

Wilderlands of High Fantasy

OFFICIAL GAME AID CREATED FOR **DUNGEONS & DRAGONS**

by **Judges Guild**



\$8.50

With Five 17x22" Judge's Campaign Maps & Five Players' Campaign Maps & Two 16 Page Guideline Booklets

ISSUE N, GUIDELINES BOOKLET

TABLE OF CONTENTS

PAGE 3	Ravaged Ruins...A series of tables for generating ruins.
4	Sub-tables for Ravaged Ruins
5	Caves and Lairs...A guideline with tables for generating same.
6	Caves...descriptions and tables.
7	Cave Features...Sub-tables for generation. Dungeons...Sub-tables.
8	Burrows...Sub-tables. Searching...guideline. Terrain Key for maps.
9	Barbarian Altanis...Villages & Ruins
10	Ruins continued. Citadels & Isles of Barbarian Altanis.
11	Lurid Lairs of Altanis. Glow-worm Steppes Villages.
12	Glow-worm Steppes Villages continued, Ruins, and Citadels of same.
13	Glow-worm Steppes Isles and Lurid Lairs.
14	Keen Sighting Guideline. Hydrographic Terrain Guideline.
15	Prosperous Prospecting Guideline. Grand Tactical Guideline.
16	Grand Tactical Scale Map of the City State of the Invincible Overlord.

All within are merely inspiration for the active and pontifical judges of the guild. Please alter, illuminate, expand, modify, extrapolate, interpolate, shrink, and further manipulate all contained to suit the tenor of your campaign.

CREDITS

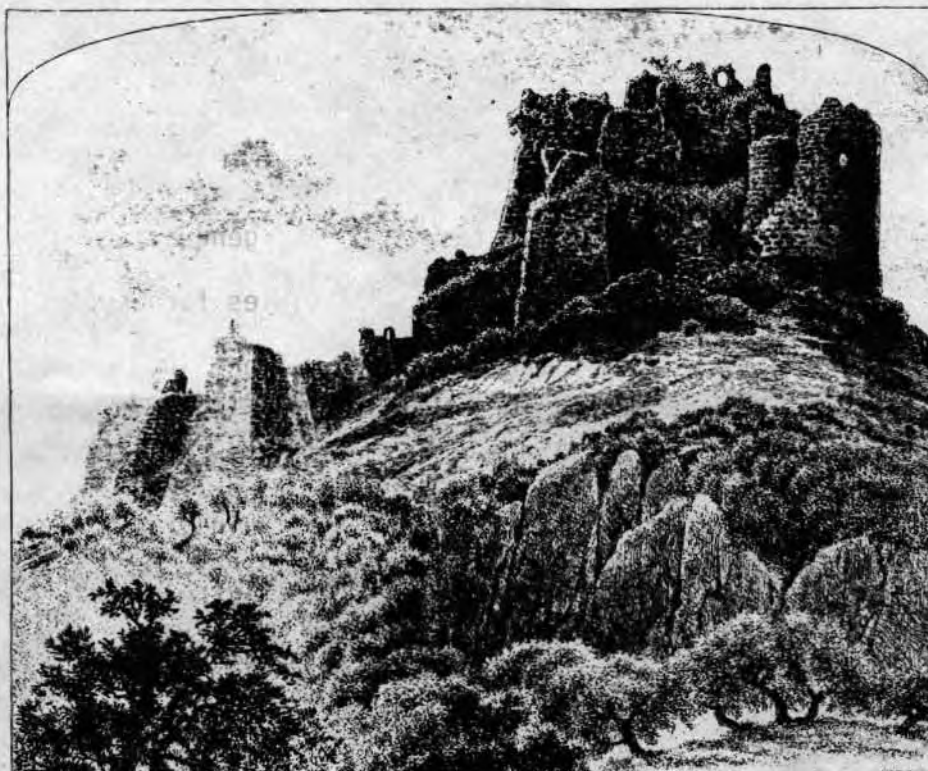
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Note to Guildmembers: This booklet and campaign maps are being published as issue N, to be recombined later with issue O and the previous issue K as the Wilderlands of High Fantasy Game Aid.

This Game Aid has been approved for use with Dungeons & Dragons TM by TSR. Look forward to more Judges Guild fantasy game aids to be released soon!
Judges Guild, P. O. Box 773, Decatur, IL 62525



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

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

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

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

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

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

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

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

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

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

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

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

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



A Balrog discovers an intruder in his mountain lair

CAVES & LAIRS

'IN LAIR' & OUTDOOR ENCOUNTERS

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

Short Definitions of Cave Types

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

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

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

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

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

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

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

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

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

GENERAL GROUPINGS OF MONSTER TYPES

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

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

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

CAVES

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

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

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

TYPE OF CAVE

ENCOUNTERED

(20 sided)

Result:

Terrain of Hex:

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

TYPE OF CAVE

ENTRANCE

(20 sided)

Cave Type:

Entrance Type:

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

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

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



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

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

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

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

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

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

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

DUNGEONS

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

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

BURROWS

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

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

DWELLINGS

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

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

CAMP

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

SEARCHING

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

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

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

TERRAIN KEY TO THE CAMPAIGN MAPS

Dense Woods		Marshes		Hardpacked Desert		Jungle	
Steppes		Road or Path		Citadel & Castle		River	
Mountain		Hills		Village		Ford	
						Escarpment	
						Drifting Dunes	

BARBARIAN ALTANIS- CAMPAIGN MAP TWO

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

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

RUINS & RELICS

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

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

CITADELS & CASTLES

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

IDYLLIC ISLES

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

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

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

LURID LAIRS

HEX NO.		HEX NO.		HEX NO.	
0102	Giant Toads 2	1931	Giant Weasels 2	4927	Giant Lizards 8
0110	Giant Weasel 22	2120	Wild Dogs 11	5010	Giant Fish 13
0206	Giant Beetles 9	2213	Tyrann. Rex 1	5132	Nixies 4
0225	Wild Dogs 16	2230	Manicoras 2	5225	Mermen 6
0321	Elephants 8	2408	Leopard 1		
0332	Giant Snakes 7	2525	Spotted Lions 5		
0402	Dire Wolves 12	2602	Cave Bears 4		
0415	Giant Ants 97	2633	Griffon 1		
0510	Wild Cattle 17	2718	Jaguars 3		
0525	Wild Horses 32	2828	Wild Pigs 7		
0704	Wolves 25	2909	Irish Deer 8		
0719	Wart Hogs 4	3004	Titanotheres 3		
0813	Mammoths 5	3031	Mastodons 1		
0825	Giant Turtles 3	3124	Owl Bears 3		
0908	Flightless Birds 11	3214	Giant Skunks 5		
0931	Wild Pigs 9	3512	Mtn Lions 2		
1015	Giant Crocs 8	3522	Giant Rams 3		
1022	Catoble Pas 1	3607	Wild Horses 12		
1101	Wild Dogs 12	3715	Wild Cattle 15		
1113	Giant Goats 8	3733	Mermen 10		
1134	Giant Snakes 7	3801	Wild Dogs 26		
1301	Giant Ants 276	3918	Lizard Men 7		
1321	Wild Pigs 14	4023	Giant Octopus 1		
1406	Wild Horses 19	4107	Wolves 13		
1410	Giant Centipedes 12	4129	Giant Crabs 8		
1521	Hippos 4	4212	Roc 1		
1533	Wild Dogs 10	4334	Tritons 2		
1612	Wolves 17	4509	Giant Fish 27		
1625	Giant Snakes 3	4522	Lizard Men 3		
1702	Bears 4	4613	Queen Dragon Turtle 1		
1717	Wild Cattle 12	4703	Giant Squid 2		
1905	Giant Ticks 6	4817	Sea Monster 1		
1914	Pixies 4	4904	Unicorns 2		

GLOW-WORM STEPPES- CAMPAIGN MAP THREE

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

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

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

RUINS & RELICS

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

CITADELS & CASTLES

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

IDYLLIC ISLES

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

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

LURID LAIRS

HEX# MONSTER & NO.

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



pixie

KEEN SIGHTING

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

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

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

HYDROGRAPHIC TERRAIN

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

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

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

	PARTIAL BLOCKAGE	CONSTRUCTION	DEBRIS	SLIDE
1. Narrows	1. Slide	1. Dam	1. Skeletons	1. Mud
2. Widens	2. Flora	2. Stilt Hut	2. Refuse	2. Gravel
3. Turn Left	3. Fauna	3. Bridge	3. Flotsam	3. Sand
4. Turn Right	4. Rocks	4. Dock	4. Brush	4. Rocks
5. Shallower	5. Construction	5. Ruins	5. Logs	5. Clay
6. Deeper	6. Debris	6. Mill	6. Wrecks	6. Salt*
7. Partial Blockage				
8. Fall 10-1000'				
9. Rapids				
10. Isle or Bar				
	FLORA	FLORA STATE	FLORA SIZE	
	1. Mold	1. Seedling ¼ Size	1. Creeper 4-24"	
	2. Weed	2. Sprout ½ Size	2. Underbrush 6-36"	
	3. Flower	3. Mature Full Size	3. Brush 1-6'	
	4. Herb	4. Ripe	4. Shrub 2-12'	
	5. Vegetable	5. Decayed ½ Size	5. Vine 3-18'	
	6. Fruit	6. Withered ¼ Size	6. Tree 4-40'	

*PROB 20% of Edible Salt
VM 2.0, Ore Grade 1-4

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

PROSPEROUS PROSPECTING

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

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

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

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

**Cost to refine is
30% of GP value of
yield less the De-
posit number...ie.
20% for Mother Lode.

**Concrete Grade

STONE CUTTING

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

ROCKS

ROCKS	VM*
1. Granite	.0008
2. Shale	.0007
3. Limestone	.0006
4. Chalk	.0004
5. Sandstone	.0003
6. Other Minerals	

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

ROCK SIZES

ROCK SIZES
1. Sand .01-.10"
2. Gravel .1-1.0"
3. Pebbles 1-3"
4. Stones 2-12"
5. Rocks 4-24"
6. Boulder 2-12'

MARBLE CLASS

MARBLE CLASS
01-20 Gray
21-38 Brown
39-54 Blue Gray
55-69 Black
70-80 Yellow
85-92 Red
93-95 Green
96-97 Blue
98-99 Snow White
00 Iridescent

MARBLE TYPES

MARBLE TYPES
1. Solid
2. Mottled
3. Coral
4. Fossil
5. Striped
6. Translucent

TRIUMPHANT GRAND TACTICAL

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

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

MOVEMENT POINTS:

Encumbered	3
Armored Foot	6
Heavy Foot	9
Light Foot	12
Heavy Horse	15
Medium Horse	18
Light Horse	24

TERRAIN POINT COSTS TO ENTER A HEX

TERRAIN	POINT COSTS
Road	1/2
Plains/Steppes	1
Brush	2
Light Woods	3
Dense Woods	5 NH
Packed Desert	2
Dunes	4 NH

Slopes-

Gentle

Rise

Steep

Cliff

Talus/Rocks

6 NH

9 NH

6 NH

Hydrographic-

River Ford, Stream,

Deep Gully or Swift

Current

Small Gully or Slow

Current

+3 to cross

+1 to cross

(crossing cost is additional to other terrain)

HOURS OF DAYLIGHT

Winter- 8 hours

Spring- 12 hours

Summer- 16 hours

Fall- 12 hours

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

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

CONSTITUTION CHECK

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

CITY STATE
Hex 2623
Campaign Map 1

