees/travel in treetops 68%, identify native plants & fruits 52%, skin & prepare animal hides 25%, track & trap Animals 50%, wilderness survival 90%, prowl 90%, and W.P. Spear (+1 to damage, +2 to strike and parry, +1 to throw).

Natural Abilities in beast form: Impervious to normal weapons. Only magic and magic weapons harm them (normal damage). Silver weapons also inflict normal damage. Fire and cold resistant (half damage), bio-regeneration (2D6 hit points/S.D.C. once every four melee rounds), nightvision (100 feet), leap (15 feet high and 20 feet long), and track by smell (85%). Metamorphosis into an animal at night only. Can not change into an animal during the day, nor

change into a human at night. Retains I.Q. and memory when in animal form.

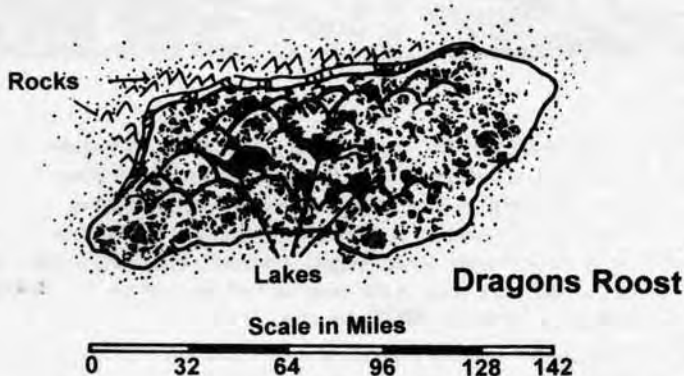
Attacks Per Melee: Four by bite or claws (both inflict 2D6+3 damage).

Combat Bonuses: +5 on initiative, +2 to strike, parry and dodge.

Typical Clothing and Possessions: When in human form, each werepanther carries a personal spear, decorated along the shaft with brightly colored feathers (each is unique to that individual). Other than a standard loincloth, the werepanthers either wear, or drag around, a cape made out of the skin of a large animal (usually deer, but the leaders prefer a cape made out of the spotted skin of a werejaguar). They also like to decorate their bodies by rubbing on a white-green clay, either with just a few stripes or, if they are in the mood to spend an hour or two working at it, an elaborate "living-skeleton" pattern. Note that werepanthers can easily dress up like werejaguars (and vice versa).

Common Werepanther Names: Ininima, Unana, Totoana, Wimama and Xuxuanna (all female names end in "na" or "ma"). Katata, Jijika, Susuta, Votata and Yoyotaka (all male names end in "ta" or "ka"). Note that all werepanther names have a double sound.

Objectives of the werepanthers: Since killing humanoids is enjoyable, they'd like to see more of them come to the island. In this they are constantly battling with their own nature. On the one hand, they'd like strangers to leave in peace, hoping that they'll spread the word that the island would be a good place to visit. On the other hand, attacking juicy visitors is just too, too tempting. After four or five days, they just can't hold themselves back. After tasting blood, nothing will stop them from stalking and destroying outsiders. The scattered treasure troves are souvenirs and items they know are valuable in the outside world, although they have little use for them, other than to set traps for outsiders.



Dragon's Roost

The Dragon's Roost is one island that is generally avoided by all the region's sailors. It is common knowledge that mighty dragons 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 (80 to 120 feet/24.4-36.6 m tall) that rim the north and west shores, making landing by ships extremely dangerous. Only the eastern tip of the island is safe for approach by ships.

The island's interior is divided by a series of hills which point in a "V" shape to the west. Roaming here, in the shadowy valleys, are the mighty *Wooly Dragons*. The bones, teeth, and flesh of the Wooly Dragon are famed for their value, and a whole body would bring fabulous prices in many different places in the Palladium World, easily enough wealth to provide for the luxurious retirement of a hundred men for the rest of their lives. Not surprisingly, greed has inspired several expeditions to the island to slay and retrieve these valuable creatures. Also not surprisingly, every one of these expeditions has ended in disaster.

Survivors of a recent expedition report that although there are many tracks and signs of the dragons, after a month of searching, only two

were glimpsed and never near enough to attack. However, there were a multitude of Harpies, Grimbor and Krel. Other reports mention Adram, Hytril and even a Sphinx. It is also known that a large tribe of Kreeel-lok live under the waves along the rocky north coast. Furthermore, sea serpents such as the Horned Ramrod and Snaggled Tooth Gobbler are commonly sighted around the south, north and eastern shores of the island, perhaps feeding on Kreeel-lok.

The island is considered so dangerous that merchant ships give it a wide berth of some 50 miles (80 km), and hesitate to aid any ships in trouble if they are within 30 miles (48 km) of the island.

Game Master Notes

The island is indeed crawling with primordial creatures. There are herds of Mighty Wooly Dragons, with most roaming the valleys of the deepest jungles (toward the point of the V). Here they can languish in the shade and lakes, away from the Harpies that circle the hills and prey on the young and weak. Each herd is fairly large, with about up to two dozen adults (3D6+6) and a handful (1D6) of young. See **Dragons & Gods** for complete details about dragons.

Typical Wooly Dragons (Adult)

These furry giants are the neanderthals of dragonkind. The Wooly Dragon is a giant, dinosaur-like being, rippling with muscles. Its scaly body is covered in fine body hair, the neck and base of the skull are topped with a wild, heavy mane, with tufts of fur trailing down its spine and tail. Body hair is tan or reddish, with a darker colored mane. Unlike most dragons, the Wooly Dragon possesses absolutely no magic powers, is of low intelligence (compared to other dragons), and is incapable of flight. They are cranky predators that prey on other large animals. They are extremely territorial, mean tempered and aggressive. With the possible exception of the Great Horned Dragon, the Wooly Dragon is the largest, nastiest, most feared creature of the entire Palladium World.

Alignment: Typically anarchist.

Attributes: I.Q. 1D6+6, M.A. 1D6+6, M.E. 2D6+10, P.S. 2D6+36 (supernatural), P.P. 2D6+14, P.E. 2D6+14, P.B. 4D6, Spd. 3D4 X 10 running.

Average Hit Points: 2000

S.D.C.: At least 1,000 (more often 3,000).

A.R.: 14

P.P.E.: 1D6 times 100 (adult).

O.C.C.s: Not usually applicable. Most Wooly Dragons live with the natural world. However, there are rare exceptions, and those tend to be very protective of their wilderness kin.

Size: 90 feet (27.4 m) tall and at least 60 feet (18.3 m) long.

Attacks Per Melee: Eight physical attacks.

Combat Bonuses: +3 on initiative, +3 to strike, +3 to parry or dodge, +2 to pull punch, +2 to roll with impact, +4 on all saving throws.

Combat Attacks: Usually they start with a restrained punch or bite. That's because they are used to attacking the animals they eat, and they've learned that "pulverized" prey isn't very appetizing. Restrained claw damage is 4D6+15 and bite is 3D6 (no P.S. bonus), while a stomp does 6D6+15 and a sweep of the tail is good for 2D6+4. Hatchlings do only four attacks per melee round, and only do 2D6 damage from most attacks.

Natural Abilities: Nightvision (600 ft/183 m; can see in total darkness), see the invisible, turn invisible at will, track by smell 86%, bio-regeneration (25 S.D.C. or Hit Points per melee round), resistant to fire and cold (half damage), teleport self 50%. Speaks a guttural form of Gobblely and Dragonese/Elven 90%. Unlike other dragons, the Wooly Dragon cannot metamorphosis.

Notes: While Wooly Dragons prefer to eat meat (the wild ox and water buffalo are their favorites), they will also rip up the ground to graze on certain roots, and can daintily pluck fruit from trees.



The Old Rogue Wooly Dragon

An ancient, rogue Wooly Dragon has claimed the southwesternmost 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. Grimbor and most wildlife have gone elsewhere. Except for an occasional, challenging male, even the other Wooly Dragons stay away.

Alignment: Miscreant

Attributes: I.Q. 7, M.A. 8, M.E. 16, P.S. 48 (supernatural), P.P. 20, P.E. 23, P.B. 11, Spd. 15.

Age: 947 years.

Size: 50 feet (15.2 m) tall, 87 feet (26.5 m) long.

Hit Points: 3520

S.D.C.: 3,500

Natural A.R.: 14

Attacks Per Melee: Eight.

Bonuses: Standard +3 to strike, +2 to parry and dodge, +4 on all saving throws.

Combat Attacks and Damage: 1D6×10+24 with punch or claw, bite is 3D6 (no P.S. bonus), while a stomp does 2D4×10 and a sweep of the tail is good for 1D4×10 (note: the rogue doesn't bother with restrained attacks).

Psionics (66 I.S.P.): All Psionic Sensitive Abilities at 6th level proficiency.

Natural Abilities: Nightvision 120 feet (36 m), 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 armor (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 15 feet (4.6 m) up or across, and his/her natural speed is doubled.

Kiplo, Quick Stats

Kiplo is a mischievous and evil Hytril, as well as being the guardian of the treasure and friend to the Rogue Wooly Dragon. Kiplo cleans the rogue's teeth, fur, and polishes and guards the treasure. This 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 (most are), he will sneak out through a small hole in the back and quickly find the rogue. Kiplo delights in working up the bad-tempered rogue into outrageous displays of rage, usually by telling outrageous lies about the characters.

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.

Hit Points: 28

S.D.C.: 12

Natural A.R.: 4

Attacks Per Melee: Four; claws do 1D4, bite does two points or by weapon.

Combat Bonuses: +6 to strike, +7 to parry and dodge.

Natural Abilities: Prowl 80%, climb 96%, pick pockets 68%, pick locks 40%, identify tracks 60%, track by smell 44%, nightvision (60 ft/18.3 m), and leap up to 6 feet (1.8 m) high.

Special Items: Uses a sling (1D4 damage), and a 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 Gobblely and Grimbor 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 manages to take the treasure and/or slay the rogue.

Random Jungle Encounters

This table applies to all areas except the valley of the Wooly Dragons. Note that most of the jungle is extremely wet, so walking is always difficult because of the water, mud, muck, and quicksand. More often than not, characters will find themselves hip-deep, or even neck-deep, and unable to see the relatively dry (only a few inches deep) trail just a few feet away. Of course, the native creatures will know exactly where and how to find firm footing. Visibility is limited by dense vegetation, and the air is filled with the constant cries and songs of many different birds, such as cockatoos, parrots and macaws (the bird noise makes it difficult to hear stealthy predators).

01-20 Crocodile. Possibly the most dangerous animals on the island, crocodiles move silently through the water and underbrush of the jungle, waiting for the right sized prey to walk by. As it turns out, humanoids are exactly right for most of the island's crocs. Typically they lunge forward, grab a piece of the prey (usually a leg or arm) in their powerful jaws, and drag their prey backwards and down into the water. Once underwater, they'll hold on (usually spinning lengthwise to keep the prey disoriented) until drowning quiets the prey. A P.S. equal to the crocodile's is needed to pry its jaws open; half to hold it shut. The crocs large enough to attack humans are ten to twenty feet long (3-6 m; roll 2D6+8) and weigh upwards of 1,000 pounds (1D6 times 100, plus 900). Which means they'll have 4D6+12 H.P., 4D6+20 S.D.C., and an A.R. of 8. Other than the bite (2D6+2 damage), they can also slash with their tails (1D6), or hit with claws (1D4), but they'll tend to retreat as soon as they lose their grip on their prey. They are +1 on initiative, +3 to strike, and +2 to dodge underwater.

21-24 Male Wooly Dragon. 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 (15.2 m) of it. Even then it will lash out once or twice, and then trot off into the jungle.

25-30 Krel Pair. A pair of Krel looking for easy prey will attack individuals who wander off from the main group. They may also attack pack animals, or steal food supplies if they are easily available. They will flee if their prey puts up a good fight.

31-35 Harpy. A Harpy flying overhead, looking for trouble. Extremely hostile and will fight until it loses half its hit points, then flee.

36-38 Mad Grimbor. Crazy Grimbor hurt in an earlier combat with some creature. Will attack anybody it encounters and fight to the death. Has only half its normal hit points.

39-46 Krel. 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. Female Wooly Dragon in a bad mood. She will notice any intruders within 200 feet (61 m), 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 400 feet/122 m) 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 300 feet (91.5 m). If the female is harmed, the male will destroy anybody it sees.

55-64 Harpies. 1D4+1 Harpies in a murderous mood. They will attack and fight to the death. (The G.M. may increase their number if his/her player group can handle it).

65-74 Hytril. 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; H.P. is around 26 each, alignments are mostly anarchist.

75-79 Adram. 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 that the group 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. 30 H.P., 28 S.D.C., A.R.: 6, doing three attacks per melee round with 1D6+11 claws, and 1D4 bite. +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.

80-84 Leopard. A leopard on the prowl. It will attack only if threatened, or if some small (less than 80 pounds/36 kg) potential meal wanders off alone.

85-89 Harpie Pack. 2D4+1 Harpies looking for trouble. Will fight until half are killed.

90-95 Hippopotamus Family. Huge, potentially dangerous animals (roll 2D6 for number of adults, 1D4 for young). While not particularly aggressive toward humans, they are very protective of their young, and will instantly attack if surprised or annoyed. Bite does 2D6 points of damage, stomp 2D6+2 damage, head butt 1D6 damage, trample by one individual 6D6+6 damage. Characters will be well advised to simply run away.

96-00 Quicksand Region. More than just a little patch, the characters have wandered into an area covered with vast fields of quicksand.

Random Encounters in the Dragons' Valleys

Anyone emerging from the jungle into the valleys will instantly notice a pleasant change in climate. Cool breezes comb across the long grass and the muck of the jungle floor gives way to soft dirt underfoot. Visibility is instantly increased, so characters no longer feel so claustrophobic. Signs of large animals, footprints and feces are evident everywhere. Another sign of large predators are the dozens of Bare-Faced Vultures circling overhead, each group waiting for a chance to dine on leftover carrion. However, the narrow valleys turn and twist around the rocky hills like a maze, so tracking down any specific prey can be a long and involved process.

The Game Master should roll encounters for every hour of traveling, or for every six hours that the group stays in one place.

01-05 Cantankerous Wooly Dragon. This old male dragon will see anybody within 200 feet (61 m), stomp its feet, howl once, and charge. It will chase its prey for 600 yards/meters (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+10 damage regardless of armor.

06-20 Grimbor. 4D6 Grimbor who greet intruders with grunts, howls, chest beating and rock throwing (does one 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. Characters may flee at any time during combat without fear of pursuit. The Grimbor are simply protecting their families and territory. Only a scary display of magic will temporarily scatter the ape-men.

21-30 Krel. 1D4 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.

31-40 Harpies. 1D4+2 Harpies attack a baby Mighty Wooly Dragon. The cute little guy (only 8 feet tall and 16 feet long/2.4x4.9 m) does not stand a chance against the monsters. Mom will arrive within 2D4 minutes. 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.

41-45 Kulculan. This good creature will warn characters of impending danger and trouble spots. If treated well, it can be convinced to heal characters of good alignments or good intention and then fly away.

46-50 Dead Wooly Dragon. Half buried skeletal remains of a Mighty Wooly Dragon. Characters will have about four minutes before 2D4 young 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 arrive. Roll to determine the size of the bone by weight (5D6 ounces).

51-55 Hidden Quicksand. Quicksand covering a 60 foot (18.3 m) 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 characters in the quicksand will sink below the muck within 1D4 minutes and start suffocating (can attempt to hold breath for about 90 seconds). Characters must be pulled out or escape by magic flight, levitation, or other means.

56-60 Lake. A small lake which will require a two mile (3.2 km) detour to walk around it. A small sea serpent 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). Rather small, at only 30 ft (9 m) long and 1,200 pounds, it is a ravenous monster interested only in eating. Any potential prey (i.e.: anything that moves) will be attacked, but it will flee from anything that puts up too much of a fight. A.R.: 10, 60 Hit Points, 120 S.D.C. It has three attacks per melee, usually all rapid bites doing 2D6+2 damage each. If threatened and/or chased, or if it encounters a boat it can't easily overturn, it will do repeated fire breath attacks, each with 4D6+6 damage (as often as once per melee round).

61-70 Wooly Dragon Pair. Mated pair of Wooly Dragons with one young. Both adults will fight to the death to protect its young or mate.

71-80 Waterbuck Herd (roll 4D6 for quantity). Large (7 ft/2.1 m tall, 500 pound), grass-eating animals, they provide a major food source for the island's predators, but will be terrible eating for player characters (musk glands taint the meat; tastes awful!). They'll run from any encounter, and will only fight if trapped or cornered (5D6+6 H.P., 2D6+10 S.D.C., kick does 2D4 damage, and head butt does 2D4+2).

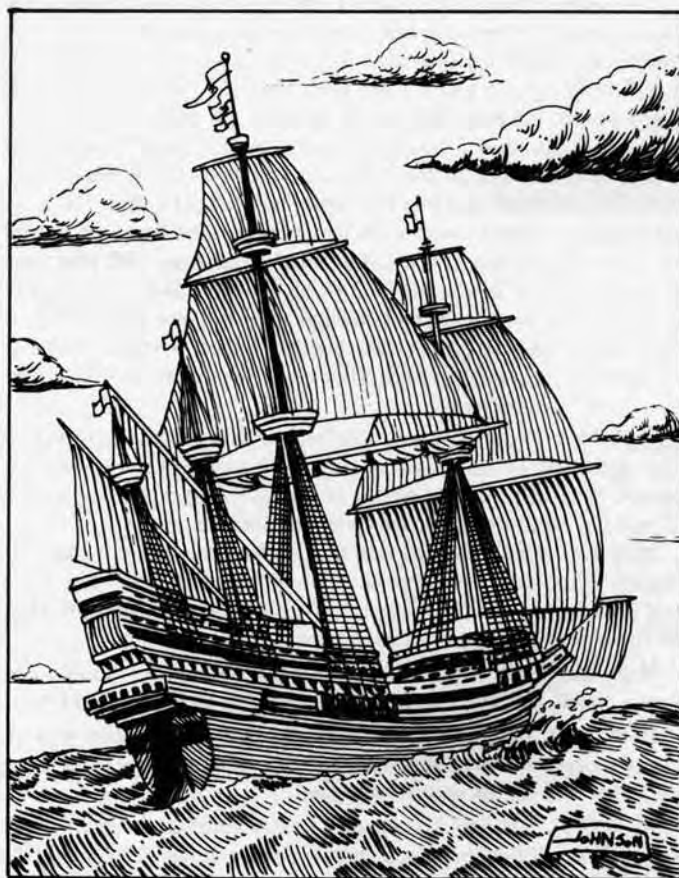
81-90 Bush Pig Group (roll 2D6 for quantity). One of the main food sources of the Wooly Dragons, the Bush Pigs live in groups of 12 or so, usually led by an aggressive old male. They wander over a large area and eat almost everything from grass, roots, and fruit to small mammals, young birds, and carrion. The island Bush Pigs tend to be big (usually 5 ft/1.5 m long, and over 400 pounds/180 kg), and difficult to kill (6D6+12 H.P. and 3D6+12 S.D.C.). They fear Wooly Dragons, and the other large predators, but they'll be aggressive and fearless against humanoids (two attacks per melee round with tusks that do 2D6 damage, head butts with 1D4 damage, or the herd can stampede and trample for 2D4 damage each). In combat they have +3 on initiative, +1 to strike, and +3 to dodge. Once spooked, they can steadily run with a Spd of 20, but with bursts of Spd 44.

91-95 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, and/or 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 definitely will seek opportunities for revenge (for example, if they end up in quicksand, on a small boat, attacked by someone else, or helpless in any way). A.R.: 12, Hit Points: 140, S.D.C.: 212, I.Q.: 8, with a Diabolic alignment.

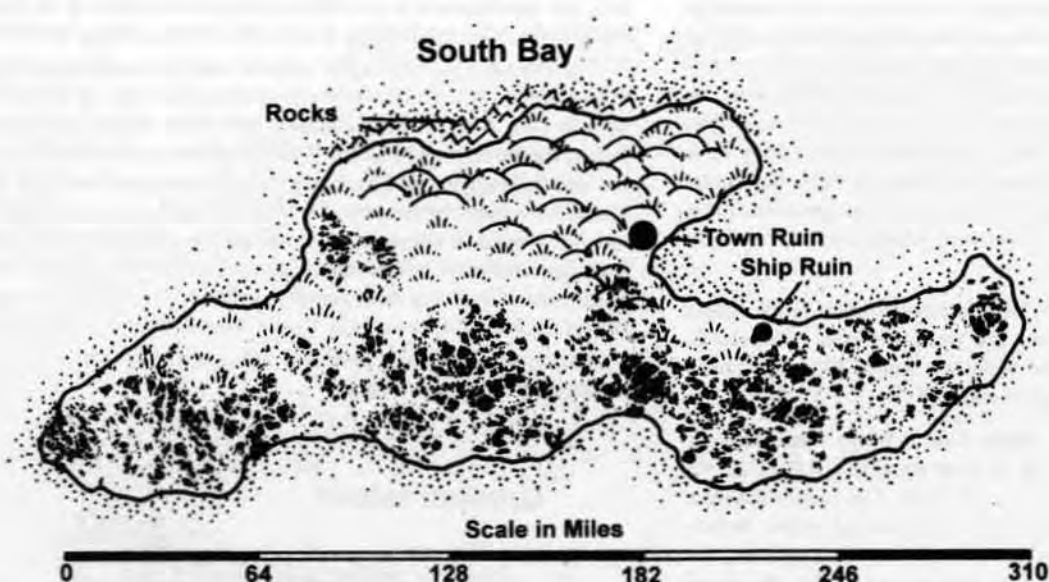
96-97 Burrow. A giant, yet shallow (20 ft/6 m deep) burrow filled with dry grass, leaves and sticks. Digging around in the debris will uncover 1D4 dragon eggs! Each egg is three feet (0.9 m) tall, and weighs 90 pounds. Value for one living, fertilized egg is worth about 2D6 times 10,000 gold to an alchemist, high level man of magic or wealthy gladiatorial arena operator. 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. If given the opportunity to give out a distress cry, the response will be 1D4 males arriving every 1D6 minutes. It's up to the Game Master to decide if the eggs are immature (won't hatch for 1D10+20 weeks), or on the verge of hatching right away (vibrating with an active baby, due in 4D6 hours).

98-00 Wooly Dragon Herd. 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 grass covered, rolling hills and patches of light rain forest. The ruins of an old human settlement can be found at its northern bay. 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 thou-



sand settlers were brought to this new land. Unfortunately, they inadvertently brought rodents and Serpent Rats with them.

The Serpent Rats, nocturnal predators and scavengers, adapted well to the new landscape and quickly infested it. In small numbers, they are a nuisance equal to the ordinary rat. In large numbers, they gather into packs that are so aggressive and ferocious that no man, woman or child is 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. The rocky terrain is ideal for the Serpent rats. Packs ranging from 4D6 to 2D4x10 roam the land, preying primarily on lizards, small rodents and birds' eggs. They are least common in the jungle areas and most common in the rocky hills, grassland, the ghost town and the old pirate ship. In addition to the Serpent Rats, there are the usual animals found in the Floenry chain: white tailed deer, monkeys, rodents, lizards, snakes, and birds; no Grimbor, Krel or Hytrils.

The wrecked ship: In the bay is the wreck of a pirate galleon run aground on the rocky shore. It is a rotted, worthless mess, but deep in its bowels is the vault room with three, large, metal chests, rusted with age. Whatever else might have been in the room has rotted away or been chewed up by the 100+ serpent rats that inhabit it.

The First Chest contains very accurate maps of the waters surrounding the Floenry Islands. They have been preserved by a silver rune located on the bottom of each. However, references to inhabited islands are 47 years out of date. What must have been the ship's logs, extra parchment and writing quills, have all deteriorated with age, humidity and jungle rot. The Second Chest is trimmed with copper that has turned green and moldy. Its lock yields easily to reveal a booty of silver and goldware worth about 1000 gold, a broken mirror, a small silver cross, shaving kit and a bag of 11 perfect pearls (worth 80 gold each, double in the Eastern Territory or the North).

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 minutes (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 moldy cloak, gloves and rope. All were magic items destroyed by age and the environment. There are also three marbles of transformation (rope 100 ft/30.5 m, a silver edged cutlass and a battle axe) 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 covers the eyes (see-through slits) and is large enough to fit upon human, Wolfen or Troll, but is immensely heavy for something

to be worn on the head (20 lbs/9 kg). When it is placed on the head it becomes 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:

Positive Effects:

- Confers a physical strength equal to P.S. 20, as well as +5 to damage (if the person already has a P.S. of 20 or higher, just add the +5 bonus to damage).
- Adds 30 to hit points!
- Speed: 18; can leap 6 feet (1.8 m) high or long.
- Nightvision 60 feet (18.3 m).
- +3 to save vs spell magic.
- Toxins, including magic clouds, mists and miasma, have no effect while the headdress is worn.
- Wearer can cast a total of 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.
- If damaged, the headdress regenerates 40 S.D.C. every minute.

Negative Effects:

- Wearer becomes increasingly paranoid, worrying mostly about losing the headdress, but also about betrayal from anyone nearby. Within 4D6 days, the person will no longer be willing to take off the headdress even for a moment.
- 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.
- Reduces the 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.

Note: A high level scholar/historian (13th level or higher) or scholastic monk (6th level or higher), may recall having heard about the headdress and recognizes it (01-44% chance). A picture and 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 *Great Library of Bletherad* on the island Y-Oda, in the north. Otherwise the headdress and its sister masks are the stuff of half 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 six headdresses made in the shape of a "noble lion" (similar to the four intended to help humanity) and instilled them with foul side effects that will punish both the body and soul (alignment) of its wearer. The lion headdress is Yin-Sloth's idea of a practical joke. None of the six headdresses have been seen in over 7000 years. Most scholars and fortune seekers have relegated them to the world of myth and legend. Now the characters know that they do (or did) exist, for one of the lion headdresses of Yin-Sloth is in their very midst.

G.M. Note: For your reference, the other headdresses of the Jungle gods have not been seen for eons. See the 200+ page sourcebook, **Dragons & Gods** for more details about the Jungle Gods and many other supernatural beings — both good and evil.

1. The headdress of Pith, the Snake God is in the shape of a cobra's head. It provides 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 1D6x10 snakes. Impervious to all poisons and toxins, including faerie food. Keen sense of taste (90% likelihood of recognizing the taste of any organic substance, including poison, and identify the ingredients of foods and drinks). 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 four melees or pass out (no real damage). Nearly indestructible; A.R.: 18, S.D.C.: 700 and regenerates 20 S.D.C. every minute. 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. It enhances physical prowess equal to P.P. 17, +1 to strike, parry and dodge, and +30% to climb. It also provides nightvision 120 ft (36 m), turn 4D6 dead 01-60% chance per try, and adds 20 hit points to the wearer. Can cast a total of six spells daily: Tongues, chameleon, ventriloquism, mask of deceit and magic net; any combination is possible and the same spell may be repeated. Equal to a 3rd level proficiency. The headdress has an A.R. 18, S.D.C. 900 and regenerates 20 S.D.C. every minute. No *known* curses. It can be used by any alignment!

3. The headdress of Ippotomi, the Water Goddess, is shaped like the head of a hippopotamus and provides the following: Great P.E. equal to 22, +4 to save vs poison and disease, +1 to save vs magic, +14% save vs coma, swim 98%, breath *indefinitely* underwater, and impervious to magic fumes, mists, and clouds. The wearer is empowered with the healing touch and can use it up to four times per 24 hour period (restores 4D6 hit points and 2D6 S.D.C.). It also adds 30 hit points to the wearer. Usable by those of a good alignment including unprincipled. The headdress has an A.R. 18, S.D.C. 900 and regenerates 20 S.D.C. every minute. At some time in its history the curse of "Stink" has been placed upon it.

4. The headdress of Lopnel, the Red God, is in the shape of a golden hawk's head with crimson jeweled eyes. It provides the wearer with *supernatural strength* equal to P.S. 20, +5 to damage.

Recognize weapon quality 90%, bio-regeneration (1D6 hit points every two melees), and can cast a total of three 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, but has the curse of "Rags."

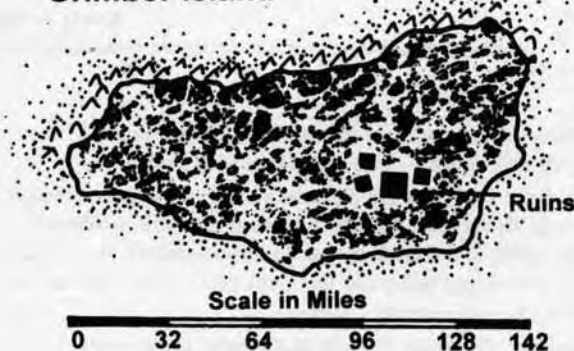
5. The headdress of Yin-Sloth the Terrible is in the shape of a crocodile head made of discolored jade (blotchy grey and green). This headdress was originally given to one of the evil God's Priests of Darkness. Rumors have placed it in the Western Empire, numerous locations in the Yin-Sloth Jungles and the Land of the Damned — it is likely to have been lost thousands of years ago. It instills the wearer with the power to turn 6D6 dead, animate and command 2D4 dead, summon and command 1D4x100 rodents (in both cases, as long as the headdress is worn they are under his control), see the invisible and cast a total of 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. It also adds 30 hit points to the wearer.

The crocodile headdress can only be used by *nonhumans* of selfish or evil alignments. Good characters and humans who try the headdress on will take 2D6 points of damage and suffer severe headaches and nausea for the next eight hours. If the headdress is not removed, the person will hallucinate that he is being transformed into Yin-Sloth. The delusion is so horribly real that the character will scream uncontrollably and run around in unreasoning terror before collapsing a few minutes later. The character will remain unconscious for 6D6 minutes and will be terrified of even the most harmless followers of Yin-Sloth; equal to a Horror Factor of 14; priest H.F. 16 and Yin-Sloth an H.F. of 20!

The curse of glowing eyes will affect anybody who has worn the headdress for over one week.

Grimbor Island



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 near the island. 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, toppled stone megalith, totem pole or fragment of the ancient ruins found on many of the islands throughout the chain. As an adventurer progresses to the south, the ancient debris can be found more frequently, until the crumbled remains of a temple pyramid pushes through the tapestry of leaf and vine. The structure is truly astounding, for even with its top sheared off midway (by what is unimaginable), it stands 300 feet (91.5 m) tall and measures approximately 500 feet (152 m) at the base. Numerous openings (doorways?) lead to massive chambers and short tunnel networks. The flat top is overgrown with trees and vines having become 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's vine covered 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, are 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 ever 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 tens of thousands, are now reduced to an estimated 900. 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, fear, and to 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 humans' use of magic, psionics, armor (the demons' "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 that humans can deliver. Their leader wields one of the "demon's own war clubs," a large magic mace that spits lightning (3D6+6 damage, 40 ft/12.2 m, 3x per day) and teleports its wielder (3 times per day); normal damage is 3D6 +Grimbor chief's P.S. bonus of 10. The chief (6th level) is very skilled at using this weapon.

Minor Islands of Note

Burcee

Total Population: 6140

Racial Breakdown: Humans: 4040, nonhumans: 900; slaves (mostly Orcs): 1200

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. The original Grimbor and Krel inhabitants have been obliterated and most of the rain forest chopped down to make way for farms.

Island of Totugo

A pirate haven described elsewhere in the following pages of this book. See the *Pirates of the Floenry Chain*.

The Serpent's Tooth

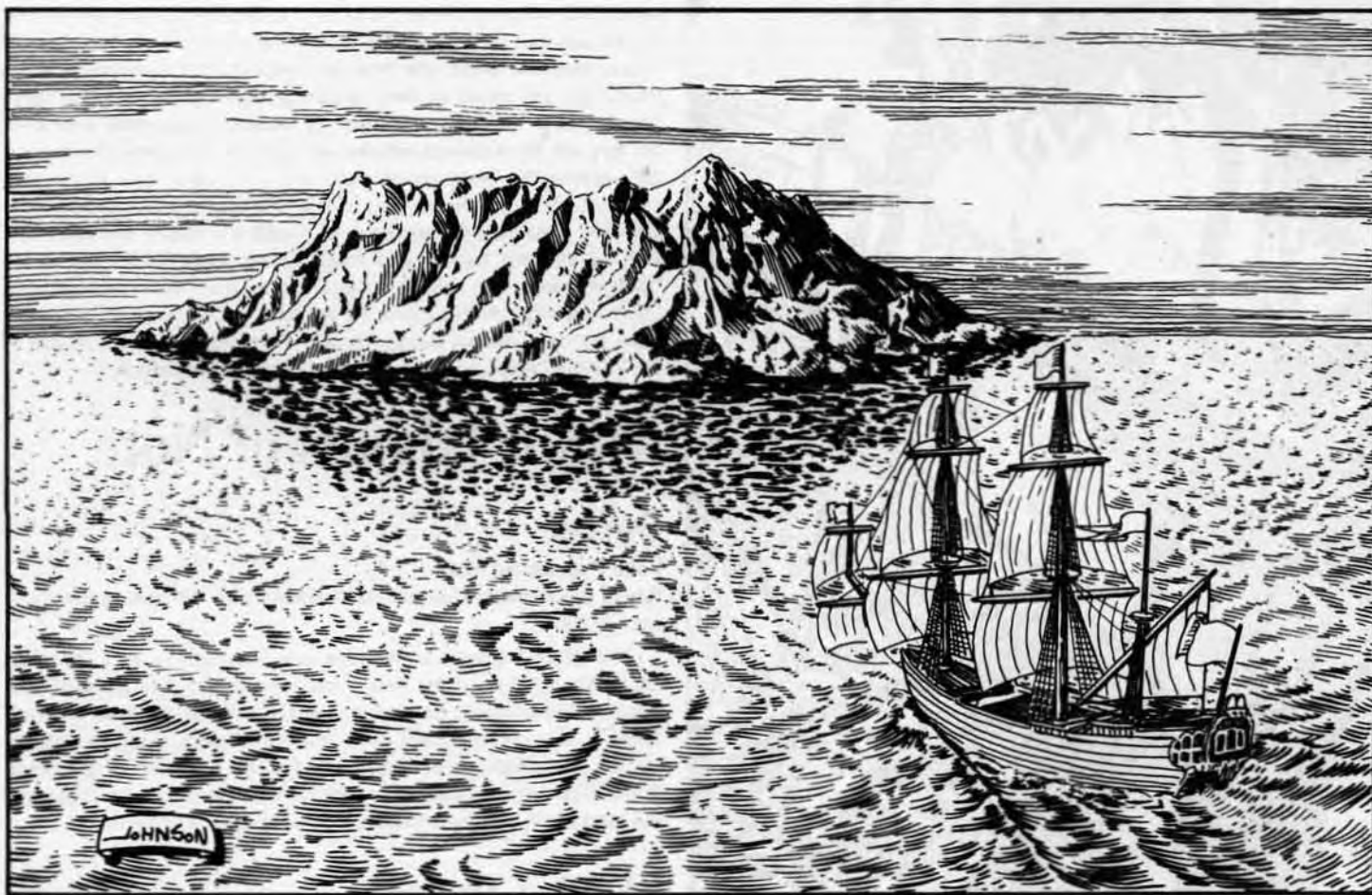
Twenty six miles (41.6 km) off the southern tip of *Oen* is the Serpent's Tooth island. It is a place of rumor, legend, and fear where stories of wild pirate massacres, cannibals, dragons, demons, and sea serpents abound. Thus, the island is shunned by everyone in the Floenry chain, Land of the South 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 of 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 vicious Chimera lives on the island. All other stories are the imaginings of folk who like to scare themselves with a good tale of death and destruction.

The sea serpents are not as great a problem as they may seem. They stay mostly around the neighboring islands of The Rock and Dragon's Roost, and ocean waters to the south. They rarely travel around Oen or Enry and stay mostly around the uncivilized and remote island waters. Only pirates occasionally dock at the place to hide from authorities, or to quickly gather supplies and fresh water.

The Chimera presents the only real danger to anybody who bothers visiting the island, which is a rare event. It has learned that intimidation is its greatest weapon and uses a great variety of tactics. Blood 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. Diabolic alignment.



The Rock

A barren mound of rock and lava can be seen jutting 200 feet (61 m) above the waves, 16 miles (25.7 km) south of the Serpent's Tooth island. Except for a few scraggly patches of grass and weeds, the small island (10 miles/16 km in diameter) is devoid of indigenous life. However, it is a favorite "sunning" rock for the sea serpents in the area, so there is a 01-40% chance of seeing 1D6 sea serpents sprawled on its rocky shore soaking in the warm sun. Needless to say, sea vessels give this place a wide berth.

Osto

A jungle paradise whose dense rain forest is alive with parrots, jungle birds, monkeys and a few small tribes of Grimbor, Krel and Hytril who have not yet learned to fear man. Its dense jungle has made it unappealing for colonization. Pirates sometime set anchor and send boats ashore to catch food (mainly monkeys and birds), parrots for pets and to collect fresh water, but they never go very deep into the forbidding jungle.

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 last (depending on your point of view) 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 birds. A few small tribes of Grimbor still inhabit the northern jungles (total population is less than 50).

At the southern portion of the island the **Free Port of West Mnn** is found. It is 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 seaside shanties. Toward the center is the city proper, with its merchants, three inns, a dozen taverns, and a handful of shops. This is the island's main port, and the only location 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 has two major sources of outside revenue. The manufacturing and selling of molasses and high quality rum (sold mostly to the Western Empire) and their gladiatorial arena. The arena is unique only in that it is located in the middle of nowhere, which attracts many vessels looking for a moment of "unofficial" respite from their long journeys, and some visitors from the other islands. The Western Empire merchants helped pay for, build and stock the arena. Consequently, Western sailors and pirates (or "independent merchant marines" as they often call themselves) comprise the majority of the arena's patrons. The special attractions of the

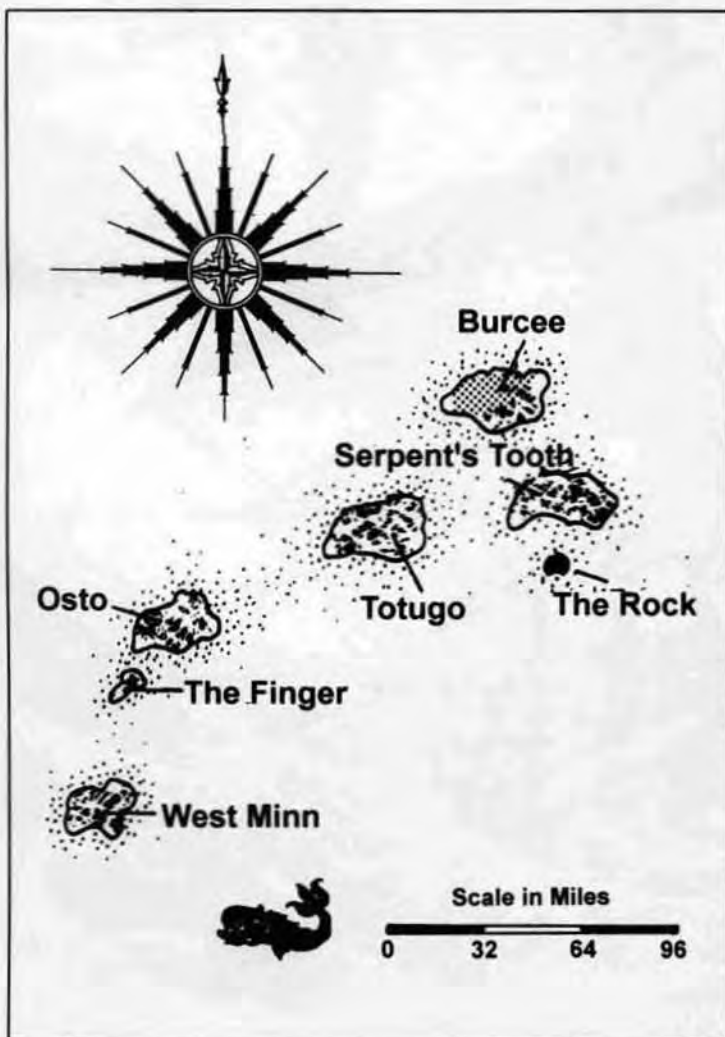
arena are combats to the death using Grimbor, Krel, and Harpies, plus Lizard Men and Tezcat captured and imported from the Yin Sloth Jungles and other exotic (at least for this area) creatures. Those from the North such as captured Wolfen, Bearmen, Bug Bears, and others bring the most excitement because they are so uncommon. Duels are also a common event, especially among the pirates.

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 armor are available.

West Mnn is a rough and tumble town that can be both fun and dangerous for player characters. Nonhumans will be seen as potential combatants in the arena and may be offered 6D6x100 gold to fight (depending on the deadlines) or kidnapped and forced to fight. Wolfen are a fan favorite in the arena.

Brawls are common, but displays of violence are politely overlooked by the authorities (hush money may be occasionally required). No matter what crime is committed, the local government will always be willing to settle for the payment of a fine. 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. Those who can't pay are sold to the operators of the arena as the show's next attraction.

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 Pirates of the Floenry Island Chain

By Kevin Siembieda & Randy McCall

Game Master's Note: A number of adventures can be developed utilizing pirates and freebooters as villains, spies, trouble and allies for the player characters and the various nations of the Palladium World. One group may be entirely composed of murderous cutthroats or secret spies and agents of the Western Empire or other Kingdom, another an anarchists or unprincipled lot who have some thin justification (or vendetta) for their actions, like the Robin Hoods of the seas, but try not to kill, kidnap, enslave or brutalize their victims. Others may simply be rogues who plunder and terrorize but aren't bloodthirsty murderers. Still others may be driven by a lust for power or revenge, or led by some greater evil force. Explore the possibilities and use them as you see most appropriate for weaving your adventures.

Pirate Activity

On a map, the **Strait of Relar** may seem to be a relatively unimportant stretch of open sea about 100 miles (160 km) across, and which lies between the **Peninsula of Pendaltor** (the most southerly section of the Land of the South Winds) and the **Floenry Islands**. 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 onward to the easternmost regions of the Eastern Territories, and vice versa. Through this stretch of water passes immense riches in gold, silver, other precious metals and stones, magic items, silk, tobacco, herbs, spices, alcohol, books and slaves, as well as rare and unusual creatures. Likewise, ships from the Eastern Territory and Timiro pass through the strait to trade with the Western Empire and communities along the jungle coast.

One would think that all this trading would greatly enrich the merchants on both sides, and, to some degree, it does, but things are not always what they seem. Like love and war, in trade all things are fair. In addition to unequal and unfair trade practices, trade wars, overstock, understock, robbery, export and import taxes, natural disaster and the time and expense of transportation (by sea or land), there is the additional problem of *pirates*. While sea travel is faster, less expensive and generally safer than ground travel, it still has its problems, with *piracy* being the biggest. In years when piracy is down, only 8-12% of all shipments are lost to these brigands, but when piracy is high, 20-35% can be lost. Some merchants and shipping lines have been driven out of busy when piracy is high, others are forced to raise their prices or reduce their shipments to ports subject to high incidents of piracy. Worse, many of the kingdoms do little to hunt down and eliminate pirates because it is an expensive proposition. Nor will most nations offer warships to escort merchant vessels from port to port, unless the interest of the Court or Royal family is involved.

Most kingdoms will periodically launch campaigns against pirates, usually when no foreign enemy is poised on their doorstep to take advantage of the divided navy, and/or when piracy has gotten out of hand (at its highest levels). These campaigns are frequently more like bloody crusades in which anybody suspected of piracy is boarded and interrogated. Known pirates and those who refuse to cooperate and/or flee when asked to be boarded are hunted down and brought to justice. In many cases, the pirate vessel is captured, boarded, seized (along with its cargo) and its crew taken prisoner. Known pirates who engage in battle are typically destroyed at sea, either slain in battle or hung by the yard-arm!

These crusades can be so successful that piracy is virtually obliterated (under 4%) and merchants can enjoy 1D4 years of safe seafaring

and high profits. Of course, piracy will return and level out for years at the tolerable level of around 10%, but will inevitably again reach catastrophic proportions and instigate another siege. This seems to occur approximately every 15-25 years. For the last five years, the loss to piracy has been high, at around 18%, and appears to be climbing. Some merchants are already claiming losses as high as 22%. Only the Western Empire is under 10% and are one of the calming influences insisting that piracy is not out of control (see the reasons why in the earlier section regarding the pirates of the *Isle of the Cyclops*). There hasn't been a crusade in nearly 23 years and merchants along the eastern seaboard have been petitioning their respective governments to take action for the last few years. None is anticipated any time soon (not for at least 1D4+1 years).

The **Floenry Islands** are mostly uninhabited, hundreds of miles away from the "civilized" world, and comparatively near the **Strait of Relar**. Thus, they seem almost made to order for hiding and supporting pirate fleets. The islands' wildlife, freshwater springs, jungle fruits and nuts offer excellent resources for resupplying vessels as well as places to rest, relax, hide or lay low for a while. The Floenry Island chain can easily shelter a thousand pirate ships, but currently, the island chain is believed to harbor approximately 150 pirate ships. Most are independent freebooters with 1-3 vessels.

Many pirates choose to prey upon the ships of one nation or shipping line more than any others. This can be the indication of a vendetta, but is more likely to suggest favoritism for more simple reasons. Such reasons typically include a desire for a particular type of cargo frequently carried by a specific merchant line; foreknowledge of a rich cargo or passenger for kidnapping (information easily bought at most harbors); a special order for specific cargo by a pirate client (like the Western Empire); a shipping line that is slow or poorly defended (easy pickings); or the opposite, the ships of the merchant line or nation are fast and tough, therefore challenging and fun! Many other times it can be pure *happenstance* that pirates hit vessels from the same shipping line or nation. Furthermore, motivations for attacks are often made out of desperation: needs supplies badly, their ship is badly damaged (a new one is needed), or the crew is getting mutinous because booty has been low.

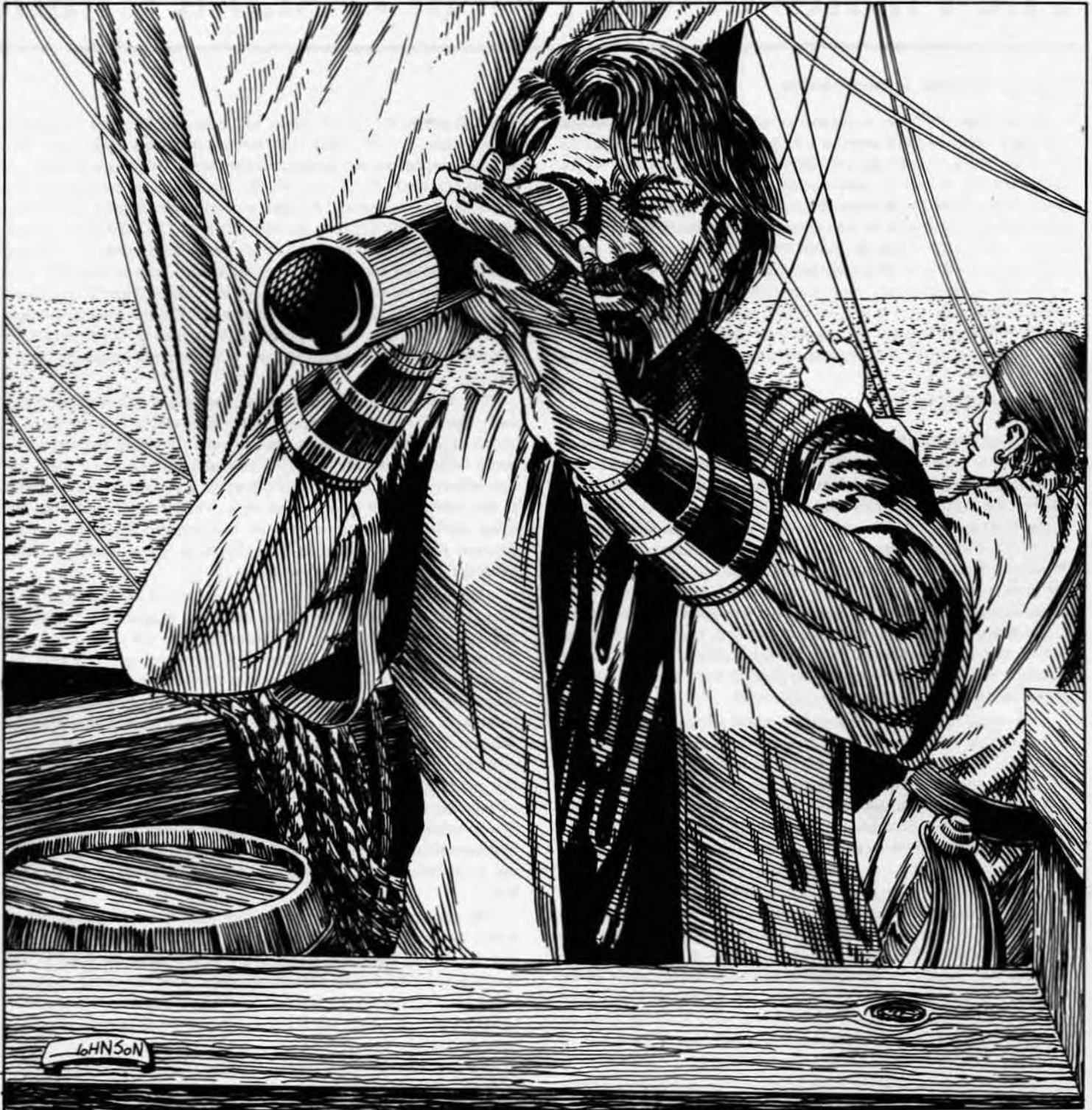
The nations who seem to be targeted most in southern and eastern waters are the Timiro Kingdom, the rich ships of the Western Empire, and the Eastern Territory, followed by vessels from the Land of the South Winds and Lopan. Bizantium ships, from the small Northern kingdom, have proven too fast and deadly for most experienced pirates to bother with, but then, not too many ships from Bizantium travel beyond the Eastern Territory.

The two most notorious pirates currently operating from the Floenry Islands are **Vunoon's Raiders** and a group who calls themselves the **Pirate Federation**. The latter consist of at least six, highly skilled pirate captains (8-12th level), an experienced crew (5-8th level) and 24 ships working together in a kind of loose organization. They usually divide their fleet into three or four smaller groups, but sometimes launch coordinated attacks and may send as many as 12 ships against an opponent! They raid the shipping lanes of the Strait of Relar hard and are extremely ruthless. The Federation will raid ships from all lands.

Notes & Rumors about Pirates & the Island Chain

The following information and rumors are simply common things said about the South Seas and pirates. Some are true, some are partly

true and others are just outlandish stories that make for exciting talk over a few beers.



- Over three dozen pirate captains find shelter along the coast of the Yin-Sloth Jungles.
- The Waters of the **Western Empire** are a haven for pirates. Only vessels flying the flag of the Empire are safe from attack.
- Most pirates operating in the Western Seas are sanctioned by the evil Empire and the reason piracy is so low for vessels of the Western Empire in western waters!
- The cyclops call lightning from the heavens to strike down any pirates in their waters.
- Pirates from the West are encouraged by the government to engage in piracy along the Jungle coast and southern waters provided they don't touch Western vessels. An estimated one-third of all pirates in the southeast are from the Western Empire!
- The city of **Sulanok**, on the Peninsula of Pendaltor, in the Land of the South Winds, is a port *friendly* to pirates and skilled in fencing stolen goods.
- **Totugo** is a pirate haven. It is used by the Pirate Federation and many independents. It is not a safe port for sailors not involved in piracy.

- **West Mnn** is another port friendly to pirates and offers excellent gladiatorial sport. It is popular among all seafarers.
- **East Mnn** and **Oen** are safe harbors, but pirates can be found there too.
- **South Bay** island is a hell-hole swarming with Serpent Rats from the Western Empire. It is said over a million of these creatures infest the island.
- It's said not even pirates are crazy enough to go to the islands of *Dragon's Roost*, *Grimbor Island*, and *Serpent's Tooth*.
- The **Vunoon pirates** are led by a powerful sorcerer Troll (actually only a 6th level wizard) and enlists the mystic power of three dozen mages (really six, levels 3-5), a score of air warlocks (actually three; a 4th level warlock and two at 6th level; plus one 5th level water warlock) and send elementals (true) and sea serpents (not true) against their targets. The Vunoon fleet has grown to nearly a dozen and includes two Black Demon ships! Actually, the fleet consists of six ships, two painted black. Nobody knows where they hide out (true). It is said the wizards open a portal to a sea and island haven on another world! **Note:** The reputation of the Vunoon pirates' "gentleman" tactics, polite conduct and greatly exaggerated mystic power (firmly believed by most seafarers and kingdoms) is such that half the merchant vessels who encounter them surrender without a fight, and let the pirates take what they will. These "gentlemen" pirates never kill without a reason, nor engage in senseless destruction, vandalism, rape or torture. They usually leave food and water supplies untouched, never sully a woman's or a captain's honor, are firm but courteous, and with crews who are cooperative and who offer no resistance, only take half their cargo.
- **Valicar's Raiders** are all Changelings (Captain Mithis Valicar is himself a 5th level, Changeling pirate captain, of anarchist alignment, but only 5% of his crew are Changelings. All are disguised as humans among a predominantly human crew). The Changelings make Valicar's Raiders (4 stout ships) masters at spying, assassination, kidnapping and extortion (true). Their reputation for being black-hearted and murderous monsters is unwarranted — the result of people's fear and hatred of Changelings. They are no worse or better than the average pirate. The crew knows and accepts the Changelings among them and are loyal to Captain Valicar who is fair and loyal in return. A 6th level air warlock (aberrant) and a dragon hatchling (30 years old, 4th level wizard) are among his two most notable crewmen.
- The **Shrr-Ta Jungle Raiders** are a unique band of pirates operating along the coast of the Yin-Sloth Jungles that rim the southern edge of the Land of the South Winds. They are an usual group composed of Tezcat warriors, Jungle Ogres, and a handful of humans and orcs led by a maniacal 7th level, female Shaman. They usually attack ships close to shore (ideally, anchored), speeding up to the big ships in two dozen or more, small twin canoes and/or Trimaran vessels. They then surround the ships, climb up the sides using grappling hooks and rope, board her and try to seize control. They can be especially bloodthirsty. The Shrr-Ta (pronounced Sheer tah) pirates rarely leave the jungle coastline, but have been spotted as far east as *Grimbor Island* in the Floenry Islands and as far west as Cyclone. **Note:** Cyclone is a friendly merchant port established by a group of seafaring Cyclops and shared by representatives from the Western Empire, Timiro and the Eastern Territory. The Land of the South Winds refuses to deal with "monsters." Pirates find Cyclone very accommodating, although its "trade agents" and merchants rarely buy goods for more than 15% of current market value.
- The **Submarine League** is a band of nonhumans with only two ships but a legion of aquatic partners who attack vessels from the sea, often crippling the ship by damaging or impairing the rudder. When in a truly foul or vindictive mood, they may sink the ship by smashing holes in the bottom of the hull. The aquatic members of the pirates can then retrieve treasure from the bottom of the sea at

their leisure. Eight Kreel-lok of evil alignment, two Mermaids, a 7th level water warlock, and a dozen evil Kappa are active members of this pirate band.

- The outlawed, legendary **Black Demon** ships of the Western Empire are real! Although elusive, fast and never seen in greater numbers than two, they traverse all the seas and the deepest oceans of the known world. The creation of the Demon ships is a direct violation of a pact between the Western Empire and other world powers. The Empire denies they exist and claims reports of their sighting are hallucinations, mistaking whales as black ships, and lies by their enemies. Admittedly, no Black Demon ships are known to engage in piracy — or is it none have survived to tell the tale? Ships and crews lost at sea are often blamed on the Black ships, but there is no proof that they are responsible.
- **Harpies, Sphinxes, Dragons** and other intelligent creatures of magic sometimes engage in piracy themselves (sometimes preying on the pirates). These are often lone individuals or small groups (3-4; Harpies will have the largest number, 6-14) who have the power and audacity to threaten a sailing vessel. Frequently, the creature(s) will demand a few hundred in gold or gems as a right to passage or protection fee (protection from it). Other times the creature will demand a huge portion of the ship's booty/cargo, and some just like causing trouble or killing. Occasionally, one of these creatures will join or Captain a pirate ship.
- **Enry** is the subject of many conversations and speculation. It was once a great port friendly to all sailors, including discreet and law abiding pirates, but it has become a place of constant bedlam. Get in and out as quick as possible and don't enter into religious discussions!
 To speak against Thoth will bring the wrath of the Gods of Light & Dark upon you.
 The enemies of Thoth are trying to turn the people against him and the other Gods of Light.
 Thoth is an Old One! The people of Enry have proof!!
 Thoth is testing the loyalty of his people on Enry.
 An Old One slumbers underneath the island. Its people have been driven insane by its evil. Death Cults actively work to awaken the monster.
 Over a hundred evil cults exist on East Mnn! Kidnapping and blood sacrifice to the Old Ones and other dark gods occur weekly. Sailors are their favorite targets! Beware!!
 Everybody on the island is crazy!
 The madness is contagious if you stay for more than four days!
 All the trouble on Enry is a Western Empire plot.
 Pirates have come to fear this place and avoid it.

Rumors about the Pirate Federation

- They are the scourge of the South Seas and Eastern Seaboard.
- The island of **Totugo** is a pirate haven and the main base of operations for the Pirate Federation. It harbors over 10,000 pirates (ridiculous), a fleet of 50 ships (equally ridiculous) and is defended by sea monsters under the control of a pirate summoner (a rumor that has persisted for years).
- The **Rock** is another hideout for the Pirate Federation. The sea serpents often seen sunning themselves on its surface are all under the control of an evil pirate summoner. The Federation's base is hidden underground, created by Earth Warlocks or demons.
- An inn called "Deadeye Suli's," in the little village of **Ramsbottom**, about 15 miles (24 km) up the coastline from *Sulanok*, is said to serve as the Pirate Federation's recruiting station. Sailors, thieves, men at arms, and men of magic, supposedly go to Suli's to get hired. They are also known to visit *Sulanok* to resupply, sell stolen goods, gather information, and to get a little rest and relaxation.
- The Pirate Federation is so cutthroat that they sometimes attack other pirates, especially those in distress (they typically sink the ves-

sel and either sell all hands into slavery or kill them). Certainly other pirates dislike (some downright hate) or fear the Pirate Federation. Many are very vocal about *not* being associated with these nefarious pirates.

- The Pirate Federation engages in every sort of crime including kidnapping, extortion, assassination, slave running, smuggling, rape, torture and murder for pleasure or spite. If the pay is good, they'll consider it.
- Half the pirates in the Federation are inhuman monsters, mostly ogres, orcs and goblins, but also include giants, trolls and others.
- There is an internal feud between Captains Borgul Somon (9th level Orc of diabolic alignment) and Silver Kate (10th level human of anarchist alignment).
- The Western Empire secretly funds the Pirate Federation (not true — in fact the Western merchant ships are these pirates' favorite target, although they attack everybody).
- The Cult of Yin-Sloth secretly funds the Pirate Federation.



The Island of Totugo

The haven & home of the Pirate Federation

Totugo has been used for centuries by explorers, merchants and fishermen as a supply island, namely because it has no hostile life forms and is smack in the middle of the Floenry chain. 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 can be found in the dense jungle in the island's midsection (and, when necessary, makes a good place to hide). It also has good hardwood that is suitable for ship repairs. It has only been in the past twenty years or so, when the Western Empire started to expand its trade into the East, that Totugo became especially attractive to pirates. Five years ago, the powerful *Pirate Federation* usurped control from the original settlers (although many remain) and have turned the island into a pirates' haven.

Since the involvement of the Federation, the town of Totugo (pronounced "toe two go") has prospered on the ill-gotten gains of the Pi-

rate Federation as well as numerous independent pirates who come to the town, and other small, more secluded island settlements, to hide, rest, relax and trade stolen goods. In fact, the Pirate Federation offers a number of services such as hideouts (scattered throughout the island) for really "hot" fugitives and/or "hot" loot, scribes to send loved ones messages, message delivery service, bodyguards, and healing, all in addition to Federation owned and operated stores, pawn shops, gambling establishments, taverns, inns, meeting halls, and 80% of all the businesses on the island!

Furthermore, all ships (except members of the Pirate Federation) pay a small docking fee of 50 gold per week to set anchor at this relatively safe harbor — a place where pirates can relax and be themselves among others of their profession.

Drunkenness, brawls and duels are frequent, but nobody defies the Pirate Federation (and lives) and there is an amazing amount of order among the many races, pirate factions and rivals. Everybody appreciates having *one* place where they feel safe and can let their hair down, so they tolerate each other and try not to wreck what they have. Totugo has never been raided or put under siege by any kingdom, although a few spies have made their way to the island (most never leave alive). The network of lookouts on land and at sea, combined with warnings, news and information provided by other pirates, should allow those around the island ample time to set sail long before any enemy fleet could reach its shores.

The Town of Tortugo is small but growing. It has about 500 full-time residents, 80% of which are the descendants of the original colonists who have learned to live with the pirates. Most are of good and selfish alignments who avoid the pirates and crime. They live as farmers, craftsmen and merchants. Those who live or work in town frequently try to help the occasional nonpirate visitor stay out of trouble.

The town itself has all the "formal" docks, although there are several places around the island where a ship can set anchor close to shore, and every coastal lookout station has a dock that can accommodate two vessels. The town also has warehouses, dry docks, and repair facilities needed for a large number of ships, as well as a large number of taverns, bordellos, shops and a black market bazaar that sells almost anything you can think of ... for a price. At any given time, there are at least six pirate warships docked, which means at least 600 to 1000 pirates in town.

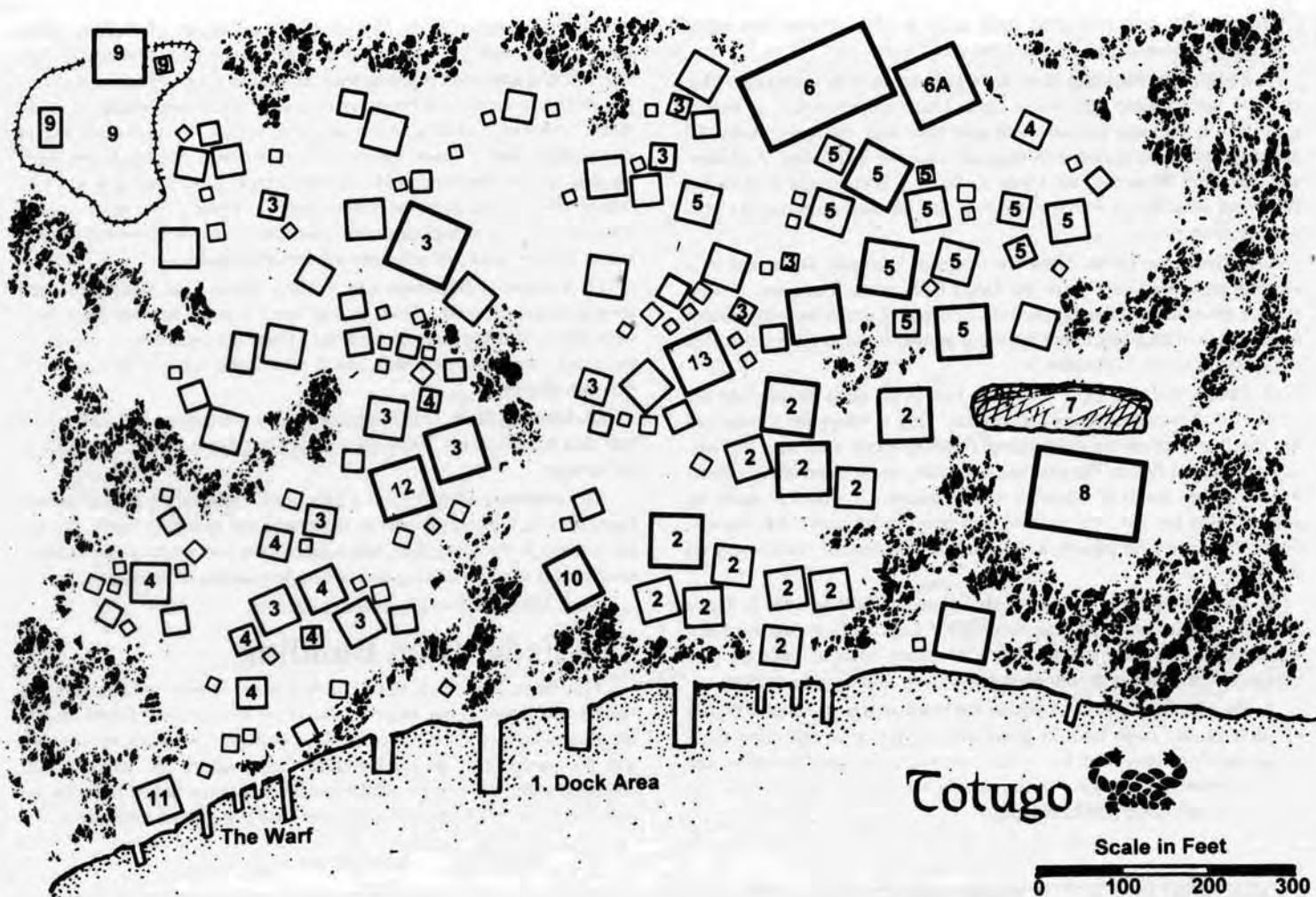
The sea around the pirate base is constantly patrolled by at least two pirate ships. Approaching the island by ship, unseen by the two patrol vessels, or by lookouts on the island, is extremely difficult. It is known that most pirate ships carry at least one wizard, cleric or warlock, but rarely more than that. How many men of magic might be residing at Totugo at any given time can vary greatly.

The Town of Totugo

Note: 1D6+4 pirate ships are docked at or near the Town of Tortugo at any given time, plus 1D6 at other locations around the island.

1. Docks, Dry Docks and Wharf. There is room at the docks for up to ten large ships to tie up at any one time. In addition, there are dry docks and repair facilities for another two ships. Smaller vessels, such as fishing boats, dories, ship's shuttles, etc., are expected to dock at the wharf; as many as 30 can be accommodated. Many pirate captains tie up at the docks for only brief periods; a few hours to a few days to unload and sell cargo, resupply and move on. Most pirates prefer to anchor their vessels offshore, where they can quickly slip into combat, or out and away. If flight is necessary, it's a lot easier to dump the anchor chain than to pull away from a dock.

2. Warehouses. These stone-walled, one story buildings are the storage warehouses for supplies and provisions. Sailcloth, spices, food, ale, clothing and other loot taken as booty are in great supply. There are always 10 pirates assigned to guard each of the warehouses, just in case someone tries to "share the wealth" before the official splits are made.



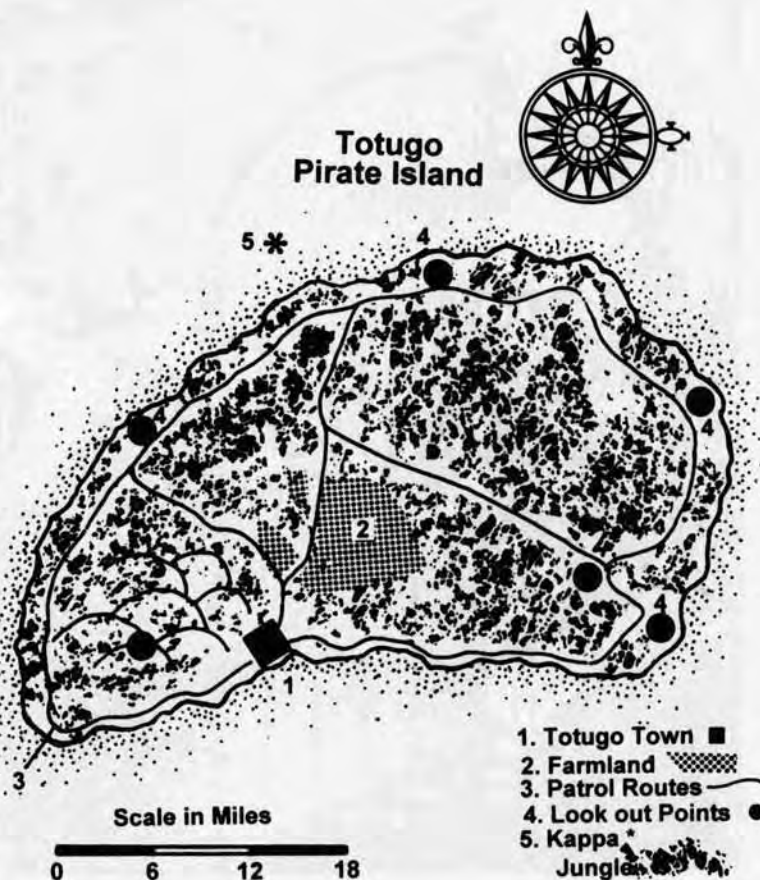
3. Inns, taverns, drug dens. There are quite a number of small establishments spread across town, bearing names like "The Winking Mermaid," "Bloody Val's," "The Gold Piece," and so on. All of them offer just about any form of drink that can be found which isn't pure poison (although some of the moonshine comes close to being fatal to characters who fail to make a save vs poison; a failed roll means a hell of a hangover and 1D4 points of damage per bottle or large mug drunken). Quality drinks are often expensive, 6-10 gold for a glass of quality wine, champagne, brandy and rum, but a mug of beer, cheap rum, or "rot gut" moonshine costs just one or two gold.

Roughly one in three taverns also offers a variety of drugs that range from a few gold to 30. These places may also offer poisons and magic fumes for sale (+20% higher prices than usual).

The inns typically offer simple rooms with minimal furnishings to avoid costly damage and spilling of blood from brawling pirates. A bed, large armchair and a stool is standard. Costs range from 8-30 gold a night. Only a couple of inns who cater to Captains and First Mates and the gentry offer posh rooms with silk, mirrors and expensive furnishing. Their prices typically range from 60-100 gold per night; priced to keep the riff-raff away (regulars pay 50% less).

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...

5. Merchant Quarter. Rare and unusual items from pirated ships: fine clothes, art, toys, weapons, armor and just about anything else you can think of, can be found and bought from one of the small shops here. Only magic is not available. There is a 78% chance of any item listed in the Equipment Section of the Palladium RPG, 2nd edition (pages 271-274) is available, usually at the standard price. High quality, Kobold or



Dwarven items are very rare, with only a 15% chance that being stocked and commanding 10 times the usual prices.

6. Federation Building. It is the largest structure in town and where most of the valuable treasure is kept. 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 armor. Additionally, the chief Wizard of the Pirate Federation is supposed to have his home and workshop within the building. See the accompanying description for greater detail.

6A. Pirate Barracks. Used for sleeping, lounging about, and as a meeting place exclusively for the Pirate Federation. There are always, even in the middle of the day, at least a couple of dozen sleeping pirates is done here, with a few others loitering around (total number of current residents should be 1D6 times 5).

7. Arena. Nothing more than a 20 foot (6 m) deep pit dug into the earth, with removable ramps and ladders. This is where the pirates can sit, watch and bet on the outcomes of fights between men, men and animals, or animal fights. The execution of spies, traitors and other villains are sometimes conducted here as well, especially if a duel or death by combat (also see #10, the gallows and punishment area). All "recreational" bloodshed for pirates, as opposed to their normal bloodletting on the job.

8. The Pit. A stone building with a dungeon built beneath it. There are cells here for up to 50 prisoners (200 if they really crowd them in), and a half dozen slave pits for their 200 slaves. Wild animals are also kept at the pit, making the dungeon particularly unpleasant smelling.

9. Pig and Goat Farm. A simple enclosed area with about 400 pigs of all sizes, six cows and 80 goats (mainly for milk and cheese). 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, the whole town smells like pig.

10. Punishment Area. For pirates found guilty of stealing (from other pirates, that is), murder (without their captain's permission), spying, betrayal and other major crimes, as well as pirate enemies, this area has all that is needed for proper punishment: a gallows, whipping posts, stocks, pillories, dunking chairs and head spears (for the displaying of decapitated heads). There will be at least one body strung up (probably ranging from a few hours old to several days) for the edification of all others who might think of committing "crimes." One small underground room is a complete torture chamber, used for obtaining confessions; whether guilty or not, most confess eventually.

11. Temple of Darkness and Shrines of the Sea. A medium-sized temple dedicated to the Gods of Darkness and the sea has been built here, but is in a sad state of disrepair. There are currently no clerics in residence; the last priest was killed after being caught stealing from drunken pirates.

12. Meeting Hall. This is a place for town meetings and festivals. It can also be rented for 200 gold a night for private parties, dances and gatherings.

13. Gambling Hall. This is a two story, casino style gambling hall. Drinks are half the usual cost to those who are spending freely. Games are limited to throwing dice, black jack, darts and roulette. An outdoor courtyard is used for boxing and wrestling matches as well as duels.

Note: Most other buildings are residences.

The Federation Building

This large, four story, stone building is the largest, most impressive building in town. It has large windows on the first and fourth floors, slit-style windows on the second floor (suitable for shooting arrows), and no windows at all on the third floor. All of the windows are equipped with iron shutters which can be closed and bolted from the inside during times of attack. On the west wall, at ground level, there is a



set of very large, iron-studded oak doors, which can be barred from the inside. There are always five pirate guards stationed at this entrance and ten others, with trained dogs, patrolling the grounds around it and checking in regularly to make certain the building is secure. Any men of arms will realize that this building is designed to be a fort. And a very good one it is.

Level One

The floor is split equally into two huge rooms, with a central stairway between them. The floor and walls are all of heavy stone, while the ceiling is of heavy wood beams.

1. Meeting Hall. This is where the pirate captains of the Pirate Federation hold meetings with each other and/or their crew. At one end of the room, on a raised platform, is a large table fitted with individual chairs for each of the pirate captains. The rest of the room is more like a courthouse, with benches facing toward the captains' table. The benches can be moved to accommodate parties and dances.

2. Record Office. Even pirates have to do some book work in order to make sure the ships are supplied and an even division of the booty is made. Dozens of bookshelves and cabinets are filled with paperwork and account books. Six large desks accommodate the clerks employed by the Pirate Federation. A sitting area with two plush couches and three arm chairs are located on the other side of the room. Underneath one of the couches is a secret floor panel to a compartment used to hide special maps, booty (1D6x1000 gold), two potions of invisibility and a handful of weapons.

3. Hallway/Stairway. A large open area, fitted with several chairs and benches for those waiting appointments in either of the side rooms. At least two pirate guards (3-5th level) are on duty at all times. A large stairway leads to the second level.

Level Two

As with the lower floor, the space is divided into two large sections: the armory on the left (over the meeting hall), and the guard room and lounge on the right (over the record office). All the walls are of stone, and the floor and ceiling are both made of heavy timbers. All the windows are narrow slits.

1. Armory. The Pirate Federation's main armory contains enough quality weapons of all kinds to outfit 200 men, but only enough armor for about 100 (10% light leather, 40% studded leather, 30% chain mail, 20% various heavy types). *Weapons of note* include 3200 heavy cross bow bolts, three dozen light Cyclops lightning arrows, a dozen medium lightning javelins, 144 cross bows, a pair of boots of fleetness, a cloak of guises, leather of armor (2), a demon slayer battle axe, and a matching flaming sword (4D6 damage) and flaming ball and chain (4D6). A variety of poisons, herbs and magic powders are also kept here (typically about 10 doses each).

All captains contribute some percentage of quality weapons from their booty to this storehouse. The weapons are saved for emergencies, with some special items given to loyal crewmen as rewards for service and sacrifice, and surplus made available to pirates of the Federation at 20% below normal prices. Some basic supplies like lengths of rope, chain and manacles are also stored.

Two guards stand at the door (all Trolls who are 4th level mages). A 4th level earth Warlock and six pirates (five are 3rd level pirates, one is a 5th level assassin) maintain the facility, handle transactions and help defend the armory. The Warlock can read Elf and is armed with two scrolls one with cloud of slumber and the other, carpet of adhesion.

2. Guard Room & Lounge. The guards and workers assigned to the building are all given small, nice rooms located in this area, in addition to an emergency bunk area suitable for 60 men, and the lounge.

The lounge has six large, worn but comfortable couches, six armchairs and wood tables, each with seating for eight, and two small tables and chairs for playing checkers or chess. Eight dart boards hang from the wall, as well as Western and Timiro tapestries, and Western rugs



cover the floor. A bar is located along the dividing wall and offers low quality rum (two 50 gallon barrels) to off-duty guardsmen for free. Six 50 gallon barrels of fresh water, two barrels of good quality rum, and a locked liquor cabinet (containing 24 bottles of brandy and 48 bottles of wine) are also part of the bar stock, but alcohol other than the cheap rum costs four gold a glass.

An adjoining kitchen (four 8th level cooks and eight assistants) provides free meals for the guards, workers, captains and their guests. Six additional 50 gallon barrels of fresh water, and enough provisions to feed 80 men for a month are stored here.

3. Hallway/Stairway. No furniture or decorations, just bare walls. The opening to the downstairs can be covered with an iron grate or solid metal sheet that can be lowered over it, sealing off the floor. The upper stairs are barred by an iron door (A.R. 16, S.D.C. 240). If this door is shut and bolted, the next level is totally sealed off. There is no way to close it quietly, since its rusty hinges will shriek like a banshee when it's moved. Picking the lock may, or may not, be effective, since it is also possible to bar the door from the other side.

Level Three

This level is just one large, open room. The only exits are the stairways going up and down, both of which can be barred with metal doors. This area can be used as a meeting hall or additional housing for crew members (especially if used as a fort under siege; can accommodate 120 men sleeping on bedrolls on the floor, comfortably), but is typically the living quarters of a special resident. Though many rumors warn that a powerful wizard lives here, it is actually a greater demon, a Night Owl! The Night Owl was originally acquired by a Summoner hired to bring it to the pirates as a slave, but the foul creature has since become a willing, full partner. It is *Jlitna's* duty to protect and oversee the operations of the Federation Building. See the **Palladium Fantasy RPG, Second Edition** for complete details about these psychic demons.

Level Four

1. Living Quarters for the Pirate Elite. Half the top floor is divided into six lavish living quarters for the six captains who head the Pirate Federation (each contains works of art worth a total of 1D6x10,000 gold, but are large and bulky; plus each room has 2D6x100 in gold and a few bottles of quality liquor). Fourteen smaller, but posh rooms for secondary captains in the fleet and first mates. The hallways are covered in gorgeous Western and Timiro tapestries and paintings. **Note:** More than two captains of the Pirate Federation and crew are rarely in town at the same time.

2. Guard Rooms. Between the living area and the vault are four luxurious rooms for the eight guards who live on and protect this floor. Two are 9th level human soldiers, two are 6th level Ogre mercenaries with P.S.'s of 24, one is a 7th level assassin, one is 6th level Goblin thief, one a 5th level wizard and the last a 3rd level Diabolist. All are loyal to the Pirate Federation, Jlitna (the Night Owl) and most of the six captains.

3. The Vault. The main treasure of the six captains are locked away in a giant, 20x30 foot (6x9 m), walk-in vault. The entire chamber is lined with walls of three inch steel (A.R. 18, 500 S.D.C. per 8 ft/2.4 m diameter) and a vault door with three complex locks and an A.R. 18 and 500 S.D.C. The door is also warded (silent alarm, fear, blind, agony and death — all sequential, so they go off one after the other each time the door or its locks are disturbed). Only the six captains and the Night Owl can open the door without activating the wards.

The Pirates' Treasure: The interior of the vault is protected by two animal (lions) Guardian Stones and one Demon Stone (Baal-rog). See the **Palladium Fantasy RPG, Second Edition**, page 256 & 257, for complete details about these magic stones.

1. "The Conquest." A large painting (5x10 ft/1.5x3 m) by William Robenwald, one of the Western Empire's greatest artists of all time (deceased for 300 years). It is a beautiful piece, with a frame of silver, depicting the charge of mounted knights into the breach of a walled city, and easily worth 60,000 gold. At a well-publicized auction in the Western Empire, it will get 1D4 times more! However, there is also a 01-50% chance that the painting will be seized (sorry, no cash) by one of the noble families as a work stolen from their family by pirates. Ten local soldiers or bodyguards will assist in the seizure. If the characters are fast talkers and can convince the family and authorities that they are adventurers (or known heroes) who "rescued" the painting from pirates, the family will be grateful and give the group a reward of 20,000 gold in coin or gems. Otherwise, the group may be taken into custody for questioning and may face charges of piracy!

2. The other works of art (eight painted landscapes, four portraits, one Elven King, sculpture of Isis, sculpture of a nude woman, and three imperial busts of leaders from Timiro, plus over 30 tapestries) will fetch anywhere from 6D6x1,000 in gold. All the paintings and sculptures are carefully wrapped, and stored inside heavy wood shipping containers (A.R. 8, 140 S.D.C. each).

3. Chest of Jewels. Approximately 80,000 worth of gems and jewelry.

4. Chest of gold warded with agony and death! 40,000 worth!!

5. Chest of silver warded with fear and sound alarm; 15,000 worth.

6. Chest of magic warded with sound alarm, death and death (all go off at once)! Six scrolls (G.M.'s choice of spells), six potions of healing (superior), one potion of shrinking, two potions of tongues, two potions of fly as the eagle, scroll: calm storms (7th level), scroll: summon fog (5th level), scroll: swim like a fish (5th level), a woman's bracelet of superhuman strength, a ring of protection from wards (+1 to save), a holy sword (G.M.'s choice of powers), fire wick, a gem of direction and a suit of colors.

The Roof

There are always four guards (4th level mercenaries) with dogs on the roof. They are usually very alert and armed with cross bows, 24 bolts, spears and short swords. A castle-like stone battlement with crenels (openings) offer the guards protection. The entire length of the battlements are rigged with a network of trip wires connected to eight different warning bells, so the guards and the dogs will be alerted if anyone breaches one of the walls; the commotion will be great and alert those on the roof, on the ground below, and those inside of trouble. A small shed in the middle of the roof contains additional cross bow bolts, spears, lanterns, supplies and a chamber pot. The eight dogs can be chained, but are well trained and usually given the run of the roof.

Ships of the World

Sailors, Salaries, & Basic Equipment

By Erick Wujcik

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, etc.) and back to point A. A small advance of 50 to 250 gold is often paid at major ports so the sailors can enjoy a little relaxation and libation.

Merchant ships and special commissions pay the best, but signing onto a merchant vessel will always include a lot of loading and unloading of cargo and the possibility of having to fend off pirates. At the current level of piracy in the southern and western waters, 2 out of every 10 ships have some sort of encounter with pirates (only one in 20 in northern waters).

Leaving a ship before completion of the full trip means at least forfeit of remaining pay. Depending on the circumstances and timing of the departure, the sailor may 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 officers *are the law* at sea, and the sailor is expected to obey completely or suffer the consequences, since any punishment, up to and including the death penalty, may be issued by the captain.

Shipboard Salaries (Average)

A short voyage can be a few weeks to two months. A more typical voyage will be 4-18 months of travel. Amenities (in addition to pay) include a bunk (or hammock, on more crowded ships), three meals a day, a daily ration of grog, and visits to foreign ports.

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

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

Very Experienced Sailor (level 7 and up, & Mariner O.C.C.): 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 nonsailor O.C.C.: 100-200 gold a month.

Special Hiring: 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. For example, 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.

Naval Supplies & Equipment

See **Palladium Fantasy RPG, 2nd Edition**, pages 272-274, for complete lists of equipment and supplies. The following are some notable items common to sailing and sailors.

Belaying Pin: Most ships have hundreds of belaying pins stuck in holes all over the railings (pin rails), spars, rafters, etc. They are used for "belaying" ropes, but they are also the most common weapons used in brawls and fights, both on ship and in any tavern frequented by sailors. The small, club-like wooden object usually does 1D6 damage and weighs a bit over a pound, but some sailors have their personal belaying pin weighted with lead, inflicting 2D4 damage. Cost: 2 gold for a standard belaying pin purchased when a crew member on a sailing ship (ship owners buy them for 8 gold per dozen). 5-10 gold at most ports. Lead weighted pins are not available on most sailing vessels and must be bought from port merchants who custom make them; cost 18-32 gold.

Fish Knife: A narrow knife designed for preparing fish. A sharp point, one blade for cutting, gutting and skinning, and the other side for scraping off scales (1D6 damage). Cost: 12 gold.

Scythe Lances: The most common shipboard weapon (aside from belaying pins and knives), they are used in ship to ship combat, or to cut away dangerous or entangled lines. Usually ten to fourteen feet long, with a sharp blade on one end, and a handy hook on the other to cut rigging (see scythe, **Palladium Fantasy RPG, 2nd Edition**, page 268). Cost: 60 to 100 gold.

Grappling Hook: A large iron hook, thrown to snag a dock, or another ship. As a weapon (hand to hand) it does 1D10 (or 2D4+2) damage. Cost: 5-80 gold.

Ship Rope: Much thicker than ordinary rope. Sail ropes are at least two inches thick, while the rope used for docking can be over a foot in diameter. Cost: 2-5 gold per foot.

Rope Rigger's Kit: Cutting, splicing, and repairing rope is another constant chore for sailors. While any rope and a knife can be used, the special heavy line, and a marlin spike, make the job much easier (+15% for repairs and on the Rope Works skill). Cost: 35 gold.

Sail Mending Kit: Used for repairing sails, a constant chore, since they are torn and ripped all the time, both by the wind, and also by clumsy sailors. Heavy scissors, four needles (all large, but one straight, and the others with different curves), two spools of repair line, and a sailmaker's palm. Cost: 75 gold.

Mariner's Lantern: A metal cage designed to be hung on a hook, and able to swing freely with the ship's motion. Even if smashed, it is unlikely to cause fire (only a 01-10% chance). Cost: 35 gold.

Inflammable Oil: Used as an incendiary in assaults against ships (usually loaded into small clay or wood containers, and fired with a catapult or arbalest). Cost: 1000 gold per 50 gallon (189 liter) barrel.

Vinegar: Since flaming oil, and most other incendiary substances, float on the water, putting it out requires special substances. Sand is useful for putting out fires on the deck, but for fire in the sails, or for flaming oil on the water surrounding the ship (threatening to ignite the hull), vinegar is the best remedy. Cost: 300 gold per 50 gallon (189 liter) barrel.

Heavy Oil: An ancient mariner's trick, when threatened by heavy seas and dangerous waves, is to pour heavy oil into the water. This damps down the surf, and increases the ship's chances of survival. Cost: 400 gold per 50 gallon (189 liter) barrel.

Sailor's Dress Uniform: White or blue, with leather-brimmed cap, sailor shirt, jacket, trim pants, leather belt, and polished black leather shoes. Cost: 200-250 gold.

Officer's Casual Uniform: Blue, grey or black, with leather-

brimmed cap, jacket, shirt, leather belt, pants and leather shoes. Cost: 350-400 gold.

Officer's Dress Uniform: White or blue, with metal insignia of rank, leather-brimmed cap, shirt, jacket, trim pants, leather belt, and polished black leather shoes. Cost: 600-750 gold.

Sailor's Duffle: A big canvas bag designed to hold all of a sailor's clothing and gear. It can be shoved in small places, or hung up by a hook or rope, so it's easy to stow away. Cost: 10-15 gold.

Sea Chest: Shaped like a trunk, but *waterproof*, and designed to float (so long as the contents don't exceed 120 pounds). Cost: 90-150 gold; typically 3x2x2 feet (0.9x0.6x0.6 m) for ease in carrying, but comes in sizes up to twice as big (cost: 300 gold).

Barrel, Empty: Used for storing fresh water, liquids, fruit, flour and grain on ship. Cost: 18 gold for a 25 gallon (94 liter) barrel, 35 gold for a 50 gallon (189 liter) barrel, and 75 gold for a 100 gallon (378.5 liter) barrel. The first two sizes are the most common. Reduce the price by 50% if purchased in bulk (10 or more barrels of any size).

Set of Signal Flags: A set of thirty colored flags and pennants, useful for communicating from ship to ship, or from ship to shore. Cost: 30 gold.

Flag Standard (of the Nation): A long, tapering flag, or pair of flags, indicating the ship's nationality and/or royal sponsor. Standards display no insignia (except for the Wolfen standard). Cost: 80 to 200 gold, depending on quality.

Insignia Banner: Unlike the other types of flags, insignia banners are very ornate, very expensive, usually square or rectangular, and generally decorated with an embroidered insignia, crest or other mark of heraldry. Because they are expensive, and more easily damaged, they are generally only displayed on special occasions, such as when a ship enters or leaves port, when in an official procession, or when hosting a royal dignitary. Cost: 1,500 to 10,000 gold.

Standard Lifeboat: Depending on the safety consciousness of the captain, most large ships carry at least a couple of lifeboats. 20 feet long, 4 feet wide (6x1.2 m), and with seats for twelve (14 can usually be crammed in if necessary). Cost: 2,000 gold.

Large Rowboat: Commonly used in harbors to convey cargo, crew and passengers from ship to the dock, or from ship to ship. Usually around 15 feet long and six feet wide (4.6x1.8 m). Can be handled by one skilled man, but usually has from two to four oarsmen. Carries passengers (seating for eight, or standing room for twenty) or up to two tons of cargo. Cost: 3,500 gold.

Ship's Boat: The most common sailboat in coastal waters, these single-sail boats are designed to be taken apart (the mast comes off) and is stowed on the deck of a large ship. Used for scouting, ship to ship transport, or for landing at uninhabited places (usually beaches), they also have fittings for eight oars (seats for sixteen oarsmen). Used as a sailboat, they are speedy, but unable to weather severe storms. 24 feet long, 8 feet wide (7.3x2.4 m), they can transport up to 20 passengers, or carry five tons of cargo. Cost: 15,000 to 25,000 gold.

Canoe (standard): Seats up to three human-sized people in a typical canoe; 11 feet (3.3 m) long, average speed paddling, 1-4 mph (1.6 km or about two knots), S.D.C.: 50. Cost: 400-800 gold.

Note: See the section on ships for descriptions and costs of various boats and seafaring ships.

Most ships, including warships, are capable of carrying cargo. Ships are rated by their "Excess Cargo Capacity." The rating for "light" indicates a load that won't interfere with the ship's speed, or weigh it down in storms or combat. "Heavy" loads mean the ship is riding low in the water, moves more slowly (-20%), and could be swamped (water coming up over the deck) in a storm.



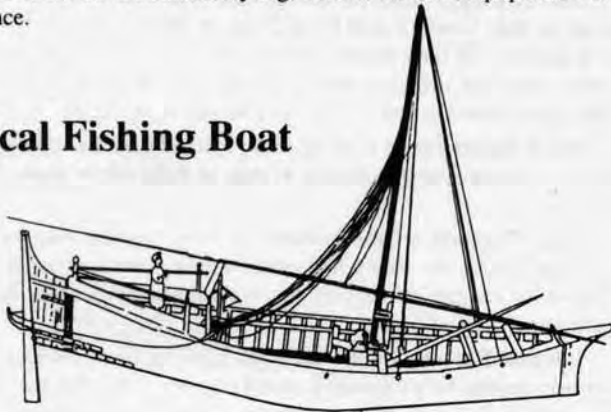
Descriptions By Siembieda & Wujcik

Western Empire

Western Empire Flags: Black & red banners, with a Hunting Hound insignia.

Note: The first two ships are found just about *everywhere*, and are the ships most commonly available for sale. Different ships in different Kingdoms and even shipbuilding communities may be basically the same vessel, but have different styling, details, features, equipment and appearance.

Typical Fishing Boat



Shallow, single masted vessels designed for fishing in coastal waters. Too small and light for any distance or prolonged sea/ocean voyages, the fishing boat is common in the Eastern Territory, Bizantium, Timiro and the Western Empire; in the Land of the South Winds, jungle boats and trimarans are used.

Most communities replace fishing boats every 5-10 years, and new ones are constantly being constructed. A small fishing village with 20 boats will usually spend their off-season time constructing at least one replacement, a process that can take 1-3 years. Although seaworthy, they are not designed for long ocean voyages or severe storms.

Type: Fishing

Crew: Two, with one to work the rudder and another to handle the sail.

Usually carries six to ten other fishermen to handle drag nets or fishing lines. As many as 20 people can be accommodated in an emergency.

Size: 20-30 feet (6-9 m) long and 5-10 feet (1.5-3 m) wide.

Excess Cargo Capacity: 4½ light or 10 tons heavy. Can carry up to twenty passengers, but many are equipped with hiding places in the hull for up to eight "secret" stowaways or to conceal valuables, weapons or contraband.

Best Speed: Sail 5-9 mph (8-14 km or 6-7 knots).

S.D.C. by Location:

Mast — 50

Sail — 25

Front Section — 100

Mid-Ship — 100

Rear Section — 130

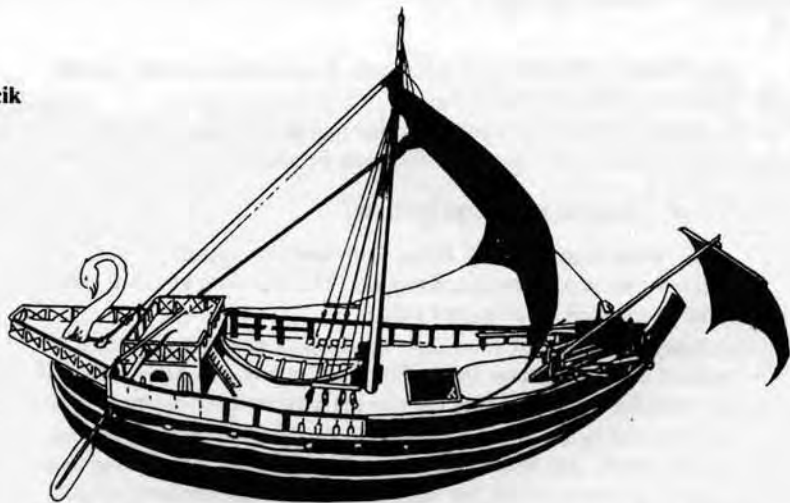
Hull per 10 foot (3 m) area — 70

Rudder — 60

Cost: 6,000-8,000 for an old boat (9-18 years old; reduce S.D.C. 25%), from 20,000 to 45,000 for one in good condition (1-3 years old), and 40,000-55,000 for a brand new one.

The Merchantman

A broad, round vessel with a forward leaning fore-post and high stem (rear). It is a medium-sized trader whose double deck is designed to handle both bulky and delicate cargo. The Merchantman has traveled



the Palladium oceans and seas for hundreds of years, comes in dozens of variations, and are commonly used by just about everybody, except in Bizantium where they are considered too antiquated and fragile. It is the most common and basic ship for those wanting to get into the merchant trade. It is a solid, strong ship designed for hauling cargo and long ocean voyages. In most places, merchantmen outnumber all other ships by three to one.

Type: Merchant/cargo transport

Crew: 12 to 24 sailors and an additional 20 to 40 sailors, laborers or passengers.

Size: 35-40 feet (10.7-12.2 m) long; 18 feet (5.4 m) wide.

Excess Cargo Capacity: 26 tons light or 50 tons heavy.

Speed: Sail 10 mph (16 km or 8.6 knots).

Features of Note: Two decks, and one ship's boat/lifeboat (200 S.D.C.) designed with crowded seating for 12 passengers/rowers.

S.D.C. by Location:

Mast — 80

Sail — 35

Front Section — 550

Mid-Ship — 450

Rear Section — 600

Hull per 10 ft (6 m) diameter — 100

Keel per 10 ft (3 m) area — 225

Rudder — 100

Cost: 75,000 to 150,000 gold for an old (14+ years; reduce S.D.C. by 20%), seaworthy vessel, 230,000 to 430,000 gold for one in good condition (1-4 years old), and 500,000 to 750,000 for a brand new one. Price varies depending on condition, quality, equipment and fittings.

Note: The Merchantman is a common merchant vessel used heavily by the Western Empire. About half of all merchant vessels are the Merchantman. This extremely sturdy little vessel is also used extensively by the Land of the South Winds, Eastern Territory, Phi and Lopan.

Purnt Warship

The Purnt is a small oar-driven warship with a bank of nine oars on each side, and one mast at the mid-ship. It is a sturdy, seaworthy vessel that is mainly used as transportation for military mail, imperial couriers, for scouting, and for coastal patrols. Purnts are rarely seen more than ten or twenty miles (16-32 km) from shore, but are capable of travelling anywhere. They are especially common in the inland seas.

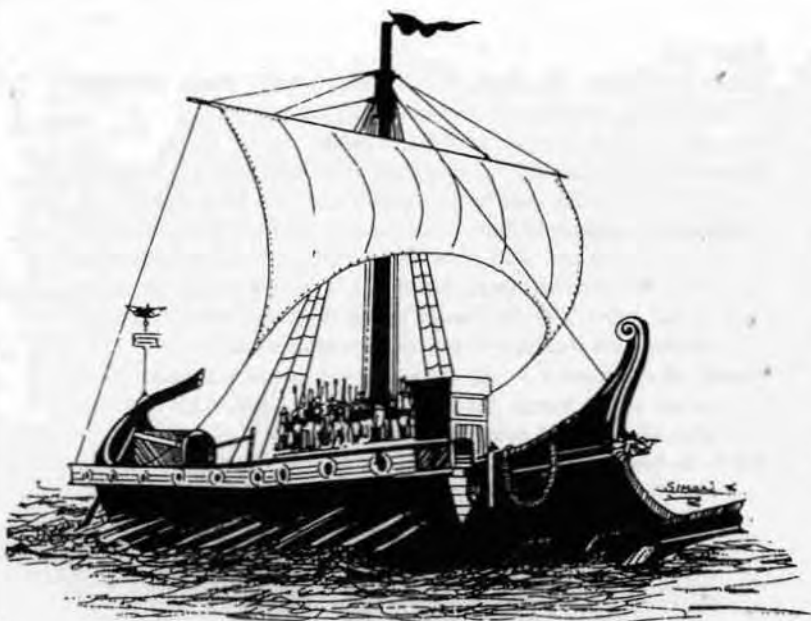
Type: War (can be used to transport cargo if necessary).

Crew: 4 officers, 8 sailors, 96 oarsmen, and 24 soldiers.

Size: 32 feet (9.7 m) long and 10 feet (3 m) wide.

Excess Cargo Capacity: 2 tons light, 4 tons heavy, with up to 8 couriers or passengers; double for large vessels.

Weaponry: One or two ballista at the rear and one in the front, plus six arbalests and two boarding ramps (no war tower). A ram prow is mounted on the front of the vessel to cripple and sink enemy vessels



(4D4x10 damage at full speed, 2D4x10 at half speed, but there is a 01-20% chance the Purnt will also suffer 1D6x10 damage to the front section of the vessel. The idea is to punch a hole in the enemy vessel at or below the waterline and scuttle the vessel (damage per 10 foot/3 m section).

Speed: All oars only 8 mph (12.8 km or 6.8 knots), half oars: 4 mph (6.4 km or 3.4 knots), all oars and sail: 8 mph (12.8 km or 6.8 knots), sail only: 10 mph (16 km or 8.6 knots).

S.D.C. by Location:

Mast — 100
Sail — 40
Ram Prow (1; front) — 300
Front Section — 700
Mid-Ship — 500
Rear Section — 550
Hull per 10 ft (3 m) diameter — 150
Keel per 10 ft (3 m) area — 300
Rudder — 150

Cost: 125,000 to 350,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 500,000 to 800,000 gold for one in good condition (1-6 years old), and 950,000 to 1.3 million gold for a brand new one.

Dromon Warship

A compact, oar-driven warship with two banks of six oars on each side, and a main mast at mid-ship. Used for a variety of missions by the Western Empire. Dromons are capable of travelling all along the coastlines and the inland seas (for example, to Phi or Lopan), but aren't really built to handle deep ocean storms.

Type: War

Crew: 6 officers, 10 sailors, 148 oarsmen, and 48 soldiers.

Size: 50 feet long (15.2 m), 16 feet (5 m) wide.

Excess Cargo Capacity: 4 tons light, 12 tons heavy, with up to 12 couriers or passengers (no private cabins).

Weapons & Features of Note: Ram prow in the front, fighting tower, one catapult, four ballista and eight arbalests. Toward the front is a war tower where archers and mages fight with the advantage of height, higher point of vision and some measure of protection.

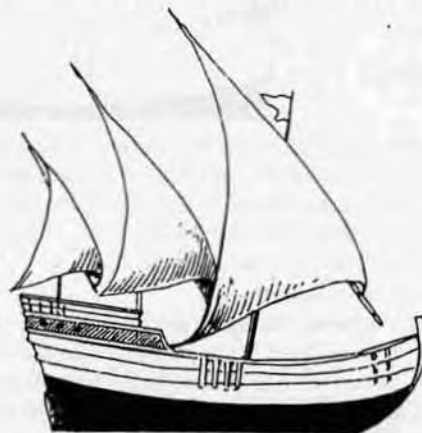
A ram prow is mounted on the front of the vessel to cripple and sink enemy vessels (5D6x10 damage at full speed, 3D6x10 at half speed, but there is a 01-18% chance the Dromon will also suffer 2D4x10 damage to the front section of the vessel). The idea is to punch a hole in the enemy vessel at or below the waterline and scuttle the vessel (damage per 10 foot/3 m section).

Speed: All oars only: 8 mph (12.8 km or 6.8 knots), half oars: 4 mph (6.4 km or 3.4 knots), all oars and sail: 8 mph (12.8 km or 6.8 knots), sail only: 10 mph (16 km or 8.6 knots).

S.D.C. by Location:

Mast — 120
Sail — 40
War Tower (1; front) — 150
Ram Prow (1; front) — 400
Front Section — 800
Mid-Ship — 500
Rear Section — 600
Hull per 10 ft (3 m) area — 190
Keel per 10 ft (3 m) area — 340
Rudder — 150

Cost: 425,000 to 600,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 850,000 to 1.2 million gold for one in good condition (1-6 years old), and 1.4 to 2.2 million gold for a brand new one. Rarely available on the open market unless very old.



Carrack

These are ships similar to a small Bizantium Brigantine except that the foremast protruding over the bow is replaced with a fighting/war 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: On the old style Carrack there are 80 oarsmen, 40 sailors, 40 warriors or additional sailors.

The new style vessels carries 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 it requires fewer men to operate the ship and offers superior speed.

Size: 50 to 80 feet (15.2 to 24.4 m) long, and 18 to 24 feet (5.4 to 7.3 m) wide.

Excess Cargo Capacity: When fitted as a merchant vessel: 35 tons light and 80 tons heavy. When fitted as a warship: 20 tons light and 40 tons heavy. Both offer two small cabins for passengers.

Weapons & Features of Note: Even merchants are equipped with two arbalests. Warships generally carry a couple of ballista, several arbalests and have a small war tower. About 40% of the Western Empire's existing fleet is old style.

Speed: Oars only: 7 mph (11 km or 6 knots) or sail only 12 mph (19.3 km or 10.3 knots). New style, sail only: 12 mph (19.3 km).

S.D.C. by Location (increase by 30% for warships):

Main Mast — 100
Rear Mast — 60
Main Sail — 50
Small Sails (2) — 25 each
War Tower (1; front; when applicable) — 100
Front Section — 750

Mid-Ship — 500
 Rear Section — 650
 Hull per 10 ft (3 m) area — 140
 Keel per 10 ft (3 m) area — 280
 Rudder — 150

Cost: 400,000 to 550,000 gold for an old (12+ years; reduce S.D.C. by 10%), seaworthy vessel; 650,000 to 1 million gold for one in good condition (1-6 years old), and 1.2 to 1.8 million gold for a brand new one. Fair to poor availability on the open market for old and new merchant vessels. Warships are not sold, but a standard merchant can be modified and equipped to serve as one.



Caravel

A light sailing ship with a broad bow and high poop or long rear castle. The Caravel is the Western Empire's most sophisticated sailing vessel and roughly equivalent to the Bizantium Brigantine, 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: 90-120 feet (27.4 to 36.5 m) long; about 30 feet (9 m) wide.

Excess Cargo Capacity: Fitted as merchant: 80 tons light or 160 tons heavy, with six tiny cabins, and two small cabins available for passengers. When fitted as a warship: 20 tons light or 60 tons heavy.

Weapons & Features of Note: Even merchants are equipped with two arbalests. Warships generally carry one or two ballista and 2-6 arbalests (no war tower).

Speed: Sail only: 14 mph (22.4 km or 12 knots). Oars only 6 mph (9.6 km or 5 knots).

S.D.C. by Location (increase by 10% for warships):

Front Mast — 90	Mid-Ship — 450
Mid/Main Mast — 80	Rear Section — 500
Rear Mast — 60	Hull per 10 ft (3 m) area — 160
Main Sail — 45	Keel per 10 ft (3 m) area — 240
Small Sails (2) — 30 each	Rudder — 160
Front Section — 750	

Cost: 550,000 to 750,000 gold for an old (12+ years; reduce S.D.C. by 10%), seaworthy vessel; 850,000 to 1.1 million gold for one in good condition (1-6 years old), and 1.2 to 1.8 million gold for a brand new one. Fair to poor availability on the open market for old and new merchant vessels. Warships are not sold to the public (occasionally sold to other nations), but a standard merchant can be easily modified and equipped to serve as a warship.

Western War Galley

Like most galleys, the forty-eight oars (twenty-four on a side) are arranged in multiple decks, with three to six rowers per oar. The main warships of the Western Empire, they are often travel in "flotillas" of five War Galleys, with the lead vessel designated as a flagship, accompanied by a dozen or more merchant vessels (the merchants are expected to pay for the privilege of being protected, but can bribe the commanding officer to take particular routes, even beyond the shores of the Western Empire).

Type: War

Crew: 10 officers, 24 sailors, 180 oarsmen (usually slaves, and often nonhuman), 56 to 92 soldiers and a dozen craftsmen.

Size: 165 ft (50 m) long and 24 ft (7.3 m) wide.

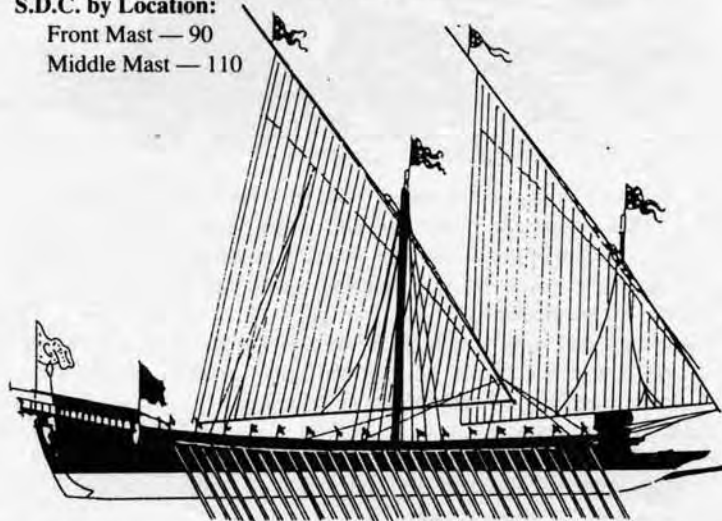
Excess Cargo Capacity: 12 tons light or 36 tons heavy. Two guest cabins (one usually used by the captain) are fit for noble guests.

Weapons & Features of Note: Two masts in the front and mid-section and a powerful ram. Ram prow damage: 5D6x10+30 damage at full speed, 3D6x10 at half speed, but there is a 01-18% chance the galley will also suffer 2D4x10 damage to the front section of the vessel. Most also have four ballista and four powerful arbalests.

Speed: All oars (only): 8 mph (12.8 m to 6.9 knots), half oars: 4 mph (6.4 km or 4.4 knots), half oars and sail: 8 mph (12.8 m to 6.9 knots), sails only: 14 mph (22.4 km or 12 knots).

S.D.C. by Location:

Front Mast — 90
 Middle Mast — 110



Sails (2; large) — 40 each

Oars (many) — 20 each

Ram Prow — 800

Front Section — 1400

Mid-Ship — 800

Rear Section — 900

Hull per 10 ft (3 m) area — 240

Keel per 10 ft (3 m) area — 400

Rudder — 200

Cost: 625,000 to 800,000 gold for an old (15+ years; reduce S.D.C. by 10%), seaworthy vessel; 1.2 to 1.8 million gold for one in good condition (1-6 years old), and 2.2+ million gold for a brand new one. Rarely available on the open market.

Old Western Trireme

The Western Empire's largest/tallest and most powerful war galley was the trireme. There are 54 oars, with 27 on each side, mounted in three tiers (trireme style). However, they have largely been phased out, with fewer than an estimated 48 still in service. Although no one can argue that the triremes are supremely powerful war machines, they are not extremely fast (especially compared to frigates and other sailing ships) and require a high degree of skill and coordination on the part of the officers, sailors, oarsmen and soldiers. Any breakdown in discipline or communication will ruin the ship's fighting edge (reduce speed by 1D6x10% and overall sailing/maneuverability and war capabilities by 1D4x10%). The Empire is just facing the fact that it is easier to man their oars with slaves (mostly nonhuman), who are put to better use in War Galleys, because much less training is required.

Type: War

Crew: 12 officers, 40 sailors, 240 oarsmen, 70 soldiers and a dozen craftsmen.

Size: 150 ft (45.7 m) long and 22 ft (6.6 m) wide (note: although shorter and narrower than the war galley, this is a taller, more massive ship).

Excess Cargo Capacity: 15 tons light or 38 tons heavy.

Weapons & Features of Note: Two masts in the front and mid-section and a powerful ram. Ram prow damage: 4D6x10+50 damage at full

speed, 3D6x10 at half speed, but there is a 01-18% chance the trireme will also suffer 2D4x10 damage to the front section of the vessel. Two large catapults, eight ballista, and fourteen powerful arbalests.

Speed: All oars (only): 8 mph (12.8 m to 6.9 knots), half oars: 4 mph (6.4 km or 4.4 knots), half oars and sail: 8 mph (12.8 m to 6.9 knots), sails only: 12 mph (19.3 km or 10.3 knots).

S.D.C. by Location:

Front Mast — 100	Mid-Ship — 1000
Middle Mast — 90	Rear Section — 1200
Sails (3) — 35 each	Hull per 10 ft (3 m) area — 260
Ram Prow — 1,200	Keel per 10 ft (3 m) area — 400
Front Section — 1600	Rudder — 200

Cost: 625,000 to 800,000 gold for an old (15+ years; reduce S.D.C. by 10%), seaworthy vessel; 1.1 to 1.7 million gold for one in good condition (1-6 years old), and 2.5+ million gold for a brand new one. Rarely available on the open market.

Demon Black Ships

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).

Four hundred years ago, during one of the Western Empire's last bids for world conquest (Emperor Hazo is still remembered, but his city, Escandel, was destroyed), the Demon Ships were introduced to the Palladium World. It is said that when the ships first set sail, the element of surprise enabled one demon ship to easily destroy five war galleys, or two dozen of any lesser fighting ships! Eventually, a fleet of two dozen demonic vessels dominated the Palladium World's waters. The Empire was not nearly as victorious on land, succumbing to defeat after defeat as it attempted to consolidate the cities of its own empire. As the armies were driven back, dreams of world conquest crumbled, and the control over the demonic legions slipped. Mutiny and rebellion of their demon minions destroyed most of the Demon Black Ships, and the Western Empire's bid for world domination was lost. Still, Black Ships would remain an "official" warship in their navy for years to come.

Instead of great fleets, the "Blacks" traveled in pairs or fours. Tales of their power and the atrocities performed by their inhuman crew are still common wherever seamen swap tales.

Their continued acts of brutality and terror moved the other kingdoms of the Palladium world to take action. Although each kingdom acted independently of the others, the combined threat was enough to move the Western Empire to make concessions. The Empire was actually losing territory due to ongoing civil wars, bickering nobility and royal families, and declarations of "independence" by various cities. 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.

The only world treaty in existence, the "White Paper" has been signed by the rulers of the Western Empire, the Kingdom of Timiro, the Land of the South Winds, the Kingdom of Bizantium, Phi and Lopan. Only the then undeveloped Wolfen Empire and Eastern Territory did not sign the treaty (although both wholeheartedly concur with its intent). Since that historic occasion, there have been no documented sightings of Black Ships, but rumors of encounters persist.

Captains of indisputable integrity have recently sighted Black Ships in southern and southwestern waters. The most typical encounters tell of sighting a single Black Ship 10 to 20 miles (16 to 332 km) away, coming in from far-off ocean waters. The dreaded ship closes quickly, stopping at about five miles (8 km) 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 (240 km) west of Sulanok (see map of Floenry Island chain). 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 (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 went 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 (8 km) 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. There is a Timiro merchant fleet that has gone missing, which could have fallen 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.

The Western Empire vehemently denies they are again building their Black Ships.

The exact method of creation, materials and design remain a mystery. The Demon 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 are said to be controlled by a handful of Summoners and Diabolists.

Type: War

Human Crew: 30 to 60 human sailors, 2-4 eighth to tenth level Summoners, and 4-8 sixth level Summoners, 4-8 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 4-8 greater demons and 12-24 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)	1-2 Baal-Rog
1 White Jinn (water)	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 Gallu Bulls
- 2 Demon Locust or Night Owls

OR ...

- 4 Baal-Rogs and no Locust, or
- 4 Demon Locust or Night Owls, and no Baal-Rogs.

24 Lesser Demons:

- 2 Gargoyle Lords or Mages
- 4-6 Aquatics
- 4 Labassu or Succubus/Incubus
- 5-7 Alu, or Shedim, or Gurgoyles
- 7 Gargoyles

Note: The most powerful Black Ships will have 1-4 Gargoyle Lords, 1-2 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 armor or dark chain mail and armed with cutlasses, battle axes or maces. This is a lifeless army of dead warriors which can be magically animated by the greater demons and Summoners.

Size of the Ships: 150 to 200 feet (45.7 to 61 m) long and 30 ft (9 m) wide.

Excess Cargo Capacity: 20 tons light, 32 tons heavy.

Speed (normal): Sailing 20 mph (32 km or 17.2 knots).

Speed via Mystical Means: 8 mph (12.8 or 6.9 knots) with sails down, no wind, etc.; mystic propulsion with sails up: 32 mph (51 km or 27.5 knots) and 70 mph (112.6 km or 60 knots!) along ley lines.

Features of Note: Three decks; very strong and smooth, with a spiky hull.

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 — 140	Front Section — 3000
Mid-Mast — 210	Mid-Ship — 2400
Rear Mast — 120	Rear Section — 2800
Sails (4) — 90 each	Hull per 10 ft area — 400
Ram Prow (water level) — 1200	Keel per 10 ft area — 800
	Rudder — 500

Large Protruding Spikes (4D4) — 120 each

Cost: Unknown. They are never available outside the Western Empire (nobody else knows the closely guarded secret of their construction). It is believed the creation of a single ship takes 2-4 years and must cost untold millions to construct, but that may be wishful thinking rather than reality. The Dwarves believe the magic used in their construction is another one of the black arts they and the Elves tried to eradicate from the planet during the *Millennium of Purification*.

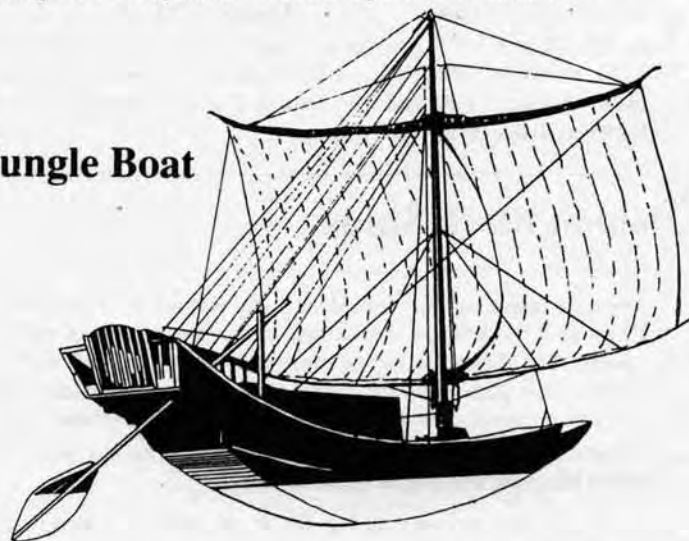
South Winds

Land of the South Winds Flags: Yellow & red banners, with a Winged Dragon Insignia.

Common Ships Include: Fishing boats, the Merchantman, Small War Galley (same as the Western Empire Purrt), Large War Galley (same as the Eastern Territory War Galley).

The vessels of the Land of the South Winds are of rudimentary and often primitive design. Still, their multi-hulled design is surprisingly seaworthy, and some of their ships (especially the tri-hull) have won sailing races locally, in the Western Empire, and in Timiro.

Jungle Boat



A 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 24 ft long (5.4 to 7.3 m); 6 to 10 ft wide (1.8 to 3 m).

Excess Cargo Capacity (maximum): 6 tons

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 Jungles along the ocean coast, as well as on jungle lakes and rivers.

Speed: Sailing 6 mph (9.6 km).

S.D.C. by Location:

Mast — 50	
Sail — 20	Rear Section — 100
Front Section — 150	Hull per 10 ft area — 60
Mid-Ship — 120	Rudder — 50

Cost: 4,000-6,000 for an old boat (10+ years old; reduce S.D.C. 25%), from 18,000 to 30,000 for one in good condition (1-3 years old), and 36,000-45,000 for a brand new one.

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 20 ft (5.4 to 6 m) long; 6 to 8 ft (1.8 to 2.4 m) wide.

Excess Cargo Capacity (maximum): 10 tons, which must be evenly distributed in the two hulls.

Speed: One oarsman: 2 mph (3.2 km or 1.7 knots), 8 oarsmen: 4 mph (6.4 km or 3.4 knots), sail and 8 oarsmen: 5 mph (8 km or 4.3 knots), sails only: 6 mph (9.6 km or 5.2 knots). These vessels are ideal for travel in shallow water (as low as 4 feet/1.2 m).

S.D.C. by Location:

Canoes (2) — 80 each

Mast — 40

Sail — 20

Cost: 1,000-1,500 for an old boat (8+ years old; reduce S.D.C. 10%), from 2,500 to 3,000 for one in good condition (1-3 years old), and 3,500-4,000 for a brand new one.

The Trimaran ("Tri-Hull")

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 Trimaran 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 24 ft long (5.4 to 7.3 m); 10 to 12 ft (3 to 3.6 m) wide.

Excess Cargo Capacity: 3 tons light; 7 tons heavy.

Features of Note: Small, fast, maneuverable, but not suitable for traveling great distances or on rough, open seas/ocean. These vessels are ideal for travel in shallow water (as low as 4 feet/1.2 m).

Speed: Sailing 12 mph (19.3 km or 10.3 knots).

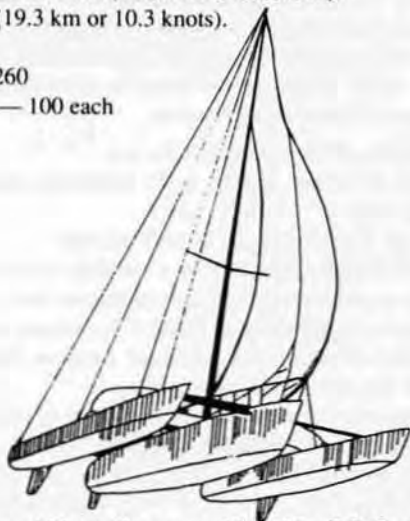
S.D.C. by Location:

Main Body/Hull — 260

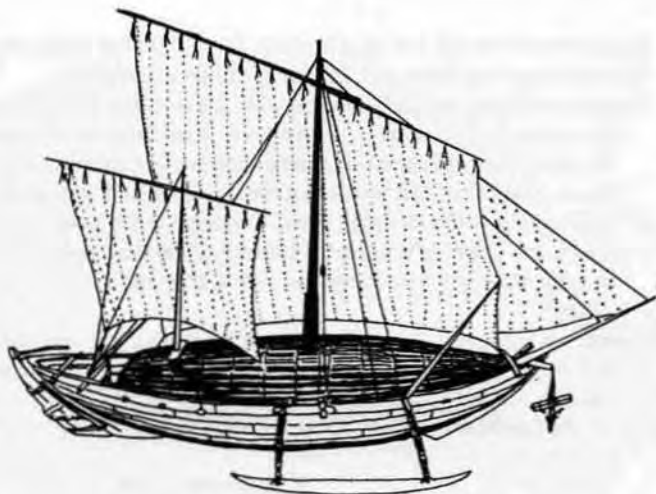
Secondary Hulls (2) — 100 each

Mast — 55

Sail — 25



Cost: 2,000-3,000 for an old boat (8+ years old; reduce S.D.C. 10%), from 3,500 to 4,500 for one in good condition (1-3 years old), and 5,000-6,000 for a brand new one.



Mini-Merchant Vessel

A small, double masted, sailing ship designed for the coastal waters of the South. It is used by local merchants and fishermen and is extremely common in the Land of the South Winds and the Yin-Sloth Jungles.

Type: Merchant or fishing.

Crew: 4 to 6 sailors and 8 to 20 additional sailors or fishermen or laborers or passengers.

Size: 28-36 ft (8.5 to 11 m) long; 8-12 ft (2.4 to 3.6 m) wide.

Excess Cargo Capacity: 9 tons light or 20 tons heavy.

Speed: Sailing 6 mph (9.6 km 5.2 knots).

Features of Note: A good sturdy ship ideal for short runs along the coast or inland seas. These vessels are ideal for travel in shallow water (as low as 6 feet/1.8 m).

S.D.C. by Location:

Main Mast — 80

Rear Mast — 40

Main Sail — 35

Sails (2; small) — 25 each

Front Section — 300

Mid-Ship — 225

Rear Section — 290

Hull per 10 ft (3 m) area — 50

Keel per 10 ft (3 m) area — 100

Rudder — 75

Cost: 25,000 to 35,000 gold for an old (14+ years; reduce S.D.C. by 20%), seaworthy vessel, 45,000 to 55,000 gold for one in good condition (1-4 years old), and 65,000 to 80,000 for a brand new one. Price varies depending on condition, quality, equipment and fittings.

Timiro Kingdom

Timiro Kingdom Flags: Blue & gold banners, with a Gryphon insignia.

Common Ships Include: Fishing boats, the Merchantman, and War Galleys that are basically the same as the Eastern Territory War Galleys, only colors and decorative styling differ.

A major trading nation, the Kingdom of Timiro has the largest, most powerful navy in the Palladium World (with the possible exception of Bizantium). They are constantly experimenting with new ship designs (including one that is coated in metal), but most of the fleet is made up of the following standard ships.

Ketch (small galley)

A small warship designed like the Western Purnts, but lighter and with three sail masts for better speed and mobility. It is also fitted with oar holes that can be sealed for heavy seas.

Type: War

Crew: 48 oarsmen, 30 sailors and 40 soldiers.

Size: 50 to 60 feet (15.2 to 18.3 m) long; 10 to 15 ft (3 to 4.6 m) wide.

Excess Cargo Capacity: 15 tons light, or 38 tons heavy.

Features of Note: One ballista at the rear, 2-4 arbalests and two boarding ramps (no war tower). A ram prow is mounted on the front of the vessel to cripple and sink enemy vessels (3D4x10 damage at full speed, 2D4x10 at half speed, but there is a 01-20% chance the attacking ship will also suffer 1D6x10 damage to the front section of the vessel. The idea is to punch a hole in the enemy vessel at or below the waterline and scuttle the vessel (damage per 10 foot/3 m section).

Speed: All oars (only) 8 mph (12.8 km or 6.8 knots), half oars and sails is 8 mph (12.8 km or 6.8 knots), sails only 10 mph (16 km or 8.6 knots).

S.D.C. by Location:

Mast — 80	
Sails (3) — 25	Rear Section — 600
Ram Prow — 400	Hull per 10 ft (3 m) area — 160
Front Section — 700	Keel per 10 ft (3 m) area — 250
Mid-Ship — 500	Rudder — 100

Cost: 125,000 to 350,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 500,000 to 800,000 gold for one in good condition (1-6 years old), and 950,000 to 1.3 million gold for a brand new one.

Bark

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 120 ft long (27.3 to 36.5; 30 to 40 ft (9 to 12.2 m) wide.

Excess Cargo Capacity: Fitted as warship: 30 tons light or 52 tons heavy. As a merchant vessel: 55 tons light or 100 tons heavy.

Speed: Sails at 14 mph (22.4 km or 12 knots).

S.D.C. by Location:

Forward Mast — 110	Mid-Ship — 750
Middle Mast — 130	Rear Section — 800
Small (rear) Mast — 90	Hull per 10 ft (3 m) area — 180
Sails (6) — 40 each	Keel per 10 ft (3 m) area — 250
Front Section — 900	Rudder — 125

Cost: 200,000 to 350,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 600,000 to 800,000 gold for one in good condition (2-6 years old), and 1.1 to 1.5 million gold for a brand new one.

Destroyers

Large, clumsy sailing ships with four masts and many sails. The Timiro Kingdom's idea of a sophisticated warship. Used mostly as a boarding platform in any naval conflict.

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 180 oarsmen as well.

Size: 210 ft (64 m) long, and 70 ft (21.3 m) wide.

Excess Cargo Capacity: Fitted as a warship: 80 tons light or 172 tons heavy. As a merchant: 260 tons light or 450 tons heavy.

Weapons & Features of Note: 2-6 ballista, 2-4 catapults and 4-8 arbalests. Up to eight boarding ramps, including one that comes with an armored roof and walls. 2D4+1 men of magic usually serve up the heavy artillery (typically levels 3-6).

Speed: Sails only 12 mph (19.2 km or 10.3 knots), oars only is a ponderous 4 mph (6.4 km or 3.4 knots).

S.D.C. by Location:

Forward Mast — 120	Mid-Ship — 1200
Main Mast — 140	Rear Section — 1400
Other Masts (2) — 80 each	Hull per 10 ft (3 m) area — 240
Sails (8) — 35 each	Keel per 10 ft (3 m) area — 300
Front Section — 1600	Rudder — 140

Cost: 350,000-500,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 850,000 to 1.3 million gold for one in good condition (2-6 years old), and 1.5 to 1.8 million gold for a brand new one. Not generally available for sale to the public.

Behemoths

These massive versions of Timiro Destroyers have the dubious distinction of being the largest ships in the southern seas. These days they are mostly floating fortresses, or military transports, moving from port to port in the Kingdom of Timiro as defensive vessels. All have been equipped with horse ramps and stables, for the cartage of knights and cavalry units.

Type: War

Crew: 80 to 100 sailors, 36 craftsmen, 220 soldiers.

Size: 270 ft (82.3 m) long and 90 ft (27.4 m) wide.

Excess Cargo Capacity (War): 80 light or 280 tons heavy. Can carry a cavalry unit of more than 200 horses, along with riders, support crew and equipment.

Features of Note: Poor maneuverability, slow, main type of attack is boarding. Often carries 2-6 ballista or 2-8 catapults, 6-12 arbalests and always has at least one 5th level (or higher) air warlock and 1D6+6 other men of magic (typically warlocks and wizards, levels 3-8).

Speed: Sails only: 10 mph (16 or 8.6 knots).

S.D.C. by Location:

Forward Mast — 120	Mid-Ship — 1400
Main/Middle Mast — 160	Rear Section — 1900
Other Masts (3) — 90 each	Hull per 10 ft (3 m) area — 200
Sails (10) — 35 each	Keel per 10 ft (3 m) area — 300
Front Section — 2200	Rudder — 150

Cost: 500,000-750,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 950,000 to 1.4 million gold for one in good condition (2-6 years old), and 1.8 to 2.2 million gold for a brand new one. Not generally available for sale to the public.

The Viscount (galley)

The Viscount is the most common of Timiro ships, second only to the navy's Ketches. It is a galley used exclusively as a merchant vessel and pleasure yacht for the rich. These sturdy, single masted and oared ships could easily be converted to warships comparable to Western Purtns or Timiro's own Ketches.

Type: Merchant, but suitable for war.

Crew: 20 sailors, and 10 to 20 additional sailors or laborers, and 30 oarsmen.

Size: 35 ft (10.7 m) long; 10 ft (3 m) wide.

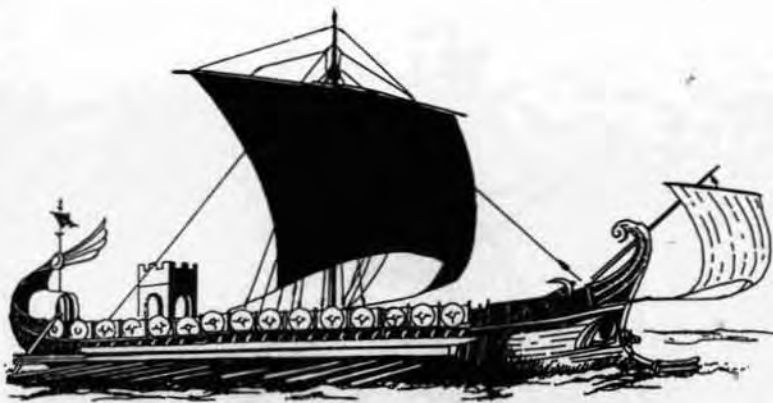
Excess Cargo Capacity: As a warship: 4 tons light or 10 tons heavy. As a merchant: 12 tons light or 26 tons heavy.

Weapons & Features of Note: 1-4 arbalests, and very often equipped with 1-2 ballista and incendiary weapons. Great mobility, very durable (no ram or war tower).

Best Speed: All oars only: 8 mph (12.8 m or 6.8 knots), oars and sail only: 10 mph (16 km or 8.6 knots).

S.D.C. by Location:

Mast — 100	Rear Section — 500
Sail — 35	Hull per 10 ft (3 m) area — 115
Front Section — 600	Keel per 10 ft (3 m) area — 230
Mid-Ship — 400	Rudder — 140



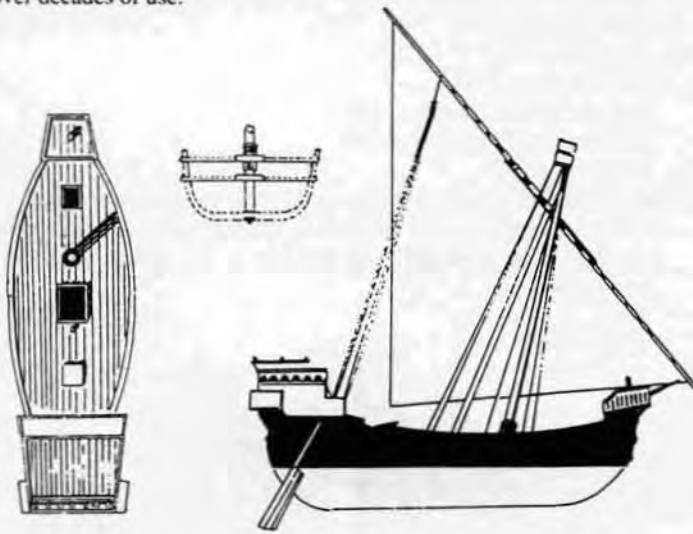
Cost: 125,000 to 300,000 gold for an old (13+ years; reduce S.D.C. by 20%), seaworthy vessel; 500,000 to 800,000 gold for one in good condition (1-6 years old), and 950,000 to 1.2 million gold for a brand new one.

Eastern Territory

Eastern Territory Flags: Red & green banners, with various insignia (Wild Boar is most popular).

Other Common Ships Include: Fishing boats and the Merchantman, as well as those listed below.

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 Eastern Mercantile

A ship of the Eastern Territory's own design based upon the old Merchantman. It features one large sail, a high, protective, rear castle and a fore-castle. Not a warship, but designed to be a heavily defended cargo carrier.

Type: Merchant

Crew: 16 to 30 sailors, 12 to 20 warriors and 20 to 40 additional sailors, warriors or laborers.

Size: 40 ft (12.2 m) long; 15 ft (4.6 m) wide.

Excess Cargo Capacity: 20 tons light or 50 tons heavy.

Speed: Sailing 8 mph (12.8 km or 6.8 knots).

Weapons & Features of Note: 1-2 ballista and 2-4 arbalests (possibly one or two practitioners of magic; typically 2-5 level). Two decks, and two lifeboats with seating for 9 people each.

S.D.C. by Location:

Mast — 80

Sail — 35

Front Section — 400

Mid-Ship — 300

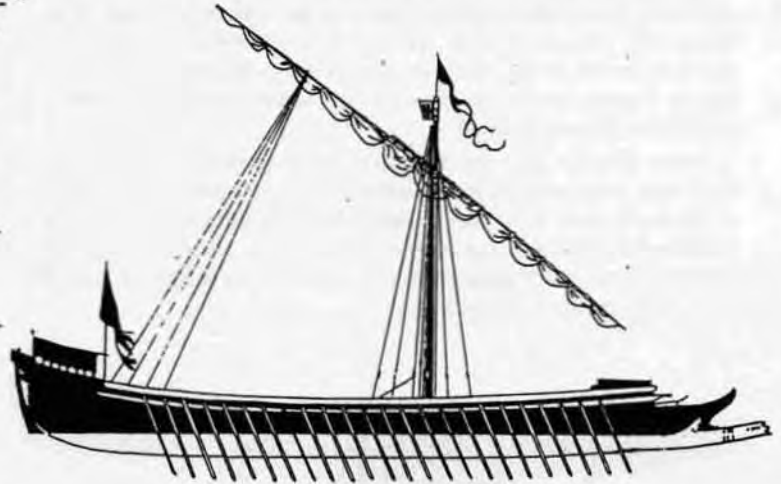
Rear Section — 400

Hull per 10 ft (3 m) area — 120

Keel per 10 ft (3 m) area — 190

Rudder — 90

Cost: 25,000 to 35,000 gold for an old (14+ years; reduce S.D.C. by 20%), seaworthy vessel, 45,000 to 55,000 gold for one in good condition (1-4 years old), and 65,000 to 90,000 for a brand new one. Price varies depending on condition, quality, equipment and fittings.



Eastern Giant War Galley

This is a low, flat built vessel with a single mast, and a bank of oars. Like all galleys it is relatively maneuverable, but lacks the speed of the Bizantium sailing ships.

Type: War

Crew: 50 oarsmen (usually free men, not slaves), 20 to 30 sailors, 48 to 72 soldiers or additional sailors.

Size: 140 to 160 ft (42.6 to 48.7 m) long, and 25 ft (7.6 m) wide.

Excess Cargo Capacity (war): 14 tons light or 31 tons heavy.

Weapons & Features of Note: At least two ballista and six arbalests.

Ram prow damage: 5D6x10 damage at full speed, 2D6x10 at half speed, but there is a 01-18% chance the vessel will also suffer 2D4x10 damage to the front section of the vessel.

The heavy timber is usually covered with a black, sticky, fire-preventative pitch (+4 to save vs ignition and fire).

Speed: All oars (only): 6 mph (9.6 km or 5.2 knots), half oars 3 mph (4.8 km or 2.5 knots), all oars and sail: 6 mph (9.6 or 5.2 knots), sail only 12 mph (19.2 km or 10.3 knots).

S.D.C. by Location:

Mast — 100

Sail — 40

Ram Prow — 700

Front Section — 1100

Mid-Ship — 700

Rear Section — 850

Hull per 10 ft (3 m) area — 150

Keel per 10 ft (3 m) area — 200

Rudder — 100

Cost: 350,000 to 550,000 gold for an old (15+ years; reduce S.D.C. by 20%), seaworthy vessel; 760,000 to 1.1 million gold for one in good condition (2-6 years old), and 1.3 to 1.7 million gold for a brand new one.

Kingdom of Bizantium

Bizantium Flags: Green & white banners, with an Otter Insignia.

Other Common Ships Include: Fishing boats, the Merchantman, and Galley, but mostly the vessels of visiting sailors and independent operators who purchased cheaper, inferior vessels. Add 10% to the S.D.C. of Bizantium fishing boats and canoes. The vessels described in this section are the ships of Bizantium.

Without question, the Island Kingdom of Bizantium is the most advanced in shipbuilding technology. Long ago they 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 War Galleys. While 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), they are keen to protect their shipping lanes, and their merchant vessels. This means they maintain a naval presence far from their own shores, in places as distant as the Algorian Sea (bordering the Northern Empire and the Eastern Territory), as well as the Sea of Dread (the northern coast of the Western Empire).

Note: Because the ships are built for the heavier weather of the north seas, cargo capacity is somewhat lower. Availability in other parts of the world tends to be poor, although both the Timiro Kingdom and the Western Empire are presently designing new vessels based on the Northern Cutter and Frigate (it will be 1D4+2 years before the first of these ships appear on the market).



The Lighter (Cutter)

This is a small, single masted, multi-sail vessel designed for speed and mobility. It is used for transport, light cargo, fishing and pleasure.

Type: Mostly transport and pleasure (yacht/schooner).

Crew: 3 minimum, with an additional capacity for 10 to 20 passengers or crewmen.

Size: 50 to 70 ft (15.2 to 21.3 m) long; 15 to 20 ft (4.6 to 6 m) wide.

Excess Cargo Capacity: 16 tons light or 48 tons heavy.

Speed: Sailing 18 mph (28.8 km or 15.4 knots).

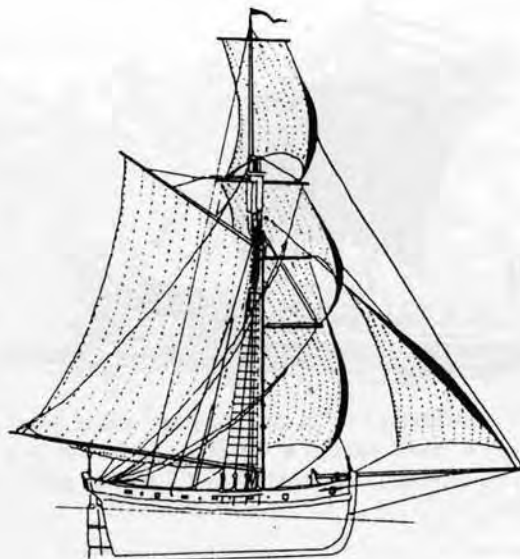
S.D.C. by Location:

Mast — 75	Rear Section — 400
Sails (4) — 30 each	Hull per 10 ft (3 m) area — 150
Front Section — 500	Keel per 10 ft (3 m) area — 230
Mid-Ship — 350	Rudder — 80

Cost: 200,000 to 350,000 gold for an old (12+ years; reduce S.D.C. by 15%), seaworthy vessel; 550,000 to 750,000 gold for one in good condition (1-6 years old), and 850,000 to one million gold for a brand new one.

The Corsair (large 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 (privateer).

Crew: 12 to 30 sailors, 6 craftsmen, and an additional 20 to 30 warriors, crewmen or passengers.

Size: 80 feet (24.4 m) long and 20 feet (6 m) wide.

Excess Cargo Capacity: As a warship: 14 tons light or 42 tons heavy.

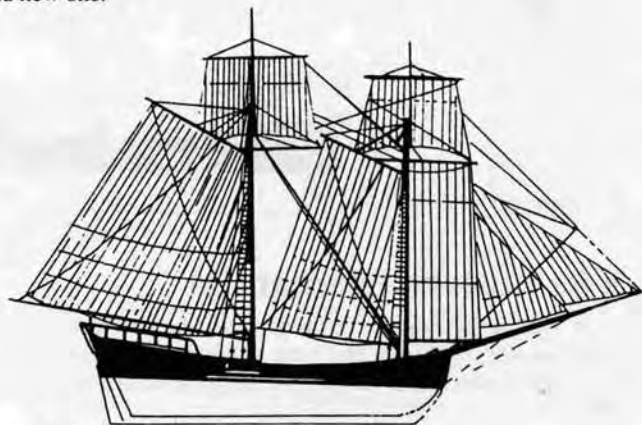
As a merchant: 22 light or 50 heavy tons.

Speed: Sailing 16 mph (25.6 km or 13.76 knots).

S.D.C. by Location:

Front Mast Pole — 45
Main Mast — 150
Sails (5) — 35 each
Front Section — 600
Mid-Ship — 450
Rear Section — 500
Hull per 10 ft (3 m) area — 180
Keel per 10 ft (3 m) area — 280
Rudder — 110

Cost: 300,000 to 400,000 gold for an old (12+ years; reduce S.D.C. by 15%), seaworthy vessel; 680,000 to 750,000 gold for one in good condition (1-6 years old), and 900,000 to 1.2 million gold for a brand new one.



Schooners

These are two masted 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: 90 to 100 feet (27.3 to 30.5 m) long; 20 to 25 feet (6 to 7.6 m) wide.

Excess Cargo Capacity: As a warship: 15 tons light or 30 tons heavy.
As a merchant: 43 tons light or 80 tons heavy.

Speed: 12 mph (19.2 km or 10.3 knots).

S.D.C. by Location:

Front Mast — 85

Rear Mast (tallest) — 120

Sails (7) — 35 each

Front Section — 850

Mid-Ship — 660

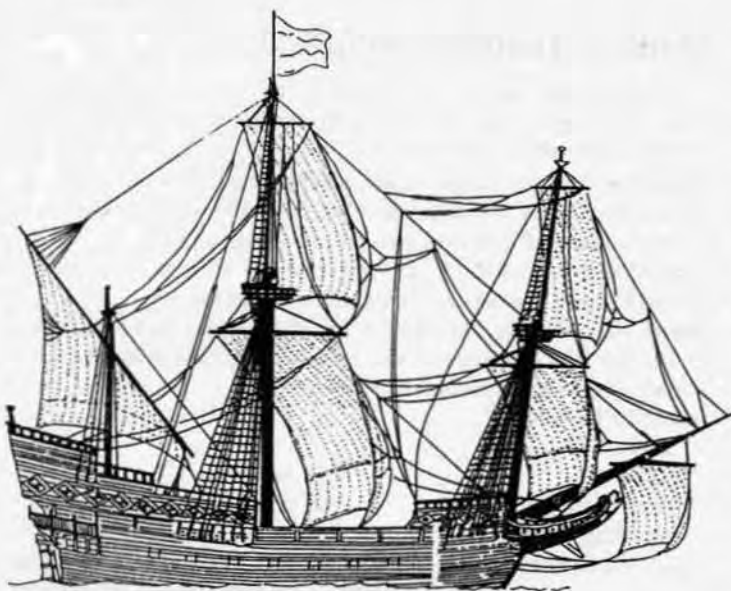
Rear Section — 750

Hull per 10 ft (3 m) area — 185

Keel per 10 ft (3 m) area — 320

Rudder — 110

Cost: 360,000 to 500,000 gold for an old (12+ years; reduce S.D.C. by 15%), seaworthy vessel; 700,000 to 950,000 gold for one in good condition (1-6 years old), and 1.3 to 2.2 million gold for a brand new one.



Brigantines (a.k.a. Brigs)

These are light, medium-sized sailing ships used as merchants and warships. They are the fastest ships in the Palladium World (with the 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 120 ft (30.5 to 36.6 m) long; 30 to 40 ft (9 to 12.2 m) wide.

Excess Cargo Capacity: Fitted as warship: 26 tons light or 54 tons heavy, fitted as merchant: 94 tons light or 130 tons heavy.

Speed: Sailing 20 mph (32 km or 17.2 knots).

Features of Note: The fastest ship in the Byzantine fleet, and is only slightly less maneuverable as the Frigate. Warships will have a dozen different siege machines and at least a half dozen sorcerers.

S.D.C. by Location:

Front Mast — 100

Main Mast (mid-ship) — 150

Rear Mast — 90

Large Sails (2) — 45 each

Small Sails (5) — 35 each

Front Section — 1500

Mid-Ship — 1000

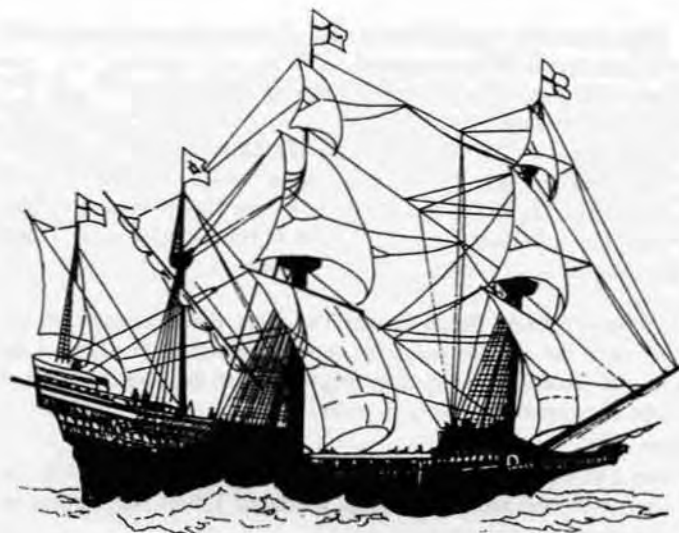
Rear Section — 1300

Hull per 10 ft (3 m) area — 200

Keel per 10 ft (3 m) area — 350

Rudder — 150

Cost: 750,000 to 900,000 gold for an old (12+ years; reduce S.D.C. by 15%), seaworthy vessel; 1.2 million to 1.5 million gold for one in good condition (2-6 years old), and 1.9 to 2.4 million gold for a brand new one.



The Frigate

The largest and most maneuverable ship in the Bizantium fleet. 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 crewmen.

Size: 130 to 160 ft (39.6 to 48.7 m) long; 30 to 40 ft (9 to 12.2 m) wide.

Excess Cargo Capacity: As warship: 32 tons light or 50 tons heavy.
As a merchant: 96 tons light or 165 tons heavy.

Features of Note: Probably one of the quickest and most maneuverable ships in all the Palladium World.

Speed: Sailing: 16 mph (25.6 km or 13.7 knots).

S.D.C. by Location:

Front Mast — 120

Mid-Mast — 160

Rear Masts (2) — 100 each

Large Sails (4) — 40 each

Small Sails (7) — 30 each

Front Section — 1900

Mid-Ship — 1400

Rear Section — 1600

Hull per 10 ft (3 m) area — 240

Keel per 10 ft (3 m) area — 380

Rudder — 150

Cost: 650,000 to 800,000 gold for an old (12+ years; reduce S.D.C. by 15%), seaworthy vessel; 1.1 million to 1.4 million gold for one in good condition (2-6 years old), and 1.7 to 2.1 million gold for a brand new one.

The Bizantium Stone Ships

These ships, made of magically wrought stone, are the most powerful ships in the world, with the possible exception of the outlawed Demon Black Ships of the West. The latest in shipbuilding technology, only a handful exist.

"Corsair" Class Stone Ships: The first usable stone ships ever made, they have a few design flaws (such as low cargo capacity, and poor maneuverability) that has kept them in the safer shipping lanes. Only a dozen were ever made, and the line has been discontinued with the success of the larger, more refined, "Frigate" Class. Still, as defensive vessels, should Byzantium ever come under naval attack, they are a valuable resource.

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: 160 ft (48.7 m) long; 50 ft (15.2 m) wide.

Excess Cargo Capacity: Fitted as warship: 40 tons light or 78 tons heavy, fitted as merchant: 64 tons light or 125 tons heavy.

Features of Note: The hull has a natural A.R. of 14, and is fire resistant (but all the decks and masts are of natural wood). It is four decks

deep and carries eight lifeboats, each of which can comfortably hold 11 men each or 20 men cramped.

Speed: Sailing 14 mph (22.4 km or 12 knots).

S.D.C. by Location:

Front Mast — 120	Mid-Ship — 1,500
Main Mast — 200	Rear Section — 1,700
Rear Masts (2) — 120 each	Hull per 10 ft (3 m) area — 360
Sails (5) — 35 each	Keel per 10 ft (3 m) area — 600
Front Section — 1,800	Rudder — 140

"Frigate" Class 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.

Type: War

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: 210 ft (64 m) long; 60 ft (18.3 m) wide.

Excess Cargo Capacity: 100 tons light or 200 tons heavy.

Features of Note: The hull has a natural A.R. of 14, and is fire resistant (but all the decks and masts are of natural wood). It is four decks deep and carries four large lifeboats (each of which can comfortably hold 16 men each or 30 men cramped). The ship also carries a large ship's boat that's 36 ft (11 m) long, with mast and sails like the Bizantium Lighter (cutter), capable of independent travel on the high seas at a full 12 mph, and carrying up to two tons of cargo. Only four have been completed.

Speed: Sailing 12 mph

S.D.C. by Location:

Front Mast — 120	Mid-Ship — 1800
Main Mast — 210	Rear Section — 2100
Rear Masts (2) — 120 each	Hull per 10 ft (3 m) area — 400
Sails (8) — 35 each	Keel per 10 ft (3 m) area — 600
Front Section — 2300	Rudder — 180

"Titan" Class Stone Ships: Only one of the "Titan" series of Stone Ship has been produced as yet. More are currently under construction (as many as six), 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: 240 ft long and 65 ft wide.

Excess Cargo Capacity: Fitted as a warship: 94 tons light or 170 tons heavy, fitted as a merchant: 194 tons light or 375 tons heavy.

Features of Note: All others the same as the regular Stone Ships.

Speed: Sail - 11 mph.

S.D.C. by Location:

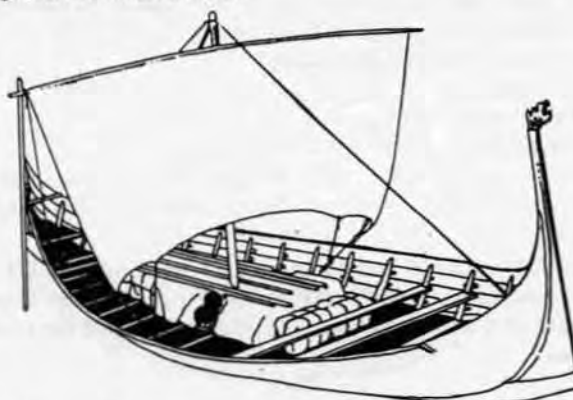
Front Mast — 100	Front Section — 2800
Mid-Mast — 240	Mid-Ship — 2200
Rear Masts (2) — 180 each	Rear Section — 2400
Large Sails (2) — 45 each	Hull per 10 ft (3 m) area — 500
Small Sails (6) — 35 each	Keel per 10 ft (3 m) area — 800
	Rudder — 200

"Gargantuan" Class Stone Ships: While none have yet been constructed (the first one is still on the drawing board), the plan is to build a 360 foot long ship with a three foot thick, stone hull (with 40% more S.D.C. than the titan). When complete, the Gargantuan would have a crew of at least 120, and a cargo capacity of over 400 tons.

Cost: Is in the millions and the ships are *never* offered for sail to other kingdoms.

Wolfen Ships

Wolfen Flags: Most ships fly a banner with a black paw print on a background of white or silver.



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 50 ft (13.7 to 15.2 m) long; 15 ft (4.6 m) wide.

Excess Cargo Capacity: 4½ tons light or 11 tons heavy.

Speed: All oars (only): 10 mph (16 km or 8.6 knots), half oars: 6 mph (9.6 km or 5.2 knots), oars and sails: 10 mph (16 km or 8.6 knots), sail only: 12 mph (19.2 km or 10.3 knots).

S.D.C. by Location:

Mast — 80	Rear Section — 520
Sail — 35	Hull per 10 ft (3 m) area — 120
Front Section — 600	Rudder — 75
Mid-Ship — 450	

Cost: 75,000 to 120,000 gold for an old (14+ years; reduce S.D.C. by 20%), seaworthy vessel, 200,000 to 300,000 gold for one in good condition (1-4 years old), and 450,000 to 600,000 for a brand new one.

Wolfen 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: 70 ft (21.2 m) long and 20 ft (6 m) wide.

Excess Cargo Capacity: 10 tons light or 22 tons heavy.

Features of Note: High mobility, with a lifeboat that holds 10.

Speed: All oars (only): 10 mph (16 km or 8.6 knots), half oars: 6 mph (9.6 km or 5.2 knots), oars and sails: 10 mph (16 km or 8.6 knots), sail only: 12 mph (19.2 km or 10.3 knots).

S.D.C. by Location:

Mast — 100	Rear Section - 610
Sail — 35	Fighting Towers (2) — 100 each
Front Section — 700	Hull per 10 ft area — 120
Mid-Ship — 550	Rudder — 90

Cost: 150,000 to 200,000 gold for an old (14+ years; reduce S.D.C. by 20%), seaworthy vessel, 300,000 to 380,000 gold for one in good condition (1-4 years old), and 500,000 to 650,000 for a brand new one.

Conditions at Sea

Distance & Visibility

The oceans 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 (typically several miles/km). Other ships, whether neutral, allies or enemies, 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 actions, such as changing course to pursue, is the next indication of possible danger from another ship(s). Flags, standards and banners will be visible only after the ships get within a couple of miles from each other. At close range, within a mile or so, the markings, dress of the crew and crew activities will often confirm the intentions of the approaching ship. Most ship to ship conflicts come about only after at least an hour or two of maneuvering. The G.M can select conditions or roll for random determination.

Visibility Distance Tables per Weather Condition:

The table indicates the average range/distance of visibility on *quiet* seas. A rough sea with large waves and swells will make visibility terrible, allowing the sailors to catch a glimpse of what lays ahead over the top of the waves.

Daylight Hours

15-30 miles (24-48.7 km) in clear skies.

10-15 miles (16-24 km) when cloudy/overcast.

1-2 mile (1.6-3.2 km) when misty or light drizzling rain.

1200 feet (366 m) Light fog or rain.

100-600 feet (30.5 to 183 m) in heavy Fog or downpour (rain).

Nighttime

Note: Triple the distance if the object in the distance has lights.

10-15 miles (24-48.7 km) when clear, moonlit, and/or many Stars.

1-2 miles (1.6-3.2 km) Moonless, cloudy and dark.

Half to one mile (0.8-1.6 km) when misty or light drizzling rain.

1200 feet (366 m) when light fog or rain.

100-600 feet (30.5 to 183 m) in heavy fog or downpour.

3-8 feet (0.9-2.4 m) in a dense as "pea-soup" fog.

Speed Considerations

Each vessel described in this book has a speed listing in miles, kilometers (km) and nautical miles (knots). This speed listing is called "Best Speed," meaning the usual maximum speed possible under the most favorable conditions.

Speed is affected by weather conditions, the roughness of the water (waves), wind, visibility, and the experience of the crew.

To make things easy, decide which of the conditions apply in each of the following categories and adjust accordingly. All penalties are cumulative. **Note:** We'll presume the ship is going at maximum or "best" speed unless stated otherwise or conditions prevent it.

1. Weather Conditions: In this case, we're concerned with *atmospheric conditions and visibility*. Poor visibility will generally cause the captain to dramatically reduce speed to avoid crashing into rocks, another vessel or sea serpent, as well as to avoid running aground, or capsizing in rough waters. Also see *wind and roughness of water*.

- *Clear skies*, "best speed" is possible with favorable winds.
- *Cloudy/overcast*, "best speed" is safe with good winds.
- *Misty or light drizzling rain* reduces visibility, but not dangerously. It may be wise to reduce speed by 10-20% but not a necessity.
- *Light fog or normal rain* means "best speed" is dangerous; it's wise to reduce speed -20% to 40% to avoid collision or running aground. 01-20% chance of going in the wrong direction at the reduced speed, 01-40% at a faster speed.

- *Heavy fog or rain downpour*. Visibility is poor, reduce speed 50% to 75%. There's also a 01-30 chance of going in the wrong direction at reduced speed and 01-65% at a speed faster than 50%.
- *"Pea Soup" fog!* Can't see 10 feet (3 m)! Reduce speed 95%! There's also a 01-50% chance of going the wrong direction at minimal speed and 01-90% of going in the wrong direction and hitting something or running aground if traveling more than 10% normal speed.
- *Normal rain* makes visibility poor; waters are probably rougher than usual and strong winds will damage sails. It's best to reduce speed 40% to 60% or put up sail and wait out the mild storm. There's also a 01-40% chance of going the wrong direction.
- *A downpour or gale* means terrible visibility, strong winds and rough waters. "Best speed" is reduced by 40% whether the crew wants to reduce speed or not. It's best to reduce speed by -95% or even put up sail and wait out the storm (a drift). There's also a 01-70% chance of going in the wrong direction at minimal speed; 01-80% of going in the wrong direction and hitting something or running aground or capsizing if traveling more than 10% normal speed. With the sails secured, the ship is set adrift to weather the storm and is fairly safe.

2. The Wind will affect the speed of any sailing ship. The following represents likely wind conditions (also see *weather and roughness of water*).

- Generally, "best speed" means sailing with a good wind blowing in the same direction as one is travelling. This means the wind is at your back and sails are full.
- *Light wind* that comes and goes. It's enough to get and keep the ship moving but at -10 "best speed."
- 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." More time and physical energy is spent on a tacking maneuver, reducing straight-line distance and, as a result, speed. To simplify things, we presume the ship is, ultimately, heading in the desired direction, but at -15% "best speed"
- Sailing *against the wind* is possible, and again requires "tacking" maneuvers, only this effort is more difficult and time consuming. Reduce "best speed" by -30%.
- *No wind* means sailing ships are at the mercy of the ocean current — drift along at a pace of under one mile (1.6 km) per hour. If the water is calm, the ship will sit "dead" in the water, bobbing up and down but otherwise virtually unmoving. This is where oared ships have some advantage. **Note:** Best speed via oars is usually slower than with sails, but enables the vessel to move without wind and enables them to stop or change direction quickly. Unfortunately, the best speed with oars cannot be sustained for great periods of time. Most oared vessels also use sails to take advantage of favorable winds and superior speed.
- *High winds* (40-60 mph/64-96 km) but no rain. Makes "best speed" impossible (-10%) and will damage sails; 1D6 damage per hour. To avoid sail damage they need to be put up and the vessel set to drift with the current until the winds die down.
- *High winds and rain* (40-60 mph/64-96 km). Same as high winds above, but the heavy, rain soaked sails will increase the potential for damage to them (2D4 damage per hour) and reduced visibility adds to the danger.
- *Gale Force Storm* with rain (or sleet or hail) and winds of 70-150 mph (112-240 km). Terrible visibility (same as a heavy fog above), and usually accompanied by mountainous waves!

"Best speed" is impossible; -40% whether one wants to or not. **Penalties and damage for trying to travel in a gale:** The fierce winds, rain or sleet/hail will inflict 6D6 damage per 10 minutes to the sails and the stress on the masts will inflict 2D6 per 10 minutes to them. There's also a 01-40% chance of capsizing every 10 minutes of travel. Plus visibil-

ity, loss of direction, and danger of crashing is equal to travelling in a "pea soup" fog. Damage to sails, masts, capsizing and crashing can be avoided by stowing the sails (oars) and riding out the storm.

Oared ships suffer the danger of losing direction, crashing, capsizing or losing oars; 01-40% chance of losing 1D6 oars per 10 minutes of travel (broken or washed away).

3. Roughness of water, means the size, speed and ferocity of the waves.

- *Calm Sea*: "best speed" is possible with a good wind. The vessel sits dead in the water if no wind.
- *Mild Sea*: "best speed" is possible with a good wind. The vessel sits dead in the water if no wind.
- *Rolling Sea*: Sizable waves and motion -5% on "best speed" if going with the waves/current, -10% if going against the current.
- *Rough Sea*: Large waves: 8 to 12 foot (2.4 to 3.6 m) swells. Landlubbers (any nonsailing O.C.C.) are -15% to keep balance, -20% on personal speed/movement of the character, and have a 01-40% chance of getting sea sick. -10% on "best speed" if going with the waves/current, -20% if going against the current.
- *Extremely Rough*: Huge waves: 15 to 20 foot (4.6 to 6 m) swells. Landlubbers (any nonsailing O.C.C.) are -30% to keep balance, -50% on personal speed/movement of the character (needs to grab railings, etc.), and have a 01-70% chance of getting sea sick. -20% on "best speed" if going with the waves/current, -40% if going against the current.
- *Violent Seas/Gale*: Walls of water towering from 22 to 40 feet (6.7 to 12.2 m) high smash into the ship and toss it about on its violent swells. Landlubbers (any nonsailing O.C.C.) are -60% to keep balance, -70% on personal speed/movement of the character (needs to grab railings, etc.), and have a 01-88% chance of getting sea sick. Even characters with sea-legs are -20% to keep balance and on personal speed; 01-30% chance of getting sea sick. -50% on "best speed" regardless of direction.

Note About Sea-Sickness: Minor sea sickness means only a touch of nausea, headache and shakiness; -1 on initiative, -20% on spd, and -15% on all skill performance. Full blown sea sickness means extreme nausea, headache and shakiness; -3 on initiative, reduce all combat bonuses to zero, -50% on spd, -30% on all skill performance, and every 1D6 minutes of rolling waves causes the character to vomit (loses two melee actions), unless he is laying down and not moving.

Note on Speed

The performance of ships, whether driven by sail or pulled by oars, depend more on the skill of their handlers than any innate design.

A contemporary vehicle, powered by an engine, has a set maximum speed. If you push the gas pedal all the way down the vehicle only goes so fast, but maintains a consistent speed with little effort. Speed and improvements in the modern world often depends more on the engineer and the mechanic, than the driver.

Not so when it comes to sailing in the Palladium World. Skill is everything.

How much speed an **oared vessel** can achieve depends not just on the design of the ship, or even the P.S. of the rowers, but more on how well the rowers coordinate with each other. Also, since no one can put out a "maximum" effort for more than a short time (5-15 minutes), the top speed of a chase, or a long voyage, depends on knowing the capacities of the rowers and the ship, and understanding how to pace them, rest them, and rotate their efforts.

Sailing ships aren't just wind-up machines. They are interactive devices, and those who ignore the constantly changing elements of wind and wave do so at their peril. Controlling a sailboat with just one sail can be incredibly taxing. Think of any vessel with multiple sails as an animal, where each mast is a limb, each spar a joint, and each sail a muscle. On top of that, there is no magical device to control the place-

ment, angle, and unfurling of sails. No, every sail has to be set by a sailor, and all the sailors must be coordinated with incredible precision.

In other words, when it comes to the ships of the Palladium World, what is important is the skill and leadership of the captain (a happy crew will perform better than a disgruntled one), and the seasoning (experience) and coordination of the crew. A good captain, controlling a well-organized team of sailors, can outrun, outmaneuver, and outfight any ship, no matter what the relative merits of the two vessels.

Speed Note: An experienced, coordinated and inspired crew can give the ship that little extra something when it is needed most. Increase the speed of a sail or oared ship for 2D4x10 minutes by 5% when the crew is 4-5th level, 10% when predominantly 6-7th level, 15% when predominantly 8-9th level and 20% when predominantly 10th level and higher (the latter is a real rarity). Otherwise, maximum normal speed and performance can be maintained for hours by a crew of tiptop, coordinated and dedicated sailors.

Add another 5% to speed and general skill performance in operating the vessel when the captain is well liked by most, or charismatic (20 or higher) and respected or feared. -8% when hated, or considered incompetent and/or believed to have little regard for the welfare of his crew.

Most ships, including warships, are capable of carrying cargo. Ships are rated by their "Excess Cargo Capacity." The rating for "light" indicates a load that won't interfere with the ship's speed, or weigh it down in storms or combat. "Heavy" loads mean the ship is riding low in the water, moves more slowly (-20%), and could be swamped (water coming up over the deck) in a storm.

Ship to Ship Combat

Most players 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 die (1D20), and combat elements, such as initiative and dodge, remain.

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.

Step One: Visual Aid

All ships are basically rectangular in shape with three main sections of note:

1. The forward section/front, or "bow" (also known as prow).
2. the middle section or "mid-ship."
3. The rear section or "stern" (also known as the "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." 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 imaginary 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 play-

ers a clear idea of each ship's position and direction for maneuvers and combat. Speed and maneuvers are generalized to make everything easier.

Step Two: Select Modes of Attack

In all ship combat there are two types of confrontation: **Hand to hand combat by boarding** a vessel, or **ship to ship combat** using bows and arrows, siege machines, ram attack and/or magic. Note that one mode of attack often leads into the other.

Step Three: Contact

Note: Combat can be broken off at any time and the aggressor can retreat. Of course, the ship he has attacked may pursue and continue the attack.

Boarding

Hand to Hand Combat

Boarding a ship requires the attacking ship to get close enough to the enemy craft to drop 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. This may mean crippling (stopping or slowing down) the enemy vessel first via ship to ship combat or magic. While the attackers are trying to board, the defending ship's crew must stand their ground and fight until the invaders have been driven back, the attackers are defeated and their ship seized (or sunk), or the defenders surrender or are captured. **Note:** Range weapons and magic can be used against the approaching ship, especially when both are side by side, a.k.a. "broad-side."

The use of magic to board ships *may* make a full broadside attack unnecessary, although one must be careful not to send too few advanced boarders, lest they become overwhelmed and slain or captured before the rest of the crew can catch up and board the enemy vessel. **Magic spells** such as fly, telekinesis, teleport, mystic portal and swim as the fish are among the most notable in enabling attackers to reach and board an enemy vessel without the necessity of close range (20 feet/6 m) or boarding planks. **Warlock magic** includes walk the wind, phantom foot man, walk the waves, ride the waves, and swim like a dolphin.

Normal Conditions for Boarding:

1. The attacking ship must be able to catch up with and match the speed of the target vessel.
2. Pull along its side, avoiding a sideswipe collision (01-30% 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.

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 600 ft (183 m) distances. This includes arrows and siege weapons.
2. Magic and spear attacks are possible at about 100 ft (30.5 m).
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 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.

Determining Victory

This is very basic.

A. The *player characters* should engage the leaders of the enemy vessel; i.e. the Captain, First Mate, and notable defenders such as practitioners of magic, priests, supernatural creatures and high level champions (7th level or higher). The sooner these *leaders* are defeated, the more likely the crew is to surrender.

B. Meanwhile, the crews from the two vessels will also engage in combat. Ultimately, the *winner* will be whoever is the strongest or more experienced, has more magic or outnumbers the other, unless the player characters capture or slay the leaders.

C. The more bloodthirsty or violent on one side, the more likely the number of casualties (deaths) and/or damage to both sides and the ships; the vessel being *boarded* will take the brunt of the damage (and may even be sunk), unless the combat moves to both ships (which does happen).

Damage to the boarded ship where the majority of combat takes place is determined by how long the combat takes.

Under five minutes (20 melee rounds) and/or crew surrenders: The vessel suffers minimal damage, reduce S.D.C. of front section and mid-ship by 10-15%.

Ten to 20 minutes: The vessel suffers serious damage, reduce S.D.C. of front section, mid-ship and rear by 25% to 33%.

45 minutes or more: The vessel suffers serious damage, reduce S.D.C. of front section, mid-ship and rear by $1D4 \times 10 + 30\%$.

Note: Increase damage +20% in all situations if fire and/or magic energy blasts have been used.

Likelihood of Surrender:

All the leaders are defeated, captured or slain. 01-90% likelihood of conditional surrender (terms to avoid further bloodshed, like: take all or part of the cargo/treasure but leave the ship to the crew and release the leaders, or similar). Failure to come to terms is likely to lead to bloody combat, possibly to the death.

The captain is captured or slain. 01-33% chance of a conditional surrender. Whether one should continue to fight or not will depend largely on how the crew regards the captain and the advice or command of the other officers in command (the crew is likely to turn to them for guidance). Failure to come to terms is likely to lead to bloody combat, possibly to the death.

Half of the crewmen and warriors are injured or slain. 01-50% likelihood for conditional surrender, or 01-30% for unconditional surrender if the attackers seem too overwhelming. An unconditional surrender means the defeated leave themselves to the mercy of their conquerors.

Three quarters of the crewmen and warriors are injured or slain. 01-90% likelihood for a conditional surrender, or if winning seems slim, 01-50% for an unconditional surrender.

The ship is badly damaged or sinking and half the ship's defenders are wounded or slain. 01-85% likelihood for unconditional surrender.

Game Master Note: The preceding material is for a basic and general quick resolve of hand to hand combat between ships. Specific events, role-playing elements and other considerations may change the outcome, likelihood of surrender, damage to the vessel, etc. Feel free to modify or completely ignore parts or all of this if it conflicts with the specifics of your combat.

Ship to Ship Combat

Long-range attacks

Again, specific player characters should be given the option of firing at specific targets (crewmen or areas of the enemy ship) or magically traveling ahead to attempt a surgical strike against the ship's leaders. Ship to ship combat will often blend smoothly into personal, hand to hand combat between individual characters.

Otherwise, for the game, *ship* combat should deal with each ship as being a single unit versus another single unit, ship and crews are viewed as units working as a whole.

To add excitement and player participation, the Game Master should allow his/her players to select one or two players in the group (or everybody could take turns) to decide the ship's strategies, tactics, methods of attack and maneuvers, as well as make combat rolls. The other members of the group should follow orders to the best of their ability and hold up their end of a bigger battle. In the alternative, the players will be expected to follow the orders of the NPC captain (which puts them on a roller-coaster ride in which they don't know where the ride is taking them) or stay below deck and out of the way. A captain won't appreciate characters who are loose cannons acting without, or in defiance to, his orders.

Attacks per melee: Actually, combat is pretty simple. When alongside each other (broadside anywhere from 10 to 800 feet/3 to 244 m) each "ship" (not character) has one attack for *each* of its siege weapons, each practitioner of magic plus one for a volley of arrows or spears (10-100 fired at once), and one additional of choice (magic, siege machine, arrows, or other).

Reduce the number of attacks by half when the attacking ship is *not* lined up side by side with its opponent (giving pursuit from behind, running away ahead of one's pursuer, off to an angle, etc.). Of course, in these cases, the number of attacks may be periodically limited by range restrictions. For example, siege weapons and bows and arrows can be fired at around 600+ feet (183+ m), while sorcerers will have to wait till that distance is closed by half or more, and spear throwers and some practitioners of magic will have to wait till within 100 feet (3 m) or closer! So even so-called *long-range, ship to ship* combat is close range compared to modern standards of warfare. The big difference is that the two vessels keep fight along side each other (broadside offers the most opportunity to inflict damage from all weapons and most hands), or circling and pursuing or passing each other with weapons and magic blazing, without boarding each other. Of course, after some period of range combat, the attacker may come close and board its opponent.

Determining Victory in ship to ship combat depends on the purpose of the attack. If it was to capture the enemy vessel, then its surrender means victory. If it was to defend against attackers, then routing the enemy (they flee) is victory. If destroying the enemy was the intent, then sinking the ship and capturing survivors (or leaving them to drown) is victory.

1. Siege weapons: Balista, catapults, arbalest, etc., range: Approx. 600-900 feet (183-274 m). These heavy weapons can be directed against the crew members and/or the ship itself.

2. Arrows: Cross bow and long bow range: Approx. 600 feet (183 m); short bow range: Approx. 350 feet (106 m). As far as determining damage, note that most arrows will do no significant damage to a ship even if it's been riddled with thousands of them, making it a floating pin cushion (assume they strike but don't effectively penetrate the vessel's A.R.). Also see *fire arrows* for a different story.

Arrows and spears are most effective against crew members not against the ship itself (even shooting at sails only pokes small holes in it).

If volleys of arrows are being fired at a ship's deck and crew, then assume that there is a 01-33% chance that one arrow will hit a player character per each volley directed in his general direction. It's also fair to assume that 20% of the crew on deckside is struck by one arrow per volley.

One volley per melee round.

3. Spear attacks: The average effective range for a thrown spear is about 100 ft (30.5 m). Like arrows, spear attacks do virtually no damage to a ship but are used against the crew.

If volleys of spears are being hurled at a ship's deck and crew, assume that there is a 01-10% chance that one will hit a player character per each volley directed in his general direction. It's also fair to assume that 10% of the crew on deckside is struck by one spear per volley.

One volley per melee round.

4. Magic attacks: The range varies with each type of spell, but generally, most attacks are limited to a 100-200 foot (30.5-61 m) range.

Damage by Weapon Types

Flaming Arrow Attacks

Flaming arrows can do significant damage to a ship's sails, crew and masts.

- **Likelihood of a sail or rigging** (rope) catching fire, suffering double damage with each subsequent melee round, is 10-50%. The initial hit does normal arrow damage, but *if* it catches fire, it suffers double the normal arrow damage; next melee, double that damage, and so on, as the fire spreads and consumes the sail or rigging. This geometric progression of damage continues until the fire is extinguished.
- **Likelihood of a character** catching fire, suffering double damage with each subsequent melee round, is 10-30%; same damage progression as above as the character's clothes and hair catches fire and consumes his body. Continues until the fire is extinguished.
- **Likelihood of setting the ship ablaze** even with dozens of flaming arrows or spears is unlikely (01-03%), because the arrow's fire-tips burn out quickly, their fire is small, they are easily put out, and ships are large, tough vessels. Also, the wood of the vessel is often fire resistant or wet. Giant flaming arrows, rocks and bundles from an arbalest and other siege weapons are a different story.

Combat Note: It is not wise to set fire to the ship you are fighting on.

Siege Weapons

Siege Weapons are giant war machines that launch stones, large arrows (spear size for arbalests; bolts the thickness of 3-6 spears for Ballistas) 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.

How to strike: Roll 1D20 as usual. Although ships are large targets, the movement of the water and of the two ships, wind and weather conditions and the nature of estimating distance make hitting a ship difficult with siege weapons (-1 to strike a specific large target on a ship, like sail, rigging or mast, in addition to other penalty considerations).

Still, the bigger the target the easier it is to hit. The following is the minimum number needed to strike a ship. To hit a specific part of the ship requires a "called shot" and counts as two attacks, but is +1 to strike.

10 or higher to hit a giant ship (150 ft/45.7 m or bigger)

12 or higher to hit a large ships (80-148 ft/24-44 m)

13 or higher to hit a medium ship (40-78 ft/12-24 m)

14 or higher to hit a small ship (under 40 ft/12 m)

Note: Reduce 2 points from the above if the ship is within 300 feet (91.5 m), and only an 8 is need against any vessel regardless of size if within 100 feet (30.5 m). Note that catapults and onagers cannot be used closer than 100 feet (30.5 m).

Effective ranges:

Arbalest (arrows) — 600 feet (183 m)

Ballista (arrow or stones) — 700 ft (221 m)

Catapult/Onager (stones) — 900 feet (274 m)

Rate of Fire:

Arbalest (arrows) — Twice per melee round.

Ballista (arrow or stones) — Once per melee round.

Catapult/Onager (stones) — Once per melee round.

Penalties: Those without the W.P. Siege Weapons skill are -4 to strike even on a calm sea or on dry land.

-1 to strike on a rolling sea.

-3 to strike on a rough sea.

-5 to strike on an extremely rough sea.

-10 to strike on a violent/gale sea.

-12 to strike blind (fog, etc.)

Damage:

Arbalest arrow: 4D6

Ballista arrow: 1D4×10

Ballista/Catapult: Small rock (10 lbs/4.5 kg): 5D6

Ballista/Catapult: Medium Rock (20-30 lbs/9-13 kg): 1D6×10

Ballista/Catapult: Large Rock (40-80 lbs/18-36 kg): 2D4×10+10

Flame Bundle (10 lbs/4.5 kg): 4D6 damage, with a 01-75% chance of starting a fire to sails and rigging. The initial hit does 4D6 damage, but if it catches fire, 1D4×10 is done the next melee round, 2D4×10 the next, 4D4×10 the next and so on, as the fire spreads and consumes the sail and/or rigging. This geometric progression of damage continues until the fire is extinguished. Such a raging blaze has a 01-50% chance of starting the mast on fire and a 01-20% chance of starting the ship on fire (start at 4D6 damage and does 4D6 damage with each subsequent melee round).

Flaming Arrow or Bundle that lands on deck or into the side of the ship will only have a 01-12% chance of catching the ship on fire and the fire will burn much more slowly: 4D6 damage per each melee round, until extinguished. **Also see magic attacks.**

Putting Out Fires

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: 01-40% 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 round.

3. Three, consecutive, failed rolls to contain the fire (41-00 on percentile dice) means the fire is out of control and cannot be put out by conventional means.

4. *Magic* can be used to put out even giant fires that are out of control, instantly. Various water spells can also be used to douse or contain fires, especially small ones.

The Ram Attack

Ramming attacks are simple; one ship smashing into another. Only vessels with a ram prow should attempt such an attack. Ships ramming without a ram prow is suicidal, for the collision will inflict potentially equal damage to both vessels. Most sailing ships are not designed for ramming. 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. Dodging a ram is also not possible. Either you can outrun it or not.

3. The specific section of the ship must be declared as the ram target area: front, middle or rear; ramming an opposing vessel in the middle/broadside is the best. A ram is always the attack vessel slamming into its opponent nose/forward section first.

4. No other attacks are possible one melee round before the ram (although defensive magic/action can be taken).

5. The collision period of the impact lasts one melee round in which neither side can attack (responding to the impact).

6. The ramming ship has the initiative. It is best to pull away from a ram or risk getting caught and pulled underwater if the vessel begins to

sink. Boarding is limited and difficult since it is the nose of the ship that is facing the enemy vessel rather than being side by side.

7. To ram for a second time, the vessel must dislodge itself, move back, and charge forward again. This will require 3D4 minutes for a full speed ram or 1D4 for a "gentle" ram that does one third its normal damage.

8. The ramming vessel takes minimal damage if fitted with a ram prow. Those not designed for ramming suffer the same potential for damage as the ship they've crashed into. Each rolls 5D6×10 damage! Typical ram damage from a War Galley is 4D6×10 or 5D6×10.

9. War Galleys with highly experienced crews (predominantly 5th level or higher) can inflict an additional 1D6×10 damage.

Note: The *Demon Black Ships* inflict 1D4×100+100 damage from a ram.

10. Side-swipe damage is usually 2D6×10 and typically damages the mid-ship.

Sinking

Most ram prows are designed to do damage below the waterline, 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 or exceeds the S.D.C. of the *Hull per 10 ft (3 m) area*.

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 and the ship can limp back to port for repairs (or magical repairs may be made immediately).

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, otherwise it will sink in 2D4 hours. Even if its sinking can be prevented, the vessel will travel at half speed until full and proper repairs can be made at dry dock.

Three or more ram holes is beyond repair and spells certain doom.

Small Ships: Will sink completely within 1D4×10 minutes.

Medium Ships: Will sink completely within 1D6×10 minutes.

Large Ships: Will sink completely within 2D6×10 minutes.

Note: This rate of sinking reflects the massive hole and damage inflicted by a ram prow or collision, plus the damage and weight of the flooding waters. 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 one of the vessel's three main sections (forward, mid-ship or rear) means the ship is beyond repair and the vessel must be abandoned. It will sink completely in 4D4 minutes! Man the life boats!!

Collision: Whether in combat or simply by accident, the worst thing that can happen to a ship is to collide with something solid. Usually this means crashing into a hidden, underwater rock, reef, iceberg, a dock, sea serpent or other solid obstacle. Like ramming, most of the damage that occurs during a collision takes place below the waterline and can sink a ship. Typical collision damage is 5D6×10.

Running Aground: Running aground on a sand bar means the ship suffers 2D4×10 damage to the hull and to the keel. It also means the vessel is stuck and will need another ship, greater elemental or magic to pull it off the sand bar.

Running aground on rocks, a reef, or sunken debris means the ship suffers 5D6×10 damage to the hull and to the keel. It also means the vessel is stuck and will need another ship, greater elemental or magic to pull it free.

In both cases, repairs must be made before being pulled free (unless being towed into a nearby dock) or the ship will slowly sink (same as one ram hole).

Captured Vessels

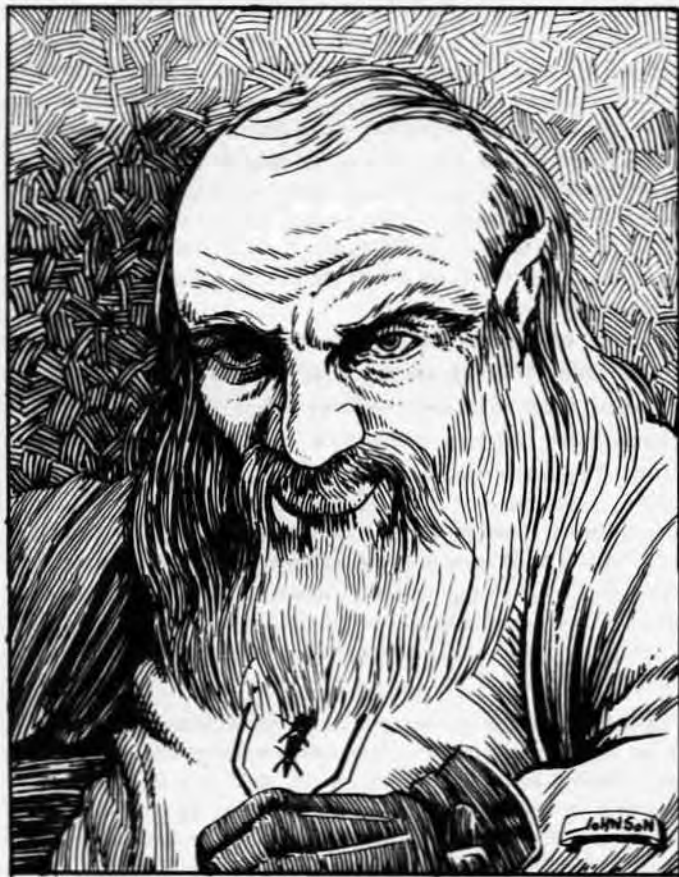
If the crew of a ship surrenders or is slain, what is done with their ship? This depends largely on the intent and strength of the victor. There are really only a few logical answers.

1. If the vessel is better, faster, or less damaged, the victors may want to switch ships.

2. If the vessel can be used at a later time, worth selling or salvaging, or to be added to the victor's fleet, the usual tactic is to staff it with a skeleton crew of a 6-18 sailors (depending on the size of the ship) and escort it back to port.

3. Ships in salvageable condition, but too damaged for ready sailing (usually because the masts and sails are destroyed), may be towed or repaired and staffed and salvaged like number two. Towing is very difficult and dangerous due to a risk of collision; reduce "best speed" by 70%.

4. If the captured ship is deemed to be of little or no value, it may be stripped of its valuables and supplies that are worth taking, left abandoned and adrift, or more likely, scuttled (sunk). Sinking a ship is better than setting it on fire, because it may burn for hours (or even days), and may attract attention from up to 100 miles (160 km) away. To sink a ship, holes are chopped, punched or blasted into the hull below the waterline. Depending on the severity of the damage, it may take 4D6 hours for the vessel to sink completely.



Captured Crew

1. Prisoners should be searched, all potential weapons removed, and the prisoners bound or manacled and placed in a safe, guarded, containment area. To avoid rebellion, it is best to have them separated into small groups away from the others, and 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 consume food and drinking water.

2. If they are in no position to give chase or attack, leave them on their ship to fend for themselves or go where they please.

3. If they are a potential threat, try to come to terms and trust they live up to them and/or one can cripple their ship (half speed or adrift).

4. If they have no value and the player characters, or captain, are truly evil, the captives could be slaughtered (after torture), kept as livestock (if nonhumans who eat other humanoids), or sold into slavery.

Notes on Magic at Sea

Magic is the big guns of the Palladium World, removing ship to ship combat from the standard, ancient forms of battle previously discussed. Magic combat is unique unto itself. Generally speaking, magic used 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 following is a list of some of the most notable and effective magic for sea combat.

Summoners can call forth a variety of aquatic, flying and powerful supernatural beings from demons to elemental forces. However, their use on a comparatively vulnerable vessel at sea is extremely dangerous. If the Summoner should lose control of one or more of the supernatural beings, they could lay siege to the ship, slaughtering its crew (slowly or quickly), take over (enslaving the crew) or damage and even sink the ship!

Wards and Diabolism are most useful in protecting select crew members, areas of the ship, and possessions. Their magic is not well suited for long-range combat.

Warlocks, especially fire, air and water warlocks, can be a great resource on a ship at sea where the manipulation of water and air can be extremely useful, and fire attacks deadly. The use of even lesser elementals can also be invaluable for spying on, stealing from, and attacking, sabotaging, and sinking enemy vessels.

Fire Warlock magic ideal in ship combat includes breathe fire, circle of flame, cloud of ash (devastating affect against sails and rigging), fire ball, mini-fire balls, plasma bolt, flame friend, spontaneous combustion, fuel flame, stench of Hades, 10 ft (3 m) wheel of fire (deadly on the deck of a ship), and *extinguish fires*.

Air Warlock magic ideal for ship combat includes atmospheric manipulation, change wind direction, stop wind, create mild wind, whirl wind (especially good against the crew), tornado (devastating on deck to crewmen, sails, rigging and masts), wind rush (does 1D6 damage to sails per each rush of wind), wind blast, hurricane, snow storm, creature of wind, electrical field, ball lightning, call lightning, cloud of slumber, miasma and phantom footman.

Many other warlock air magic spells are useful at sea, including walk the wind, wind cushion, breathe without air, detect the invisible, dissipate gases, protection from lightning, calm storms, and others.

Water Warlock magic useful in ship combat includes change current, cloud of steam (especially against crew members), purple mist, create fog, fog of fear, hail, hurricane, little ice monster and rain dance.

Other magic that may be useful includes ride the waves, float on water, command fish, change current, calm waters, breathe underwater and others.

Wizard magic, spells and rituals, can also be incredibly destructive or helpful in combat and navigating on the high seas.

All fire magic can be devastating, as well as call lightning (useful against crew and the ship itself), magic net (against crew), carpet of adhesion (incapacitates crewmen), wisps of confusion (against the crew), havoc, wind rush (does 1D6 damage per rush to sails and/or rigging), spoil food or water (sabotage a ship's food and water supply), summon fog, summon & control storm, impenetrable wall of force (cast on the waves at the waterline), Id barrier (cast on the waves at the waterline), anti-magic cloud, and even dimensional portal (big enough for the entire ship to pass into), among others.

Other spells and rituals helpful on the high seas include swim as the fish, fly as the eagle, teleport, invisibility, breathe without air, weightlessness (can float effortlessly on the waves and makes swimming 80% less tiring; or can be used to make a heavy item that would normally sink, buoyant), extinguish flames (can be invaluable in fighting fires), mend cloth (to repair sails, flags and clothing), create bread and milk (to feed the crew when provisions are low), water to wine, calm storm, magic pigeon (for sending messages quickly), tongues, healing touch, resurrection, and others.

Ley lines and nexuses do exist at sea, but only the most experienced and knowledgeable Captains and Mariners know their approximate locations.

Some Notes & comments about specific magic: *Speed of the snail* and *fleet feet* cannot be use on a ship (only living beings).

Immobilize cannot be used against a ship, large or small, but can be cast on deck against the crew.

Freeze Water and *wall of ice* are ineffective against an ocean or sea vessel. In the case of *freeze water*, the warlock can only freeze a limited amount of water — nothing close to what would be needed to impair or damage a ship. 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 (reduce speed 3% for each frozen stiff sail).

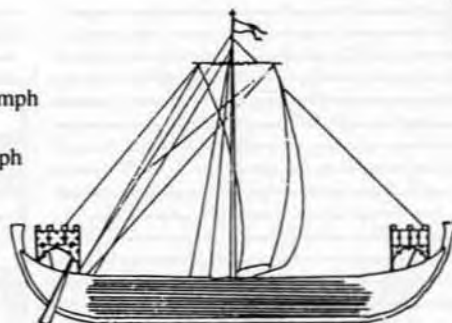
The ability to *part water* cannot be used directly under the vessel to drop it on the sea floor and let the water rush over it when the spell is cancelled. If it is used against an ocean vessel, the parting waters move the vessel away with them. This means it can be used to create a small area where the ship cannot pass (again the parting waters hold it back from the edge; it cannot fall over the edge).

The *Leaf Rustier* cannot damage sails or rigging, but can be used to spy, untie loose knots and cause mischief. But the *Phantom Footman*, *phantom* is a minor elemental that can be used to attack sails, cut or untie rope, etc., but will NEVER go far from its master. Very limiting. Likewise, a summoned elemental of virtually any kind, lesser or greater, can wreak all kinds of havoc to both the ship and its crew. A water elemental can attack from underwater to damage the rudder, keel or hull below the waterline.

Mystic Illusion and all types of illusionary magic can be used to frighten or confuse the crews of passing ships.

Alphabetical list of Ships & Speeds in Miles Per Hour

Barks (Timiro): 14 mph
Behemoth (Timiro): 10 mph
Brigantine (Bizantium): 20 mph
Caravels (Western Empire) 18 mph
Carracks (Western Empire) 12 mph
Corsairs (Bizantium Cutter) 16 mph
Demon Black Ships (West) 20, 32 & 70 mph
Destroyer (Timiro): 12 mph
Frigates (Bizantium): 16 mph
Schooners (Bizantium): 12 mph
Ketches (Timiro, Small Galley): 10 mph
Lighters (Bizantium Cutter): 18 mph
Mercantile (East): 8 mph
Merchantman (East, South Winds, West): 10 mph
Mini-Merchant (South Winds): 6 mph
Purnts (Western Empire, Small Galley): 10 mph
Stone Ships (Bizantium) 11-14 mph
Trimaran (South Winds): 10 mph
Viscount Galley (Timiro): 10 mph
War Galley (East): 12 mph
War Galley (South): 12 mph
War Galley (Timiro): 12 mph
Wolfen Longboats (North): 12 mph



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. Trimaran (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. Trimaran (South Winds) 2%
7. Corsairs (Bizantium) 4%

Ships Listed by Size

Small & Light

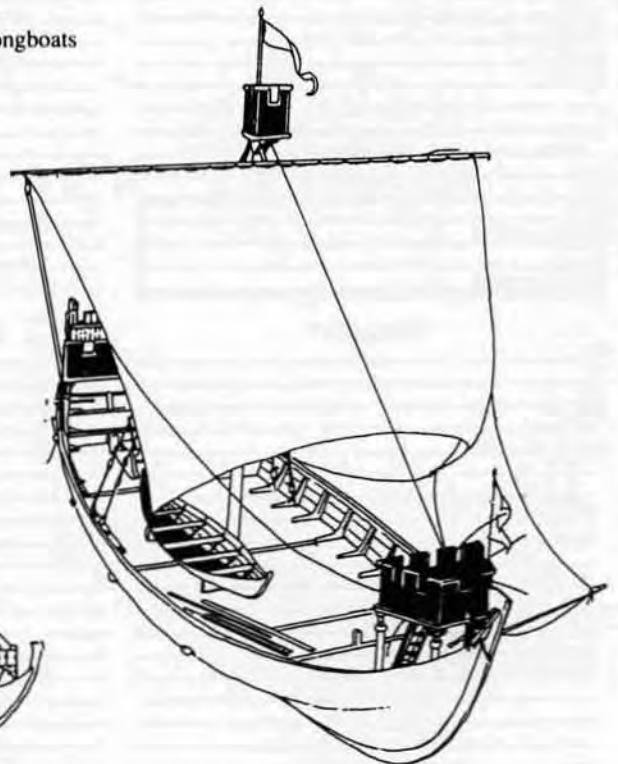
Lifeboats
Fishing Boats
Corsairs (cutter)
Lighters (cutter)
Trimaran
Mini-Merchant

Medium

Barks
Caravels
Carracks
Galleys, Small (Purnts, Ketches, Viscounts)
Merchantman
Mercantile
Schooners
Wolfen Longboats

Heavy & Large

Behemoths (Timiro)
Brigantines (Bizantium)
Demon Black Ships (W. Empire)
Destroyers (Timiro)
Frigates (Bizantium)
Stone Ships (Bizantium)
War Galleys (Most nations)



COMBAT SKILL		NAME: _____		RACE: _____	
		TRUE NAME: _____			
# OF ATTACKS: _____		ALIGNMENT: _____			
DAMAGE: + _____		HIT POINTS: _____		<input type="checkbox"/> D.C.(PHYSICAL): _____	
PARRY: + _____		EXPERIENCE LEVEL: _____		POINTS: _____	
ROLL: + _____		I.Q.: _____		AGE: _____	
PUNCH: _____		M.E.: _____		LIFESPAN: _____	
KICK: _____		M.A.: _____		P.P.E.: _____	
KNOCK OUT: _____		P.S.: _____		SEX: _____	
CRITICAL: _____		P.P.: _____		CHI: _____	
DEATH: _____		P.E.: _____		HEIGHT: _____	
FLIP: _____		P.B.: _____		WEIGHT: _____	
LEAP: _____		SPD.: _____		I.S.P.: _____	
FT. ↑ _____		LAND OF ORIGIN: _____		FT. → _____	
LIFT: _____		ENVIRONMENT: _____		LBS. _____	
LBS. CARRY: _____		SOCIAL/FAMILY BACKGROUND: _____		LBS. _____	
THROW(MAX): _____		RACIAL HOSTILITIES: _____		FT. _____	
LBS. _____		DISPOSITION: _____		FT. _____	
FT/MELEE _____		INSANITY (IF ANY): _____		FT/MELEE _____	
FT/ATTACK _____		INVOKE TRUST/INTIMIDATE: _____		FT/ATTACK _____	
SWIM: _____		% CHARM/IMPRESS: _____		% _____	
MPH (MAX) _____					
MELEES _____					
FT/MELEE _____					
FT/ATTACK _____					

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	
SAVE VS. INSANITY:	
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+ %
PERCEPTION ROLLS:	/ / /

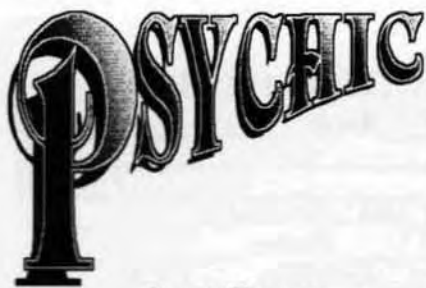
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HIT POINTS: _____
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GOLD:
SALARY:
VALUABLES:
OUTFITS
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PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME:	RACE:
TRUE NAME:	

# OF ATTACKS:	INITIATIVE: +
DAMAGE: +	STRIKE: +
PARRY: +	DODGE: +
ROLL: +	RESTR. PUNCH:
PUNCH:	POWER PUNCH:
KICK:	LEAP KICK:

KNOCK OUT:	
CRITICAL:	20
DEATH:	
FLIP:	(+) %
LEAP:	FT. ↑ FT. →

LIFT:	LBS. CARRY:	LBS.
THROW(MAX):	LBS.	FT.
RUN:	MPH (MAX)	MELEES
	FT/MELEE	FT/ATTACK
SWIM:	MPH (MAX)	MELEES
	FT/MELEE	FT/ATTACK

ALIGNMENT:	HIT POINTS:	<input type="checkbox"/> D.C.(PHYSICAL):	
EXPERIENCE LEVEL:	POINTS:		
I.Q.:	AGE:	LIFESPAN:	P.P.E.:
M.E.:	SEX:	CHI:	
M.A.:	HEIGHT:	WEIGHT:	I.S.P.:
P.S.:	LAND OF ORIGIN:		
P.P.:	ENVIRONMENT:		
P.E.:	SOCIAL/FAMILY BACKGROUND:		
P.B.:	RACIAL HOSTILITIES:		
SPD.:	DISPOSITION:		

INSANITY (IF ANY):	
INVOKE TRUST/INTIMIDATE:	% CHARM/IMPRESS: %

SAVING THROWS

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	/
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	/
SAVE VS. INSANITY:	/
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+
PERCEPTION ROLLS:	/ / /

DAMAGE RECORD

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<input type="checkbox"/> D.C.:	:
HIT POINTS:	
I.S.P.:	
CHI:	
P.P.E.:	

O.C.C. SKILLS	+% / LVL. %
NATIVE LANGUAGE:	98
SPEAK (+15%):	5
SPEAK (+15%):	5
LORE (+10%):	5
LORE (+10%):	5
DOWSING (+15%):	5
SENSE PSYCHIC/MAGIC ENERGY	5
SENSE SUPERNATURAL BEING	5
TWO WEAPON PROFICIENCIES OF CHOICE	
SEE PSYCHIC ABILITIES ON SECOND SHEET	

SKILLS

SECONDARY SKILLS

WEAPONS

RANGE

DAMAGE

WEAPON PROFICIENCIES

STR/THR

PARRY/

DAMAGE/

ARMOR:

A.R.:	<input type="checkbox"/> D.C.:
WEIGHT:	COST:
PRAWL PENALTY:-	%

ARMOR:

A.R.:	<input type="checkbox"/> D.C.:
WEIGHT:	COST:
PRAWL PENALTY:-	%

AMMUNITION():

AMMUNITION():

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD:
SALARY:
VALUABLES:

OUTFITS

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____ RACE: _____
TRUE NAME: _____

ALIGNMENT: _____

HIT POINTS: _____

EXPERIENCE LEVEL: _____ POINTS: _____

I.Q.: _____ AGE: _____ LIFESPAN: _____ P.P.E.: _____

M.E.: _____ SEX: _____ CHI: _____

M.A.: _____ HEIGHT: _____ WEIGHT: _____ I.S.P.: _____

P.S.: _____ LAND OF ORIGIN: _____

P.P.: _____ ENVIRONMENT: _____

P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____

P.B.: _____ RACIAL HOSTILITIES: _____

SPD.: _____ DISPOSITION: _____

INSANITY (IF ANY): _____

INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

SKILLS

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NAME: _____ RACE: _____

TRUE NAME: _____

ALIGNMENT: _____

HIT POINTS: _____

EXPERIENCE LEVEL: _____ POINTS: _____

I.Q.: _____ AGE: _____ LIFESPAN: _____ P.P.E.: _____

M.E.: _____ SEX: _____ CHI: _____

M.A.: _____ HEIGHT: _____ WEIGHT: _____ I.S.P.: _____

P.S.: _____ LAND OF ORIGIN: _____

P.P.: _____ ENVIRONMENT: _____

P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____

P.B.: _____ RACIAL HOSTILITIES: _____

SPD.: _____ DISPOSITION: _____

INSANITY (IF ANY): _____

INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

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SAVING THROWS

SAVE VS. SPELL/WARD: _____

SAVE VS. FUME/RITUAL: _____

SAVE VS. PSIONICS: _____

SAVE VS. TOXINS/POISONS: _____

SAVE VS. HARMFUL DRUGS: _____

SAVE VS. INSANITY: _____

SAVE VS. POSSESSION: _____

SAVE VS. HORROR FACTOR: _____

SAVE VS. COMA/DEATH: _____

PERCEPTION ROLLS: _____

DAMAGE RECORD

D.C.: _____

D.C.: _____

D.C.: _____

D.C.: _____

HIT POINTS: _____

I.S.P.: _____

CHI: _____

P.P.E.: _____

O.C.C. SKILLS

NATIVE LANGUAGE: _____

SPEAK (+15%): _____

SPEAK (+15%): _____

BASIC MATH (+20%): _____

TWO WEAPON PROFICIENCIES OF CHOICE

ENHANCED I.S.P. RECOVERY

•TWO PER HOUR OF ACTIVITY

•TWELVE PER HOUR OF REST/MEDITATION

BONUSES

•+6 VS. MIND CONTROL/MAGIC CHARMS

•+5 VS. POSSESSION •+3 VS. HORROR FACTOR

SEE PSIONICS ON SECOND SHEET

WEAPONS

WEAPONS

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RANGE

DAMAGE

WEAPON PROFICIENCIES

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STR/THR

AIM/BURST

PARRY/RANGE

DAMAGE/RATE

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DAMAGE/RATE

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WEAPON PROFICIENCIES

SENSITIVE		HEALING	
ACTUAL PRODUCTION	8	ATTACK DISEASE	12
CLEARNOYANCE	4	BO-REGENERATES (SELF)	6
CONNECTING W/ ANIMALS	6	DRAGON PAIN	4
CONNECTING WITH SPIRITS	8	DIETARY PHOBIA	6
DRIPING SPIRITS	10	EGORICISM	10
EMPATHY	10	HEALING TOUCH	6
MEDITATION	0	INCREASED HEALING	10
MIND BLOCK	4	INJECT SLEEP	4
OBJECT RAGE	6	LEFT FOR LIFE	15
PREDICENT SENSE	4	PSYCHIC DIAGNOSIS	4
SOIL AURA	6	PSYCHIC PURIFICATION	8
SENSE THE INVISIBLE	4	PSYCHIC SURGERY	14
SENSE DOWN ANOMALY	6	RESIST FATIGUE	4
SENSE EVIL	6	SUPPRESS FEAR	8
SENSE MAGIC	2	TRANSFER I.S.P.	4+
SIXTH SENSE	2		
SPEED READING	2		
TELEPATHY	4		
TOTAL RECALL	2		
PHYSICAL		SUPER	
ACTER AURA	2	ADVANCED TRANCE STATE	10
DEATH TRANCE	1	BIO-MANIPULATION	10
ECTOPLASM	(VARIABLES)	BO-RIGID (SUPER)	20
FLIGHT	8	CATABOLIC STRESS	30
IMPERVIOUS TO COLD	2	CAUSE INIURTY	40
IMPERVIOUS TO FIRE	4	CURE INDUSTRY	30
IMPERVIOUS TO POISON	4	ELECTRODENSE	(VARIABLES)
LEVITATION	(VARIABLES)	EMPATHIC TRANSMISSION	6
MIND BLOCK	4	GROUP MIND BLOCK	22
NIGHTVISION	4	HYPERDENSE	(VARIABLES)
RESIST FATIGUE	4	HYMNIC SUGGESTION	6
RESIST HUNGER	2	INJECT NIGHTMARE	15
RESIST THIRST	6	INJECT MINDSIE	25
SCHIZOPHRENIC STRENGTH	4	INVISIBLE PLACE	30
SHORT COMBUSTION	6	MENTAL LINGUAL	20
TELEKINESIS	(VARIABLES)	MIND PUSSES OTHERS	30
TELEPATHIC PUNCH	6	MIND BLOCK ALTO DIR (SPECIAL)	
TELEPATHIC LEAP	8	MIND BOLT	
TELEPORT OBJECT	10	MIND BOND	10
		MIND WARE	(SPECIAL)
		P.P.E. SHIELD	10
		PS-SHIELD	30
		PS-SWORD	30
		PSYKINESIS	(VARIABLES)
		TELEKINESIS (SUPER)	10+
		TELEPATHIC FORCE FIELD	30
		TELEMECHANICS	10
I.S.P.: _____			
I.S.P. AT OR WITHIN ONE MILE OF A LEY LINE:			
I.S.P. AT OR NEAR A LEY LINE NEXUS:			
I.S.P. SPENT:			

ARMOR: _____
 A.R.: ☐ D.C.: _____ / _____
 WEIGHT: _____ COST: _____
 PROWL PENALTY: - _____ %

ARMOR: _____
A.R.: ☐ D.C.: _____ / _____
WEIGHT: _____ COST: _____
PROWL PENALTY: - _____ %

ARMOR: _____
 A.R.: ☐ D.C.: _____ / _____
 WEIGHT: _____ COST: _____
 PROWL PENALTY: - _____ %

ARMOR: _____
A.R.: ☐ D.C.: _____ / _____
WEIGHT: _____ COST: _____
PROWL PENALTY: - _____ %

[illegible][illegible][illegible][illegible]

AMMUNITION(): /
AMMUNITION(): /
AMMUNITION(): /
AMMUNITION(): /
AMMUNITION(): /

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME: _____	
TYPE: _____	
ABILITIES: _____	

P.P.E.: ()	
: ()	

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME: _____	
TYPE: _____	
ABILITIES: _____	

P.P.E.: ()	
: ()	

MAGIC: ☐ WEAPON ☐ OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____

P.P.E.:()
:()

MAGIC: ☐ WEAPON ☐ OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____

P.P.E.: () : ()

MAGIC: ☐ WEAPON ☐ OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____

P.P.E.: () _____
 : () _____

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME: _____	
TYPE: _____	
ABILITIES: _____	

P.P.E.: () _____	
: () _____	

MAGIC: ☐ **WEAPON** ☐ **OBJECT**
NAME: _____
TYPE: _____
ABILITIES: _____

P.P.E.: () _____
 : () _____

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT	
NAME:	_____
TYPE:	_____
ABILITIES:	_____

P.P.E.:()	
: ()	

ANIMAL COMPANION		
NAME: _____		
TYPE: _____		
H.P. _____	<input type="checkbox"/> D.C.: _____	A.R.: _____
A.P.M.: _____	STRIKE: + _____	PARRY: + _____
DODGE: + _____	DAMAGE: + _____	ROLL: + _____
CLAWS: D _____	MOUTH: D _____	
: D _____	: D _____	
NATURAL ABILITIES		

DAMAGE RECORD

HIT POINTS: _____

☐ **D.C.:** _____

ANIMAL COMPANION		
NAME: _____		
TYPE: _____		
H.P.: <input type="text"/>	I.D.C.: <input type="text"/>	A.R.: <input type="text"/>
A.P.M.: <input type="text"/>	STRIKE: + <input type="text"/>	PARRY: + <input type="text"/>
DODGE: + <input type="text"/>	DAMAGE: + <input type="text"/>	ROLL: + <input type="text"/>
CLAWS: <input type="text"/> D	MOUTH: <input type="text"/> D	
: D	: D	
NATURAL ABILITIES		
DAMAGE RECORD		
HIT POINTS: <input type="text"/>		
<input type="checkbox"/> D.C.: <input type="text"/>		

CHARACTER HISTORY

CONTACTS

NAME:	OCCUPATION:	NOTES:

WEAPON PROFICIENCIES

	RANGE	DAMAGE	STR/THR	AD/BURST	PARRY	RATE

AMMUNITION(): _____

AMMUNITION(): _____

PSYCHICS	I.S.P.	HEALING	I.S.P.
<input type="checkbox"/> SENSITIVE		<input type="checkbox"/> ATTACK DREAM	12
<input type="checkbox"/> ASTRAL PROJECTION	8	<input type="checkbox"/> BIO-REGENERATE (SELF)	6
<input type="checkbox"/> CLAIRVOYANCE	4	<input type="checkbox"/> DEADEN PAIN	4
<input type="checkbox"/> COMBINE w/ANIMALS	4	<input type="checkbox"/> DETECT PHONICS	6
<input type="checkbox"/> COMBINE WITH SPIRITS	8	<input type="checkbox"/> EXORCISM	10
<input type="checkbox"/> DISPEL SPIRITS	10	<input type="checkbox"/> HEALING TOUCH	6
<input type="checkbox"/> EMPATHY	4	<input type="checkbox"/> INCREASED HEALING	10
<input type="checkbox"/> MEDITATION	4	<input type="checkbox"/> INDUCE SLEEP	4
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> LIFT FOR LIFE	15
<input type="checkbox"/> OBJECT ROAD	6	<input type="checkbox"/> PSYCHIC DIAGNOSIS	4
<input type="checkbox"/> PRESENCE SENSE	4	<input type="checkbox"/> PSYCHIC PURIFICATION	8
<input type="checkbox"/> SEE AURA	6	<input type="checkbox"/> PSYCHIC SURGERY	14
<input type="checkbox"/> SEE THE INVISIBLE	4	<input type="checkbox"/> RESIST FATIGUE	4
<input type="checkbox"/> SENSE DARK ANIMALS	6	<input type="checkbox"/> SUPPRESS FEAR	8
<input type="checkbox"/> SENSE EYE	2	<input type="checkbox"/> TRANSFER I.S.P.	4+
<input type="checkbox"/> SENSE MAGIC	3		
<input type="checkbox"/> SIXTH SENSE	2		
<input type="checkbox"/> SPIRIT READING	2		
<input type="checkbox"/> TELEPATHY	2		
<input type="checkbox"/> TOTAL RECALL	2		

PHYSICAL	I.S.P.	SUPER	I.S.P.
<input type="checkbox"/> ALTER AURA	2	<input type="checkbox"/> ADVANCED TRANCE STATE	10
<input type="checkbox"/> DEATH TRANCE	1	<input type="checkbox"/> BIO-MANIPULATION	10
<input type="checkbox"/> ECTOPLASM	(VARIES)	<input type="checkbox"/> BIO-REGEN (SPEED)	20
<input type="checkbox"/> FLOAT	8	<input type="checkbox"/> CATATONIC STROKE	40
<input type="checkbox"/> IMPERVIOUS TO COLD	2	<input type="checkbox"/> CAUSE INSANITY	30
<input type="checkbox"/> IMPERVIOUS TO FIRE	4	<input type="checkbox"/> CURE INSANITY	30
<input type="checkbox"/> IMPERVIOUS TO POISON	4	<input type="checkbox"/> ELECTROKINESIS	(VARIES)
<input type="checkbox"/> LEVITATION	(VARIES)	<input type="checkbox"/> EMPATHIC TRANSMISSION	6
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> GROUP MIND BLOCK	22
<input type="checkbox"/> NIGHTVISION	4	<input type="checkbox"/> HYPERKINESIS	(VARIES)
<input type="checkbox"/> RESIST FATIGUE	4	<input type="checkbox"/> HYPNOTIC SUGGESTION	6
<input type="checkbox"/> RESIST HUNGER	2	<input type="checkbox"/> INDUCE NIGHTMARE	15
<input type="checkbox"/> RESIST THIRST	6	<input type="checkbox"/> INERT MEMORY	25
<input type="checkbox"/> SLOWDOWN BODY STRENGTH	4	<input type="checkbox"/> INVULNERABLE	30
<input type="checkbox"/> SPOOF COMBUSTION	6	<input type="checkbox"/> MENTAL ILLUSION	20
<input type="checkbox"/> TELEKINESIS	(VARIES)	<input type="checkbox"/> MENT. POWERS OTHERS	30
<input type="checkbox"/> TELEKINETIC PUNCH	6	<input type="checkbox"/> MIND BLOCK AUTO DEF (SPECIAL)	
<input type="checkbox"/> TELEKINETIC LEAP	8	<input type="checkbox"/> MIND BOLT	(VARIES)
<input type="checkbox"/> TELEPORT OBJECT	10	<input type="checkbox"/> MIND BOND	10
		<input type="checkbox"/> MIND WAVE	(SPECIAL)
		<input type="checkbox"/> P.P.E. SHIELD	10
		<input type="checkbox"/> PSI-SHIELD	30
		<input type="checkbox"/> PSI-SWORD	30
		<input type="checkbox"/> PYROKINESIS	(VARIES)
		<input type="checkbox"/> TELEKINESIS (SUPER)	10+
		<input type="checkbox"/> TELEKINETIC FORCE FIELD	30
		<input type="checkbox"/> TELEMECHANICS	10

I.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE: _____

I.S.P. AT OR NEAR A LEY LINE NEXUS: _____

I.S.P. SPENT: _____

MAGIC: ☐ WEAPON ☐ OBJECT

NAME: _____

TYPE: _____

ABILITIES: _____

P.P.E.:()

: ()

OUTFITS

☐ _____

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MAGIC: ☐ WEAPON ☐ OBJECT

NAME: _____

TYPE: _____

ABILITIES: _____

P.P.E.:()

: ()

MAGIC: ☐ WEAPON ☐ OBJECT

NAME: _____

TYPE: _____

ABILITIES: _____

P.P.E.:()

: ()

MAGIC: ☐ WEAPON ☐ OBJECT

NAME: _____

TYPE: _____

ABILITIES: _____

P.P.E.:()

: ()

ELEMENTAL MAGIC

AIR	P.P.E.	EARTH	P.P.E.	FIRE	P.P.E.	WATER	P.P.E.
LEVEL ONE: AIR		LEVEL ONE: EARTH		LEVEL ONE: FIRE		LEVEL ONE: WATER	
<input type="checkbox"/> BREATHE WITHOUT AIR	3	<input type="checkbox"/> CHAMELEON	5	<input type="checkbox"/> BLINDING FLASH	1	<input type="checkbox"/> CLOUD OF STEAM	10
<input type="checkbox"/> THUNDERCLAP	2	<input type="checkbox"/> DOWNSING	2	<input type="checkbox"/> CLOUD OF SMOKE	2	<input type="checkbox"/> COLOR WATER	2
<input type="checkbox"/> CLOUD OF SLEEP	4	<input type="checkbox"/> DIRT STORM	5	<input type="checkbox"/> CREATE COAL	5	<input type="checkbox"/> CREATE FOG	5
<input type="checkbox"/> CLOUD OF STEAM	4	<input type="checkbox"/> FOUL'S GOLD	5	<input type="checkbox"/> FIERY TOUCH	5	<input type="checkbox"/> DROWNING	2
<input type="checkbox"/> CREATE LIGHT	2	<input type="checkbox"/> IDENTIFY MINERALS	3	<input type="checkbox"/> GLOBE OF DAYLIGHT	2	<input type="checkbox"/> FLOAT ON WATER	4
<input type="checkbox"/> CREATE MILD WIND	4	<input type="checkbox"/> IDENTIFY PLANTS	3	<input type="checkbox"/> NIGHTVISION	4	<input type="checkbox"/> PURPLE MIST	5
<input type="checkbox"/> STOP WIND	5	<input type="checkbox"/> ROCK TO MUD	6	<input type="checkbox"/> IMPERVIOUS TO FIRE	6	<input type="checkbox"/> SALT WATER TO FRESH	4
		<input type="checkbox"/> ROT WOOD	4	<input type="checkbox"/> STENCH OF FEAR	4	<input type="checkbox"/> SENSE DIRT/UNDERWATER	4
LEVEL TWO: AIR		LEVEL TWO: EARTH		LEVEL TWO: FIRE		LEVEL TWO: WATER	
<input type="checkbox"/> CHANGE WIND DIRECTION	6	<input type="checkbox"/> CREATE DIRT OR CLAY	6	<input type="checkbox"/> CLOUD OF ASH	5	<input type="checkbox"/> BREATHE UNDERWATER	6
<input type="checkbox"/> CREATE AIR	6	<input type="checkbox"/> DIRT TO CLAY	6	<input type="checkbox"/> DARKNESS	8	<input type="checkbox"/> CHANGE CURRENT	8
<input type="checkbox"/> HEAVY BREATHING	5	<input type="checkbox"/> DIRT TO SAND	6	<input type="checkbox"/> FLAME LOCK	7	<input type="checkbox"/> FOG OF FEAR	7
<input type="checkbox"/> HOWLING WIND	7	<input type="checkbox"/> GROW PLANTS	6	<input type="checkbox"/> FREEZE WATER	8	<input type="checkbox"/> FOUL WATER	6
<input type="checkbox"/> LEVITATE	7	<input type="checkbox"/> HOWLING STORMS	6	<input type="checkbox"/> HEAT OIL/BOIL WATER	5	<input type="checkbox"/> LIQUIDS TO WATER	10
<input type="checkbox"/> MEDIUMISM	7	<input type="checkbox"/> TRACK	6	<input type="checkbox"/> RESIST COLD	5	<input type="checkbox"/> ROBBY FIRE	6
<input type="checkbox"/> MADAMA	7	<input type="checkbox"/> WALL OF CLAY	8	<input type="checkbox"/> SPONTANEOUS COMBUSTION	5	<input type="checkbox"/> RIDE THE WAVES	10
<input type="checkbox"/> NORTHWIND	7	<input type="checkbox"/> WITHER PLANTS	10	<input type="checkbox"/> SWIRLING LIGHTS	8	<input type="checkbox"/> WALK THE WAVES	5
<input type="checkbox"/> SILENCE	10			<input type="checkbox"/> TONGUE OF FLAME	6	<input type="checkbox"/> WATER SEAL	8
LEVEL THREE: AIR		LEVEL THREE: EARTH		LEVEL THREE: FIRE		LEVEL THREE: WATER	
<input type="checkbox"/> AIR BURST	10	<input type="checkbox"/> ANIMATE PLANTS	10	<input type="checkbox"/> CIRCLE OF FIRE	10	<input type="checkbox"/> CAGE WATERS	15
<input type="checkbox"/> CALL LIGHTNING	10	<input type="checkbox"/> CRYSTAL MOUND	8	<input type="checkbox"/> CIRCLE OF ICE	10	<input type="checkbox"/> CIRCLE OF RAIN	20
<input type="checkbox"/> FIGHT IN AIR	4	<input type="checkbox"/> CRYSTAL STONE	10	<input type="checkbox"/> CIRCLE OF PLASMA	10	<input type="checkbox"/> COMBUSTION FIRE	10
<input type="checkbox"/> DANCING	10	<input type="checkbox"/> DAY	8	<input type="checkbox"/> CIRCLE OF SMOKE	8	<input type="checkbox"/> CRYSTAL MIST	8
<input type="checkbox"/> PHONES OF THE WIND	8	<input type="checkbox"/> EARTH BURST	10	<input type="checkbox"/> EXTINGUISH FIRE	8	<input type="checkbox"/> DROWN TO OCEAN DEPTH	15
<input type="checkbox"/> NORTHERN LIGHTS	12	<input type="checkbox"/> BECAUSE OBJECT IN STONE	10	<input type="checkbox"/> FIRE BALL	10	<input type="checkbox"/> RESIST COLD	6
<input type="checkbox"/> ROBBY CLOUD	8	<input type="checkbox"/> LOCATE MINERALS	10	<input type="checkbox"/> LOWER TEMPERATURE	8	<input type="checkbox"/> SILENT OF ICE	15
<input type="checkbox"/> WALK THE WIND	10	<input type="checkbox"/> WALL OF STONE	15	<input type="checkbox"/> WALL OF FLAME	15		
<input type="checkbox"/> WIND RUSH	10						
LEVEL FOUR: AIR		LEVEL FOUR: EARTH		LEVEL FOUR: FIRE		LEVEL FOUR: WATER	
<input type="checkbox"/> BALL LIGHTNING	15	<input type="checkbox"/> ANIMATE OBJECT	12	<input type="checkbox"/> CLOUD OF STEAM	10	<input type="checkbox"/> CREATE WATER	10
<input type="checkbox"/> CALM STORMS	20	<input type="checkbox"/> COCKON OF STONE	15	<input type="checkbox"/> FLAME FRODO	20	<input type="checkbox"/> COME w/SEA CREATURES	12
<input type="checkbox"/> DESPATE GAMES	15	<input type="checkbox"/> MIND STONE	15	<input type="checkbox"/> FUEL FLAME	10	<input type="checkbox"/> HAIR	20
<input type="checkbox"/> FREEZE WATER	10	<input type="checkbox"/> QUICKSAND	15	<input type="checkbox"/> HEAL BURNS	15	<input type="checkbox"/> SHARDS OF ICE	15
<input type="checkbox"/> INVULNERABILITY	20	<input type="checkbox"/> REPEL ANIMALS	10	<input type="checkbox"/> MUD-FIREBALLS	20	<input type="checkbox"/> SPEAR UNDERWATER	10
<input type="checkbox"/> LEAF REJUSTER	15	<input type="checkbox"/> RIFT	15			<input type="checkbox"/> SWIM LIKE THE DOLPHIN	15
<input type="checkbox"/> PHANTOM FOOTMAN	20	<input type="checkbox"/> SAND STORM	15			<input type="checkbox"/> WALL OF ICE	20
<input type="checkbox"/> PROTECT FROM LIGHTNING	20	<input type="checkbox"/> WALL OF THORNS	15			<input type="checkbox"/> WATER WIPES	30
LEVEL FIVE: AIR		LEVEL FIVE: EARTH		LEVEL FIVE: FIRE		LEVEL FIVE: WATER	
<input type="checkbox"/> BREATH OF LIFE	50	<input type="checkbox"/> CHASM	25	<input type="checkbox"/> BLUE FLAME	30	<input type="checkbox"/> EARTH TO MUD	20
<input type="checkbox"/> CIRCLE OF RAIN	25	<input type="checkbox"/> CLAY TO LEAD	20	<input type="checkbox"/> BREATHE FIRE	20	<input type="checkbox"/> PROTECT FROM LIGHTNING	25
<input type="checkbox"/> DARKEN THE SKY	20	<input type="checkbox"/> CLAY TO STONE	30	<input type="checkbox"/> EAT FIRE	20	<input type="checkbox"/> SNOW STORM	40
<input type="checkbox"/> DETECT THE INVISIBLE	10	<input type="checkbox"/> CLOSE FISSURES	30	<input type="checkbox"/> SCREAMING WALL/FLAME	30	<input type="checkbox"/> TINY BALL OF ICE	30
<input type="checkbox"/> INVISIBLE WALL	30	<input type="checkbox"/> LITTLE MUD MOUND	35	<input type="checkbox"/> WALL OF ICE	30	<input type="checkbox"/> WHIRLPOOL	40
<input type="checkbox"/> PHANTOM	30	<input type="checkbox"/> TRAVEL THROUGH EARTH	20				
<input type="checkbox"/> WHIRLWIND	30						
LEVEL SIX: AIR		LEVEL SIX: EARTH		LEVEL SIX: FIRE		LEVEL SIX: WATER	
<input type="checkbox"/> ELECTRICAL FIELD	35	<input type="checkbox"/> CLAY OR STONE TO IRON	40/60	<input type="checkbox"/> DANCING FIRES	35	<input type="checkbox"/> HEAL BURNS	25
<input type="checkbox"/> ELECTRO-MAGNETISM	40	<input type="checkbox"/> MIND METAL	30	<input type="checkbox"/> ETERNAL FLAME	70	<input type="checkbox"/> HURRICANE	50
<input type="checkbox"/> MIST OF DEATH	40	<input type="checkbox"/> STONE TO FLUSH	30	<input type="checkbox"/> FLAME OF LIFE	40	<input type="checkbox"/> LITTLE ICE MONSTER	40
<input type="checkbox"/> SNOW STORM	50	<input type="checkbox"/> TRAVEL THROUGH STONE	35	<input type="checkbox"/> FIRE WHIP	30	<input type="checkbox"/> PART WATERS	50
<input type="checkbox"/> VACUUM	40	<input type="checkbox"/> WOOD TO STONE	30			<input type="checkbox"/> SENSE SHAKE OR WHOLE	50
<input type="checkbox"/> WHISPER OF THE WIND	30					<input type="checkbox"/> ENCASE IN ICE	40
LEVEL SEVEN: AIR		LEVEL SEVEN: EARTH		LEVEL SEVEN: FIRE		LEVEL SEVEN: WATER	
<input type="checkbox"/> ATMOSPHERIC MANN	50	<input type="checkbox"/> METAL TO CLAY	40	<input type="checkbox"/> FIRE SPRING	50	<input type="checkbox"/> RAIN DANCE	60
<input type="checkbox"/> HURRICANE	60	<input type="checkbox"/> PERSIFICATION	40	<input type="checkbox"/> RIVER OF LAVA	50	<input type="checkbox"/> SENSE/CONTROL STORM	100
<input type="checkbox"/> RAINBOW	60	<input type="checkbox"/> RIVER OF LAVA	50	<input type="checkbox"/> TINY WHIP OF FLAME	40		
<input type="checkbox"/> THUNDER	60	<input type="checkbox"/> SCULPTURE CLAY ANIMAL	40				
LEVEL EIGHT: AIR		LEVEL EIGHT: EARTH		LEVEL EIGHT: FIRE		LEVEL EIGHT: WATER	
<input type="checkbox"/> WIND BLAST	40	<input type="checkbox"/> CAP VOLCANO	80	<input type="checkbox"/> BURST INTO FLAME	70	<input type="checkbox"/> DROUGHT	80
<input type="checkbox"/> WIND CUSHION	50	<input type="checkbox"/> CREATE GOLEM	80	<input type="checkbox"/> BROOKIT	80	<input type="checkbox"/> TIDAL WAVE	80
<input type="checkbox"/> CREATURE OF THE WIND	70	<input type="checkbox"/> EARTHQUAKE	60	<input type="checkbox"/> PLASMA BOLT	60	<input type="checkbox"/> CREATURE OF THE WAVES	80
		<input type="checkbox"/> MAGNETISM	40			<input type="checkbox"/> CALM WATERS	100
		<input type="checkbox"/> TRANSPARENCE OF EMBRICE	50				
		<input type="checkbox"/> SUPERSEDDED ANIMATION	80				

ARMOR: _____

A.R.: ☐ D.C.: _____

WEIGHT: _____ COST: _____

PROWL PENALTY: - %

ARMOR: _____

A.R.: ☐ D.C.: _____

WEIGHT: _____ COST: _____

PROWL PENALTY: - %

ANIMAL COMPANION

NAME: _____

TYPE: _____

H.P. ☐ D.C.: _____ A.R.: _____

A.P.M.: _____ STRIKE: + _____ PARRY: + _____

DODGE: + _____ DAMAGE: + _____ ROLL: + _____

CLAWS: D MOUTH: D

: D : D

NATURAL ABILITIES

DAMAGE RECORD

HIT POINTS: _____

D.C.: _____

MAGIC: ☐ WEAPON ☐ OBJECT

NAME: _____

TYPE: _____

ABILITIES: _____

P.P.E.:()

: ()

MAGIC: ☐ WEAPON ☐ OBJECT

NAME: _____

TYPE: _____

ABILITIES: _____

P.P.E.:()

: ()



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____		
TRUE NAME: _____		
ALIGNMENT: _____		
HIT POINTS: _____		
EXPERIENCE LEVEL: _____		
POINTS: _____		
I.Q.: _____		
M.E.: _____		
M.A.: _____		
P.S.: _____		
P.P.: _____		
P.E.: _____		
P.B.: _____		
SPD.: _____		
INSANITY (IF ANY): _____		
INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %		

NAME: _____		RACE: _____	
TRUE NAME: _____		ALIGNMENT: _____	
HIT POINTS: _____		D.C.(PHYSICAL): _____	
EXPERIENCE LEVEL: _____		POINTS: _____	
I.Q.: _____		AGE: _____	
M.E.: _____		LIFESPAN: _____	
M.A.: _____		P.P.E.: _____	
P.S.: _____		SEX: _____	
P.P.: _____		HEIGHT: _____	
P.E.: _____		WEIGHT: _____	
P.B.: _____		I.S.P.: _____	
SPD.: _____		LAND OF ORIGIN: _____	
INSANITY (IF ANY): _____		ENVIRONMENT: _____	
INVOKE TRUST/INTIMIDATE: _____ %		SOCIAL/FAMILY BACKGROUND: _____	
CHARM/IMPRESS: _____ %		RACIAL HOSTILITIES: _____	
DISPOSITION: _____		DISPOSITION: _____	

SAVING THROWS

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	/
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	/
SAVE VS. INSANITY:	/
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+
PERCEPTION ROLLS:	/ / /

DAMAGE RECORD

D.C.:	:
D.C.:	:
D.C.:	:
D.C.:	:
HIT POINTS:	:
I.S.P.:	:
CHI:	:
P.P.E.:	:

O.C.C. SKILLS	+/LVL. %
NATIVE LANGUAGE:	98
SPEAK (+20%):	5
SPEAK (+20%):	5
LITERACY (+20%):	5
LITERACY (+20%):	5
LORE: DEMONS & MONSTERS (+20%):	5
LORE (+15%):	5
BASIC MATH (+20%):	5
GEMOLOGY (+15%):	5
HISTORY (+15%):	5
PRESERVE FOOD (+15%):	5
SEE SUMMONER ABILITIES ON SECOND SHEET	

SKILLS

+/LVL. %

SECONDARY SKILLS

+/LVL. %

WEAPONS

RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR
AIM/BURST

PARRY/
RANGE

DAMAGE/
RATE

ARMOR:

A.R.: _____ D.C.: _____
WEIGHT: _____ COST: _____
PROWL PENALTY: _____ %

ARMOR:

A.R.: _____ D.C.: _____
WEIGHT: _____ COST: _____
PROWL PENALTY: _____ %

AMMUNITION(): _____

AMMUNITION(): _____

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD:
SALARY:
VALUABLES:

OUTFITS

☐
☐
☐
☐
☐



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____		RACE: _____	
TRUE NAME: _____		ALIGNMENT: _____	
HIT POINTS: _____		<input type="checkbox"/> D.C.(PHYSICAL): _____	
EXPERIENCE LEVEL: _____		POINTS: _____	
I.Q.: _____		AGE: _____ LIFESPAN: _____ P.P.E.: _____	
M.E.: _____		SEX: _____ CHI: _____	
M.A.: _____		HEIGHT: _____ WEIGHT: _____ I.S.P.: _____	
P.S.: _____		LAND OF ORIGIN: _____	
P.P.: _____		ENVIRONMENT: _____	
P.E.: _____		SOCIAL/FAMILY BACKGROUND: _____	
P.B.: _____		RACIAL HOSTILITIES: _____	
SPD.: _____		DISPOSITION: _____	

# OF ATTACKS: _____	INITIATIVE: + _____
DAMAGE: + _____	STRIKE: + _____
PARRY: + _____	DODGE: + _____
ROLL: + _____	RESTR. PUNCH: _____
PUNCH: _____	POWER PUNCH: _____
KICK: _____	LEAP KICK: _____
KNOCK OUT: _____	CRITICAL: _____ 20
DEATH: _____	FLIP: _____ (+) %
LEAP: _____	FT. ↑ FT. →
LIFT: _____	LBS. CARRY: _____ LBS.
THROW(MAX): _____	LBS. FT.
RUN: _____	MPH (MAX) MELEES
FT/MELEE: _____	FT/ATTACK
SWIM: _____	MPH (MAX) MELEES
FT/MELEE: _____	FT/ATTACK

SAVING THROWS

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	/
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	/
SAVE VS. INSANITY:	/
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+
PERCEPTION ROLLS:	/ / /

DAMAGE RECORD

<input type="checkbox"/> D.C.: _____
<input type="checkbox"/> D.C.: _____
HIT POINTS: _____
I.S.P.: _____
CHI: _____
P.P.E.: _____

O.C.C. SKILLS	+/LVL. %
NATIVE LANGUAGE:	98
SPEAK (+20%):	5
SPEAK (+20%):	5
SPEAK (+20%):	5
LITERACY: ELVEN	98
LITERACY (+20%):	5
LITERACY (+20%):	5
LORE (+15%):	5
BASIC MATH (+25%):	5
SCULPT & WHITTLING (+20%):	5
ONE WEAPON PROFICIENCY OF CHOICE	
SEE DIABOLIST ABILITIES ON SECOND SHEET	

SKILLS

+/LVL. %

SECONDARY SKILLS

+/LVL. %

WEAPONS

RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR
AIM/BURST

PARRY/
RANGE

DAMAGE/
RATE

ARMOR:	
A.R.: _____	<input type="checkbox"/> D.C.: _____
WEIGHT: _____	COST: _____
PROWL PENALTY: - %	
ARMOR:	
A.R.: _____	<input type="checkbox"/> D.C.: _____
WEIGHT: _____	COST: _____
PROWL PENALTY: - %	

AMMUNITION(): _____

AMMUNITION(): _____

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY	
GOLD:	_____
SALARY:	_____
VALUABLES:	_____
OUTFITS	
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____ RACE: _____
TRUE NAME: _____
ALIGNMENT: _____
HIT POINTS: _____ ☐ D.C.(PHYSICAL): _____
EXPERIENCE LEVEL: _____ POINTS: _____
I.Q.: _____ AGE: _____ LIFESPAN: _____ P.P.E.: _____
M.E.: _____ SEX: _____ CHI: _____
M.A.: _____ HEIGHT: _____ WEIGHT: _____ I.S.P.: _____
P.S.: _____ LAND OF ORIGIN: _____
P.P.: _____ ENVIRONMENT: _____
P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____
P.B.: _____ RACIAL HOSTILITIES: _____
SPD.: _____ DISPOSITION: _____

OF ATTACKS: _____ INITIATIVE: + _____
DAMAGE: + _____ STRIKE: + _____
PARRY: + _____ DODGE: + _____
ROLL: + _____ RESTR. PUNCH: _____
PUNCH: _____ POWER PUNCH: _____
KICK: _____ LEAP KICK: _____
KNOCK OUT: _____
CRITICAL: _____ 20
DEATH: _____
FLIP: _____ (+) %
LEAP: _____ FT. ↑ _____ FT. → _____

LIFT: _____ LBS. CARRY: _____ LBS.
THROW(MAX): _____ LBS. _____ FT.
RUN: _____ MPH (MAX) _____ MELEES
_____ FT/MELEE _____ FT/ATTACK
SWIM: _____ MPH (MAX) _____ MELEES
_____ FT/MELEE _____ FT/ATTACK

SAVING THROWS

SAVE VS. SPELL/WARD: _____ /
SAVE VS. FUME/RITUAL: _____ /
SAVE VS. PSIONICS: _____ /
SAVE VS. TOXINS/POISONS: _____ /
SAVE VS. HARMFUL DRUGS: _____ /
SAVE VS. INSANITY: _____ /
SAVE VS. POSSESSION: _____ +
SAVE VS. HORROR FACTOR: _____ +
SAVE VS. COMA/DEATH: _____ + _____ %
PERCEPTION ROLLS: _____ / _____ / _____ /

DAMAGE RECORD

☐ D.C.: _____ :
☐ D.C.: _____ :
Hit Points: _____
I.S.P.: _____
CHI: _____
P.P.E.: _____

O.C.C. SKILLS +%/LVL. %
NATIVE LANGUAGE: _____ 98
SPEAK (+20%): _____ 5
SPEAK (+20%): _____ 5
LITERACY (+20%): _____ 5
LITERACY (+20%): _____ 5
BASIC MATH (+20%): _____ 5
LORE MAGIC(+20%): _____ 5
LORE (+15%): _____ 5
CONVERT MAGIC SCROLL _____ 2
ENCHANTED CAULDRON _____ 6
RECOGNIZE ENCHANTMENT _____ 5
RECOGNIZE MAGIC _____ 5

SKILLS

+%/LVL. %

SECONDARY SKILLS

+%/LVL. %

WEAPONS

RANGE

DAMAGE

WEAPON PROFICIENCIES

STR/THR
AIM/BURST

PARRY/
RANGE

DAMAGE/
RATE

AMMUNITION(): _____

AMMUNITION(): _____

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

ARMOR:

A.R.: _____ ☐ D.C.: _____ /
WEIGHT: _____ COST: _____
PROWL PENALTY:- _____ %

ARMOR:

A.R.: _____ ☐ D.C.: _____ /
WEIGHT: _____ COST: _____
PROWL PENALTY:- _____ %

MONEY

GOLD:
SALARY:
VALUABLES:

OUTFITS

☐
☐
☐
☐
☐

LONG BOWMAN

PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____ RACE: _____

TRUE NAME: _____

ALIGNMENT: _____

HIT POINTS: _____ ☐ D.C.(PHYSICAL): _____

EXPERIENCE LEVEL: _____ POINTS: _____

I.Q.: _____ AGE: _____ LIFESPAN: _____ P.P.E.: _____

M.E.: _____ SEX: _____ CHI: _____

M.A.: _____ HEIGHT: _____ WEIGHT: _____ I.S.P.: _____

P.S.: _____ LAND OF ORIGIN: _____

P.P.: _____ ENVIRONMENT: _____

P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____

P.B.: _____ RACIAL HOSTILITIES: _____

SPD.: _____ DISPOSITION: _____

INSANITY (IF ANY): _____

INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

OF ATTACKS: _____ INITIATIVE: + _____

DAMAGE: + _____ STRIKE: + _____

PARRY: + _____ DODGE: + _____

ROLL: + _____ RESTR. PUNCH: _____

PUNCH: _____ POWER PUNCH: _____

KICK: _____ LEAP KICK: _____

KNOCK OUT: _____

CRITICAL: _____ 20

DEATH: _____

FLIP: _____ (+) %

LEAP: _____ FT. ↑ FT. ↓

LIFT: _____ LBS. CARRY: _____ LBS.

THROW(MAX): _____ LBS. FT.

RUN: _____ MPH (MAX) _____ MELEES

FT/MELEE _____ FT/ATTACK _____

SWIM: _____ MPH (MAX) _____ MELEES

FT/MELEE _____ FT/ATTACK _____

SAVING THROWS

SAVE VS. SPELL/WARD: _____ /

SAVE VS. FUME/RITUAL: _____ /

SAVE VS. PSIONICS: _____ /

SAVE VS. TOXINS/POISONS: _____ /

SAVE VS. HARMFUL DRUGS: _____ /

SAVE VS. INSANITY: _____ /

SAVE VS. POSSESSION: + _____

SAVE VS. HORROR FACTOR: + _____

SAVE VS. COMA/DEATH: + _____ %

PERCEPTION ROLLS: _____ / / /

DAMAGE RECORD

☐ D.C.: _____

☐ D.C.: _____

HIT POINTS: _____

I.S.P.: _____

CHI: _____

P.P.E.: _____

O.C.C. SKILLS +%/LVL. %

NATIVE LANGUAGE: _____ 98

SPEAK (+10%): _____ 5

SPEAK (+10%): _____ 5

WILDERNESS SURVIVAL(+10%) _____ 5

ATHLETICS (GENERAL) _____

WEAPON PROFICIENCIES

W.P. ARCHERY _____

W.P. SNIPER _____

W.P. TARGETING _____

SUPERIOR BOWMANSHIP

DODGE & PARRY ARROWS _____

DODGE PROJECTILE: + _____ PARRY: + _____

SKILLS

+%/LVL. %

SECONDARY SKILLS

+%/LVL. %

WEAPONS

RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR
AIM/BURST

PARRY/
RANGE

DAMAGE/
RATE

ARMOR:

A.R.: _____ ☐ D.C.: _____ /

WEIGHT: _____ COST: _____

PROWL PENALTY: - _____ %

ARMOR:

A.R.: _____ ☐ D.C.: _____ /

WEIGHT: _____ COST: _____

PROWL PENALTY: - _____ %

AMMUNITION(): _____

AMMUNITION(): _____

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD:

SALARY:

VALUABLES:

OUTFITS

☐

☐

☐

☐

☐



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____ RACE: _____

TRUE NAME: _____

ALIGNMENT: _____

HIT POINTS: _____

EXPERIENCE LEVEL: _____

I.Q.: _____

M.E.: _____

M.A.: _____

P.S.: _____

P.P.: _____

P.E.: _____

P.B.: _____

SPD.: _____

INSANITY (IF ANY): _____

INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

SKILLS _____ %/LVL. %

SECONDARY SKILLS _____ %/LVL. %

HIT POINTS: _____

I.S.P.: _____

CHI: _____

P.P.E.: _____

O.C.C. SKILLS _____ %/LVL. %

NATIVE LANGUAGE: _____ 98

SPEAK (+15%): _____ 5

SPEAK (+15%): _____ 5

LITERACY (+20%): _____ 5

LAND NAVIGATION (+10%): _____ 5

HORSEMANSHIP: PALLADIN _____ 5

HERALDRY (+20%): _____ 5

BASIC MATH (+15%): _____ 5

DANCE (+10%): _____ 5

(+10%): _____

(+10%): _____

(+10%): _____

WEAPONS _____ RANGE _____ DAMAGE _____

WEAPON PROFICIENCIES _____ STR/THR _____ AIM/BURST _____

PARRY/RANGE _____ DAMAGE/RATE _____

ARMOR: _____

A.R.: _____ D.C.: _____

WEIGHT: _____ COST: _____

PROWL PENALTY: _____ %

ARMOR: _____

A.R.: _____ D.C.: _____

WEIGHT: _____ COST: _____

PROWL PENALTY: _____ %

AMMUNITION(): _____

AMMUNITION(): _____

EQUIPMENT _____

SPECIAL ABILITIES/SKILLS _____

DEMON DEATH BLOW _____

•AUTOMATICALLY PENETRATES A.R. _____

•INFLECTS 1/2 DAMAGE AGAINST CREATURES _____

THAT ARE ONLY AFFECTED BY MAGIC _____

•VICTIM CANNOT REGENERATE FOR 1D4 HOURS! _____

•LIMITATIONS _____

- AGAINST SUPERNATURAL OPPONENTS ONLY _____

- INTENT MUST BE PURE OF SPIRIT _____

- EQUALS TWO ATTACKS _____

- NOT APPLICABLE TO PROJECTILE WEAPONS _____

NOTES _____

MONEY _____

GOLD: _____

SALARY: _____

VALUABLES: _____

OUTFITS _____



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____		RACE: _____	
TRUE NAME: _____		ALIGNMENT: _____	
HIT POINTS: _____		<input type="checkbox"/> D.C. (PHYSICAL): _____	
EXPERIENCE LEVEL: _____		POINTS: _____	
I.Q.: _____		AGE: _____ LIFESPAN: _____ P.P.E.: _____	
M.E.: _____		SEX: _____ CHI: _____	
M.A.: _____		HEIGHT: _____ WEIGHT: _____ I.S.P.: _____	
P.S.: _____		LAND OF ORIGIN: _____	
P.E.: _____		ENVIRONMENT: _____	
P.B.: _____		SOCIAL/FAMILY BACKGROUND: _____	
SPD.: _____		RACIAL HOSTILITIES: _____	
DISPOSITION: _____		INSANITY (IF ANY): _____	
INVOKE TRUST/INTIMIDATE: _____ %		CHARM/IMPRESS: _____ %	

# OF ATTACKS: _____	INITIATIVE: + _____
DAMAGE: + _____	STRIKE: + _____
PARRY: + _____	DODGE: + _____
ROLL: + _____	RESTR. PUNCH: _____
PUNCH: _____	POWER PUNCH: _____
KICK: _____	LEAP KICK: _____
KNOCK OUT: _____	
CRITICAL: _____	20
DEATH: _____	
FLIP: _____	(+) %
LEAP: _____	FT. ↑ FT. →
LIFT: _____	LBS. CARRY: _____ LBS.
THROW(MAX): _____	LBS. FT.
RUN: _____	MPH (MAX) MELEES
FT/MELEE _____	FT/ATTACK _____
SWIM: _____	MPH (MAX) MELEES
FT/MELEE _____	FT/ATTACK _____

SAVING THROWS

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	/
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	/
SAVE VS. INSANITY:	/
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+
PERCEPTION ROLLS:	/ / /

DAMAGE RECORD

<input type="checkbox"/> D.C.: _____
<input type="checkbox"/> D.C.: _____
HIT POINTS: _____
I.S.P.: _____
CHI: _____
P.P.E.: _____

O.C.C. SKILLS	+/LVL. %
NATIVE LANGUAGE:	98
SPEAK (+10%):	5
SPEAK (+10%):	5
MATH: BASIC (+10%)	5
PICK LOCKS (+15%)	5
PICK POCKETS (+15%)	5
LOCATE SECRET COMPARTMENTS/DOORS (+15%)	5
STREETWISE (+14%)	4
TRACK HUMANIDS (+15%)	5
WILDERNESS SURVIVAL (+20%)	5

WEAPONS

RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR AIM/BURST

PARRY/RANGE

DAMAGE/RATE

AMMUNITION(): _____
AMMUNITION(): _____

STR/THR AIM/BURST
PARRY/RANGE
DAMAGE/RATE

ARMOR:

A.R.: _____	D.C.: _____
WEIGHT: _____	COST: _____
PROWL PENALTY: - %	
ARMOR: _____	
A.R.: _____	D.C.: _____
WEIGHT: _____	COST: _____
PROWL PENALTY: - %	

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

EQUIPMENT

SPECIAL ABILITIES/SKILLS

MONEY
GOLD: _____
SALARY: _____
VALUABLES: _____
OUTFITS

SAVING THROWS

COMBAT SKILL

RUN: _____ MPH (MAX) _____ MELEES			
_____ FT/MELEE _____ FT/ATTACK			
SWIM: _____ MPH (MAX) _____ MELEES			
_____ FT/MELEE _____ FT/ATTACK			

SKILLS

_____ %/LVL. _____ %

SECONDARY SKILLS

_____ %/LVL. _____ %

[illegible]

DAMAGE RECORD

SHIRAZ RECORD

☐ D.C.: _____ : _____

☐ D.C.: _____ : _____

_____ : _____

HIT POINTS: _____

I.S.P.: _____

Chi: _____

P.P.E.: _____

O.C.C. SKILLS	+%/LVL	%
DANCE (+20%)	5	
NATIVE LANGUAGE:		98
SPEAK (+20%):	5	
SPEAK (+20%):	5	
LITERACY (+20%):	5	
BASIC MATH (+20%)	5	
LORE: DEMONS & MONSTERS (+15%)	5	
LORE: RELIGION (+20%)	5	
LAND NAVIGATION (+10%)	4	
WILDERNESS SURVIVAL (+10%)	5	
ONE WEAPON PROFICIENCY OF CHOICE		
SEE PRIEST ABILITIES ON SECOND SHEET		

[illegible][illegible]

ARMOR:	
A.R.: _____	D.C.: _____ / _____
WEIGHT: _____	COST: _____
PROWL PENALTY:- _____ %	
ARMOR:	
A.R.: _____	D.C.: _____ / _____
WEIGHT: _____	COST: _____
PROWL PENALTY:- _____ %	

EQUIPMENT

[illegible][illegible]

PRIEST OF DARKNESS

SAVING THROWS

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	/
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	/
SAVE VS. INSANITY:	/
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+
PERCEPTION ROLLS:	/ / /

DAMAGE RECORD

<input type="checkbox"/> D.C.:	:
<input type="checkbox"/> D.C.:	:
HIT POINTS:	:
L.S.P.:	:
CHI:	:
P.P.E.:	:

O.C.C. SKILLS	+/LVL	%
NATIVE LANGUAGE:		98
SPEAK (+20%):	5	
SPEAK (+20%):	5	
LITERACY (+20%):	5	
BASIC MATH (+20%):	5	
LORE: DEMONS & MONSTERS (+15%):	5	
LORE: RELIGION (+20%):	5	
LAND NAVIGATION (+10%):	4	
STREETWISE (+10%):	4	
WILDERNESS SURVIVAL (+10%):	5	
ONE WEAPON PROFICIENCY OF CHOICE		
SEE PRIEST ABILITIES ON SECOND SHEET		

PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

OF ATTACKS: _____ INITIATIVE: + _____

DAMAGE: + _____ STRIKE: + _____

PARRY: + _____ DODGE: + _____

ROLL: + _____ RESTR. PUNCH: _____

PUNCH: _____ POWER PUNCH: _____

KICK: _____ LEAP KICK: _____

KNOCK OUT: _____

CRITICAL: _____ 20

DEATH: _____

FLIP: _____ (+) _____ %

LEAP: _____ FT. → _____ FT. →

LIFT: _____ LBS. CARRY: _____ LBS.

THROW(MAX): _____ LBS. FT.

RUN: _____ MPH (MAX) MELEES

FT/MELEE _____ FT/ATTACK

SWIM: _____ MPH (MAX) MELEES

FT/MELEE _____ FT/ATTACK

NAME: _____ RACE: _____

TRUE NAME: _____

ALIGNMENT: _____

HIT POINTS: _____ ☐ D.C.(PHYSICAL): _____

EXPERIENCE LEVEL: _____ POINTS: _____

I.Q.: _____ AGE: _____ LIFESPAN: _____ P.P.E.: _____

M.E.: _____ SEX: _____ CHI: _____

M.A.: _____ HEIGHT: _____ WEIGHT: _____ I.S.P.: _____

P.S.: _____ LAND OF ORIGIN: _____

P.P.: _____ ENVIRONMENT: _____

P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____

P.B.: _____ RACIAL HOSTILITIES: _____

SPD.: _____ DISPOSITION: _____

INSANITY (IF ANY):

INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

SKILLS

+/LVL %

SECONDARY SKILLS

+/LVL %

WEAPONS

RANGE

DAMAGE

WEAPON PROFICIENCIES

STR/THR

AIM/BURST

PARRY/

RANGE

DAMAGE/

RATE

ARMOR:

A.R.: ☐ D.C.: _____ /

WEIGHT: _____ COST: _____

PROWL PENALTY:- _____ %

ARMOR:

A.R.: ☐ D.C.: _____ /

WEIGHT: _____ COST: _____

PROWL PENALTY:- _____ %

AMMUNITION(): _____

AMMUNITION(): _____

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD:

SALARY:

VALUABLES:

OUTFITS

☐

☐

☐

☐

☐

SPECIALS PAGE

LEVEL ONE		LEVEL SEVEN	
<input type="checkbox"/> BLINDING FLASH	1	<input type="checkbox"/> AGONY	20
<input type="checkbox"/> CLOUD OF SMOKE	2	<input type="checkbox"/> ANIMATE/CONTROL DEAD	20
<input type="checkbox"/> DEATH TRANCE	1	<input type="checkbox"/> CIRCLE OF CONCEALMENT	15
<input type="checkbox"/> DEIPHER MAGIC	4	<input type="checkbox"/> CONSTRAIN BEING	20
<input type="checkbox"/> GLOBE OF DAYLIGHT	2	<input type="checkbox"/> DIPEL MAGIC BARRIER	20
<input type="checkbox"/> INCREASE WEIGHT	4	<input type="checkbox"/> FLY AS THE EAGLE	25
<input type="checkbox"/> SEE AURA	6	<input type="checkbox"/> GLOBE OF SILENCE	20
<input type="checkbox"/> SEE THE INVISIBLE	4	<input type="checkbox"/> HEAL SELF	20
<input type="checkbox"/> SENSE EVIL	2	<input type="checkbox"/> IMMOLIZE	25
<input type="checkbox"/> SENSE MAGIC	4	<input type="checkbox"/> INVISIBILITY SUPERIOR	20
<input type="checkbox"/> THUNDERCLAP	4	<input type="checkbox"/> INVULNERABILITY	25
<input type="checkbox"/> VINDICTIVE CRY	3	<input type="checkbox"/> LIVESUCKING	25

<input type="checkbox"/>	VENTRILLOQUISM
<input type="checkbox"/>	VENUS TWO

<input type="checkbox"/> LEVEL 1	<input type="checkbox"/> REFUGIO	6	<input type="checkbox"/> PURIFY FOOD & WATER	25
<input type="checkbox"/> CHAMBERLAIN	<input type="checkbox"/> SECOND	6	<input type="checkbox"/> TONSURE SIGHT	20
<input type="checkbox"/> CLEANS	<input type="checkbox"/> CHAIN	3	<input type="checkbox"/> WIND RUSH	20
<input type="checkbox"/> CONCEALMENT	<input type="checkbox"/> CONCEALMENT	6	<input type="checkbox"/> WINK-OUT	20+
<input type="checkbox"/> DETECT CONCEALMENT	<input type="checkbox"/> DETECT CONCEALMENT	6	<input type="checkbox"/> WITCH BOTTLE	28
<input type="checkbox"/> EXTINGUISH FIRE	<input type="checkbox"/> EXTINGUISH FIRE	4	<input type="checkbox"/> X-RAY VISION	25
<input type="checkbox"/> FEAR	<input type="checkbox"/> FEAR	5		
<input type="checkbox"/> HEAVY BREATHING	<input type="checkbox"/> HEAVY BREATHING	5		
<input type="checkbox"/> LENTATION	<input type="checkbox"/> LENTATION	5		
<input type="checkbox"/> MYSTIC ALARM	<input type="checkbox"/> MYSTIC ALARM	5		
<input type="checkbox"/> TURN DEAD	<input type="checkbox"/> TURN DEAD	5		
<input type="checkbox"/> WINGFLUTTERNESS	<input type="checkbox"/> WINGFLUTTERNESS	6		

LEVEL EIGHT	
<input type="checkbox"/> COMBINE WITH SPIRITS	25
<input type="checkbox"/> EXORCISM	30
<input type="checkbox"/> EYES OF THE WOLF	25
<input type="checkbox"/> HALLUCINATION	30
<input type="checkbox"/> LOCATE	30

LEVEL THREE

ARMOR OF AN	10	<input type="checkbox"/> METAMORPH: HUMAN	40
BREATHE WITHOUT AIR	5	<input type="checkbox"/> MINOR CURSE	35
ENERGY BOLT	5	<input type="checkbox"/> NEGATE MAGIC	30
FAIRIES SPEAK	5	<input type="checkbox"/> ORACLE	30
FINGERS OF THE WIND	5	<input type="checkbox"/> SENSE DIMENS. ANOMALY	30
FLOAT IN AIR	5	<input type="checkbox"/> SICKNESS	50
FUEL FLAME	5	<input type="checkbox"/> SPOIL FOOD & WATER	30
IGNITE FIRE	6	<input type="checkbox"/> STONE TO FLESH	30
IMPERVIOUS TO FIRE	5	<input type="checkbox"/> TIME CAPSULE	30
IMPERVIOUS TO POISON	5	<input type="checkbox"/> WISPS OF CONFUSION	40
INVISIBILITY: SIMPLE	5		
INVISIBILITY: COMPLEX	6		

☐ PARALYME LIST

<input checked="" type="checkbox"/> REEFY FIVE	3	<input checked="" type="checkbox"/> CUBES PHOIA	40
<input checked="" type="checkbox"/> SEE WARD	8	<input checked="" type="checkbox"/> FARGES' DANCE	55
<input checked="" type="checkbox"/> SONG TRAPS	8	<input checked="" type="checkbox"/> FAMILAR LINK	55
<input checked="" type="checkbox"/> TELEPHONE	7	<input checked="" type="checkbox"/> HAVOC	50
LEVEL FOUR		<input checked="" type="checkbox"/> METAMORPHOSIS: INSECT	60
<input checked="" type="checkbox"/> ASTRAL PROJECTION	10	<input checked="" type="checkbox"/> MONSTER INSECT	50/100
<input checked="" type="checkbox"/> BLIND	8	<input checked="" type="checkbox"/> MUTE	50
<input checked="" type="checkbox"/> CARPET OF ADHESION	10	<input checked="" type="checkbox"/> PROT. ORACLE: SIMPLE	45
<input checked="" type="checkbox"/> CHARMATIC AURA	10	<input checked="" type="checkbox"/> SPREAD OF THE SHAL	50
<input checked="" type="checkbox"/> CRE MIND DISORDER	10	<input checked="" type="checkbox"/> SUMMON/CERT. CANDID	50
<input checked="" type="checkbox"/> ENERGY FIELD	10	<input checked="" type="checkbox"/> SWORDS TO SHAKES	50

☐ FIRE BOLT

<input type="checkbox"/> POOL CODE	
<input type="checkbox"/> LAY LINE TRANSMISSION	30
<input type="checkbox"/> MAGIC NET	7
<input type="checkbox"/> MULTIPLE IMAGES	7
<input type="checkbox"/> REPEL ANIMALS	7
<input type="checkbox"/> SEAL	7
<input type="checkbox"/> SHADOW MELD	10
<input type="checkbox"/> SWIM AS A FISH	6
<input type="checkbox"/> TRANCE	10
LEVEL FIVE	
<input type="checkbox"/> CALLING	8
<input type="checkbox"/>

☐ CHARM
☐ CIRCLE OF FLAME

<input type="checkbox"/> DOMINATION	10	<input type="checkbox"/> CREATE MIMRY	160
<input type="checkbox"/> ENERGY DISRUPTION	15	<input type="checkbox"/> FINGER OF LUTALION	150
<input type="checkbox"/> ESCAPE	8	<input type="checkbox"/> REMOVE CURSE	140
<input type="checkbox"/> EYES OF TRUTH	8	<input type="checkbox"/> SUMM./CONT. ANIMALS	125
<input type="checkbox"/> FLY	15	<input type="checkbox"/> SUMMON FOG	140
<input type="checkbox"/> HEAL WOUNDS	10		
<input type="checkbox"/> HORRIFIC ILLUSION	10	LEVEL TWELVE	
<input type="checkbox"/> MEND CLOTH	12	<input type="checkbox"/> AMULIST	290+
<input type="checkbox"/> SUE OF THE BREIDMOTH	12	<input type="checkbox"/> CALM STORM	200
<input type="checkbox"/> SLEEP	10	<input type="checkbox"/> CREATS ZOMBIE	250
<input type="checkbox"/> SUPERHUMAN SPEED	10	<input type="checkbox"/> METAMORPHOSIS MIST	250
		<input type="checkbox"/> SUMMON ENTITY	250

☐ SUPERHUMAN STRENGTH

LEVEL SIX	15	LEVEL THIRTEEN	
ARMAGEDDON OBJECT	15	CREATE GOLDEN	700/1000
APPARITION	20	PROT. CIRCLE SUPERIOR	2500
CALL LIGHTNING	20	SANCTUM	3900
COMPELSION	20	SUMM./CONT. STORM	2600
CONTROL THE BRAINS	18	TALISMAN	5000
CURE ILLNESS	15		
CREATE BREAD & MEAT	15	LEVEL FOURTEEN	
DETECT POISON	10	CLOSE RIFT	2 + 2000
FIRE BALL	10	ID BARRIER	600
FIRE FURY	15	IMPR. WALL OF FORCE	6000
		RESTORATION	7500

☐ Magic Potion

<input type="checkbox"/> MEMORY BAY	12	<input type="checkbox"/> DIMENSIONAL PORTAL	1000
<input type="checkbox"/> REDUCE SELF	20	<input type="checkbox"/> DIMENSIONAL TELEPORT	800
<input type="checkbox"/> SWIM AS A FISH SUP.	15	<input type="checkbox"/> RESURRECTION	2000
<input type="checkbox"/> TELEPORT: LIGHT	12	<input type="checkbox"/> SUMM. GREATER FAMILIA	5500
<input type="checkbox"/> TIME SUP.	20	<input type="checkbox"/> TELEPORT SUPERIOR	600
<input type="checkbox"/> TONICUS	12	<input type="checkbox"/> TRANSFORMATION	2000
<input type="checkbox"/> WORDS OF TRUTH	15	P.P.E.:	
P.P.E. AT/ON OR WITHIN ONE MILE OF A LEY LINE:			
P.P.E. AT OR NEAR A LEY LINE NEXUS:			
P.P.E. SPENT:			

SPILLS OF LEGEND	P.P.E.
<input type="checkbox"/> BARRIER OF THOTH	3000
<input type="checkbox"/> CRIMSON WALL OF LICTALON	5000
<input type="checkbox"/> DOPPLEGANGER: SUPERIOR	1000
<input type="checkbox"/> METAMORPHOSIS: DRAGON	2000
<input type="checkbox"/> SANCTUARY	1500



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

--

# OF ATTACKS:	INITIATIVE: +
DAMAGE: +	STRIKE: +
PARRY: +	DODGE: +
ROLL: +	RESTR. PUNCH:
PUNCH:	POWER PUNCH:
KICK:	LEAP KICK:
KNOCK OUT:	
CRITICAL:	20
DEATH:	
FLIP:	(+) %
LEAP:	FT. ↑ FT. →
LIFT:	LBS. CARRY: LBS.
THROW(MAX):	LBS. FT.
RUN:	MPH (MAX) MELEES
	FT/MELEE FT/ATTACK
SWIM:	MPH (MAX) MELEES
	FT/MELEE FT/ATTACK

NAME:	RACE:		
TRUE NAME:			
ALIGNMENT:			
HIT POINTS:	<input type="checkbox"/> D.C.(PHYSICAL):		
EXPERIENCE LEVEL:	POINTS:		
I.Q.:	AGE:	LIFESPAN:	P.P.E.:
M.E.:	SEX:		CHI:
M.A.:	HEIGHT:	WEIGHT:	I.S.P.:
P.S.:	LAND OF ORIGIN:		
P.P.:	ENVIRONMENT:		
P.E.:	SOCIAL/FAMILY BACKGROUND:		
P.B.:	RACIAL HOSTILITIES:		
SPD.:	DISPOSITION:		

SAVING THROWS

SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	
SAVE VS. TOXINS/POISONS:	/
SAVE VS. HARMFUL DRUGS:	
SAVE VS. INSANITY:	
SAVE VS. POSSESSION:	+
SAVE VS. HORROR FACTOR:	+
SAVE VS. COMA/DEATH:	+ %
PERCEPTION ROLLS:	/ / /

DAMAGE RECORD

<input type="checkbox"/> D.C.:	:
<input type="checkbox"/> D.C.:	:
:	:
HIT POINTS:	
I.S.P.:	
CHI:	
P.P.E.:	

O.C.C. SKILLS	+%/LVL.	%
ANIMAL HUSBANDRY (+20%)	5	
ANTHROPOLOGY (+15%)	5	
ASTRONOMY & NAVIGATION (+15%)	5	
BOTANY (+20%)	5	
HISTORY (+20%)	5	
LAND NAVIGATION (+15%)	4	
NATIVE LANGUAGE:	98	
SPEAK (+20%):	5	
SPEAK (+20%):	5	
LORE: FAERIE FOLK (+20%)	5	
LORE (+10%):	5	
BASIC MATH (+20%)	5	
WILDERNESS SURVIVAL (+20%)	5	

SKILLS

+%/LVL. %

SECONDARY SKILLS

+%/LVL. %

INSANITY (IF ANY):

INVOKE TRUST/INTIMIDATE: % CHARM/IMPRESS: %

WEAPONS

RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR
AIM/BURST

PARRY/
RANGE

DAMAGE/
RATE

ARMOR:

A.R.: ☐ D.C.: /
WEIGHT: COST:
PROWL PENALTY: %

ARMOR:

A.R.: ☐ D.C.: /
WEIGHT: COST:
PROWL PENALTY: %

AMMUNITION():

AMMUNITION():

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD:
SALARY:
VALUABLES:

OUTFITS

☐
☐
☐
☐

Experience Tables

Acrobats & Tumblers

- 1 0,000-2,150
- 2 2,151-4,300
- 3 4,301-8,600
- 4 8,601-15,600
- 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

Bard, Actor or Minstrel

- 1 0,000-1,920
- 2 1,921-3,840
- 3 3,841-7,680
- 4 7,681-14,080
- 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

Juggler

- 1 0,000-2,120
- 2 2,121-4,240
- 3 4,241-8,480
- 4 8,481-15,480
- 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

Prestidigitator

- 1 0,000-2,130
- 2 2,131-4,260
- 3 4,261-8,500
- 4 8,501-15,600
- 5 15,601-23,600
- 6 23,601-33,700
- 7 33,701-48,800
- 8 48,801-68,900
- 9 68,901-93,400
- 10 93,401-133,500
- 11 133,501-173,600
- 12 173,601-223,700
- 13 223,701-273,800
- 14 273,801-323,900
- 15 323,901-374,000

Shaman (clergy)

- 1 0,000-1,900
- 2 1,901-3,800
- 3 3,801-7,600
- 4 7,601-15,000
- 5 15,001-23,000
- 6 23,001-33,000
- 7 33,001-48,000
- 8 48,001-68,000
- 9 68,001-93,000
- 10 93,001-123,000
- 11 123,001-163,000
- 12 163,001-203,300
- 13 203,301-253,400
- 14 253,401-303,500
- 15 303,501-365,600

Necromancer

- 10,000 - 2,250
- 22,251 - 4,500
- 34,501 - 9,000
- 49,001 - 18,000
- 518,001 - 28,200
- 628,201 - 38,400
- 738,401 - 53,600
- 853,601 - 75,800
- 975,801 - 100,000
- 10100,001 - 130,000
- 11130,001 - 180,000
- 12180,001 - 240,000
- 13240,001 - 320,000
- 14320,001 - 390,000
- 15390,001 - 460,000

Gladiator

- 1 0,000 - 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 - 92,000
- 10 92,001 - 130,000
- 11 130,001 - 167,000
- 12 167,001 - 225,000
- 13 225,001 - 295,000
- 14 295,001 - 365,000
- 15 365,001 - 430,000

Sailor O.C.C.

- 1 0,000-1,940
- 2 1,941-2,880
- 3 2,881-5,760
- 4 5,761-11,520
- 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

Pirate O.C.C.

- 1 0,00-1,880
- 2 1,881-3,660
- 3 3,661-7,800
- 4 7,801-14,000
- 5 14,001-24,500
- 6 24,501-35,500
- 7 35,501-48,500
- 8 48,501-68,500
- 9 68,501-91,500
- 10 91,501-131,500
- 11 131,501-171,500
- 12 171,501-221,500
- 13 221,501-271,500
- 14 271,501-350,500
- 15 350,501-431,500

Mariner O.C.C.

- 1 0,000-2,080
- 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
- 15 340,001-420,000





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