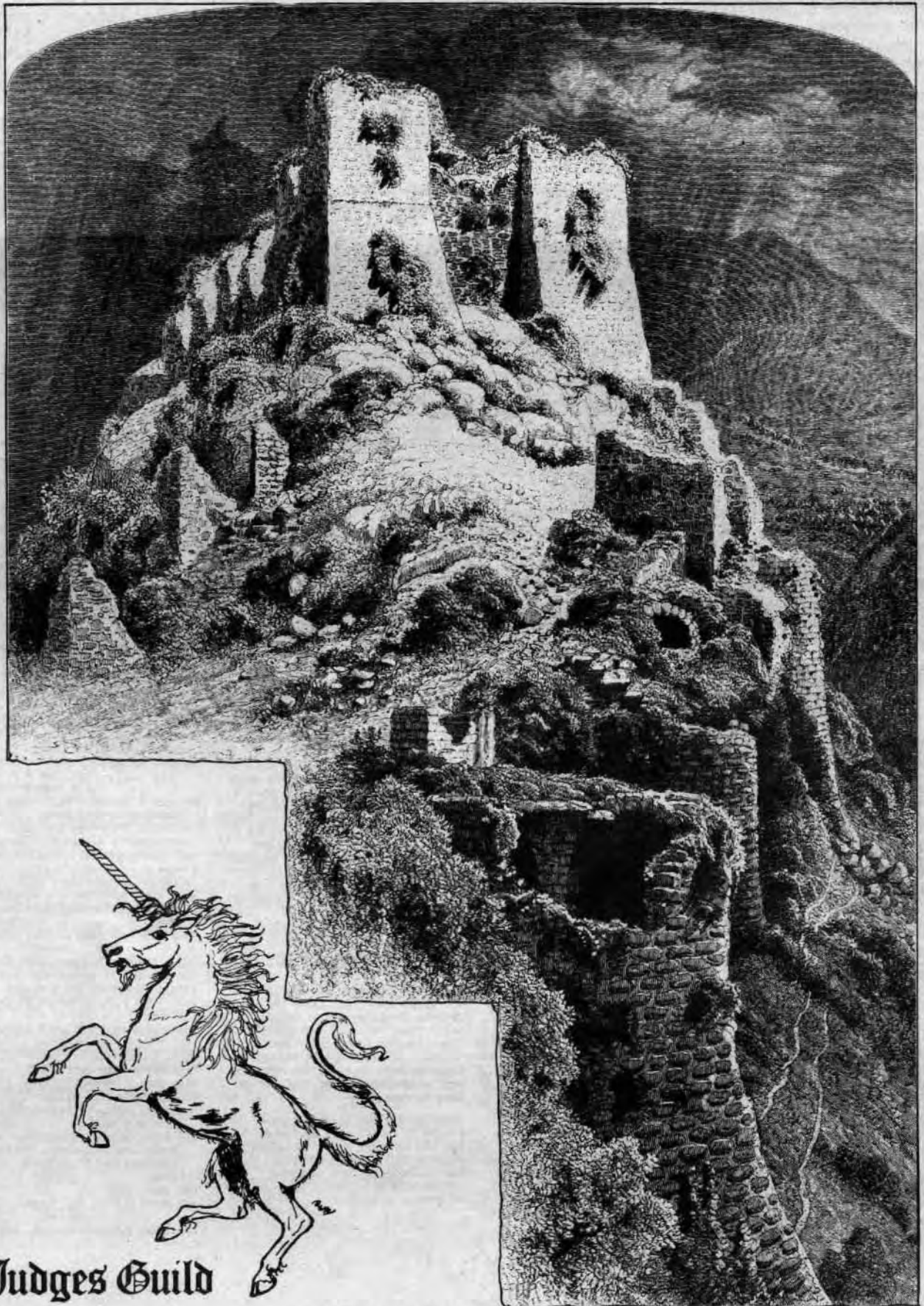


Wilderlands of High Fantasy

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



Judges Guild

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

ISSUE 0, GUIDELINES BOOKLET

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HIRELINGS

A hireling is any creature (including men) directly controlled by a player. This exempts creatures controlled by a player's hireling, who may have his own loyalty problems. A player (or his hireling) may control more than his usual quota (that determined by his charisma score) only if it is an organized military unit or association of workers (workers may be construction workers, circus performers, sailors etc.; such classifications may be broken down into smaller segments if they total a large group - and thus require more master craftsman, or other appropriate overseers).

Golems, plants and insects are not hirelings unless polymorphed. Charmed monsters (including men) are not hirelings; They can become hirelings if upon breaking their charms they remain loyal. Creatures polymorphed above 2 hit die are hirelings unless 'charmed' or for service not to exceed ten turns. All players must compile a list of hirelings and charmed monsters for the DM. No creature can be charmed or polymorphed without the DM being present. Creatures polymorphed with the eighth level spell, that are above 4 hit die or able to use magic are hirelings unless charmed or for service not to exceed one day.

All polymorphed creatures must 'survive' the spell or die (Sup. I). If resurrected, they will attain 50% of the characteristics of the polymorph form including a 50% chance of amnesia! Creatures polymorphed out of alignment class have a 20% chance of assuming the new alignment permanently. For every hit die gained due to polymorph there is a 2% chance that the creature will lose its mentality. The eighth level spell depends upon similarity for duration.

NON PLAYED CHARACTER CUTUPS

In any mixed crowd, NPCs can get you in hot water - 50% of all encounters are caused by NPCs, and they usually choose to insult 1-6 levels or hit dice higher than their own. The victim of the insult will usually have 2-12 'friends'... check reaction of the group.

Always roll an eight-sided die for the horizontal row and matrix with the vertical column for the result. For the vertical column roll a Four-Sided die if Opposite Alignment, a Six-Sided die if Different Alignment, or an Eight-Sided die if Opposite Sex is encountered.

	1	2	3	4	5	6
1	Sneezed-On	Spit-On	Barf-On	Fall-On	Spill-On	Told-On
2	Cursed	Insulted	Demanded	Stabbed	Dragged	Mocked
3	Tripped	Slapped	Punched	Shook	Jabbed	Scratched
4	Pinched	Challenged	Accused	Pulled	Pushed	Kicked
5	Robbed	Attacked	Butted	Gagged	Bit	Gripped
6	Laughed-At	Nibbled	Asked	Helped	Licked	Befriended
7	Drooled-On	Begged	Angered	Grabbed	Searched	Propositioned
8	Fondled	Hugged	Kissed	Petted	Complimented	Attracted

This is to be used at judge's discretion, in large crowds, taverns, on the street etc.

NEGOTIATION Two Six-Sided Dice

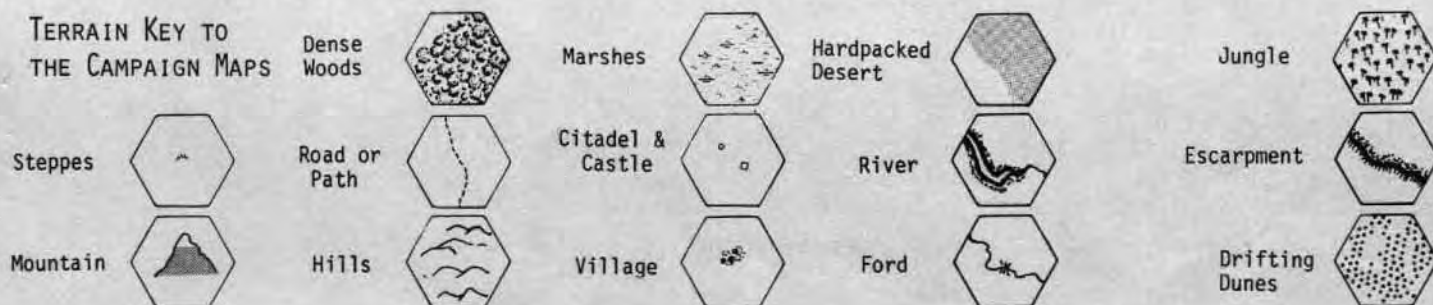
	SAME ALIGNMENT	DIFFERENT ALIGN	OPPOSITE ALIGNMENT
2	Unhappy	Affronted	Attack
3	Require Much More	Indignant	Attack if equal odds
4	Require More	Angry	Violent Rejection
5	Think It Over	Unhappy	Hostile Rejection
6	Maybe Later	Require Much More	Affronted
7	Perhaps	Require More	Indignant
8	Definitely	Think It Over	Angry
9	Positively	Maybe Later	Unhappy
10	Require Less	Perhaps	Require Lots More
11	Require Much Less	Definitely	Require More
12	Whole Hearted Support	Positively	Think It Over

Adjustments to Roll:

Player's CHAR is
 8 or less -1
 13 or more +1
 NPC is same class as player +1
 Same Race as player +1
 Stranger to player -1
 Threatened by player -1
 Good pay by player +1
 Poor pay by player -1
 Hiring of player +1
 Long Relationship +1

This guideline is intended for rough determination of a negotiation point. If a result doesn't seem reasonable in the particular circumstance, roll again. Some results permit an automatic reconsideration at a later time. This time span is the DM's domain and again must be adapted to the situation. 'Require More' indicates that the responder feels shorted and requires more coins, help, or whatever fits the situation. Negotiations assume a level of intelligence by both parties.

TERRAIN KEY TO THE CAMPAIGN MAPS



WISHES & LIMITED WISHES

Limited wishes can alter the time stream in a very limited way. Physical manifestations are not possible with a limited wish except those derived from alternate choices or reactions to the altered reality. In other words, wishing for treasure is futile (& dangerous) but rather, because the 'dragon didn't breathe' the magic item 'wasn't destroyed', thus limited wishes can affect timing, decisions (past, present and future), lost opportunities, feelings, ill spoken words, hasty reactions and thoughts. Limited wishes cannot affect events over one week distant. Limited wishes may not be applied to starred GLs.

Wishes can be granted yet have repercussions; splash affects all benefitters. Select the best guideline possible, eliminating categories from the bottom up. When not using a spell use the 'Other Guideline' category for determining the most that can be wished for e.g. a Demi-God could grant 10,000 GP at a 60% PROB, but 00% if 20,000 GP is wished for - however, repercussion chance is still rolled.

Curses should be immediately evidenced to link them to the wish. Generally, wishes will not affect the dead as well as spells especially for that purpose.

General Guideline	G.P.	Granted	Repercussion	Splash	Damage	Other
1. No Personal Gain	100	98%	2% Contrary	0	1-3	Gem
2. Helps Others	500	90	4 Grippe	0	1-4	Artifact
3. Pay Received For	1,000	80	10 Slow	2%	1-6	Well
4. Physical Manifestation*	5,000	70	20 Sleep	4	2-12	Sword
5. Personal Gain Only	10,000	60	30 Plague	8	3-18	Demi-God
6. Malicious Intent	20,000	50	40 Leprosy	16	4-24	Deck
7. Greed Evidenced	40,000	40	50 Blind	30	5-30	Ring
8. Magic Armor Desired (+1)*	80,000	30	60 Insane	40	6-36	Djinn
9. Misc. Magic Desired (+2)*	160,000	20	70 Death	50	7-42	Efrete
10. Staves, Rings, Wands (+3)*	160,001+	10%	80% Time Trap	60%	8-48	God

Wishes For Life or Death-Substitute 'Dead' for 'Alive' when applicable. Roll six-sided.

1. Alive for one day & up full strength and hit points. No rest required after 5 rounds.
2. Alive for two days & up 1-6 hit points. No rest required after 10 rounds.
3. Alive for three days and up 2-12 hit points. No rest required after 10 turns.
4. Alive for four days but down one level & up 3-18 hit points. No rest required.
5. Alive for five days but lose 50% of treasure within 10'. Only one hit point.
6. Alive for six days but lose 100% of treasure within 10 miles. Only one hit point.

QUESTS & GEASES

Victims receive another saving throw if the phrasing is incorrect (PROB of correct phrasing is 10% per level of caster), mission is against characteristic alignment actions OR death is imminent due to performance in effort to follow instructions i.e. 1 pip to kill. Length of mission is same as distance in miles stated as days. Roll first for mission assigned and then again for Action, Creature or Object.

DIRECTION	DISTANCE
1 North	1 1-6 miles
2 N.E.	2 2-12 "
3 S.E.	3 1-100 "
4 South	4 2-200 "
5 S.W.	5 3-300 "
6 N.W.	6 4-400**

*PROB 10% of 1-6X

MISSION ASSIGNED	ACTION	CREATURE	OBJECT
1. Guard Creature	Contemplate	Fighter	Leaf
2. Destroy "	Expectorate	Magic-User	Root
3. Rescue Object*	Spin-Around	Cleric	Pebble
4. Carry Object To	Note Plants	Thief	Egg
5. Locate Creature	Stomp	Paladin	Bones
6. Fetch Object*	Clap	Ranger	Sand
7. Perform Action	Sacrifice	Merchant	Spear
8. Locate Object	Dig Hole	Pilgrim	Sword
9. Escort Creature	Throw Rock	Druid	Scroll
10. Fetch Creature*	Listen	Woman	Offal
11. Rescue Creature*	Jump	Dragon	Water
12. Destroy Object	Sing	Giant	Fungus
13. Guard Object	Whistle	Flyer	Ring
14. Perform Action*	Smell	Lycanthrope	Dagger
15. Rescue Creature	Scream	Undead	Gem
16. Rescue Object	Watch	Animal	Chest
17. Carry Object To*	Light Fire	Demon	Bottle
18. Escort Creature*	Note Stars	Swimmer	Sandle
19. Perform Action	Note Wind	Medusae	Quill
20. Fetch Object*	Note Birds	Lammasu	Sack

* Return to Caster of Spell

Curses increase in effect 5% per day of non-performance. Missions need not be reasonable or purposeful. Guard missions should require 1-6 days after reaching the location indicated by the direction and distance table.

GEAS NON-PERFORMANCE

-1 Strength loss/ day until 0

QUEST NON-PERFORMANCE

CURSES	*PARTS
1. Warts*	Nose
2. Skin Color*	Ears
3. Smelly	Eyes
4. Near-Sighted	Hands
5. Taller	Feet
6. Shorter	Fingers
7. Growth Parts*	Head
8. New Parts*	Mouth
9. Fear	Teeth
10. Sleep	Nails
11. Shrink Parts*	Hair
12. Lunacy	Arms
13. Anti-Social	Legs
14. Shaking*	Trunk
15. Truthfulness	Chest
16. Lying	Skin
17. Deafness	Toes
18. Sensitivity*	Back
19. Crying Fits	Shoulders
20. Laughing Fits	Knees

TARANTIS - CAMPAIGN MAP FOUR

VILLAGES

If no type stated, it is considered men.

HEX LOCATION	VILLAGE NAME	POP.	TYPE	CIV	ALGN	RULER NAME	LVL	ALGN	CLASS	TYPE	RESOURCES
1112	Dark Odyssey	290	Hob.	3	LG	Dithil the Usurper	4	LG	PAL	Man	Fish
1116	Wolfskin	488		2	N	Winithar	3	CE	FTR	Man	Market
1215	Regina-Far	252		0	CE	Bani the Jackal	6	N	TH	Man	Pearls
1901	Seraphine	175		3	N	Falcon Nalorik	6	LE	FTR	Troll	Market
2007	Bastinad	169	Elf	4	LG	Witheric	5	CG	FTR	Elf	Market
2017	Tallulah	215		5	LE	Rugalas Many-Beard	4	LE	CL	Man	Fish
2030	Redflood	317	H-Elf	1	N	Ilbadan	6	CG	FTR	Elf	Market
2104	Kanakis	359		3	N	Anatole Agate	5	N	MU	Man	Horses
2125	Gishmesh	423		0	N	Rufcoliman	4	N	SG	Man	Market
2219	Bökozia	201		2	LE	Athanaric	8	LE	FTR	Giant	Oil
2311	Andalusia	266	Gob.	1	CE	Narbon Khitar	4	N	FTR	Ogre	Pitch
2327	Tarantis	6000		9	LE	Atar the Lion	13	LE	FTR	Man	Market
2331	Stonebow	112		2	N	Oloron of Nergal	5	N	TH	Man	Market
2409	Borsippa	179	Orc	1	CE	Black Thonric	4	LE	FTR	Man	Pelts
2505	Aelfstead	332	Gnoll	3	N	Sengoz Wolfram	6	N	FTR	Troll	Market
2516	Hykos-Faring	148		4	LE	Fostric Stump-puller	5	LE	MU	Man	Market
2607	Nergol	209		3	N	Stanwix Tiglath	4	N	FTR	Man	Hides
2713	Dier	439		4	CG	Condet the Small	7	LE	CL	Man	Market
2724	Surintal	476	Orc	2	LE	Kolda Cracker of Bones	8	LE	FTR	Orc	Sulfur
2818	Tamarizk	262		1	CE	Fearless Belvort	4	N	FTR	Man	Market
2833	Algiran	397		2	CG	Golsum the Mystic	4	CG	MU	Man	Market
2927	Paldorius	163		0	N	Leklark	6	N	AS	Man	Market
3110	Megidolar	358	Gob.	3	N	Treuil Fast-Fingers	5	N	TH	Man	Market
3115	Ashkelon	109		2	N	Agades Dardan	5	LE	FTR	Man	Salt
3129	Meri-Amon	414	Elf	4	LG	Bilmathrik	7	LG	FTR	Elf	Market
3220	Urillius-Elos	236		0	CE	Ferret Shingar	4	CE	DR	Man	Market
3304	Avaris	379		2	N	Lenchat III	4	N	FTR	Man	Market
3323	Willowsfen	224		1	N	Mendoren	4	CG	IL	Man	Timber
3407	Bethan	463		3	CG	Sangrad Khetasar	3	N	FTR	Man	Market
3430	Blackpit	317	Orc	2	LE	Kinstacesh	4	LE	FTR	Ogre	Pitch
3509	Sinacherib	125		0	N	Grib the Elder	4	N	CL	Man	Lead
3517	Lakhish	439	H-Elf	3	LG	Arradol	6	LG	MU	H-Elf	Market
3627	Redharm	243		1	LE	Cowen	4	LE	FTR	Man	
3701	Sangorn	366		1	N	Rollach the Servant	4	N	MNK	Man	Horses
3911	Balash	185		4	CG	Vidan One-Eye	7	CG	FTR	Man	Iron
4006	Farine	268		0	N	Crabby Trune	4	LE	CL	Man	Market
4026	Soma	218		2	N	Bramangate	8	N	FTR	Man	Market
4134	Tashmetun	260	Orc	3	CE	Kasrax Skull Breaker	10	CE	FTR	Balrog	Sulphur
4208	Drakevain	451		2	LG	Mad Catalis	7	LE	FTR	Man	Market
4230	Ganzir-Galad	104		1	N	Ampang the Peer	5	CE	IL	Man	Furniture
4316	Nuriedidin	374	Elf	3	CG		4	CG	MU	Elf	Market
4422	Bastet	298		1	N	Varale the Panther	5	N	BA	Man	
4506	Delos	148		0	CE	Tinakan the Reaver	4	N	FTR	Man	Fish
4613	Arrowdale	203		4	N	Barent Quick-Foot	8	N	FTR	Man	Market
4627	Bridgefields	300		0	N	Dautles the Transgressor	4	N	SA	Man	
4701	Dagon	245		1	LG	Torhout	4	N	FTR	Man	
4732	Fenshaft	408	Gob.	3	CE	Kazan Arpad	4	CE	FTR	Ogre	
4807	Nisan-Moot	337		2	LE	Montzen Faraway	5	CE	CL	Man	Spices
4825	Caldia	193		3	LE	Milord Chapnel	4	N	FTR	Man	Market
4933	Garzan	298	Dwarf	3	N	Thion Copper-Tooth	6	LG	FTR	Dwarf	Iron
5010	Blackroot	355		1	N	Jenap XII	5	CG	FTR	Man	Copper
5018	Hadramawti	230	Gnoll	1	N	Mezdranet	7	LE	MU	Man	Market
5104	Shadowmirk	149		0	CE	Blodent the Craven	4	N	FTR	Man	
5206	Lithyan	379	Elf	2	LG	Balamir	3	N	FTR	Elf	Silver
5222	Sintar	117		0	N	Ratiger	4	CE	FTR	Man	Market

RAVAGED RUINS

- 0308 The collapsed wreckage of a large sailed warship lies far beneath the surface. Upside down, the hull forms a cave which is inhabited by a giant squid.
- 0620 A half sunken wizard's tower stands on a broken reef. The seaweed covered rooms shelter three giant snakes.
- 0731 The sunken city of Amphoriantis: 112 buildings surrounded by a crumbling wall and a central temple which is frequented by sharks. The moss covered streets contain pits every 100' which are activated by counterweights.
- 1005 Partially buried in the sandy seabed, a ship's figurehead of a sea nymph holding a scimitar.
- 1111 Almost completely overgrown with vegetation, a sage's hut is still protected by a wraith... one of the dead sage's vanquished enemies.
- 1622 Three wormeaten treasure chests lie on the sea bed. All contain 2000 GP and in the center chest, a large electric eel abides.
- 2110 A vine covered stone chair large enough for a hill giant stands beneath a huge oak tree.
- 2322 A crevice in which the entrance to a north-south 8'x8' sewer houses a colony of 16 wererats.
- 2503 A fallen cavern provides ingress to a chamber with a huge pile of petrified dragon muck.

- 2632 The crystallized skeleton of a dragon turtle is buried on the sandy beach. The skull houses a giant leech.
- 2710 A carriage partially covered with rocks and earth protrudes from the bank of a river.
- 2825 An unmarked vault, fully covered with vines and fallen trees, contains a +2 neutral magic sword. The vault is guarded by a spectre which is surrounded with a red mist.
- 3006 Partially buried in earth, the wreck of a hang glider and the skeleton of its pilot lies upside down. Both are fully operational.
- 3217 An aqueduct section 1350' long, made of steel reinforced concrete, is collapsed in upon itself.
- 3401 Protruding from the earth, with all but the topmost portion overgrown with vegetation, a signpost pointing north written in archaic dwarven runes states "Fools venturing beyond this point, must suffer the welcoming axe".
- 3630 In a small vale, stands a partially operational Trebuchet waiting for its builders to return.
- 3709 Cut into the overhanging cliff, is a battlescene depicting a tall slim race decimating a short ugly one with "flaming tubes".
- 4021 A stone cottage with a fallen roof is the lair of a weretiger. The weretiger assumes the shape of an elderly hermit during the day.
- 4225 A pile of chipped coal lies at the rear of a salamander's cave.
- 4411 Two ogres occupy the collapsed watchtower of a forgotten kingdom.
- 4504 A large store of dwarven picks, shovels, and axes lays within a crevice in which a troll seeks his lost mate.
- 4830 Within an extinct crater, a six-headed hydra guards it's nest of eggs. The nest is constructed of brambles and the remains of an elf; still wearing his +2 chainmail tunic.
- 5208 The funeral pyre of scores of hundreds stands in a hollow between the low hills. The pyre contains many broken weapons and the hollow is haunted by a ghost of a dead captain.

CITADELS & CASTLES

LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN
1011 Cit.	FTR	6	N	30	3110 Cas.	CL	5	CE	10	4203 Cit.	FTR	8	N	60
1928 Cit.	BA	4	CG	110	3127 Cas.	FTR	4	N	40	4211 Cit.	CL	4	LG	70
2104 Cas.	FTR	5	N	60	3207 Cit.	TH	6	CE	10	4334 Cit.	FTR	4	N	40
2114 Cit.	MU	4	CE	20	3217 Cit.	CL	4	CG	20	4528 Cas.	SA	7	N	80
2126 Cas.	FTR	7	LE	110	3229 Cas.	FTR	5	LG	40	4619 Cit.	FTR	3	N	20
2402 Cit.	RGR	8	LG	100	3502 Cit.	FTR	5	N	30	4713 Cas.	PAL	6	LG	120
2423 Cit.	FTR	4	N	40	3511 Cit.	CL	8	LG	60	4733 Cas.	FTR	9	LE	150
2518 Cas.	MU	4	N	70	3617 Cas.	MU	10	LE	100	4812 Cit.	MU	5	N	30
2620 Cit.	AS	6	N	20	3623 Cit.	FTR	4	N	50	4912 Cit.	CL	4	LE	10
2629 Cit.	FTR	7	LE	50	3807 Cit.	FTR	5	N	40	4924 Cit.	FTR	7	LE	50
2704 Cit.	IL	4	CE	10	3915 Cit.	DR	4	N	70	5020 Cas.	FTR	4	N	70
2916 Cit.	FTR	4	N	30	3933 Cit.	FTR	7	CE	30	5132 Cit.	BA	4	N	30
2922 Cas.	FTR	4	N	60	4017 Cit.	FTR	4	N	40	5206 Cas.	FTR	7	LG	90
3013 Cas.	FTR	6	LG	70	4023 Cit.	AL	15	N	50	5210 Cit.	MNK	5	N	50
3031 Cit.	FTR	3	LE	20	4028 Cit.	FTR	4	LE	20	5217 Cit.	FTR	11	LE	80

IDYLLIC ISLES *Each island is preceeded by it's hex number on Campaign Map 4.*

- 0526 Isle of Midjourney - Noxious vapors escape from crevices along the beach but in the dense jungle tropical birds abound fresh-water springs. The springs flow from a huge boulder called "Weeping Rock of the Basilisk" and 200' up a bluff is the "Cavern of Profoundity", where an aged Satyr (visible only to young girls) makes predictions for gifts of food.
- 0930 Isle of Brass - The 'Museum of Memorabilium', located in a hidden grove, supplies mages with useful knowledge of ancient artifacts located deep within the 'fake' museum on ground level. A liche and his two efreetts administer the time capsules, charging magic items for a few minutes perusal of a genuine artifact
- 1014 Isle of Kotha-Min - An aged cleric desires an adventurer to lead him on his last 'great journey' to the court of the ruler of Valon. Although blind and slightly senile, the cleric has foreknowledge of an imminent doom which only a relic owned by the ruler can eliminate.
- 1312 Isle of the Beacon-Fire - Villagers charged with a centuries old oath to the 'King of the Lost-Lands', maintain an eternal bonfire atop a crag to warn ships off the hidden reef.
- 1317 Isles of the Wolf-Liege - The larger of the two islands has a small walled stronghold of a pirate band ruled by Captain Black-Blood. One sailed war galley, small sloops, and 214 pirates, capture merchant ships and leave prisoners on the Isle of Grath.
- 1417 Isle of Grath - Abode of four huge Ogres which relish human flesh. Every Ogre has three eyes, and flaming red hair. A pet giant crocodile follows them to feast on their leavings.
- 1418 Isle of Hornwrith - Three harpies harass 12 castaway dwarves on this rocky land fall. Unknown to all the dwarves except one, a yawning cave is the treasure trove of pirates. The three chests are guarded by 4 skeletons.
- 1519 Isle of the Stone Men - Mysterious stone statues dot this isle and a female gargoyle guards her 22 eggs in a rocky crevice.
- 1710 Isle of Darkening Trees - The central pool is surrounded by the sacred oak grove of a gregarious druid. Man-eating plants have overgrown the eastern half of the island and a pack of 17 hyenas search the white beach every morning.
- 1828 Isle of Plaxsy - A natural harbour is the waystation of naval fleets operating in the Wine-Dark Sea. Supply catches are buried within 100' of the beach. Ten deserters eke out a meager existence in the marsh. One has a treasure map to a ship wreck containing 16,000 S.P.
- 4805 Isle of Moak - A green dragon with 5 female slaves from the village of Lithyan inhabits the wooded shore. Thousands of sea-gulls nest on the rocky beach.

LURID LAIRS

HEX #	MONSTER	&	NUMBER
0615	Giant Sharks	7	
0926	Giant Otter	3	
1121	Sea Horses	11	
1613	Dolphins	37	
1831	Giant Lobster	1	
2011	Wild Pigs	13	
2021	Trolls	2	
2114	Stags	17	
2302	Giant Ants	59	
2420	Salamanders	4	

HEX #	MONSTER	&	NUMBER
2524	Ogres	11	
2626	Ents	6	
2708	Werewolves	4	
2831	Gorgon	1	
2913	Harpies	3	
3002	Wild Horses	117	
3313	Giant Weasals	8	
3432	Wild Dogs	23	
3522	Owl Bears	7	
3605	Wild Cattle	152	

HEX #	MONSTER	&	NUMBER
3827	Goblins	173	
3914	Hydrae	2	
4104	Bison	24	
4419	Were Rats	8	
4534	Unicorn	2	
4606	Dragon Turtle	1	
4730	Gargoyles	15	
4818	Orcs	39	
5113	Manticora	1	

INCOME

Time is stated in game months unless otherwise specified. A barony will yield income from the raw materials, basic commerce, fiefs, and taxes based upon the number of five mile hexes with population centers, their civilization level and adjacent cleared hexes. Multiply the civilization level by the population to obtain the maximum income possible from the population center. Each adjacent hex (excluding hexes counted adjacent to another center, and uncleared hexes) will yield 10% of the population center income. This maximum, if taken in any one month, would reduce the area to zero income for one year and result in widespread discontent, disease and reduce the population 10-60%. Judicious income taking is a function of the baron's class:

JUDICIOUS	CLERIC	FIGHTER	THIEF	ASSASSIN	MAGIC-USER	DRUID
PERCENTAGE-	24%	20%	15%	13%	8%	20%

Each percentage point over the judicious amount will increase the probability of non-response to general level call-up by 2% and the desertion rate by 1%.

Satellite baronies cannot exceed the number of non-player characters permitted the baron by his charisma. Each barony must be cleared, a stronghold built and garrisoned, and a non-played character of 8+ level installed as an administrator. Players who go off adventuring cannot administer a barony. The non-played character must have served the player 4+ game weeks and, once established, no longer count toward the NPC total of the player.

Population centers can be converted in alignment by:

1. Subjugate them and maintain a police force
2. Build a 10,000 GP temple and install a priest
3. Invest 10,000 GP in the village to provide employment
4. Requires one game month per 20 population

Any investment will yield a return of 10%/game month except seasonal returns which yield 20% during the season and nothing in the off-season. Raw materials present can be determined by the DM and radical changes in income are possible ± 10-40%.

It is incumbent upon any employer to feed and house his workers and fighters - basic subsistence costs 20 GP/game month/employee. Armies can 'live off the land' depending upon the tillable land in each hex. Dice as normal for the percentage of tillable land - each percentage point will feed 10 men if passing through or 20 men each day thereafter up to a maximum of 10 days. Hexes subjected to the maximum depletion rate beyond ten days will feed 10 men/percentage point/day for ten additional days and thereafter must be treated as if maximum income (plunder) had been taken.

COUNT KALEDRIC	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
	FTR	N	12	62	-5	10	17	17	15	16	17	16	+3 Rapier +2 Dagger

The 'Co-ordinator' is the secret identity of Count Kaledric, a party-giving social bore and supposed weakling. The Co-ordinator wears a black mask and cape into action. He is a widely feared and mysterious personal avenger of the Overlord. Some believe him to be the secret god or demon of the Overlord. The hushed rumors are justified as the Co-ordinator always chooses one victim at a time and strikes at the most advantageous moment. He rarely kills, preferring to break Lords to crippled slaves, magic users to mindless beggars, and clerics to helpless hermits.

HIRELINGS:	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
BANDAR THREE-TOES	FTR	CE	8	37	-2	7	17	10	10	9	15	14	+1 Sword
LAWKS THE DIRKSMAN	FTR	N	6	35	-3	7	15	13	12	14	10	15	+2 Dagger
BORGILAR THE ENCHANTER	MU	LE	7	17	4	7	7	17	9	10	16	12	Wand of F.B.
VELNAGOR THE LAMA	CL	LE	7	18	-4	7	13	12	15	9	13	9	+1 Mace
REMIRATH BRIGHT-BEARD	FTR	N	8	45	-1	7	16	9	8	8	14	9	+2 Sword

The Co-ordinator has a secret assembling place below the Castle-Palace of Count Kaledric. His hirelings pose as simple minded servants until called to action. Riding jet black warhorses and wearing blackened armor, they exit the long cave far from the Castle Kaledric. The Co-ordinator has been known to carve a flourished "C" on the unsuspecting victims to forewarn them who they confront.

VALON - CAMPAIGN MAP FIVE

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

HEX LOCATION	VILLAGE NAME	POP.	TYPE	CIV	ALGN	RULER NAME	LVL	ALGN	CLASS	TYPE	RESOURCES
0112	Milirth	210	Elf	3	LG	Maganrod	5	LG	MU	Elf	
0203	Freeman's Fen	315		1	N	Tullus	6	LG	PAL	Man	Market
0224	Deluan	180	Half	1.3	CG	Anklan the Good	4	CE	FTR	Man	Oil
0316	Harrowdale	340		2	N	Shabakan	4	N	FTR	Man	
0407	Fomaland	420		4	N	Hernigu	5	N	DR	Man	Market
0431	Brendare	160	Gob.	3	CE	Stokey Gray	4	N	FTR	Ogre	Pelts
0526	Lith-Maven	270		2	LE	Granbritan IV	3	LE	FTR	Man	Market
0704	Moskilt	152		0	CG	Gallorun	7	LE	TH	Man	Market
0813	Canopasar	465		2	CE	Dorn the Pillar	4	CE	FTR	Man	Horses
0819	Grawaste	125		4	N	Bodenith	11	CG	CL	Man	Market
0909	Zindar	146		0	CG	Big Atundorn	4	LG	MU	Man	
0916	Ameron	160		2	N	Nilthic Roth	6	N	FTR	Dwarf	
0928	Klanith	212		3	CG	Stumpy Slepoth	3	LE	MU	Man	Pipeweed
1005	Doomsford	330		1	N	Boklazar	4	N	FTR	Man	Furs
1110	Berclazaw	105		3	N	Wensilth	4	N	MU	H-Elf	Silver
1203	Ironholm	386	Dwarf	3	N	Duralin Raven-eye	5	N	FTR	Dwarf	Iron
1405	Vorsteria	452		2	LE	Mindang	4	LE	FTR	Man	
1503	Roversport	85	H-Orc	4	LE	Sidcut Enil	8	LE	FTR	Man	Market
1511	Stumpy Point	90		3	CG	Omagil	4	N	IL	Man	Market
1708	Oakenclear	248	Orc	4	LE	Gahtoh the Toad	6	N	FTR	Troll	Mercury
2001	Aldebaren	310		2	CG	Kalzarcck	4	CE	FTR	Ogre	
2022	Tirthsen	110		2	CE	Mulsast	8	CE	MU	Man	Market
2123	Denpasar	240		3	N	Birst Menkag	3	N	FTR	Man	Hides
2124	Etlanna	122		0	N	Ayol Wide-Stride	4	N	BA	Man	Market
2603	Valon	1690		6	LG	Artarias the Bear	9	LG	FTR	Man	
2702	Tilleasy	225		1	LG	Ereg the Wanderer	3	LG	FTR	Man	
2819	Heatherdale	360	Gnome	2	N	Breaker Tessan	4	N	FTR	Man	Market
3320	Orinco-Dier	450		0	N	Nabot	6	N	FTR	Man	
3722	Norodom	224		5	LE	Lord of Faces	4	LE	MU	Man	Fish
3822	Arcturan	180		5	LE	Meldar the Ancient	10	LE	Red Dragon	Market	
3823	Melnabone	160		9	LE	Wailing Bailrik	9	LE	FTR	Man	Market
4003	Kirilith	436	Gob.	1	CE	Rider of Rontagin	4	CE	MU	Man	Zinc
4006	Garthain	310		3	N	Burgess	4	N	FTR	Man	
4210	Fairlea	115		1	N	Numa the All-Lord	4	N	FTR	Man	
4309	Breem	254	Elf	2	LG	Cil-Drith	5	LG	FTR	Elf	Market
4402	Uriah-Kazar	510	Dwarf	5	LG	Kanthor the Hearty	6	LG	FTR	Dwarf	Iron
4505	Fairway	610		1	N	Hederan	4	N	MU	Man	
4608	Gnomestead	218		3	N	Sparks Argesul	3	N	TH	Man	
4703	Neang-Kazar	220	Gnome	0	N	Rodine	4	N	FTR	Man	Pelts
4711	Cidin-Kazar	150	Dwarf	6	LG	Dimrock	6	LG	FTR	Dwarf	Market
4722	Hallhavew	212		2	CE	Polmak Pabel	4	CE	MU	Man	Fish
4908	Zubardor	420		3	N	Vizier Brenton	4	N	AL	Man	Market
5103	Nimbartan	170		3	N	Jerimon the White	3	N	FTR	Man	
5115	Orcholding	120	Orc	2	LE	Cur Blutath	6	LE	FTR	Troll	Pitch
5208	Torgress	215		4	CG	Egalit the Vulture	7	LE	CL	Man	Market

RAVAGED RUINS

- 0131 In a clearing of vegetation is a partially sunken telescope which, if cleaned, will cut in half the sighting distance of an object that is viewed with it. A rattlesnake has made his home underneath it.
- 0505 Beneath a large outcropping of granite is a partially fallen castle. It's gates and timbers are burned out and the wraith of the long dead Lord Wainail haunts the ruins.
- 0720 A large calendar stone lays on the bottom where it was dropped by a priest's ship.
- 0929 In long grasses is the crumbling scraps from a leather working shop.
- 1101 There is a large well that is overgrown with brush and it is filled with waste oils. These oils are highly flammable and the vapors are explosive.
- 1421 The sunken village of Gossett lays partially covered with red sands. The village consists of 27 cottages and is surrounded by a ditch. It is inhabited by five giant sharks.
- 1606 A small cave whose entrance is covered with trees and brush is the lair of three werewolves. The beasts do not know of the partially operational hot-air balloon that is buried at the back of the cave.
- 1720 In a blasted area is a large crater. A rusted breast plate with the crest of the World Emperor on it is worn by a skeleton.
- 2015 Here lays a large galley whose bottom was holed by a dragon turtle. The monster still stalks the area for food.
- 2125 Under a pile of rocks is a large clay pot full of wax. A pack of 17 wild dogs nest within the rocks.

- 2402 Two skeletons, one of a man and one of a troll, lay still locked in mortal combat. The man's ghost lingers here until he is set free by telling the story of how he, Gonthar, defeated a troll in unarmed hand-to-hand combat.
- 2519 A large sunken fountain from Altantis stands in nearly two hundred feet of water.
- 3632 In a well hidden crypt is a ring of Brathecol, one of the kings of old Altantis. A stone golem is guardian of the crypt which appears as a monolithic block of limestone.
- 3825 A blackened Great Keep whose roof has caved-in and the gates have rotted down, provide shelter for four giant pigs.
- 3905 A broken, wormeaten trade sign whose condition is so bad that readers can only make out the words, Come Alive... written in Elvish.
- 4215 On the sea bottom, covered with sand, is a monolith to Zeus. It is laying on it's side where it was knocked down by a lightning bolt.
- 4425 Partially sunken, in the volcanic ash of the seabed, is the outpost tower of a long forgotten kingdom.
- 4603 In a weed infested crevice are 13 rusted shield bosses.
- 4807 Deep underground in a large cavern is the fabled Dwarven city of Krazandol. It was once the capitol of a northern kingdom of dwarves that stretched for many miles. Krazandol's craftsmen were famed all over the world for their works in iron, silver, gold, and mithril. The city became rich and powerful, from the trade that it's craftsmen drew and soon held sway over much of the north. But it's riches were to be it's downfall because it was so well known that the Dragons of Banzot heard about it, and in a three-day battle drove the dwarves out. The Great Worms and all of the riches are still in the dwarven city of one Great Keep and 317 houses.
- 4829 The sunken dolmen of an ancient king can be reached via a short sea-cave formed by a toppled marble column. A silver inlaid diadem within is the ingress to the royal grave. A giant manta ray frequents the area.
- 4918 An abandoned Triton village is the lair of a giant octopus. The central plaza is the location of a sacrificial stone which has a secret compartment containing a +1 trident.
- 5101 The remains of a flint pit lies in the weeds of a mud bank. An obsidian sword projects from the bank.
- 5124 A mouldering skeleton of a long dead storm giant is still clothed in a huge leathern hauberk, iron helm, and rotting linen. The giant's sword is wedged tightly in a boulder.

CITADELS & CASTLES

LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN	LOCATION	CLASS	LEVEL	ALIGN	MEN
0129 Cit.	FTR	4	N	80	1007 Cas.	FTR	5	LG	180	3723 Cas.	PAL	8	LG	100
0207 Cit.	FTR	4	LG	60	1018 Cit.	FTR	6	N	50	4005 Cas.	CL	5	LE	60
0211 Cas.	TH	7	N	100	1103 Cit.	MU	5	N	20	4009 Cit.	AL	7	N	20
0320 Cit.	MNK	6	N	40	1226 Cit.	IL	8	N	30	4304 Cit.	FTR	4	CE	140
0403 Cas.	FTR	10	LE	110	1404 Cas.	FTR	4	N	100	4510 Cas.	FTR	6	LE	50
0527 Cas.	CL	5	LG	100	1501 Cit.	FTR	3	LE	60	4605 Cit.	CL	4	LG	100
0614 Cit.	FTR	3	N	30	1508 Cit.	TH	6	CE	110	4813 Cit.	FTR	5	CG	40
0711 Cas.	FTR	6	CG	60	1924 Cit.	FTR	7	N	40	4903 Cit.	TH	3	N	130
0730 Cit.	MU	4	N	20	2501 Cit.	BA	4	N	50	5111 Cit.	SG	9	N	50
0801 Cit.	CL	4	CE	70	2702 Cas.	FTR	6	LG	80	5204 Cas.	FTR	7	CG	60

IDYLLIC ISLES

Each island is preceeded by it's hex number on Valon Campaign Map.

- 0334 Ant Island - A giant ant colony with a huge network of tunnels is worshiped by goblins. The goblins gather sap from maple trees and sacrifice prisoners by chaining them to the rocks beneath the ant hills.
- 0734 Isle of High Place - Formed by a now inactive volcano, this rocky isle is overrun by wolves and lemurs. Inside the cave is the ruins of a looted pyramid built over an extensive lava pit. The pyramid has poisonous gas traps which still function although the treasure has been taken long ago.
- 1134 Isles of Fiery Swine - Wild boars battle mountain goats for dominion over the grove of apple trees. Some boars are polymorphed sailors who drank from the enchanted spring. Some goats are polymorphed sailors who sampled the island's grapes.
- 1325 Lava - Flow Isle - A large active volcano is the principle feature... PROB 10 % of eruption per visit. Four triceretops and three tyrannosaurus dinosaurs inhabit the sparse jungle.
- 1332 Monkey Isles - Wild monkeys acting as first level thieves overrun these isles. Giant boring beetles and ticks are their only predators.
- 1413 Findrive Isle - A lonely castaway, Ratar Crikisin, has been stranded here for 16 years. He offers one pink pearl for passage to the continent.
- 1622 Isle of Ljosjafaheim - The tree covered hills conceal the great hall of a Viking Chief, Fortel of High Hallick. Now aged and broken, he desires a champion to lay the enslaver of his small band.
- 1628 Isle of Maidens - A sand bank surrounds this isle on all but northern approach. A small walled convent for the novice priestess of Aganju is protected by 23 female initiates, 12 female bishops, and one sage. The convent is located at the head of a fresh water stream within the dense forest. A band of 26 cavemen inhabit the headland rocks above the convent.
- 1722 Mariner's Isle - A sheltered cove and the hives of giant honey bees make this isle a welcome stop for merchant ships. In a hidden seaward cavern, a school for thieves is operated by Effendi Balorast... a master thief of eccentric nature. His pupils (2 - 12 thieves) practice on the Effendi's guards... 16 orcs.

- 1734 Isle of Terraces - The abode of a simple but industrious people, which have covered the hills with terraces. The 24 farmers are all related and trade flax and corn for provisions. They take refuge in a centrally located storm cellar when maraunders appear.
- 1934 Isles of Biting Horses - These isles are covered with dense vegetation, small herds of miniature wild horses, and a pride of tigers.
- 2217 Cornmill Isles - A band of 96 gnomes trade corn for necessities. A werewolf rampages through the village during every full-moon and man-eating plants dot the rocky heights.
- 2229 Interlude Isle - An enthusiastic soccerer dreams of world dominion as he labours in his underground laboratory to produce the "perfect" warrior...an armor plated flesh golem. His assistants are 3 gnome mediums and an elderly hermit which lives outside the entrances.
- 2308 Isle of Revellers - Consuming the red berries which grow on this lush island causes "instant" intoxication. Two-headed blue snakes lurk amongst the parrot-filled trees.
- 2521 Volcanoe Isle - A village of headhunting natives lies in a dell beneath the large inactive volcano.
- 2620 Fourfence Isle - The dwarven deer called 'Nicalitail' is a gourmet item of great value in distant lands. The 'Nicalitails' are extremely fast and difficult to trap. Mountain lions frequent the shoreline at dusk.
- 2921 Isle of Tears - Amidst the misty mounds is the cave home of a woman troll named Stonerax. Jealously guarding a small treasure hoard buried on a hill top, she lives with three slave girls whom she mistreats.
- 2922 Isle of Forthanal - Three extinct volcanoes mark the rugged vista. A very old Black Dragon inhabits the largest of the silenced caves.
- 3003 Isle of Breach - A simple tribe of men tend crops and hunt in the shady green vales.
- 3015 Devils Isle - The accursed stockade here holds the luckless prisoners of Valon. The garrison of seventy is commanded by Lord Darbath.
- 3027 Isle of Iron - Eons ago a huge meteorite fell here to form this isle. Miners would exploit the high grade nickel iron were it not for the 9 rust monsters here.
- 3121 Isle of Coral - Central to this isle is a large cliff of coral uplifted by volcanic action. A herd of hypogriffs inhabit the caves atop the cliff.
- 3132 Isle of the Serpent - An intelligent giant snake (8 HD) able to speak most languages (60%) lives in this lush forest. Able to swim only a short distance, he will beg for passage to the mainland. Always having failed he will try to sneak aboard.
- 3134 Isle of Green Plague - Small creatures called Cammoes live here and carry the Green Plague (15% to catch, Incu. Day 2-16, Dur. Days 2-40, Rec. Wks. 2, Fatal 0%). The plague produces a rash that itches uncontrollably during times of stress.
- 3423 Isle of Knowledge - An order of monks train missionaries to the mainland.
- 3520 Shell Isle - A large sand bar juts out from the isle, home for Giant Clams and crabs.
- 3707 Woolness Isle - An orc tribe maintains a log palisade around the sacred pool of a Spirit Naga (CE, AC5, 15" 10HD, cause saving throw vs. charm).
- 3720 Silk Isle - Giant Mulberry trees cover the land, where Giant Silk Worms (4 HD) can be found.
- 3927 Isle of Foresight - Here lives a cyclops with acute vision (6 times that of a normal man). He will swim out to passing ships to board and wreck havoc.
- 3928 Isle of Green Crystal - Giant green crystals surrounding this island are actually a mutated sea creature able to swim and bore through a ship's hull. The only inhabitants are a mad wizard and his prisoner, a dwarven armorer.
- 3932 Corelith Isle - Home of an elven ship builder, Lethpiril, who will gladly help elves, distrusting others.
- 4134 Isle of Basolith - This deserted isle is enchanted so that one venturing inland will lose his sense of direction and have only a 5% chance per turn of finding the shoreline.
- 4221 Isle of Reckoning - Here a ruined temple contains a transparent stone, that when touched, will answer one historical question per day (95% PROB of veracity).
- 4731 Isle of Wanderers - A myriad mix of miscreants populate the camp on this isle.
- 4822 Hemp Isle - A large producer of hemp for the ropes of Valon, this isle is also infamous for its cruel slavery.
- 4922 Hanging Isle - A small community of ex-slaves work the fields and groves, barely self-sufficient.

LURID LAIRS

HEX #	MONSTER	&	NUMBER	HEX #	MONSTER	&	NUMBER	HEX #	MONSTER	&	NUMBER
0105	Werewolves		25	1625	Sea Elves		216	3902	Werewolves		18
0228	Hill Giants		3	1801	Unicorn		7	4030	Sperm Whale		2
0318	Wild Dogs		123	1911	Lizard Men		127	4207	Grizzly Bears		13
0513	Will O Wisp		1	2223	Hobgoblins		42	4320	Giant Clam		3
0728	Orcs		169	2431	Dragon Turtle		1	4405	Trolls		37
0805	Wild Cattle		190	2502	Ogres		6	4611	Hippogriffs		12
0923	Giant Sharks		14	2608	Sea Horses		34	4727	Giant Eels		3
1113	Giant Squid		4	2825	Giant Sea Otters		8	4804	Giant Crocodiles		7
1206	Storm Giants		3	3202	Giant Walrus		4	4912	Were Bears		13
1330	Sea Monsters		2	3516	Dolphins		46	5107	Wild Horses		28
1417	Giant Sea Snake		4	3823	Green Dragon		1	5133	Giant Seals		44
								5220	Killer Whales		6

GUIDELINES TO HUBERIC OF HAGHILL

BACKGROUND Hex 2321, Campaign Map One

Sir Huberic has ruled Haghill for the past 14 years. He enlarged the small castle and shocked the villagers by occupying the long deserted 'Tower of Torpid Terror'. The large tower is the most ancient structure in the surrounding area and legend says that a terrible creature of the Elder Days sleeps beneath it. While Huberic laughs off the superstitions, he prudently sealed off all entrances to the dungeons beneath the tower.

Huberic is especially fond of banquets and uses every opportunity to increase his grisly girth. His retainers are very loyal because Huberic is famed for giving gold rings to his favorites. He entertains them by frightening animals (and an occasional peasant) with his 20' whip.

MISCELLANEOUS METIONABLES (Unless otherwise noted)

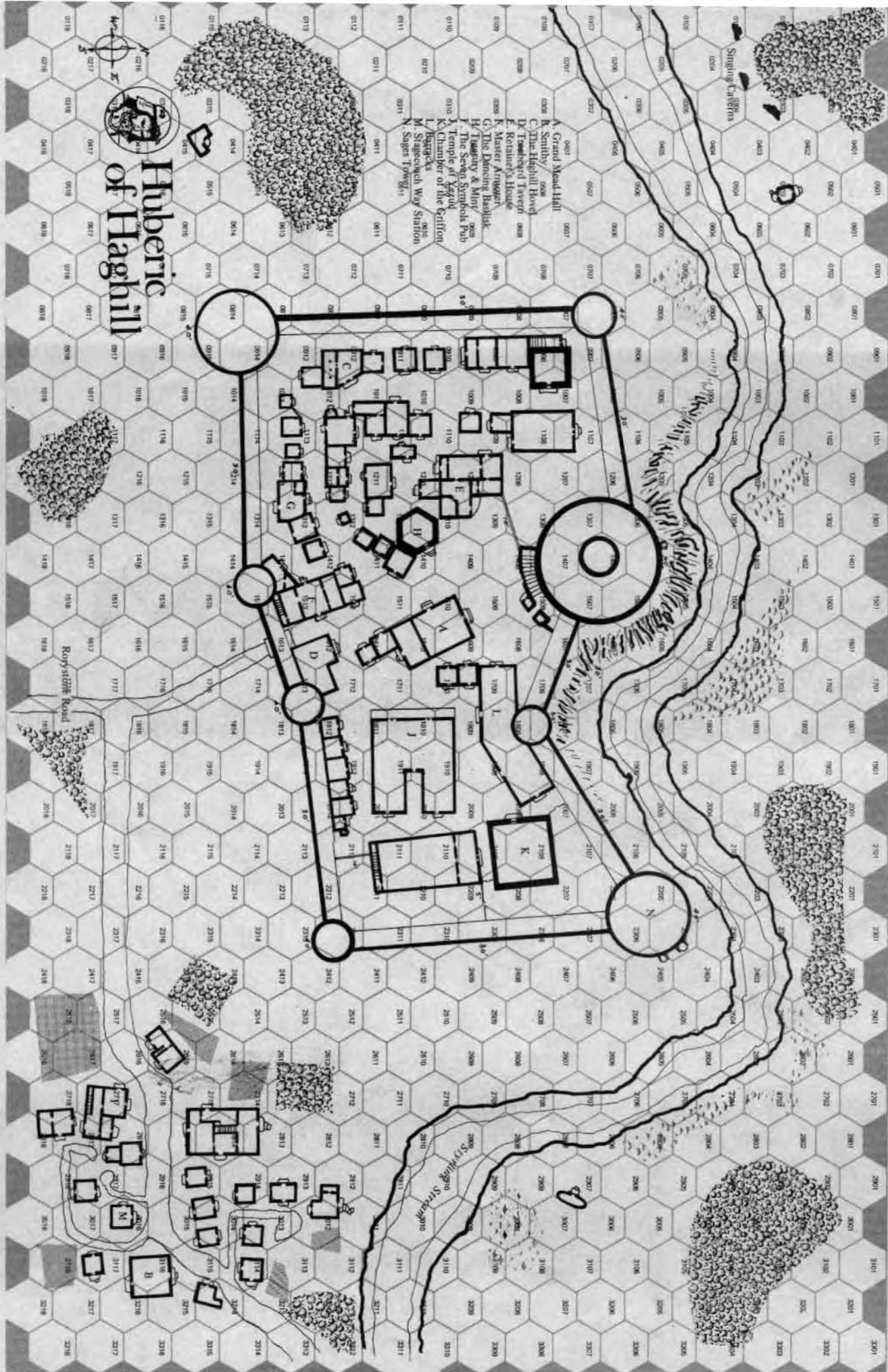
	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
Huberic the Stout	FTR	N	7	36	2	14	14	10	8	17	15	12	+2 Sword
Portly, Self-centered.	Ring of Spell Turning												
Ochcall Cat-Eye	FTR	CE	5	28	4	6	16	12	10	9	7	10	Morn.Star
Constant companion of Huberic, wild-eyed, high pitched laugh.													
Slaughter Serkart	FTR	N	4	12	4	6	10	8	7	6	17	13	+1 Sword
Tall with crested helm and huge moustache	Boots of Traveling & Leaping												
Gelath the Spry	MU	N	5	9	9	6	5	15	10	7	12	10	Dagger
White beard bushy eyebrows, yellow robe	Potion of Human Control												
Cobbler Codfall	FTR	CG	3	10	7	4	12	8	10	14	15	12	Hammer
Only villian which bad mouths	Huberic-personal friend of a Shedu												
Punty Ticknar	BA	N	3	8	8	4	12	15	15	15	16	16	+1 Dagger
Chubby and gregarious, staying at the Lively Leech Inn.													
Lontan the Looter	TH	N	4	9	9	3	10	10	8	9	17	12	Sword
Acts like a joyful drunk while picking pockets.													
Burker Bliss	BA	LG	5	20	7	4	10	12	14	14	15	16	Dagger
Amiable, pet cockatoo relates	Legend of the Hecatoncheires...100 hand giant.												
Pachier the Poacher	FTR	N	3	16	4	3	16	10	14	10	12	7	Flail
Sells stolen chickens and pigs, filthy beyond belief.													
Debienna	AMAZON	LG	4	23	6	5	9	14	15	8	16	18	+2 Sword
Searches for the Helm of the Heartstone...a Helm of Telepathy stolen by a Zombie.													
Boomer Bronk	CL	LE	3	11	4	3	18	8	12	16	10	9	Mace
Village Priest of Yezud, Supplement IV p.46, 6 pet spiders.													

LEGENDS & RUMORS

Drifting Dythor and the Djinn: an aged panhandler with a magic bottle.
 The Golden Tree: a vampire tree with golden apples.
 The Silent Strand: a sea-shore inhabited by murderous moles.
 The Grateful Grasshopper: wishes granted by a shape-changed god.
 The Infinite Sword: a +1 sword which extends into the etherial plane.
 The Lady of White Flowers: an elven princess sleeping in an enchanted field.
 The Jewel-Worm of Wormingford: a black dragon wearing a jeweled crown.

SHOPS/TAVERNS

	CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
A. Llywren the Dadger	FTR	N	3	8	9	4	10	8	14	15	8	11	Sword
B. Stretchy Vagin	FTR	LG	2	7	8	6	11	12	8	9	10	14	Dagger
C. Azarit the Anarchist	MU	CG	3	5	9	4	6	16	10	5	12	10	Dagger
D. Kontar the Pacer	FTR	LE	4	21	4	5	14	8	7	12	9	7	Axe
E. Oracular Gasrit	CL	LG	2	5	5	3	10	7	15	4	16	13	Mace
F. Scitale Big-ears	FTR	LG	2	8	6	3	12	10	9	14	7	8	Dagger
G. Chow Hoar-breathe	FTR	CE	5	29	9	6	15	5	12	8	10	7	Sword
H. Kaladan of Karn	FTR	LE	3	7	4	3	10	10	6	12	13	12	Flail
I. Forliet Mentat	IL	N	2	3	9	4	6	17	12	10	15	16	Dagger



CITY STATE OF THE INVINCIBLE OVERLORD - CAMPAIGN MAP ONE

CITADELS & CASTLES

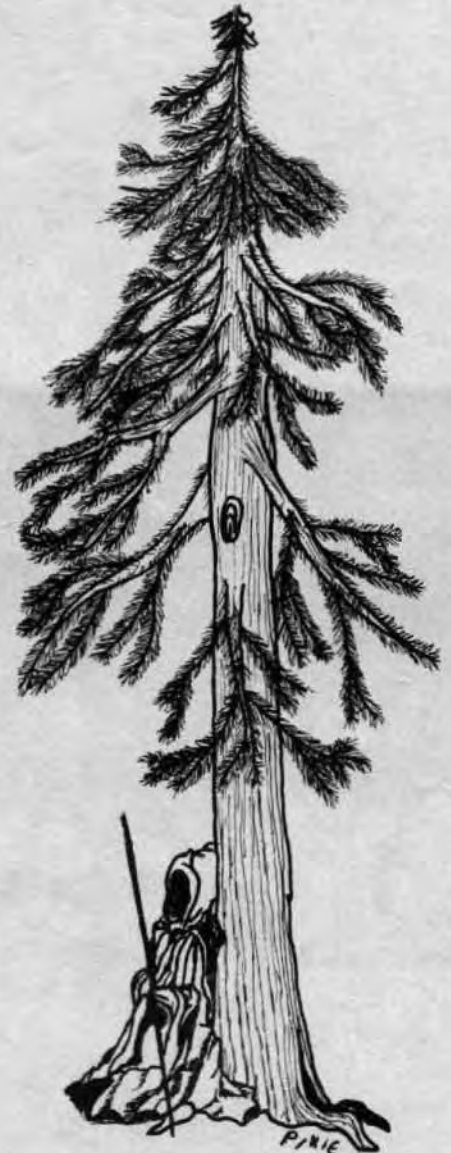
VILLAGES If no type stated, it is considered men.

LOCATION, NAME, POP, & TYPE	CIV	ALIGN	RULER, LVL, ALIGN, CLASS, TYPE	RESOURCES
0115 Grita Heath 110	4	CG	Iskarban 7 LG CL	Spices
0122 Caelam 490	7	CE	Jiralmar 16 N TH	Pelts
0210 Havocia 155	0	N	Gartang 4 LG FTR	Flint
0231 Jasonyria 252	5	N	Nativad 7 N AS	Silk
0328 Shavenoar 140	2	LG	Markant 5 CG FTR	Copper
0428 Skaney 284 Groll	2	N	Foxiling 4 N FTR Groll	Furniture
0510 Greybeard 445	5	N	Rabagan 8 CG MU	Tin
0531 Charnock 470	5	N	Tovekerd 9 CE TH	Lead
0607 Irungsway 180	6	CG	Lepsarn 13 N MU	Oil
0633 Wildwood 154 Hobbit	3	LG	Agbertal 9 CG FTR Hobbit	Vineyards
0703 Finmark 300	2	N	Barlatarn 15 N FTR	Pearls
0727 Red Cliffe 126	4	N	Rockaster 9 N DR	Copper
0823 Springle 366	6	CG	Hanutar 8 LG FTR	Sulphur
0828 Hlymadle 340	4	N	Burlak 12 CE CL	Zinc
0831 Hankam 183	6	LE	Stapelan 11 CE MU	Market
0905 Smitten 460	6	N	Belian 14 N MNK	Market
0907 Elixer 390 Dwarf	0	CG	Cortnay 9 N MU	Market
1013 Hindfell 334	6	CE	Garerd 7 N	Market
1031 Dart 270 Goblin	0	CE	Hetvamar 13 N FTR	Market
1123 Lakenheath 515	3	N	Runalf 12 LE	Market
1128 Landmarch 442 H-Elf	5	LG	Tornald 11 LE MU	Market
1209 Bernost 488	6	N	Malric 12 CG	Market
1308 Doom 305	3	CG	Gubard 11 N	Market
1313 Catalan 492	4	CE	Eablin 10 N DR	Market
1423 Anguikan 412 Elf	2	CG	Tabernas 13 CE IL	Market
1429 Bondmaid 166	5	CG	Hakaman 15 LG	Market
1533 Hunwood 452	2	CG	Coturn 12 CG	Market
1609 Wenlock 220 Goblin	5	CE	Berbant 7 N MU	Market
1623 Foremost 350	4	CG	Redwulf 10 LG CL	Market
1715 Hledra 216 Goblin	5	CE	Armengart 4 N FTR	Granite
1720 Bulwark 293 Hobbit	4	LG	Jahungir 10 CE CL	Pipeweed
1812 Smite 310	3	N	Ramtalan 7 CG FTR	Iron
1815 Omen 236	2	LG	Banfort 9 CG FTR Dwarf	Gold
1907 Crucible 166 Orc	1	LE	Fastis 11 LE FTR	Iron
1934 Sunfells 410 Elf	6	N	Synake 14 N TH	Market
2004 Orlage 166	5	CG	Lyrdan 11 N FTR	Market
2015 Shewolf 163	6	CG	Gorogatan 10 CG FTR	Market
2032 Goblin Hill 457	2	LG	Zolamat 10 CG MU	Granite
2120 Gaehill 394 Dwarf	6	N	Baldacan 6 N FTR	Lead
2125 Flint 292	0	N	Disbad 12 LE FTR	Marble
2312 Byrny 462	5	CG	Hetalan 9 N FTR	Iron
2314 Trollstore 194 Goblin	0	CE	Cusalcon 11 LE FTR	Gold
2321 Haghill 152	0	N	Huberic 7 N FTR	Horses
2422 Darkfield 175	5	N	Snarzak 11 LE MU	Market
2503 Maskholm 390	6	CG	Bolash 17 LE IL	Market
2509 Anvil 184	4	N	Fladhal 11 N CL	Silver
2529 Dearthmead 310	6	N	Oramek 11 LG FTR	Market
2606 Thunderhold 2000	9	LG	Boralin 8 N FTR	Gems
2622 Woe 270	3	CE	Vardanit 7 LG FTR	Hides
2623 City State 20,000	8	N	Balarnega 16 LE FTR	Market
2626 Goodhap 215	5	N	Kofsyra 10 N FTR	Market
2630 Luckstone 224	3	LG	Sulakarn 8 N FTR	Vineyards
2708 Ered Chimera 258 Orc	1	CE	Kemac 10 LG CL	Lead
2711 Troth 177	5	CG	Tregaric 7 N FTR	Market
2733 Atwain 320 Hobbit	3	N	Astcaran 8 CE FTR	Pipeweed
2814 Tain 404	5	N	Krogin 6 CG FTR	Market
2926 Bier 170	3	CG	Laskinor 4 N TH	Market
3003 Thelamie 165	6	N	Ranian 5 CG FTR	Market
3005 Karn 265	2	CE	Bretharch 10 CE MU	Copper
3007 Carmage 240	1	LG	Harilik 7 LG FTR	Timber
3117 Adderwood 312 Elf	2	CG	Gofynan 7 LG PAL	Furs
3204 Sea Hill 294	4	LG	Langorin n FTR	Market
3213 Elf-burn 144 Elf	5	CG	Ermidon N FTR Elf	Market
3313 Limerick 150	5	N	Bedestyr N BA	Salt
3325 Varin's Firth 440	1	CE	Penarkon CE	Pitch
3402 Warwik 9400	9	N	Gadelen N FTR	Market
3406 Seasteadholm 146 Elf	1	N	Gronrhy CG Elf	Market
3412 Boughrune 230	0	N	Halewnlyn LG MU	Market
3529 Hel 460	2	CG	Tarhinagh CE MU	Iron
3615 Modron 1230	9	N	Anoethin N CL	Gems
3625 Rockhollow 210	5	N	Eangar CG FTR	Zinc

LOCATION	CLASS	LEVEL	ALIGN	MEN
0107 Cit	MU	7	CE	40
0125 Cas	FTR	6	N	130
0203 Cas	CL	6	LG	70
0216 Cit	FTR	5	CG	40
0312 Cas	FTR	8	LE	120
0324 Cit	MU	5	N	12
0330 Cit	FTR	5	LE	60
0402 Cit	RGR	5	LG	30
0420 Cit	FTR	6	CG	60
0515 Cas	FTR	8	LE	120
0602 Cit	MU	6	CG	10
0620 Cas	FTR	7	LG	50
0628 Cit	MU	8	N	50
0701 Cit	CL	4	LG	15
0712 Cit	CL	7	LG	60
0818 Cit	MU	5	LE	20
0911 Cas	FTR	6	N	150
0929 Cit	PAL	5	LG	10
1003 Cas	FTR	8	LE	110
1119 Cas	FTR	7	N	80
1206 Cas	CL	6	LE	70
1225 Cit	MU	6	N	60
1316 Cit	FTR	5	LE	14
1333 Cas	FTR	8	N	130
1423 Cit	CL	4	LG	40
1505 Cit	MU	5	LG	20
1607 Cas	FTR	5	LE	120
1623 Cit	FTR	7	LG	30
1715 Cit	FTR	5	N	50
1824 Cit	MU	5	N	40
1906 Cas	FTR	8	LE	100
1913 Cit	CL	7	LG	20
2010 Cit	MU	5	N	50
2024 Cas	CL	7	LE	100
2127 Cit	FTR	8	LG	10
2232 Cas	CL	5	LG	150
2334 Cas	FTR	6	LE	130
2422 Cas	IL	6	N	110
2503 Cas	CL	7	LG	120
2509 Cit	MU	6	N	30
2529 Cas	MU	8	LE	160
2604 Cas	FTR	7	LG	130
2611 Cit	FTR	5	LG	60
2620 Cas	CL	6	LE	70
2626 Cit	FTR	5	N	40
2708 Cit	MU	6	N	30
2732 Cas	FTR	8	LE	120
2814 Cas	FTR	5	N	60
2916 Cit	FTR	6	LG	20
2926 Cit	MU	8	CE	20
3021 Cit	FTR	7	N	40
3127 Cit	CL	4	CE	40
3204 Cas	FTR	8	LE	90
3230 Cit	FTR	5	LE	40
3325 Cit	FTR	6	CG	60
3402 Cas	FTR	8	LE	120
3406 Cit	CL	5	CG	10
3418 Cit	FTR	7	CE	45
3529 Cas	MU	8	CG	140
3616 Cas	CL	7	LG	90
3827 Cit	FTR	5	N	40
3933 Cit	CL	5	LE	10
4008 Cas	FTR	5	N	50
4133 Cit	FTR	6	CE	30
4206 Cit	FTR	6	CG	40
4313 Cit	MU	7	CE	40
4429 Cas	FTR	7	LE	110
4528 Cit	FTR	5	N	50
4608 Cit	CL	6	LG	60
4633 Cit	FTR	5	N	36
4806 Cas	FTR	7	CE	80
4927 Cas	FTR	8	LG	130
5123 Cit	MU	7	CE	25
5231 Cit	MU	8	LE	40

LOCATION, NAME, POP, & TYPE CIV ALIGN RULER, LVL, ALIGN, CLASS, TYPE RESOURCES

3704 Zarthstone 416	4	LG	Kamlan CG	Market
3706 Wolfstone 400	4	LE	Ledwig N	Mercury
3806 Ottergild 184	4	N	Narthin CE	Salt
3827 Dorn 230	6	CG	Rakinach LE	Market
3919 Ryefield 128	6	LE	Ciloxinin CG	Pitch
3933 Guilding 306 H-Elf	2	N	Algryan LG	Market
4008 Forecastle 155 Gnom	7	CE	Zademidan CE	Market
4013 Sticklestead 2540	5	N	Kargrol LE	Horses
4015 Brushwood 132	2	LG	Gakutig LE	Market
4123 Ashenshaft 426 H-Elf	5	CG	Celdric CE	Market
4126 Wormingford 172	1	CE	Cathorn LG	Market
4226 Oakenbridge 318	3	N	Mervanal N	Market
4229 Fireside 330	6	LG	Amlenfrik CG	Market
4313 Seastrand 412	3	LE	Vagnakar N	Market
4314 Sunlitten 450	3	CE	Rasarel N	Market
4416 Tegel 230	3	N	Terneimor LE	Market
4431 Heatherbrush 196	3	N	Keibardan LE	Market
4518 Benobles 266 Elf	9	CG	Elidoel N	Market
4528 Mill Haven 190	6	CG	Glasiglin CG Elf	Market
4534 Serpeant Little 136 H-Elf	2	N	Grugal N	Market
4609 Croy 458 Men	9	N	Melrik LE	Pearls
4622 Lightelf 415 Gnome	9	CE	Veranken LG	Timber
4732 Swarin's Cairn 156 Men	5	N	Ablikar N	Fish
4804 Armagh 267	5	N	Dunbarin CE	Fish
4829 Ossary 3200 Men	8	CE	Alkazed CE	Market
4923 Palewood 114 Elf	1	CG	Giwaldyn CG	Pitch
4927 Sea Rune 135 Men	5	CG	Drudnak N	Market



TRADE GUIDE

Because most inhabitants are self-sufficient, trade is limited to towns or armies where specialization is evidenced. Since, all village populations are stated in Able-Bodied Men, the actual maximum market potential is roughly four times greater. Demand is the willingness to buy... not the ability to purchase. High prices demand wealthy customers.

PRODUCT CLASS DEMAND/WEEK Example: wine, classed as Common, sold in a village with a population of 200- 200x4=800 800x1%=8 quarts since, wine sells for 1 GP@, would yield 8 GP.

Common 1%

Rare 22%

Extraordinary 56%

Examples of Product Class: (see JG Booklet I)

Common- foodstuffs; wine, mead, clothing, rope, tools, nets, feeds, seeds

Rare- processed foods, armor, weapons, mechanisms, luxuries, oil, sundials, imports

Extraordinary- fantastic creatures, parts & eggs of creatures, magic items, weapons etc.

Examples of Price

Bushel of Maize 3 GP

Fur Pelt- small 1

med. 2

large 5

Barrel of Fish 6

Bushel of fruit 4

10 Rabbits 1

Fox 1

Deer 5

Bear 6

Dragons 700-1200/Hit Die

Giants 100-1000/Hit Die

Hydra & Balrog 200-700/HD

Sea Monster 300-800/HD

Goblins & Kobolds 1-6 GP@

Orcs & Hobgoblins &

Gnolls 1-10 @

Cockatrice & Basilisk &

Medusae 100-600 GP

Eggs: 1/4th of type

Gorgon & Manticora, Chimera & Wyvern

300-800 GP

Gargoyle & Lycanthrope & Minotaur

100-600 GP

Purple Worm 10,000 GP

Centaur & Unicorn & Griffon & Giant

Insects & Giant Animals 400-900 GP

Djinn & Efreet 10,000 GP

Pegasi & Roc 1200 GP

Parts: 1/10th of type



IDYLLIC ISLES

Each island is preceded by its hex number on Campaign Map 1

- 0301 Isle of the Twelve-Twelve 70'-120' Bronze Statues of the gods Thetis, Ino, Oceanus, Tethys, Neptune, Amphitrite, Doris, Triton, etc. The statue of Thetis is hollow and contains ten Class H treasures. Triton will antimate to protect the treasure being 180 HTK, AC -8, immune to magic and weapons below +3, +5 Trident does 7-42/Hit and attacks as a 10th level monster.
- 0701 Isle of Laiah-Abode of a 19th level sorceress (very lonely).
- 1101 Isle of the Halflings-27 shipwrecked Hobbits evading a Cyclops.
- 1701 Isle of Honors-An ancient temple containing a water naga.
- 1901 Isle of Amedocles-A castaway pirate who knows fears the return of a giant crocodile which hates him.
- 3101 Isle of Midheaven-116 females and two ancient sages fervently desire a champion who will enter the cave of their god to ask for the return of the male villagers sent to ask his aid...a Catoblepas.
- 4001 Isle of the Talisman-A pirate citadel, 120 pirates, and two sloops.
- 4101 Isle of the Water Sprites-A sea Hag and 6 'daughters' live in a mountain cave.
- 4102 Isle of the Elect-A completely deserted city with a dungeon beneath the temple.
- 4409 Isle of Emyreal Dawn-Overrun by Giant Frogs and Giant Leeches.
- 4502 Isle of the Sea Witch-36 wrecked ships inhabited by ghouls and a Dragon turtle.
- 4510 Isle of the Ringlet-Abode of an ancient Wizard desiring a vial of water from Council Lake.
- 4601 Isle of Damarah-Giant octopi occupy a bucaners treasure cave.
- 4611 Isle of Slumber-The ruins of an ancient city overrun by apes hide a wishing well.
- 4612 Isles of the Shadow Dragon-Stronghold of the pirate brotherhood.
- 4813 Isles of Eerie-Mist shrouded isle of vineyards visited by Nixies.
- 4915 Isles of Wight-56 extremely poor Vikings and one longship.
- 5017 Isle of the Thousand-Abode of rebels, outlaws and exiles.
- 5116 Isle of Tombs-1420 tombs full of undead and demons.
- 5119 Isle of Black Idols-Ebony statues guarded by a black dragon.
- 5215 Isle of the Vortex-356 Lizard Men who worship a giant Manta Ray.

LURID LAIRS

HEX# MONSTER & NUMBER

0102 Minotaurs	6	1206 Trolls	10	2923 Dryads	6	4006 Minotaurs	1
0109 Wereboars	15	1230 Sea Monsters	2	2983 Giant Crocodile	6	4016 Gorgons	2
0117 Hill Giants	4	1305 Bug Bears	3	3011 Fire Lizard	3	4021 Bears	26
0125 Hobgoblins	120	1327 Wild Horses	46	3017 Pixies	40	4128 Giant Lizards	8
0134 Salamanders	3	1332 Green Dragons	3	3103 Giant Ants	160	4206 Wererats	7
0206 Giant Ants	36	1415 Mountain Lions	12	3111 Giant Toads	11	4215 Stirges	24
0314 Griffons	14	1419 Wild Cattle	17	3123 Giant Lynx	12	4224 Giant Toads	10
0219 Medusae	3	1505 Ogres	13	3126 Mountain Lions	13	4232 Harpies	9
0225 Ogre-Magi	4	1507 Frost Giants	6	3131 Giant Weasels	14	4404 Dolphins	13
0229 Lizard Men	30	1602 Aquatic Elves	260	3226 Weretigers	15	4421 Wild Pigs	22
0317 Catoblepas	2	1611 Orcs	190	3233 Wild Dogs	14	4524 Giant Weasels	14
0324 Dire Wolves	12	1626 Giant Weasels	4	3308 Giant Shark	8	4602 Sea Horses	6
0335 Centaurs	12	1705 Leprechauns	3	3311 Wild Horses	12	4625 Wereboars	3
0403 Ents	15	1722 Giant Skunks	6	3318 Hippogriffs	2	4630 Stags	12
0414 Kobolds	330	1807 Yeti	4	3329 Orcs	180	4704 Owl Bears	5
0431 Basilisks	4	1831 Bears	15	3421 Giant Otter	14	4805 Manticoras	2
0504 Unicorns	2	1903 Tritons	21	3431 Hydrae	11h	4934 Elasmosaurus	2
0512 Wild Pigs	22	1911 Cloud Giants	4	3508 Trolls	7	5008 Plesiosaurus	3
0533 Tigers	17	2129 Giants Ram	15	3515 Wild Dogs	18	5025 Giant Crabs	4
0614 Gorgons	3	2209 Hydrae	3	3527 Hobgoblins	180	5117 Morkoth	10
0730 Cave Bears	10	2222 Crocodiles	25	3612 Giant Centipedes	10	5122 Werewolves	8
0818 Nixies	95	2232 Manticoras	1	3628 Trolls	5		
0903 Gnolls	140	2325 Lizard Men	30	3631 Hill Giants	3		
0909 Giant Spiders	23	2334 Red Dragons	4	3708 Giant Leech	8		
0920 Giant Bettles	8	2406 Cockatrices	5	3711 Mososaurus	3		
1002 Mermen	40	2432 Salamanders	3	3809 Giant Ants	120		
1016 Wild Dogs	43	2521 Giant Frog	6	3812 Wild Horses	24		
1028 Wolves	16	2618 Giant Beaver	3	3821 Unicorns	1		
1030 Owl Bears	3	2734 Minotaur Lizard	2	3829 Wild Horses	21		
1112 Giant Snakes	5	2818 Wood Nymph	5				
1119 Werebears	10	2822 Ents	18				
1134 Sahuagin	37	2905 Giant Wasps	6				



MORALE Use the following guideline for determining NPC's morale in important situations. Add the NPC's morale rating (determined when hired) and adjust for circumstances.

Two Six-Sided Dice Roll

2	Panic - Roll on Random Action Table
3	Dread - Run, back to enemy
4	Fearful - Fall Back in loose order
5	Apprehensive - Fall Back in good order
6	Shaky - No advance, no attack**
7	Uneasy - No advance unless attacked
8	Half-hearted - Slow advance, no charge
9	Steady - Quick advance
10	Calm - Charge
11	Ready - Charge, Automatic 1st Round*
12	Stalwart - Charge, Automatic 1st two Rounds*

*If at least equal weapon length **may melee

NPCs morale may be checked as a group, if appropriate.

Circumstances:

Outnumbered	-1	Per NPC's 4 Lvl's	+1
Num. Superior	+1	Veteran Fighter	+1
Wounded	-1	4-7 HD Monster	-1
Badly Wounded	-2	8.+ HD Monster	-2

Panic Random Action Table

1	Surrender, Throw down weapon
2	Play dead, Crawl away
3	Freeze, no Attack nor move
4	Run Away, Random direction
5	Hide nearest place possible
6	Berserk! Attack +3 HP for next 4 rounds, -1 per round thereafter, cumulative

CIVILIZATIONS & TECHNOLOGICAL LEVELS

The following chart can be used to determine the relative technological/civilization level of a village or section. There are actually eleven levels, increasing in sophistication; a '0' on the ten-sided die is considered either 0 or 10 at judge's option.

CIVILIZATION	LEADER	DEFENCES	TECHNOLOGY
0 Anarchy	Warlord	Manor, Caves, Pits	Papyrus, Stone, Wheel
1 Democracy	Hetman	Earthworks, Ditches	Stirrup, Waterwheel, Bronze
2 Tribal	Chief	Pallisade, Patrols	Agriculture, Rudder, Iron
3 Agrarian	Mayor	Citadel, Militia	Sundial, Linen, Candles
4 Religious	Cleric	Temple, Traps	Lantern, Chariot, Felt
5 Tributary	Governor	Keep, Garrison	Screw, Windmill, Silk
6 Oligarchy	Noble	Outside Troops	Crossbow, Chainmail, Spinning Wheel
7 Republic	Senator	Walls, Machines	Hourglass, Stagecoach
8 Aristocracy	Overlord	Fortress, Reserves	Knitting Machine, Compass, Plate Mail
9 Feudal	King	Castle, Vassal Armies	Rockets, Glasses, Damas, Steel
10 Dictatorship	Emperor	Multi-Fortress, Allies	Telescope, Calculus, Sextant

POPULATION DENSITY

The population density of an area will largely be determined by the civilization and tillable land within the area. There is 13,856 acres and 21.65 square miles in each 5 mile hex. Hunting tribes require one square mile per member while one square mile of farmland will support a population of 320. Agriculture requires a density of 30 per square mile for maximum utilization. A village of 220 pure hunters would require a hunting range of ten hexes for support. A village of 660 farmers which farmed an entire hex would support an additional 5740 population group. The wilderness map assumes all hexes are lightly wooded excluding mountains. The woods shown are especially dense, requiring horsemen to walk mounts. The only true clear terrain hexes are those within and adjacent to the names of plateaus and plains. Tillable land in the farmland cleared by farmers. Any civilization above two has 10-100% tillable land within the hex in which it is located. Thus, agriculture hexes will support a population of 640 to 6400. When entering a hex containing a village, tower or castle, a 6 on a six-sided die indicates that the feature in question has actually been found, a 5 indicating that a small farm or hamlet (10-60 population) has been found instead. Players following a road, coastline or river that intersects a village, negates the necessity of 'encountering' same.

BARONIES

Upon building a stronghold, a player-character must clear every four hexes (five miles each) radiating from the hex in which his stronghold is located. While clear terrain hexes can be maintained monster free by patrols, mountainous, swamp and dense wood hexes cannot be maintained free of monsters. For this reason, barons usually do not maintain patrols in these areas, preferring the more tillable clear terrain and hilly hexes. Investments will increase the population of a hex by ten able bodied men per month per 1000 GP invested. Adjacent hexes are affected at the rate of five men per month unless mountainous, swamp or dense forest hexes.