

SEVEN VOYAGES OF ZYLARTHEN

**Rules for Original Style Sword and Sorcery
Campaigns Playable with Paper and Pencil
and Imagination**

OAKES SPALDING



THE CAMPAIGN
VOLUME 4 OF FOUR BOOKLETS

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SEVEN VOYAGES OF ZYLARTHEN

VOLUME 4

THE CAMPAIGN

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INTRODUCTION:

The following contains a number of tables and charts referred to in the first three volumes as well as providing a few hints and ideas for running a campaign featuring both dungeon and wilderness adventures. Keeping to the original plan, there are no long bits about how to be a good referee or a successful player. These subjects are of course highly useful but have already been covered quite well by others. In particular, *Campion & Clitherow* recommend [Philotomy's Musings](#) by Jason Cone and [A Quick Primer for Old School Gaming](#) by Matthew Finch, both of which are free as of this writing.

STARTING A CAMPAIGN:

To begin, the referee will need a dungeon of at least a few completed levels (created by the referee or purchased) and a map or at least a mental idea of the location and general nature of the nearest “civilized outpost”—a village, town, keep or the like that the players can use as a home base.

At this stage it is not required that the entire “world” be mapped out, nor that there should be a full-blown history, mythology, culture or what have you already designed. Some of these things can be prepared (and this will be discussed later in the volume) but it is perfectly acceptable to start small. The world should grow organically, nourished by actual play. C.S. Lewis described the creation of his novel [Perelandra](#)—a rich and complex work of a few hundred pages—as beginning merely with a mental picture of small islands floating on tossed seas. Far from having a complete plot and set of characters already in mind, the author discovered the story after he started writing. The parallel with campaign world building is quite close. Filling out the world will no doubt require a large amount of background work and time on the part of the referee (perhaps as much as writing a novel) but the referee’s imaginative efforts will often be greatly aided by what happens, so to speak, on the ground.

THE UNDERWORLD:

By tradition a dungeon is a sprawling maze with a number of levels. Traveling downward, each successive level contains more fearsome traps and monsters but also more valuable and fabulous treasures. Levels need not be stacked neatly. There might be sub-levels or “dead-end” areas. Nor should access points between them be uniform or obvious. Some staircases should descend two levels while other “false” stairs might make no net descent. Great pits or chimneys might connect many levels or even give players the ability to rapidly access the lowest depths (or give monsters the chance to quickly emerge from them). And of course a few points of access might only be one-way in the form of chutes, self-locking doors, one-way teleportation areas, and so on.

Each level should generally have multiple points of entry and exit. One important aspect of player choice is deciding if and when to go down to the next level and/or when to come back up. There should be plenty of room for flight and pursuit, and numerous opportunities to get lost as well as chances to find one’s way back. Here are a few ideas taken from the original game:

Die Level Transition

1	Normal stairs
2	Gently sloping passage
3	Ladder
4	Chute
5	Chimney
6	Pit
7	Slide
8	Trapdoor in the floor or ceiling
9	River or stream
10	Elevator room
11	Teleportation area (one-way or two-way)
12	Multi-level area with windows, terraces or similar

Die Door

1	Normal door
2	Secret door
3	One-way door
4	Portcullis
5	Hole
6	Force field

Trap

1	10' Pit
2	10' Pit with spikes
3	Arrow or spear trap
4	Scything blade
5	(The above but with poison)
6	Falling stone block

Most dungeon levels should have a maximum density such that monsters will occupy no more than 2 in 6 areas. Somewhat lower densities are possible and often advisable, encouraging faster movement and often more intelligent play by the characters. Of the locations that contain monsters, perhaps 3 in 6 should contain treasure of some sort. In addition, a few unoccupied spaces (no more than 1 in 6) should contain treasure without monsters. Of course such "loose" valuables should almost always be well hidden and/or trapped, otherwise why wouldn't they already have been looted?

The question arises as to how much treasure should be placed on each level. If the dungeon is intended to be a center of the campaign for some time, and if it is large and challenging enough (with, say, at least 50-100 encounter areas per level), then total wealth per dungeon level should be allocated such as to provide sufficient experience points for surviving members of a successful party to gain one level of experience, perhaps taking into account that some treasure will not be found. SEVEN VOYAGES of ZYLARTHEN differs from the original game in that treasure must be spent in order to convey experience. Thus, there probably should be a bit of additional treasure to leave the hard-working characters some spending money. For the overall total per level, we recommend a value in Silver Pieces equal to:

The average number of experience points necessary for
one character to gain a level

x

The average number of expected party members

x

A multiple of 1.5 to 2.5

For a standard party of five 1st or 2nd level characters (along with perhaps a few hirelings) this would come out to total treasure valued at 15,000-25,000 Silver Pieces (2,000 x 5 x 1.5 to 2.5).

Magic items should be allocated sparingly at a suggested ratio of no more than one item per expected party member per level, keeping in mind that some items will not be found and others will be used up during play. Potions, low-level scrolls and a few +1 magic weapons should make up many of the items on the first few levels, though it can be interesting to throw in a few more powerful (and dangerous) objects. One suggestion would be simply to determine magic items randomly using the tables in Vol. 3, discarding those items that might too greatly upset play balance, especially for low-level characters, and then rounding things out with a few items that might be “required”, e.g. the presence of a monster on the 3rd level that can only be hit with magic weapons might necessitate placing at least one such weapon.

FEATURES OF THE UNDERWORLD:

Seeing in the Dungeon: Characters will usually need lanterns, torches, magic swords or other magical means. However, virtually all monsters in the underworld, except those attached to and allied with the party, are assumed to have “in-fravision” that allows them to see at least 60’ in the dark.

Mapping: As the players travel through the labyrinth, a “snapshot” of their progress or status will often be tracked with metal figures and dominoes or similar. However, it is desirable that the players make an accurate map using pencil and graph paper. One player should be designated as mapmaker, and thus her character will probably not have anything else in hand within the game.

Standard Dungeon Doors: Adventurers will usually find them “stuck”, requiring a special roll to open. Each attempt will take a melee turn and will necessitate a wandering monster check (see below) due to noise, among other things. Once opened, doors will generally swing shut again unless held open or spiked. However, doors will automatically open for monsters unless held shut or spiked. Spiking doors open or shut will generally be successful temporarily, but there is a 2 in 6 chance that the spikes will later become dislodged. Characters may listen at doors, though making a thorough job of it will take one turn. If a room is inhabited, the referee must decide what the occupants are doing—talking, sleeping, playing cards, etc.—and determine appropriate sounds accordingly. Of course some monsters—including most Undead—will make no sound.

Secret Doors and Passages: It will take one full turn to search a 10’ x 10’ area of wall. Men, Dwarves and Halflings will have a 2 in 6 chance, and Elves will have a 4 in 6 chance of discovering such a door if it exists. In addition, Elves will often have a 2 in 6 chance of sensing the presence of such a door by mere proximity. Alternatively, if gameplay time allows, if a player explicitly describes the actions of his character such that the referee decides that they comprise a rational and intelligent approach to finding a hidden door—“I will methodically knock each flagstone with the pommel of my dagger, listening for variations in sound”—then the referee may determine that there is a close to 100% chance of success, if such a door exists of course.

Traps and Pits: These will usually have a 2 in 6 chance of being sprung by characters passing over or by them. Prodding with a pole or similar will sometimes activate a trap or at least alert the characters to its presence. Unexpectedly dropping into a pit will inflict 1-6 hits of damage for each 10' fallen. Falls of 20' or fewer cannot reduce a character to zero hit points in the usual way. Rather, losses will stop at 1 hit point (this will not be the case for hostile non-player characters). However, for falls of any distance of 10' or more, for each full 6 hits rolled, the character must save versus death ray or be at zero hit points with a broken limb (80% leg, 20% arm). See the Zero Hit Points Table in Vol. 1. Example: Helena, a 1st level Fighting-Women with 8 hit points, falls into a 20' pit. She rolls two dice of damage, getting 5's on each die, giving a total of 10 hits. This is more than her current total, but since the fall was not more than 20' she is left with 1 hit point. However, she must now make a saving throw (if she had rolled two 6's, she would have had to make two saving throws). She fails her save, and making another roll on percentile dice, the referee determines that Helena has unfortunately broken her leg. Her friends improvise a litter for her and she survives to fight another day. Pits containing spikes (poisoned or otherwise) or other harmful impediments may of course inflict additional damage. Intentional or anticipated jumps, especially if prepared for by shedding armor, etc., will at the referee's discretion impart fewer hits of damage—typically a 20' jump will be equivalent to a 10' fall, and so on.



Wandering Monsters: Dungeons are not frozen or static and most monsters will at least occasionally move around on various errands. The threat of wandering monsters keeps things moving, and if handled correctly by the referee greatly increases the tension and suspense of exploration. Each turn there is a 1 in 20 chance that a wandering monster will be attracted by the noise and light of the party, or will simply blunder into them by accident. The referee should create a wandering monster table for each level or section of the dungeon. The table might include already "placed" monsters from some location in the dungeon as well as nomadic creatures with no fixed lair, and perhaps there should even be a chance to encounter a completely random monster or set of monsters that have somehow found their way down (or up) to the area of the dungeon the party is currently exploring. A typical wandering monster table (in this case for the 2nd Level of the dungeon) might look like this:

<u>Die</u>	<u>Wandering Monster</u>
1	4-24 Kobolds from Level 4, escorting 1-6 prisoners
2	Raiding party of 3-18 Vikings from the surface
3	1-20 Giant Rats
4	1-10 Giant Ants
5	2-12 Stirges from the nest in Room 14
6	1-6 Giant Moths
7	2-5 Gnoles from the Guardroom on Level 1
8	1-2 Huge Spiders from their lair within the pit in the South Corridor
9	Young Green Dragon from Room 25, slowly crawling to the Chute at 17
10	The Black Knightess Jezebel (she is lost and therefore annoyed)
11	Roll randomly on Level 2 Table, Vol. 4., p. 10
12	Roll randomly on Level 2 Table, Vol. 4., p. 10

Encounters and Surprise: An encounter occurs when at least one side becomes aware of the other. This will usually occur at 20-80 feet distance unless modified by an intervening door, corner or similar. Unless circumstances indicate otherwise, each side has a 2 in 6 chance of potentially surprising the other. This chance will be negated by certain factors. For example, a fully armored party traveling down a corridor by torchlight will almost never be able to surprise an opposing force. In turn, the opposing force (if relatively quiet and not carrying a light source) will have a 2 in 6 chance of surprising the party. Members of a party bursting through a door on their first try will have at least a 2 in 6 chance of surprising those inside (perhaps more than 2 in 6 if it has previously been determined that the inhabitants of the room are asleep or distracted, etc.) and no chance of being surprised themselves. However, if one or more previous attempts to open the door have been made, the situation will be reversed, with the inhabitants having readied their weapons in an appropriate defensive formation and the intruders possibly finding themselves off-balance.

Some monsters have an increased chance of surprise due to their stealthy nature. Invisible creatures or men or monsters hiding in shadows, lurking behind a

corner, etc. will have up to a 5 in 6 chance of surprising their opponents. Remember however that many monsters will have additional or heightened senses that may reduce the chances to 2 in 6, especially if they are moving slowly or carefully.

Surprise will almost always give opponents the chance to close the distance if necessary as well as giving them one free turn of attack. Thieves will have enhanced attack probabilities. In addition, surprised characters or monsters will have a 25% chance of dropping any held item.

Negotiation: Monsters will not always automatically attack (or flee) but will often attempt to communicate, perhaps in order to gauge the strength or intentions of the party or to propose some sort of negotiation, bargain or alliance (actual or feigned). Reaction rolls may come into play here, modified and interpreted by alignments, the particular situation and desires of the monsters, and so on.

Flight and Pursuit in the Dungeon: Most monsters will be intelligent enough to flee from or at least avoid attacking a force judged to be superior or strong enough to potentially inflict unwanted injury. Of course hunger, innate aggressiveness or outright malice may modify this. In turn, a party will often find that flight is the wisest choice. Monsters chasing the party will continue in their efforts unless or until one of the following events or actions occurs. The chances that a monster will break off pursuit will generally be influenced by its intelligence. As always, referee judgment and discretion should always prevail:

<u>Action</u>	<u>Intelligent</u>	<u>Semi-Intelligent</u>	<u>Unintelligent</u>
Party increases distance to 100' or more	3 in 6 chance	4 in 6 chance	5 in 6 chance
Party turns corner, passes through standard door or takes stairway up or down	2 in 6 chance	3 in 6 chance	4 in 6 chance
Party disappears through secret door	5 in 6 chance	5 in 6 chance	5 in 6 chance
Burning oil thrown on floor	1 in 6 chance	2 in 6 chance	3 in 6 chance
Edible items tossed behind	No effect	3 in 6 chance	5 in 6 chance
Treasure tossed behind	5 in 6 chance	1 in 6 chance	No effect



MONSTER DETERMINATION MATRIX BY DUNGEON LEVEL:

Level Beneath the Surface				
Die	1	2	3	4
1	3-18 Table A	4-24 Table A	5-30 Table A	3-300 Table A
2	2-12 Table A	3-18 Table B	4-24 Table B	2-200 Table B
3	2-12 Table B	2-12 Table B	3-18 Table C	4-24 Table C
4	1-6 Table B	2-12 Table C	2-12 Table 1	3-18 Table 1
5	1-6 Table C	1-6 Table C	1-6 Table 2	2-12 Table 2
6	1-3 Table C	1-6 Table 1	1-3 Table 2	1-6 Table 3
7	1-2 Table 1	1-3 Table 1	1-2 Table 3	1-2 Table 4
8	1 Table 1	1-2 Table 2	1 Table 3	1 Table 4
9	1-2 Table 2	1-2 Table 3	1-2 Table 4	1-2 Table 5
0	1 Table 2	1 Table 3	1 Table 4	1 Table 5

Level Beneath the Surface				
Die	5	6	7	8
1	3-400 Table B	4-24 Table 3	3-18 Table 5	3-18 Table 6
2	3-300 Table C	3-18 Table 4	3-18 Table 6	2-12 Table 7
3	1-200 Table 1	2-12 Table 4	2-12 Table 6	1-6 Table 8
4	4-24 Table 2	2-12 Table 5	1-6 Table 6	1-3 Table 8
5	3-18 Table 3	1-6 Table 5	1-6 Table 7	1-2 Table 8
6	2-12 Table 4	1-6 Table 6	1-3 Table 7	1-3 Table 9
7	1-6 Table 5	1-3 Table 6	1-2 Table 8	1-2 Table 9
8	1-3 Table 5	1-2 Table 7	1 Table 8	1 Table 9
9	1-2 Table 6	1 Table 7	1-2 Table 9	1-2 Table 10
0	1 Table 7	1 Table 8	1 Table 9	1 Table 10

Level Beneath the Surface				
Die	9	10	11	12
1	3-18 Table 7	1-6 Table 10	2-12 Table 10	1-6 Table 12
2	2-12 Table 8	1-3 Table 10	1-6 Table 11	1-6 Table 13
3	1-6 Table 9	1-6 Table 11	1-3 Table 11	1-3 Table 13
4	1-3 Table 9	1-3 Table 11	1-3 Table 12	1-6 Table 14
5	1-3 Table 10	1-2 Table 12	1-2 Table 13	1-3 Table 14
6	1-2 Table 10	1 Table 12	1-2 Table 14	1-3 Table 15
7	1-2 Table 11	1-2 Table 13	1-2 Table 15	1-2 Table 16
8	1 Table 11	1 Table 13	1 Table 15	1 Table 17
9	1-2 Table 12	1-2 Table 14	1 Table 16	1 Table 18-20
0	1 Table 12	1 Table 14	1 Table 17	1 Tables 21+

Under no circumstances will the number range for monsters be greater than the range for Number Appearing (see Monster Descriptions in Vol. 2). For greater variation, consider a wider possible spread of monster levels: die 1 = one level lower, die 2-5 = specified level, die 6 = one level higher.

MONSTER LEVEL TABLES*:

A	Die	B	Die	C	Die
Buccaneers	1	Bandits	1	Amazons	1
Pirates	2	Barbarians	2	Berserkers	2
Prisoners	3	Brigands	3	Dervishes	3
Soldiers	4	Nomads	4	Half-Elves	4
Bats	5	Vikings	5	Ruffians	5
Horses	6	Brawlers	6	Praecantors	6
Rats	7	Malefics	7	Filchers	7
Snakes	8	Lifters	8	Crocodiles	8
Spiders	9	Wolves	9	Giant Lizards	9
Sea Horses	10	Giant Rats	10	Cavemen	10
Kobolds	11	Pterodactyls	11	Mermen	11
Halflings	12	Nixies	12	Orcs	12
Gnomes	13	Goblins	13	Elves	13
Skeletons	14	Dwarves	14	Stirges	14
Giant Butterflies	15	Zombies	15	Giant Flies	15
Giant Dragonflies	16	Giant Locusts	16	Giant Ants	16
Giant Centipedes	17	Fire Beetles	17	Shriekers	17
Yellow Mold	18	Red Martians	18	Yellow Martians	18
1	Die	2	Die	3	Die
Duelists	1	Black Knights	1	Rakehells	1
Diabolists	2	Demonurgists	2	Black Magicians	2
Snatchers	3	Fingerers	3	Harpaces	3
Boars	4	Apes	4	Evil Priests	4
Giant Eagles	5	Huge Bats	5	Lions	5
Giant Weasels	6	Giant Toads	6	Giant Poisonous Toads	6
Lizard Men	7	Dire Wolves	7	Spotted Lions	7
Hobgoblins	8	Giant Leeches	8	Giant Crabs	8
Gnoles	9	Bugbears	9	Ogres	9
Leprechauns	10	Pixies	10	Faeries	10
Pegasi	11	Dryads	11	Harpies	11
Troglodytes	12	Piercers	12	Dragons	12
Blink Dogs	13	Wererats	13	Gargoyles	13
Homunculi	14	Shadows	14	Werewolves	14
Ghouls	15	Giant Moths	15	Lesser Vampires	15
Giant Bees	16	Huge Spiders	16	Giant Ticks	16
Large Spiders	17	Gray Ooze	17	Cave Creepers	17
Green Slime	18	White Martians	18	Gelatinous Cubes	18
Black Martians	19	Cyborgs	19	Thoats	19

* For the tables on these two pages only, use a twenty-sided die. Roll again if the highest number is exceeded.

<u>4</u>	<u>Die</u>	<u>5</u>	<u>Die</u>	<u>6</u>	<u>Die</u>
Villains	1	Bravos	1	Interfectors	1
Hecantontarchs	2	Haruspices	2	Evocators	2
Sicarians	3	Phansigars	3	Thugs	3
Bears	4	Tigers	4	Druids	4
Giant Hogs	5	Saber-Toothed Cats	5	Giant Poisonous Snakes	5
Giant Snakes	6	Giant Octopi	6	Cave Bears	6
Yeti	7	Ogre Magi	7	Giant Squids	7
Giant Water Spiders	8	Manticoras	8	Trolls	8
Doppelgangers	9	Centaur	9	Griffins	9
Hippogriffs	10	Cockatrices	10	Medusae	10
Minotaurs	11	Dragons	11	Wyverns	11
Dragons	12	Salamanders	12	Dragons	12
Wereboars	13	Weretigers	13	Djinn	13
Wights	14	Thoblines	14	Werebears	14
Giant Hornets	15	Giant Scorpions	15	Wraiths	15
Giant Beetles	16	Phase Spiders	16	Giant Spiders	16
Rust Monsters	17	Owl Bears	17	Wind Walkers	17
Ochre Jelly	18	Tharks	18	Orluks	18
Calots	19	Androids	19	Shift Panthers	19

<u>7</u>	<u>Die</u>	<u>8</u>	<u>Die</u>	<u>9</u>	<u>Die</u>
Incantators	1	Necromants	1	Evil Lords	1
Evil Thieves	2	Evil Master Thieves	2	Master Assassins	2
Elephants	3	Giant Spitting Snakes	3	Mastodons	3
Giant Crocodiles	4	Titanotheres	4	Stone Giants	4
Wooly Rhinoceroses	5	Hill Giants	5	Chimerae	5
Tritons	6	Treants	6	Dragons	6
Unicorns	7	Gorgons	7	Tentacle Men	7
Basilisks	8	Dragons	8	Aerial Servants	8
Dragons	9	Invisible Stalkers	9	Flesh Golems	9
False Gnomes	10	Spectres	0	Vampires	0
Water Nagas	11	Lammasu	11	Will O'Wisps	11
Mummies	12	Lurkers Above	12	Apts	12
White Apes	13	Sith	13	Robots	13



<u>10</u>	<u>Die</u>	<u>11</u>	<u>Die</u>	<u>12</u>	<u>Die</u>
Evil High Priests	1	Triceratopses	1	Wizards	1
Mammoths	2	Fire Giants	2	Dragon Turtles	2
Frost Giants	3	Dragons	3	Cloud Giants	3
Dragons	4	Efreet	4	Dragons	4
Spirit Nagas	5	True Wraiths	5	Clay Golems	5
Ghosts	6	Giant Slugs	6	Liches	6
Ropers	7	Black Pudding	7	Shambling Mounds	7
Banths	8	Solians	8	Phaetonians	8

<u>13</u>	<u>Die</u>	<u>14</u>	<u>Die</u>	<u>15</u>	<u>Die</u>
Witches	1	Tyrannosaurus Rex	1	Dragons	1
Stegosaurus	2	Giant Sea Snakes	2	Purple Worms	2
Dragons	3	Storm Giants	3	Elementals	3
Guardian Nagas	4	Dragons	4	Stone Golems	4

<u>16</u>	<u>Die</u>	<u>17</u>	<u>Die</u>	<u>18-20</u>	<u>Die</u>
Giant Fish	1	Cyclopes	1	Dragons	1
Dragons	2	Dragons	2	Iron Golems	2

<u>21-25</u>	<u>Die</u>	<u>26-50</u>	<u>Die</u>	<u>50+</u>	<u>Die</u>
Brontosaurus	1	Sea Monsters	1	Gods and	1
Juggernauts	2	Titans	2	Goddesses	
The Dragon Queen	3	The Dragon King	3		

FURTHER CONSIDERATIONS REGARDING THE MONSTER TABLES:

Modify as Follows:

Evil Fighting Men: die 1-2 = Lawful, die 3-5 = Neutral, die 6-10 = no change.

Evil Magic-Users: die 1-2 = Lawful, die 3-5 = Neutral, die 6-10 = no change.

Evil Thieves: die 1 = Lawful, die 2-3 = Neutral, die 4-9 = no change, die 10 = Assassins.

Evil Priests/Evil High Priests: die 1-4 = Lawful, die 5-10 = no change.

Lawful Fighting-Men: die 1 = Paladins, die 2 = Rangers, die 3-10 = no change.

Enchanted Creatures: Homunculi, Giant Moths, Gargoyles, Minotaurs, Salamanders, Djinn, Water Nagas, Invisible Stalkers, Aerial Servants, Spirit Nagas, Efreet, Clay Golems: die 1 = Living Statues with hit dice equal to level, die 2-10 = no change.

Martians: Red Martians, Yellow Martians, Black Martians, White Martians, Thoats, Calots, Tharks, Orluks, White Apes, Sith, Apts, Banths: die 1 = Darsen with hit dice equal to level +2, die 2-10 = no change.

DRAGONS BY MONSTER LEVEL:

<u>1</u>	<u>Die</u>	<u>2</u>	<u>Die</u>	<u>3</u>	<u>Die</u>
None	1	None	1	Black (very young)	1
None	2	None	2	Brass (very young)	2
None	3	None	3	Copper (very young)	3
None	4	None	4	Green (very young)	4
None	5	None	5	White (very young)	5
None	6	None	6	Hell Hounds (3 dice)	6
<u>4</u>	<u>Die</u>	<u>5</u>	<u>Die</u>	<u>6</u>	<u>Die</u>
Blue (very young)	1	Black (young)	1	Blue (young)	1
Bronze (very young)	2	Brass (young)	2	Bronze (young)	2
Red (very young)	3	Copper (young)	3	Golden (very young)	3
White (young)	4	Green (young)	4	Red (young)	4
Hell Hounds (4 dice)	5	Silver (very young)	5	White (sub-adult)	5
Rocs (6 dice)	6	Hell Hounds (5 dice)	6	Hell Hounds (6 dice)	6
<u>7</u>	<u>Die</u>	<u>8</u>	<u>Die</u>	<u>9</u>	<u>Die</u>
Black (sub-adult)	1	Green (sub-adult)	1	Black (adult)	1
Brass (sub-adult)	2	Blue (sub-adult)	2	Brass (adult)	2
Copper (sub-adult)	3	Bronze (sub-adult)	3	Golden (young)	3
White (adult)	4	Silver (young)	4	White (old)	4
Hell Hounds (7 dice)	5	Hydras (6 heads)	5	Hydras (7 heads)	5
Hydras (5 heads)	6	F-B Hydras (5 heads)	6	F-B Hydras (6 heads)	6
<u>10</u>	<u>Die</u>	<u>11</u>	<u>Die</u>	<u>12</u>	<u>Die</u>
Brass (old)	1	Black (old)	1	Copper (old)	1
Copper (adult)	2	Blue (adult)	2	Green (old)	2
Green (adult)	3	Bronze (adult)	3	Silver (sub-adult)	3
Red (sub-adult)	4	White (very adult)	4	Rocs (12 dice)	4
Hydras (8 heads)	5	Hydras (9 heads)	5	Hydras (10 heads)	5
F-B Hydras (7 heads)	6	F-B Hydras (8 heads)	6	F-B Hydras (9 heads)	6
<u>13</u>	<u>Die</u>	<u>14</u>	<u>Die</u>	<u>15</u>	<u>Die</u>
Black (very old)	1	Blue (old)	1	Blue (very old)	1
Brass (very old)	2	Bronze (old)	2	Bronze (very old)	2
Golden (sub-adult)	3	Copper (very Old)	3	Golden (adult)	3
Red (adult)	4	Silver (adult)	4	Green (very old)	4
Hydras (11 heads)	5	Hydras (12 heads)	5	Red (old)	5
F-B Hydras (10 heads)	6	F-B Hydras (11 heads)	6	F-B Hydras (12 heads)	6

<u>16</u>	<u>Die</u>	<u>17</u>	<u>Die</u>	<u>18-20</u>	<u>Die</u>
Red (very old)	1	Golden (old)	1	Silver (very old)	1
Silver (old)	2	Rocs (18 dice)	2	Golden (very old)	2

DRAGON LEVELS BY AGE:

<u>Type</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Black Dragons		Very Young	Young	Sub-Adult	Adult					Old
Blue Dragons			Very Young	Young	Sub-Adult	Adult				
Brass Dragons		Very Young	Young	Sub-Adult	Adult					
Bronze Dragons			Very Young	Young	Sub-Adult	Adult				
Copper Dragons		Very Young	Young	Sub-Adult	Adult					
Golden Dragons			Very Young	Young						
Green Dragons		Very Young	Young	Sub-Adult	Adult					
Red Dragons			Very Young	Young				Sub-Adult		
Silver Dragons			Very Young	Young				Sub-Adult		
White Dragons	Very Young	Young	Sub-Adult	Adult	Old	Very Old				

<u>Type</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>	<u>19</u>
Black Dragons		Very Old							
Blue Dragons			Old	Very Old					
Brass Dragons		Very Old							
Bronze Dragons			Old	Very Old					
Copper Dragons	Old	Very Old							
Golden Dragons	Sub-Adult	Adult				Old		Very Old	
Green Dragons	Old	Very Old							
Red Dragons	Adult			Old	Very Old				
Silver Dragons		Adult			Old	Very Old			
White Dragons									

MONSTER LEVELS:

In general, monsters may be assigned a rating for their monster level equal to hit dice minus 2, plus a bonus of 1 or 2 based on any special attacks or powers they might possess. (Using this scheme, monsters with fewer than one hit die—Kobolds, Skeletons and the like—are treated as having “0” hit dice.) Thus, a standard creature with three hit dice should be rated as monster level 1. However, if the creature is able to make two attacks per round or do additional damage on each attack (perhaps due to superior strength), it might be rated level 2. If instead

or in addition, it inflicts a fatal poison, turns opponents to stone with its touch or gaze or has a high magic resistance, then it might be rated level 3, and so on. Results of -2, -1 and 0 are equivalent to levels A, B and C, respectively.

THE WILDERNESS:

Sooner or later the referee will want to create a background map containing multiple dungeons, mysterious and unexplored forests and swamps, sinister strongholds of evil men and areas of relative safety such as villages, forts, towns and cities, as well as other points of interest that the players may choose to explore. The wilderness is what connects these features, but it is also, so to speak, the nourishing soil that many of them may grow out of without the direct predesign of the referee.



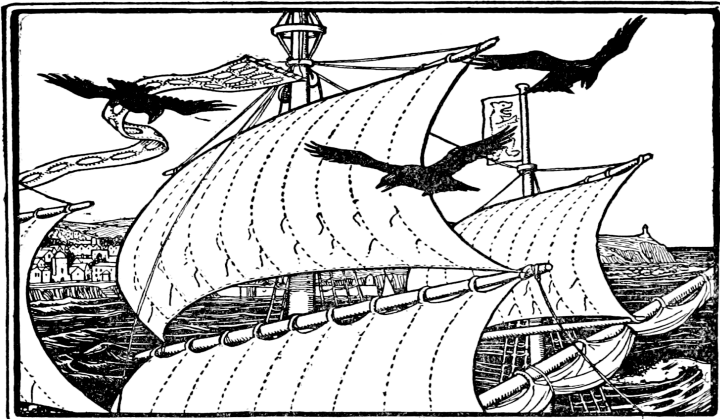
ALTERNATE WILDERNESS MOVEMENT:

The following assumes a map with an overlay of hexagons (henceforth “hexes”) 10 leagues or 30 miles across, where each hex has been assigned a specific terrain type—Clear, Woods, Mountains and so on. Results are expressed in hexes traversed per day:

<u>Type</u>	Mountain Road		
	Road Clear Arid Plains	Woods Marsh Glacier Desert	Mountains Swamp Jungle
Man on foot	1/2	1/3	1/5
Mule	1	1/2	1/4
Draft Horse	1	1/2	1/4
Camel	1	1	1/3
Light Horse	2	1	1/2
Medium Horse	1	1	1/2
Heavy Horse	1	1/2	1/3

<u>Type</u>	Water	Marsh Swamp	Ocean Going?*
Raft	1	1/2	No
Boat	2	1/2	No
Small Galley	2	1	No
Large Galley	2	1	No
Longship	2	—	Yes
Merchant Ship (S)	2	—	Yes
Merchant Ship (L)	1	—	Yes
Warship	2	—	Yes

* Rafts or boats should not be used on the ocean, except of course in extremis. Gallies are not usually seaworthy, as waves will swamp the oar openings. The oar openings of longships are placed higher.



<u>Type</u>	<u>Fly</u>	<u>Referee Use</u>	
		<u>Type</u>	<u>Other</u>
Efreet	3		
Solian	3		
Dragon	4		
Air Elemental	5		
Carpet	5		
Djinni	5		
Griffin	5		
Broom	7		
Hippogriff	7		
Pegasus	8		
Roc	8		

Movement rates assume that there will be active movement—not counting periods of eating or rest—for approximately half a day. One full day of rest per week is required. More aggressive “forced marches” are possible, subject to penalties devised by the referee.

WILDERNESS WANDERING MONSTERS:

<u>Terrain</u>	<u>Lost</u>	<u>Monster</u>	<u>Terrain</u>	<u>Lost</u>	<u>Monster</u>
Clear	1 in 6	2 in 20	Jungle	4 in 6	5 in 20
Woods	2 in 6	4 in 20	Desert	2 in 6	3 in 20
Marsh	2 in 6	3 in 20	City	—	2 in 20
Mountains	2 in 6	5 in 20	Ruins	—	5 in 20
Old Woods	3 in 6	4 in 20	Fresh Water	—	3 in 20
Swamp	3 in 6	5 in 20	Ocean	1 in 6	2 in 20
Arid Plains	1 in 6	3 in 20	Underwater	3 in 6	2 in 20
Glacier	2 in 6	3 in 20	Flying	—	2 in 20

Lost Parties: Check once per day. Becoming “lost” simply means the party will lose one day of movement travelling in a circle or trying to get their bearings, etc. There will be virtually no chance of getting lost if the party is following a road or is accompanied by a Ranger. In addition, trails or good directions—“walk along the ridge of the mountains until you come to a cliff shaped like the heel of a boot, then go down into the valley”—may subtract -1 or -2 from the check.

Wandering Monsters: In general, two checks are made per day—one during daylight and one during evening hours. Parties moving by air or through fresh water will generally roll on the Flyers or Fresh Water tables during daylight and on the relevant terrain tables in the evening (assuming they make camp on land). Parties that wish to move by night will subtract -2 from their evening wandering monster checks (minimum chance: 1 in 20) but will also subtract -1 from their chance to surprise, add +1 to the monsters’ chance to surprise and add +1 to their chance of

getting lost. The referee may designate City terrain as a “safe area” where no checks need be made or he may use unique or specially designed encounter charts for urban adventuring. Alternatively, a check may be made if the party wishes to venture into one of the more dangerous areas—graveyards, the “wastes” immediately outside the city walls, the Thieves’ Quarter, etc.

Encounter Distance: 100-600 feet in standard cases, subject to terrain considerations or 10-60 feet if at least one side is surprised. The typical horizon is approximately one league (three miles) away for a six-foot tall man and three leagues away if looking down from say a 60-foot rise or crow’s nest. Of course, this would not apply if the campaign world is flat!

Surprise Considerations: All things being equal, each side has a 2 in 6 to surprise, subject to these exceptions: Certain types of terrain may negate possible surprise for both sides (e.g. Clear) or possibly for at least one side (e.g. Fresh Water or Ocean). Parties camped for the night will have no chance to surprise, and in turn will be surprised only on a roll of 1 in 6. (This assumes that there is always someone awake and on guard. In addition, it will take sleeping party members 1-3 turns to respond once the alarm is called.) If an encounter on land is with a flying monster, then there is a 50% chance that the monster will be encountered while on land—resting, eating, etc.—giving a +1 bonus for the party to surprise the monster and a -1 penalty for the monster to surprise the party. Party members or monsters moving through the air can almost never be surprised except by other creatures also moving through the air and only if flying in the evening hours without moonlight. If in a surprise situation there are three or more monsters, and they are intelligent, then surprise indicates that the monsters will have probably surrounded the party, as well as giving them the standard free attack if they choose to take it.

Evasion, Flight and Pursuit in the Wilderness: If an encounter is indicated, the party may immediately elect to attempt to evade it by running, hiding, etc., using the table below. Success means the encounter has been avoided. Failure means the encounter must be played out. However, if after beginning an encounter the party subsequently breaks off contact and moves out of sight and/or a substantial distance away from the monster, and if the referee decides that the monster is inclined to pursue, then evasion may be attempted again. If successful, the party is free and clear. If not, then if the monster is faster than the party, there is a 50% chance it will catch them within one league distance. If it doesn’t catch them, then an evasion roll may be made again, and so on. For every league of flight/pursuit the party must eventually rest for half a day.

**Number of Monsters Encountered as Proportion
Of Maximum Number Appearing (see Vol. 2)**

Party Size	1% to 25%	26% to 60%	61%+
1-3	3 in 6 chance	4 in 6 chance	5 in 6 chance
4-9	2 in 6 chance	3 in 6 chance	4 in 6 chance
10-24	1 in 6 chance	2 in 6 chance	3 in 6 chance
25+	1 in 6 chance	1 in 6 chance	2 in 6 chance

Further Evasion Considerations:

Surprise by Party: Roll twice and take lowest roll.

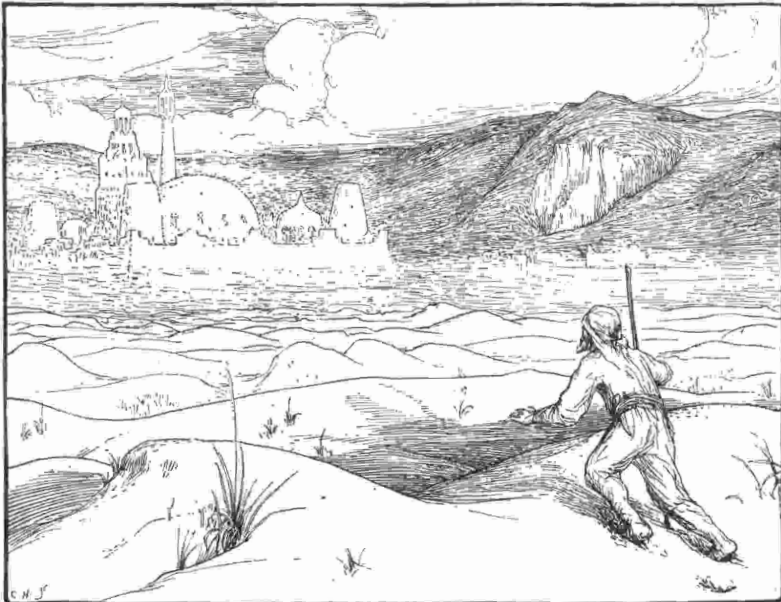
Surprise by Monster: Generally no chance to evade unless party is in Woods.

Woods: Add +1 to evasion chances and give a chance of 1 in 6 to evade even if party is surprised.

One Side is at Least Twice as Fast as the Other: Add +1 or subtract -1 from evasion chances.

Exploratory Movement: This will be at one-third speed but will triple the chances that monsters will be encountered “in lair”.

Food and Water: Ideally, the party will carry rations and water for man-types and if necessary, horses. However, it can often successfully travel without them. Horses should be able to fend for themselves in many terrain types, though the referee may decide to impose a movement penalty, depending on the circumstances. It is assumed that most adventurers have adequate skill at foraging and hunting in the wilderness. Thus, in most terrain types, they may survive without carried food and water. However, overland movement will be at half-speed if the party is not carrying food. In Desert terrain, dungeons and similar environments, characters without food will gain ●●●● in “virtual” encumbrance at the end of each day, and characters without water will gain ●●●● ●●●● ●●●● in “virtual” encumbrance at the end of each day. A successful adversity check will reduce these to ●●● and ●●●● ●●●●, respectively. “Virtual” encumbrance will be added to actual encumbrance to compute movement rates. When “virtual” encumbrance reaches 35, the character will die.



WILDERNESS ENCOUNTER TABLES:

<u>Die</u>	<u>Clear</u>	<u>Woods</u>	<u>Marsh</u>	<u>Mountains</u>
1	Amazons	Bandits	Bandits	Bandits
2	Ants	Barbarians	Beetles	Bears
3	Bandits	Bears	Brigands	Red Dracs
4	Bears	Boars	Centipedes	Dwarves
5	Brigands	Brigands	Crocodiles	Giants
6	Boars	Druids	Black Dracs	Hill Giants
7	Fighting-Men	Elves	Leeches	Goblins
8	Magic-Users	Lycanthropes	Lizard Men	Kobolds
9	Thieves	Orcs	Lizards	Ogres
10	Lions	Rangers	Slugs	Orcs
11	Ogres	Spiders	Snakes	Rocs
12	Orcs	Ticks	Spiders	Trolls
13	Soldiers	Tigers	Toads	Wolves
14	Weasels	Wolves	Will O'Wisps	Dire Wolves
15	Wolves	Flyers	Flyers	Wyverns
16	Flyers	Humanoids	Humanoids	Flyers
17	Humanoids	Men	Men	Humanoids
18	Other Men	Other Monsters	Other Monsters	Men
19	Other Monsters	Old Woods	Undead	Other Monsters
20	Random	Random	Random	Random

<u>Die</u>	<u>Old Woods</u>	<u>Swamp</u>	<u>Arid Plains</u>	<u>Glacier</u>
1	Basilisks	Beetles	Apts	Apts
2	Centaur	Brontosaurus	Banths	Cave Bears
3	Cockatrices	Cavemen	Calots	Cavemen
4	Green Dracs	Centipedes	Darseen	Dire Wolves
5	Dryads	Giant Crocs	Dervishes	White Dracs
6	Elves	Dragonflies	Fighting-Men	Hill Giants
7	Faeries	Leeches	Magic-Users	Storm Giants
8	Goblins	Lizard Men	Thieves	Mammoths
9	Gorgons	Lizards	Black Martians	Mastodons
10	Lycanthropes	Pterodactyls	Red Martians	Nomads
11	Manticoras	Sea Monsters	White Martians	Orluks
12	Medusae	Snakes	Yel. Martians	S. Tooth Cats
13	Minotaurs	Spiders	Nomads	Spotted Lions
14	Ogres	Stegosaurus	Sith	Titanotheres
15	Pixies	Triceratopses	Tharks	Vikings
16	Treants	Tyran. Rex	Thoats	Wind Walkers
17	Unicorns	Humanoids	White Apes	Woolly Rhino's
18	Witches	Men	Flyers	Yeti
19	Wizards	Undead	Other Men	Flyers
20	Men	Fresh Water	Nearest Other Terrain	Men

<u>Die</u>	<u>Jungle</u>	<u>Desert</u>	<u>City</u>	<u>Ruins**</u>
1	Ants	Ants	Ants	Ants
2	Apes	Banths	Assassins	Apes
3	Beetles	Basilisks	Bandits	Bandits
4	Tribesmen*	Camels	Brigands	Brigands
5	Centipedes	Chimerae	Dwarves	Centipedes
6	Crocodiles	Dervishes	Elves	Thieves
7	Elephants	Blue Dracs	Fighting-Men	Living Statues
8	Leeches	Copper Dracs	Magic-Users	Rats
9	Hogs	Hydras	Thieves	Snakes
10	Lizards	Lions	Half-Elves	Spiders
11	Lizard Men	Manticoras	Halflings	Enchanted
12	Scorpions	Nomads	Orcs	Flyers
13	Snakes	Scorpions	Prisoners	Humanoids
14	Spiders	Snakes	Rats	Men
15	Tigers	Spiders	Soldiers	Other Men
16	Toads	Enchanted	Humanoids	Other Monsters
17	Insect Flyers	Flyers	Other Men	Undead
18	Men	Men	Undead	City
19	Fresh Water	Undead	Underworld	Underworld
20	Nearest Other Terrain	Nearest Other Terrain	Nearest Other Terrain	Random Treasure Class

<u>Die</u>	<u>Fresh Water</u>	<u>Coastal**</u>	<u>Ocean</u>	<u>Underwater</u>
1	Buccaneers	Buccaneers	Buccaneers	Crabs
2	Pirates	Pirates	Pirates	Dragon Turtles
3	Crabs	Crabs	Dragon Turtles	Giant Fish
4	Crocodiles	Crocodiles	Dragons	Mermen
5	Dragon Turtles	Bronze Dracs	Soldiers	Nixies
6	Fighting-Men	Harpies	Half-Elves	Octopi
7	Magic-Users	Lizard Men	Giant Fish	Sea Monsters
8	Thieves	Mermen	Mermen	Sea Snakes
9	Leeches	Nixies	Nixies	Squid
10	Lizard Men	Rats	Sea Monsters	Water Spiders
11	Mermen	Soldiers	Sea Snakes	Tritons
12	Water Nagas	Vikings	Tritons	Men
13	Nixies	Wererats	Vikings	
14	Pirates	Flyers	Flyers	
15	Snakes	Humanoids	Men	
16	Soldiers	Men	None (or refer-	
17	Toads	Other Monsters	ee's choice of	
18	Vikings	Undead	small island,	
19	Humanoids	Ocean	storm, "ghost	
20	Other Men	Random	ship", etc.)	

* As Cavemen

** 50% of the time these should be rolled for as the named terrain.

Die**FLYERS**

1	Bats
2	Chimerae
3	Cockatrices
4	Dragons
5	Eagles
6	Gargoyles
7	Griffins
8	Harpies
9	Hippogriffs
10	Lammasu
11	Manticoras
12	Ogre Magi
13	Pegasi
14	Robots
15	Rocs
16	Solians
17	Wyverns
18	Insect Flyers
19	Human Flyers
20	Undead Flyers

HUMANOIDS

Bugbears
Dwarves
Elves
Giants
Goblins
Halflings
Hobgoblins
Kobolds
Leprechauns
Ogres
Orcs
Trolls

GIANTS

Cloud Giants
Fire Giants
Frost Giants
Hill Giants
Stone Giants
Cyclopes

**Die****INSECT FLYERS**

1	Bumblebees
2	Butterflies
3	Dragonflies
4	Flies
5	Hornets
6	Locusts
7	Moths
8	Sith

HUMAN FLYERS

Kobolds/Pterodactyls
Men/Dragons
Men/Griffins
Men/Hippogriffs
Men/Magic Carpet
Men/Other Magic
Men/Rocs
Witches

UNDEAD FLYERS

Spectres
Vampires
Wraiths
True Wraiths

Die**DRAGONS**

1	Black
2	Blue
3	Brass
4	Bronze
5	Copper
6	Golden
7	Green
8	Red
9	Silver
10	White
11	Hydras
12	F.B. Hydras

LYCANTHROPES

Doppelgangers
Werebears
Wereboars
Wererats
Weretigers
Werewolves

UNDEAD

Ghosts
Ghouls
Liches
Mummies
Shadows
Skeletons
Spectres
Thoblines
Vampires
Wights
Wraiths
Zombies

<u>Die</u>	<u>RANDOM TERRAIN</u>	<u>OTHER MONSTERS</u>	<u>MEN</u>
1	Clear	Old Woods	Fighting-Men
2	Woods	Enchanted	Magic-Users
3	Marsh	Unusual	Thieves
4	Mountains	Underworld	Other Men
5	City		
6	Fresh Water		
<u>Die</u>	<u>FIGHTING-MEN</u>	<u>MAGIC-USERS</u>	<u>THIEVES</u>
1	Brawlers	Malefics	Lifters
2	Ruffians	Praecantors	Filchers
3	Duellists	Diabolists	Snatchers
4	Black Knights	Demonurgists	Fingerers
5	Rakehells	Black Magicians	Harpaces
6	Villains	Hecatontarchs	Sicarians
7	Bravos	Haruspices	Phansigars
8	Interfectors	Evocators	Thugs
9	Evil Lords	Incantators	Evil Thieves
10	Evil Priests	Necromants	Evil Master Thieves
11	Evil High Priests	Wizards	Assassins
12	Special Men	Special Men	Special Men
<u>Die</u>	<u>OTHER MEN</u>	<u>SPECIAL MEN</u>	<u>UNUSUAL</u>
1	Amazons	Androids	Blink Dogs
2	Bandits	Cyborgs	Dragon King/Queen
3	Brigands	Gold/Silver Dragons	Gnoles
4	Barbarians	Druids	Hell Hounds
5	Buccaneers	Half-Elves	Owl Bears
6	Pirates	Gods/Goddesses	Phaetonians
7	Dervishes	Lycanthropes	Phase Spiders
8	Nomads	Martians	Robots
9	Soldiers	Mummies	Shamblers
10	Vikings	Vampires	Shift Panthers
11	Berserkers	Lesser Vampires	Stirges
12	Special Men	Witches	Titans
<u>Die</u>	<u>SNAKES</u>	<u>SPIDERS</u>	<u>MARTIANS</u>
1	Normal Snakes	Normal Spiders	Black Martians
2	Giant Snakes	Giant Spiders	Red Martians
3	Giant Poisonous	Huge Spiders	White Martians
4	Giant Spitting	Large Spiders	Yellow Martians
5			Tharks
6			White Apes

Die**ELEMENTALS**

- 1 Air Elemental
- 2 Earth Elemental
- 3 Fire Elemental
- 4 Water Elemental

GOLEMS

- Clay Golem
- Flesh Golem
- Iron Golem
- Stone Golem

NAGAS

- Guardian Nagas
- Spirit Nagas
- Water Nagas

Die**ENCHANTED**

- 1 Aerial Servants
- 2 Djinn
- 3 Efreet
- 4 Elementals
- 5 Gargoyles
- 6 Golems
- 7 Homunculi
- 8 Invisible Stalkers
- 9 Juggernauts
- 10 Living Statues
- 11 Nagas
- 12 Salamanders

UNDERWORLD

- Cave Creepers
- Gnomes
- False Gnomes
- Lurkers Above
- Piercers
- Purple Worms
- Ropers
- Rust Monsters
- Shriekers
- Tentacle Men
- Troglodytes
- Slimes, Molds, etc.

SLIMES, ETC.

- Black Pudding
- Gelatinous Cubes
- Gray Ooze
- Green Slime
- Ochre Jelly
- Yellow Mold



HOW TO CREATE A “WORLD” IN UNDER AN HOUR:

Introduction: The fantasy cartography program **Hexographer** by Inkwell Ideas is perfect for quickly making a “Middle Earth style” world for wilderness adventures. The simple graphics interface enables one to easily “draw” a good quality map using a variety of different possible styles. Equally importantly, the built in random function acts to stimulate the imagination, helping to break down the block one often has when confronted with the daunting task of creating an entire fantasy world “from scratch”. **Hexographer** has the ability to randomly generate most terrain at the touch of a button. However, use of that feature as given is not advised, as it tends to generate terrain that can appear nonsensical and overly “busy” looking. An alternative method is proposed below—making use of one part of the program’s randomizer, while also relying on some standard dice rolls and a bit of judgment by the referee. If one is familiar with the program (after perhaps a few hours of “playing around”), then a detailed world map for use of both the players and the referee can be fairly rapidly created that can serve as the template for an entire campaign.

Function: The map is for the use of the referee and the players. Its purpose is to give the referee a geographical outline for the campaign world, as well as to make the world a bit more “real” for the players. Only certain well-known, interesting or notable features will be contained on the map—the sorts of general or interesting things an educated, intelligent and/or intellectually curious inhabitant might know or have heard rumors about, for one reason or another. But many more things will not be represented or will appear only vaguely or cryptically. It is assumed that the referee may create other maps or have his own private map with additional notes and features, etc.

Scale: It is recommended that the map be contained on one page, with a height of 30 hexes and a width of 35 hexes. Each hex will be 10 leagues across and thus will contain 100 square leagues or almost 1000 square miles of territory. The entire map will therefore be about 900 x 1050 miles or about the size of a quadrilateral bounded by Dublin, Berlin, Gibraltar and Rome. The area enclosed by the map will be a bit smaller than, say, the mapped out part of Middle Earth in Tolkien’s trilogy, but quite a bit larger than C.S. Lewis’ land of Narnia. We prefer a climate “slide” that is more pronounced than our actual world, encompassing within 1000 miles, glaciers in the north and jungles and deserts in the south. It will still take the player-characters weeks or months to traverse it (if they so desire, keeping in mind that there will be plenty of impediments in the form of evil men and monsters), but will allow for a diversity of cultures and settings that long-lived players can reasonably foresee discovering and interacting with. The “Pro” version of **Hexographer** allows the cartographer to easily break up his large scale map into many smaller ones—one map featuring hexes of 10 leagues across can be reduced into 100 maps with hexes of 1 league across—if additional detail for certain areas is desired. But in my view this is probably not necessary, or at least not necessary at first.

Orientation: Our own preference is for a map containing land area that is contiguous from north to south and that has a north-south coastline that marks off 10% to 25% of the eastern part of the map as ocean. (The map is mostly land, but one

could sail off into the east if one wanted.) This makes it the reverse of Middle Earth where the major ocean is in the west, but similar to say, Narnia. Different orientations—no sea, or the major sea being to the north, south and/or west will require slightly altering or reversing some of the recommendations given below.

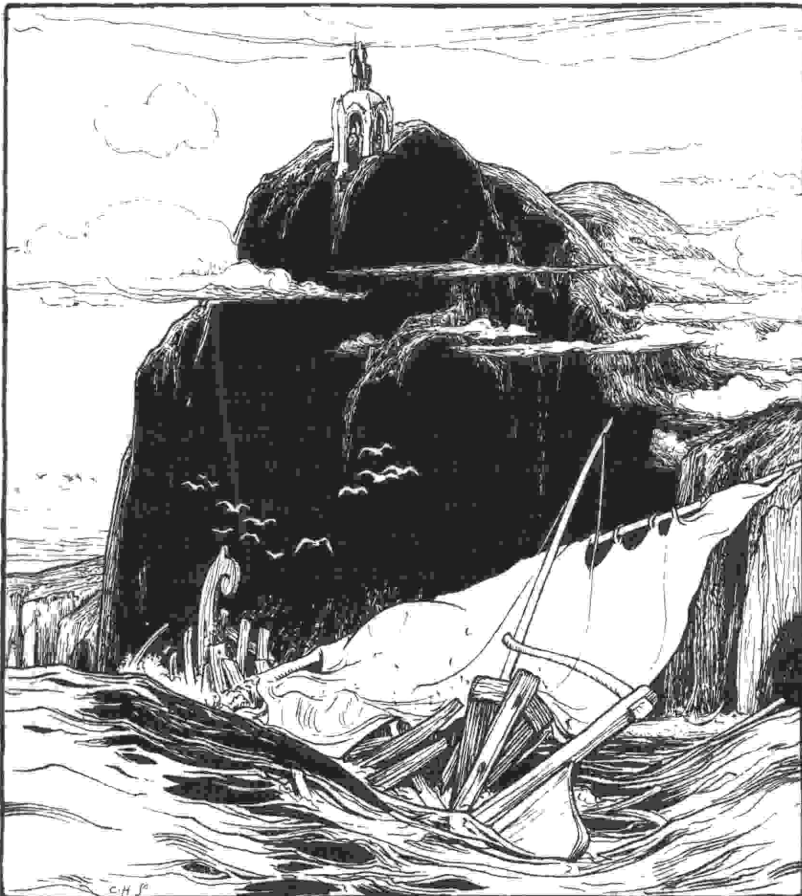
Settings: In **Hexographer**, set the Size Settings to Map Width = 35 hexes, Map Height = 30 hexes, Hex Width = 39 pixels and Hex Height = 42 pixels. Set the Map Orientation to “True Rows”. Set Terrain Settings to “Solid Terrain”, with the solid terrain as “Farmland”. (It won’t all really be farmland, but the color stands out better than, say, “Grassland” or the other alternatives.) Press “Generate Map”. A pure green land area will be produced.

Habitations: Choose “Add Random Features” from the Tools menu. The program allows one to set the “frequency” of one or more random features—not terrain per se, but cities, castles, towers and the like—by choosing a value of anywhere from .1% to 100%. Since there are approximately 1000 hexes, each .1% will represent 1 potential hex or feature. Randomly generate 26 habitations (setting the frequency to 2.5% and asking the randomizer to produce some arbitrary land icon that will be changed later, such as “Vineyards” or “Dragons”). Out of the 26 features, choose 3 that will serve as Cities. Campion & Clitherow prefer one mid-latitude coastal city, one southern city and one interior city, probably towards the north. But with 26 location points, ranged across the map, almost any cartographic desires for city placement may be satisfied. Next, roll a twenty-sided die to randomly determine the nature of the other 23 features:

<u>Die</u>	<u>Feature</u>	<u>Die</u>	<u>Feature</u>
1	Town	11	Castle (Lord)
2	Town	12	Castle (Lord)
3	Town	13	Castle (Lord)
4	Town	14	Tower/Stronghold (Magic-User)
5	Village	15	Tower/Stronghold (Magic-User)
6	Village	16	Tower/Stronghold (Magic-User)
7	Village	17	Temple/Stronghold (Evil H.P. or H.P)
8	Village	18	Temple/Stronghold (Evil H.P. or H.P)
9	Castle (Lord)	19	Temple/Stronghold (Evil H.P. or H.P)
10	Castle (Lord)	20	Witch’s Tower

Substitute the appropriate icons as required. All of these locations will be represented on the map and will thus be known by the players. Named cities and towns will perhaps be the only settlements of that size actually in existence within the mapped area. However, for the rest, there will be many more such locations than are identified on the map. For example, the few villages that are listed will be “independent”—notable for one reason or another such as being at a crossroads or inhabited by interesting cultures, races or the like. Many more villages will either be unknown to the players or will be unmarked but assumed to exist in the same hex as, say, a city, town or stronghold.

Coastline and Islands: Draw a coast from south to north approximately 10% to 25% to the left of the eastern edge of the map. The coast should “create” ports and coastal castles, towers and temples. Those few habitations “stranded” to the east of the coast will end up being located on islands (nothing wrong with that). Fill in the “ocean” with Ocean terrain, surrounding the stranded habitations, thus initially locating them on one-hex islands. Next, randomly generate 3 “Battleships” (or some other arbitrary waterborne icon) using a frequency of .3%. The program will only place these icons in the Ocean, thus creating 3 more potential islands. Allocate land hexes to these islands and those of the stranded habitations on this basis: die 1-3 = 1 hex, die 4 = 2 hexes, die 5 = 3 hexes, die 6 = 4 hexes. Obviously if a “Battleship” lies next to the coastline or an island containing a habitation, the cartographer has the option of either ignoring it or of extending or enlarging the mainland or already existing island. One now will have a mainland, an ocean and a handful of islands along with 26 man-made features spread throughout the land or island portions of the map.



Mountains: Randomly generate 8 arbitrary land icons—“Vineyards”, etc. These will be the southeastern boundary points of 8 mountain ranges. Determine three properties for each range: 1. Orientation: die 1-4 = south to north, die 5-6 = east to west. 2. Width: die 1-2 = 1 hex, die 3-4 = 2 hexes, die 5-6 = 3 hexes. 3. Length: 2-12 hexes. Fill in the called-for Mountain hexes, taking the randomly generated hex as the southeastern point of the range. (It’s quite possible that some ranges may be stopped by the western or northern edges of the map. That’s okay.) Next, generate 6 smaller stand-alone mountains or ranges, using the template of islands (die 1-3 = 1 hex, die 4 = 2 hexes, die 5 = 3 hexes, die 6 = 4 hexes). Of course, some ranges may “join” or expand on others, and the cartographer may cheat a bit to create interesting or appropriate seeming patterns, perhaps taking into account habitations—a city would probably not be actually located in the mountains but might be next to a range or nestled in a valley, etc.

Forest: Using the same method, generate 6 major forests of 10-40 hexes, and 6 minor forests of 1-4 hexes (using the islands template). The cartographer has a bit more freedom here to position or shape the forests to taste, taking mountains, the coastline and habitations into account (most habitations will not be in forests, although a few will). Unlike for mountains, randomly generated starting points next to map-edges should dictate a forest expanding in the opposite direction, with as many of the rolled-for hexes as possible. The hexes in some forests should now be designated “Jungle” (presumably in the south), some in the mid-latitudes or the north may be designated “Woods”, and one or two special forests may be designated “Old Woods”. (It is recommended that the Hexographer terrain templates of “Jungle”, “Heavy Forest” and “Heavy Evergreen”, respectively, be used.)

Marsh/Swamp: 3 x 10-40 hexes, and 5 x 1-4 hexes. Designate the hexes as Swamp or Marsh according to taste. It is preferable for swamps to be located in the south (since there are warm-blooded dinosaurs inhabiting them, among other things), so one might redo the random generation if it does not produce at least one plausible swamp. Also take into account already existing terrain. For example, marshes and swamps should be adjacent to coastlines or located in relation to mountain ranges such that the cartographer envisions rivers or a low elevation creating a wet environment, and as with other difficult terrain, much of these should curve around habitations.

Desert/Arid Plains: 3 x 10-60 hexes (I recommend the “Sandy Desert” and “Badlands” templates). As with Marsh/Swamp, deserts should generally be in the south, with perhaps one area of arid plains rounding things out in the mid-latitude and northern locations. And, conversely to marsh/swamp, deserts and arid plains should be created in the sorts of areas likely to be drier.

Lakes and Inland Seas: 4 x 1-4 hexes (use the islands template).

Rivers: Draw a handful of major rivers, starting of course in mountains, and perhaps passing through marshes or swamps to a lake or the sea. Some habitations (though by no means all) will be located on rivers, of course.

Roads and Trails: Draw a few, but use moderation. It's a wild, sparsely populated world with dangerous creatures and/or evil men in most areas, so it is unlikely there will be more than a small number of well-travelled and maintained routes.

Composition of Habitations: Determine who or what lives in them using the following formulas:

<u>Die</u>	<u>Town</u>	<u>Village</u>
1	Standard Human	Standard Human
2	Standard Human	Standard Human
3	Standard Human	Standard Human
4	Standard Human	Roll on Terrain Table*
5	Roll on Terrain Table*	Roll on Terrain Table*
6	Roll on Terrain Table*	Roll on Terrain Table*

* Discard the result and roll again if a nonsensical or unreasonable result is obtained, though this may be a matter of taste. For example, "Amazons," "Brigands," "Mermen," "Dwarves" or even "Undead" are potentially appropriate, "Weasels" are not. However, "Dragons" may either be discarded or conceivably used—perhaps a village is under the control or protection of a Dragon, for example. Replace a Town or Village with a Fort if reasonable.

<u>Die</u>	<u>Castle</u>	<u>Tower/Stronghold</u>	<u>Temple/Stronghold</u>
1	Lawful Lord	Lawful Magic-User	Roll a twenty-sided die for gods/goddesses, using the table on p. 28 of Vol. 2. Allocate an Evil High Priest or High Priest accordingly.
2	Neutral Lord	Neutral Magic-User	
3	Neutral Lord	Neutral Magic-User	
4	Evil Lord	Evil Magic-User	
5	Evil Lord	Evil Magic-User	
6	Evil Lord	Evil Magic-User	

Witches will inhabit Witch's Towers, obviously.

Of course, the players will not necessarily know the actual alignments of the parties, though they may have a good idea. The cartographer is free to label the features helpfully or not. For example, "Wastes of the Necromant" (the area surrounding the tower of an evil Magic-User) will obviously convey an alignment, "Lord Raglan's Stronghold" will not. Travellers should obviously avoid a location labeled, "City of Ghouls", whereas one marked, "Viking Settlement" could go either way. And so on.

Finishing Touches: A few volcanoes, ancient battlefields, ruined cities or other intriguing features may now be placed, keeping in mind that these will be public and thus only a small number should be noted—just enough to intrigue the players and set the tone for the world.

Additional Habitation, Ruins, etc.: Randomly generate at least 100 as yet undetermined features that will not be on the players' map (mark them on the referee's copy only). There will be no immediate need to roll for these unless or until the party passes through the hex. If the hex is entered, use the table below:

<u>Die</u>	<u>Feature</u>	<u>Die</u>	<u>Feature</u>
01-20	Village	87	Ancient Battlefield*
21-50	Castle	88-89	Ruined City/Town
51-70	Tower/Stronghold	90-91	Ruined Village (recent)**
71-80	Temple/Stronghold	92-93	Ruined Tower
81-83	Thieves' Hideout	94-95	Ruined Temple
84	Assassins' Guild	96-97	Cave Complex***
85-86	Witch's Tower	98-00	Dungeon***

* May give extra chances for Undead, as well as perhaps treasure.

** Determine who or what attacked it.

*** Assign a predesigned one, or not, as desired.

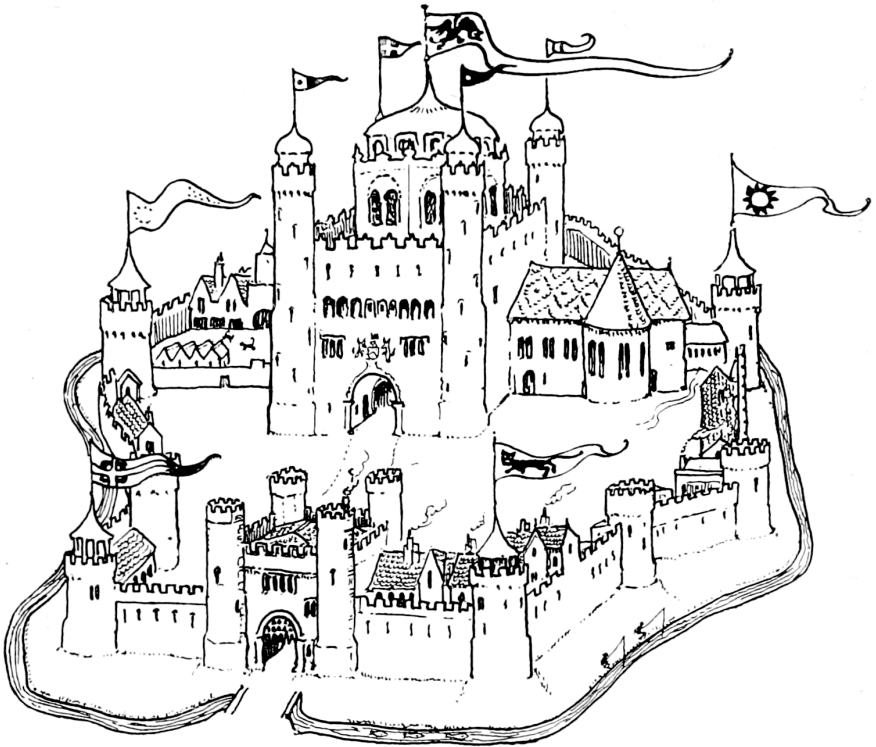
Some habitations and areas containing ruins will have associated or nearby villages within the same hex, where, among other things, information may be obtained. The number of villages is determined as follows:

<u>Die</u>	<u>Castle</u>	<u>Tower/ Stronghold</u>	<u>Temple/ Stronghold</u>	<u>Other</u>
1	2 villages	None	None	None
2	3 villages	None	None	None
3	4 villages	None	None	1 village
4	5 villages	None	1 village	1 village
5	6 villages	1 village	2 villages	1 village
6	7 villages	2 villages	3 villages	2 villages

Discovery of Unmarked Features: Upon travelling into or through a hex containing an "unmarked" feature, there is a 3 in 6 chance the party will become aware of it if it is a castle, a 2 in 6 chance it will become aware of it if it is a village, magic-user's tower, temple, stronghold or fort and a 1 in 6 chance for most other features (there will be no chance of "finding" an Assassin's Guild). Add +1 to the die roll if exploring. Often, knowledge of the existence of a feature will not be due to direct visual observation but from information picked up in a village (if there is one) or obtained from fellow travellers or deduced by discovering obvious trails, signposts, marked warnings and so on.

Encounters with the Occupants: There is a 1 in 6 chance that the Lord, Wizard, Evil High Priest, etc., one or one or more minions, and/or the village guard will intercept the party somewhere in the hex (this applies to "marked" as well as "un-

marked” habitations). If evasion is attempted, then if the intercepting group is aligned with Chaos or is for some other reason hostile to the party, then there is a 3 in 6 chance they will pursue. Otherwise, there is only a 1 in 6 chance that they will pursue. Of course, if the party is already aware of the existence of a stronghold, it may always ride up to it and hail the occupants. They will probably emerge if the party is not too obviously powerful. Reaction rolls should of course be made. See the particular descriptions for high-level types and their followers and allies, contained in Vol. 2.





MONSTER LANGUAGES:

Intelligent monsters will speak their own language plus possible additional languages based on their level of intelligence and language type. Extra languages will almost always be determined for the group. Thus a horde of 200 Goblins will have a 28% chance (the odds of rolling 9 or more on two dice) of having one or more speakers of at least one additional language (rolling instead for each Goblin would create a veritable United Nations of linguists).

NUMBER OF EXTRA LANGUAGES BY INTELLIGENCE:

<u>Die Score</u>	<u>Low</u>	<u>Cunning</u>	<u>Average</u>	<u>High</u>	<u>Genius</u>
2	0	0	0	0	0
3	0	0	0	0	1-3
4	0	0	0	1	4
5	0	0	0	2	5
6	0	0	0	3	6
7	0	0	0	4	7
8	0	0	1	5	8
9	0	1	2	6	9
10	0	2	3	7	10
11	1	3	4	8	11
12	2	4	5	9	12

LIST OF MONSTERS BY INTELLIGENCE:

Low: Chimerae, Gargoyles, Ghouls, Hill Giants, Harpies, Manticoras, Ogres, Phase Spiders, Rocs, Shadows, Thouls.

Cunning: Bugbears, White Dragons, Gnoles, Goblins, Hobgoblins, Kobolds, Lizard Men, Minotaurs, Orcs, Troglodytes, Trolls, Lesser Vampires, White Apes, Wights, Yeti.

Average: Most Men, Blink Dogs, Centaurs, Doppelgangers, Black Dragons, Blue Dragons, Green Dragons, Dwarves, Giant Eagles, Ghosts, Cloud Giants, Fire Giants, Frost Giants, Stone Giants, Gnomes, False Gnomes, Halflings, Wereboars, Weretigers, Werewolves, Martians, Tharks, Mermen, Pegasi, Unicorns.

High: Cyborgs, Cyclopes, Djinn, Brass Dragons, Bronze Dragons, Copper Dragons, Red Dragons, Silver Dragons, Dragon Turtles, Dryads, Efreet, Elves, Faeries, Storm Giants, Half-Elves, Juggernauts, Leprechauns, Werebears, Wererats, most Magic-Users, Medusae, Mummies, Nagas, Nixies, Ogre Magi, Pixies, Ropers, Salamanders, Solians, Spectres, Treants, Tritons, Vampires, Will O'Wisps, Wind Walkers, Witches, Wraiths.

Genius: Archimagi, Golden Dragons, The Dragon King and Queen, Lammasu, Liches, Magi, Necromancers, Phaetonians, Tentacle Men, Titans, Wizards.

LANGUAGE TYPES:

Type

A	01-03: Alignment	88-1: Cloud Giant	96-4: Doppelganger
	04-06: Bugbear	88-2: Copper Dragon	96-5: Dragon Turtle
	07-09: Centaur	88-3: Fire Giant	96-6: Druidic
	10-34: Common	89-1: Frost Giant	97-1: Dryad
	35-38: Dwarvish	89-2: Gargoyle	97-2: Efreeti
	39-42: Elvish	89-3: Gnomish	97-3: Fairy
	43-47: Goblin	90-1: Green Dragon	97-4: False Gnomish
	48-51: Halfling	90-2: Harpy	97-5: Golden Dragon
	52-53: Hill Giant	90-3: Lammasu	97-6: Guardian Naga
	54-56: Hobgoblin	91-1: Leprechaun	98-1: Ogre Mage
	57-61: Kobold	91-2: Manticore	98-2: Pegasus
	62-63: Law	91-3: Medusa	98-3: Phaetonian
	64-65: Lizard Man	92-1: Minotaur	98-4: Phase Spider
	66-67: Merman	92-2: Nixie	98-5: Roper
	68-70: Neutrality	92-3: Pixieish	98-6: Salamander
	71-75: Ogre	93-1: Red Dragon	99-1: Silver Dragon
	76-80: Orcish	93-2: Roc	99-2: Solian
	81: Stone Giant	93-3: Spirit Naga	99-3: Storm Giant
	82-83: Troll	94-1: Treant	99-4: Tentacle Man
	84: Wererat	94-2: Troglodyte	99-5: Thieves' Cant
	85: Werewolf	94-3: Water Naga	99-6: Titan
	86-1: Black Dragon	95-1: Werebear	00-1: Triton
	86-2: Blue Dragon	95-2: Wereboar	00-2: Unicorn
	86-3: Brass Dragon	95-3: White Dragon	00-3: Weretiger
	87-1: Bronze Dragon	96-1: Barsoomian	00-4: Wind Walker
	87-2: Chaos	96-2: Cyclops	00-5: Witch
	87-3: Chimera	96-3: Djinni	00-6: Yeti

Type

B All: Barsoomian

C	01-02: Black Dragon	24-37: Law	60-61: Spirit Naga
	03-04: Blue Dragon	38-40: Manticore	62: Tentacle Man
All:	05: Efreeti	41-42: Medusa	63: Thieves' Cant
Chaos	06-08: Gargoyle	43-51: Neutrality	64-66: Troll
	09-12: Goblin	52: Ogre Mage	67-91: Type A
	13-14: Green Dragon	53-54: Red Dragon	92-93: Vampire
	15-16: Harpy	55: Roper	94-96: Wererat
	17-19: Hobgoblin	56-57: Salamander	97-99: White Dragon
	20-23: Kobold	58-59: Solian	00: Witch

D	01-10: Doppelganger	26-45: Kobold	71-90: Type F
	11-25: Hobgoblin	46-70: Type A	91-00: Type I

Dragon	01-14: Black	48-57: Copper	83-87: Silver
	15-24: Blue	58-62: Golden	88-00: White
	25-37: Brass	63-72: Green	
	38-47: Bronze	73-82: Red	

E

Air	01-10: Cloud Giant	26-35: Roc	51-55: Titan
	11-15: Djinni	36-40: Silver Dragon	56-90: Type A
	16-25: Lammasu	41-50: Storm Giant	91-00: Wind Walker
Earth	01-06: Dwarvish	17-20: Red Dragon	33-38: Stone Giant
	07-10: Gnomish	21-24: Roper	39-42: Tentacle Man
	11-14: False Gnomish	25-28: Salamander	43-50: Troll
	15-16: Phaetonian	29-32: Solian	51-00: Type A
Fire	01-04: Efreeti	17-24: Red Dragon	33-40: Solian
	05-16: Fire Giant	25-32: Salamander	41-00: Type A
Ice	01-10: Frost Giant	31-80: Type A	96-00: Yeti
	11-20: Storm Giant	81-90: White Dragon	
	21-30: Troll	91-95: Wind Walker	
Sand	01-02: Barsoomian	29-41: Copper Dragon	48-60: Thieves' Cant
	03-15: Blue Dragon	42-44: Djinni	61-00: Type A
	16-28: Brass Dragon	45-47: Efreeti	
Water	01-08: Bronze Dragon	21-32: Merman	49-88: Type A
	09-12: Dragon Turtle	33-40: Nixie	89-00: Water Naga
	13-20: Lizard Man	41-48: Triton	

Type

F	01-06: 1 Dragon 07-12: Gargoyle 13-16: Gnomish 17-24: Goblin	25-32: 1 Giant 33-38: Merman 39-46: Ogre 47-50: Salamander	51-90: Type A 91-93: Unicorn 94-00: Werewolf
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G	01-06: False Gnomish 07-12: Lizard Man 13-14: Phaetonian 15-20: Phase Spider	21-26: Roper 27-32: Tentacle Man 33-38: Triton 39-88: Type A	89-94: Wereboar 95-00: Wind Walker
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Giant	01-10: Cloud 11-20: Fire	21-30: Frost 31-80: Hill	81-90: Stone 91-00: Storm
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H	01-10: Centaur 11-20: Chimera 21-25: Cyclops 26-30: Dryad	31-40: Harpy 41-50: Medusa 51-60: Minotaur 61-65: Pegasus	66-70: Titan 71-00: Type A
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I	01-09: Dwarven 10-18: Elf 19-27: Fire Giant	28-33: Frost Giant 34-39: Nixie 40-51: Ogre	52-60: Troll 61-00: Type A
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J	All: Native (this will be an utterly primitive, incomprehensible, alien or "lost" language, understood by no other races)		
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K	01-15: Bugbear 16-30: Leprechaun	31-40: Pixieish	41-00: Type A
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L	01-06: Golden Dragon 07-13: Guardian Naga	14-19: Pegasus 20-31: Treant	32-86: Type A 87-00: Unicorn
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M	01-07: Dwarven 08-14: Elvish 15-22: Goblin 23-26: Halfling 27-34: Ogre	35-42: Orcish 43-46: Red Dragon 47-50: Solian 51-56: Stone Giant 57-60: Treant	61-66: Troll 67-96: Type A 97-00: Wereboar
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N	01-05: Chaos 06-07: Djinni 08-09: Druidic 10-11: Dryad 12-15: False Gnomish 16-25: Law	26-31: Leprechaun 32-35: Lizard Man 36-41: Merman 42-45: Minotaur 46-49: Nixie 50-51: Phase Spider	52-55: Pixie 56-88: Type A 89-94: Water Naga 95-98: Wind Walker 99-00: Yeti
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Type

O	01-03: Djinni	24-26: Ogre Mage	73-83: Water Naga
	04-06: Dragon Turtle	27-33: Roc	84-94: Wererat
	07-09: Efreeti	34-40: Spirit Naga	95-97: Weretiger
	10-12: Guardian Naga	41-65: Type A	98-00: Yeti
	13-23: Manticore	66-72: Vampire	

STARTING LANGUAGES FOR PLAYER-CHARACTERS

Roll on

100% Dice

01-35	Common
36-85	Uncommon
86-95	Rare
96-00	Very Rare

COMMON

01-20	Law
21-40	Goblin
41-60	Kobold
61-80	Ogre
81-00	Orcish

UNCOMMON

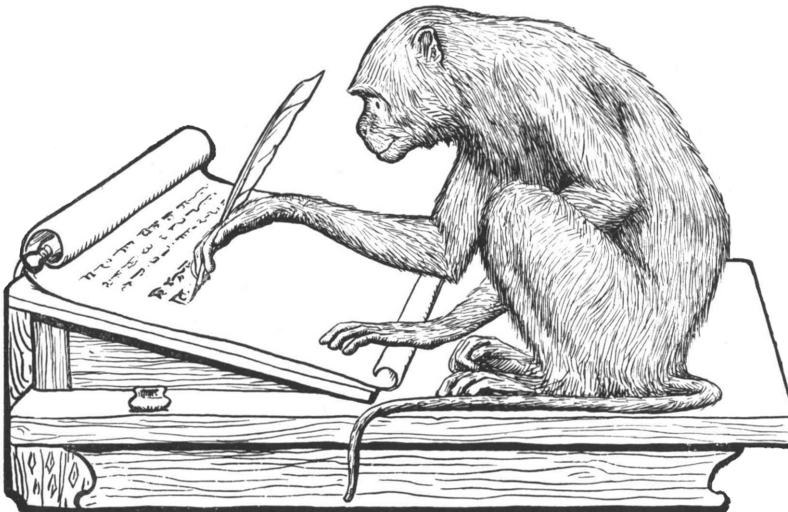
01-09	Neutrality	65-73	Hobgoblin
10-18	Bugbear	74-79	Lizard Man
19-27	Centaur	80-85	Merman
28-38	Dwarvish	86-88	Stone Giant
39-48	Elvish	89-94	Troll
49-54	Hill Giant	95-97	Wererat
55-64	Halfling	98-00	Werewolf

RARE

01-04	Chaos	49-51	Leprechaun
05-08	Black Dragon	52-54	Manticore
09-11	Blue Dragon	55-58	Medusa
12-14	Brass Dragon	59-62	Minotaur
15-17	Bronze Dragon	63-65	Nixie
18-20	Chimera	66-68	Pixieish
21-23	Cloud Giant	69-72	Red Dragon
24-26	Copper Dragon	73-76	Roc
27-29	Fire Giant	77-79	Spirit Naga
30-32	Frost Giant	80-82	Treant
33-35	Gargoyle	83-85	Troglodyte
36-38	Gnomish	86-88	Water Naga
39-41	Green Dragon	89-92	Werebear
42-45	Harpy	93-96	Wereboar
46-48	Lammasu	97-00	White Dragon

VERY RARE

01-03	Barsoomian	52-54	Phase Spider
04-07	Cyclops	55-57	Roper
08-10	Djinni	58-60	Salamander
11-14	Doppelganger	61-63	Silver Dragon
15-17	Dragon Turtle	64-66	Solian
18-21	Druidic	67-70	Storm Giant
22-25	Dryad	71-74	Thieves' Cant
26-28	Efreeti	75-77	Tentacle Man
29-32	Fairy	78-80	Titan
33-35	False Gnomish	81-84	Triton
36-38	Golden Dragon	85-87	Unicorn
39-41	Guardian Naga	88-91	Weretiger
42-44	Ogre Mage	92-94	Wind Walker
45-48	Pegasus	95-97	Witch
49-51	Phaetonian	98-00	Yeti



TREASURE CLASSES:

The table below should only be used for random encounters in the wilderness.

<u>Class</u>	<u>1000's of Copper</u>	<u>1000's of Silver</u>	<u>1000's of Gold</u>	<u>Gems and Jewelry*</u>	<u>Maps or Magic</u>
1	2-16:20%	3-18:30%	Nil	1-2:15%	10%: any 2
2	1-10:50%	2-16:25%	1-3:05%	1-2:20%	10%: Weapon, Armor or Misc. Weapon
3	3-18:10%	10-40:15%	1-2:45%	1-8:30%	20%: any 2+ 1 Potion
4	Nil	10-100:10%	1-3:45%	4-32:20%	35%: no weapons, any other 3 + 1 Potion and 1 Scroll
5	Nil	Nil	Nil	10-120:50%	20%: any 1
6	Nil	Nil	1-6:75%	2-12:25%	40% any 3
7	10-40:25%	1-100:30%	1-10:35%	10-120:50%	60%: 3 magic
8	10-40:20%	10-100:25%	1-8:30%	30-180:50%	50%: 1 map
9	10-40:25%	40-240:50%	1-10:80%	10-50:50%	40%: any 4 + 1 Scroll
10	Nil	Nil	3-18:60%	1-100:60%	20%: any 4 + 1 Potion and 1 Scroll
M	1-10 5%/level	1-10 5%/level	1-3 5%/level	1-6 5%/level	Any 1-3 5%/level

* Roll for each.

GEMS AND JEWELRY:

Gems:

The base value in Silver Pieces for gems is determined by rolling percentile dice, first on Table 1, and then potentially on one or more of the other tables:

<u>Table 1</u>		<u>Table 2</u>		<u>Table 3</u>		<u>Table 4</u>	
01-08	1	01-83	500	01-83	5000	01-85	25000
09-22	5	84-98	1000	84-97	10000	86-97	50000
23-66	10	99-00	Table 3	98-00	Table 4	98-99	100000
67-86	50					00	500000
87-98	100						
99-00	Table 2						

Jewelry:

Roll as for gems but multiply by the result on a twenty-sided die.



APPENDIX: SOURCES AND SUGGESTIONS FOR FURTHER READING



I. QUOTATIONS

- “We don’t explore characters...” Motto of “Evreaux” of *Dragonsfoot Forums*. For example, 2006, July 7, “Megadungeon Mapping”.
<http://www.dragonsfoot.org/forums/viewtopic.php?t=18710>.
- “...an oddity too much...” C.S. Lewis, “On Science Fiction”, 1955, in *Of Other Worlds: Essays and Stories*, New York: Harvest, 1975, orig. 1966, p. 65.
- C.S. Lewis on the genesis of *Perelandra*, from an exchange with Brian Aldiss: “**Lewis**: The starting point of the second novel, *Perelandra*, was my mental picture of the floating islands. The whole of the rest of my labours in a sense consisted of building up a world in which floating islands could exist. And then of course the story about an averted fall developed. **Aldiss**: But I’m surprised that you put it this way round. I would have thought that you constructed *Perelandra* for the didactic purpose. **Lewis**: Yes, everyone thinks that. They are quite wrong.” Transcript from “Unreal Estates,” a recording of a conversation between C.S. Lewis, Kingsley Amis, and Brian Aldiss, in *Of Other Worlds*, p. 87. In another essay, “It all Began with a Picture,” Lewis states that the Narnia stories began in a similar fashion with a mental picture of a “faun carrying an umbrella and parcels through a snowy wood,” *Of Other Worlds*, p. 42.

II. ILLUSTRATIONS

All illustrations are full, cropped or altered versions of original works by John Dickson Batten, now in the public domain. They were taken from the following sources, scanned and available on the web, listed in chronological order of original publication:

- Jacobs, Joseph, *English Fairy Tales*, illustrated by John Dickson Batten, New York: G.P. Putnam’s Sons, 1892, orig. 1890.
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- Jacobs, Joseph, *Celtic Fairy Tales*, illustrated by John Dickson Batten, London: David Nutt, 1892. http://en.wikisource.org/wiki/Celtic_Fairy_Tales
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[http://en.wikisource.org/wiki/Indian_Fairy_Tales_\(Jacobs\)](http://en.wikisource.org/wiki/Indian_Fairy_Tales_(Jacobs))
- Dixon, E., ed., *Fairy Tales from the Arabian Nights*, illustrated by John Dickson Batten, London: J.M. Dent & Co., 1893.
http://www.wollamshram.ca/1001/Dixon/dixon01_main.htm
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