



REFEREE'S GUIDE TO MOR

by Joel Sparks and Jeff Sparks
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ABOUT THIS BOOK

The tables, maps, and notes in this volume contain everything needed to run dangerous, sometimes rewarding expeditions into the Ruins of Mor. Players will find spoilers and too much detail here and should not read further.

Page references without notation, such as (p21), refer to this book. RGL refers to the Referee's Guide to Lesserton, and PGL to the Player's Guide to Lesserton, both in this supplement. LL refers to *Labyrinth Lord*TM, and AEC refers to the *Advanced Edition Companion*TM, both versions of classic roleplaying rules available in print and as free downloads from Goblinoid Games. But the rules, monsters, and situations in *Lesserton & Mor* work in *any* system that recognizes things like the six classic attributes, Armor Class, Hit Dice, and Hit Points. Don't let the rules get in the way of a good time!

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INTRODUCTION

The endless broken buildings, deep pits, fetid lairs, and collapsed sewers of great fallen Mor offer limitless opportunities for characters to face dangers big and small.

Background: The Fall of Mor

Many centuries ago, to protect the fertile lands of Northeastern Valnwall from the dangerous humanoids of the nearby mountains, men built the mighty City of Mor. The cyclopean walls enclosed nearly two square miles, a firm redoubt for many thousands, and Mor grew into the cultural capital of the North, bigger than anything this side of Dolmvay. Wealth flowed into the city, with dwarfs and wood elves contributing to the cosmopolitan culture. Mor became known as the place to buy gems, metal arms, and bows; crafts, wine, and fine woolens; books, magic, and secret lore. Every spring, the annual attacks of the mountain monster-folk met swifter defeat. The Barons of Mor became the Dukes of Morland as well, wealthy and powerful, drawing tribute for a hundred miles.

But the black day came nonetheless. Arising from the secret tunnels of Mount Rotten, the mysterious leader known as the Half-Orc Lord gathered an army of goblinoids, barbarous men, ogres, giants, and stranger things of every kind, all united against Mor. When they marched on the city, legend says, the Wood Elf King knew fear, and for the first time he did not honor his treaty with men. Utter destruction took the city, beyond mere military defeat; unknown supernatural forces blasted stone from stone, slaughtering defender and invader alike. The great walls cracked. Fire raged unchecked. Buildings toppled. The shores of the great River Raddle collapsed, and it trickled away, eventually to become the foul Red Swamp. In forgotten fact, it was the last Baron of Mor who doomed his city so totally; he and his close council of evil priests summoned horrible spirits called Hate Elementals, and the creatures turned on invader and resident alike. See “The Curse of Mor,” p20.

Today the city walls contain vast fields of rubble, stagnant water, strange plants, ravenous beasts, murderous humanoids, and magical oddities, all poised to prey on the foolish souls who hope to uncover the lost treasures of Mor.

Adventuring in the Ruins

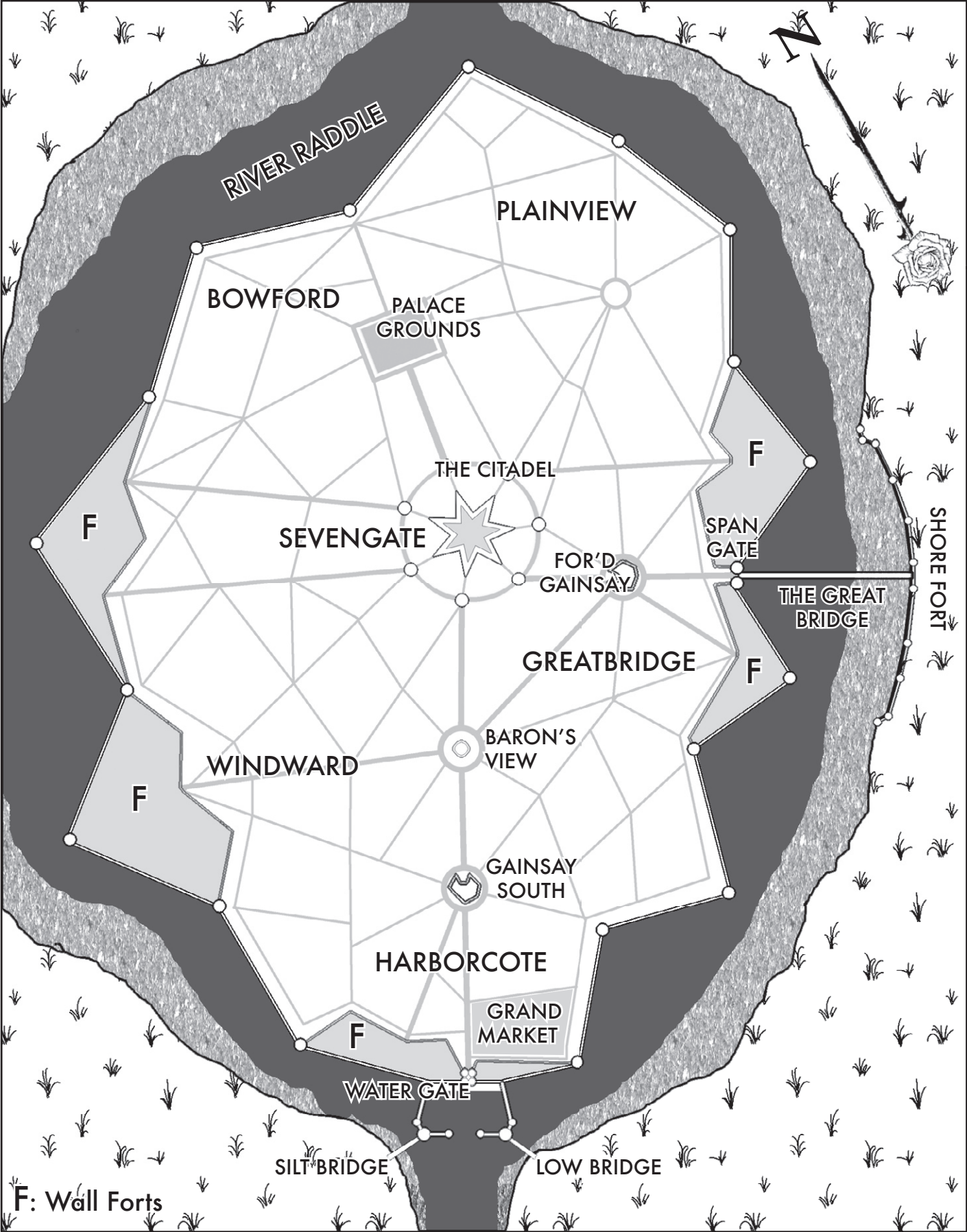
Though sages possess many copies of the original military city-plan of Mor (p4), little knowledge survives about its rumored splendors: the Baronial Armory, the Great Northern Library, the Brass Tower of the Platonic Order, the splendid temples, the so-called Gardens of Magic, the vaults, the jewelers, the alchemists, and many more. A steady stream of hopeful adventurers from Lesserton moves through the dusty remains. Occasionally, some group uncovers a hidden cache or a magical artifact—just often enough to keep hope alive. Treasure maps and rumors of secret locations abound, tempting the bold or desperate.

Within the walls, clans of the half-breeds known as orkin wring a wretched existence from the ground, along with other denizens less human. Unnatural beings, loosed during the great battle, persist down the centuries, lurking in shadows and excavations. Predators and scavengers creep in by night to feed and make their lairs in the wreckage. Magical echoes and ghosts haunt the rubble. Any intact building or shelter probably houses something, generally something dangerous and alert. In the Ruins, there is no law but force, stealth, and speed. Only the brave or the foolish try their luck within; yet of these, the supply never runs low.

Deadliness: Unlike a labyrinth divided into convenient levels, the Ruins are wide open. Encounters of any strength can pop up at any time. In addition to ordinary discretion, the referee can use certain guidelines to increase survivability.

- ✦ **Number Encountered** (LL61): For most monsters, only one individual appears in a random encounter. This reduces deadliness and reflects the sparse environment of the Ruins.
- ✦ **Encounter Distance** (LL50): The referee should always randomize the encounter distance based on terrain type (p10). Each side then has a 50% chance per round to notice the other. Even if noticed, each side has a 2 in 6 chance to surprise the other. PCs can also try to escape per “Chases in the Wilderness,” LL52.
- ✦ **Monster Reactions** (LL52): Not every creature attacks at once. Wary Ruins dwellers often give each other a wide berth.
- ✦ **Morale Checks** (LL56): Many creatures lose all desire to fight when the victims hit back. The referee should allow any monster a chance to retreat, making a morale check when about half its hp are gone, or if the party does something very unexpected or frightening.

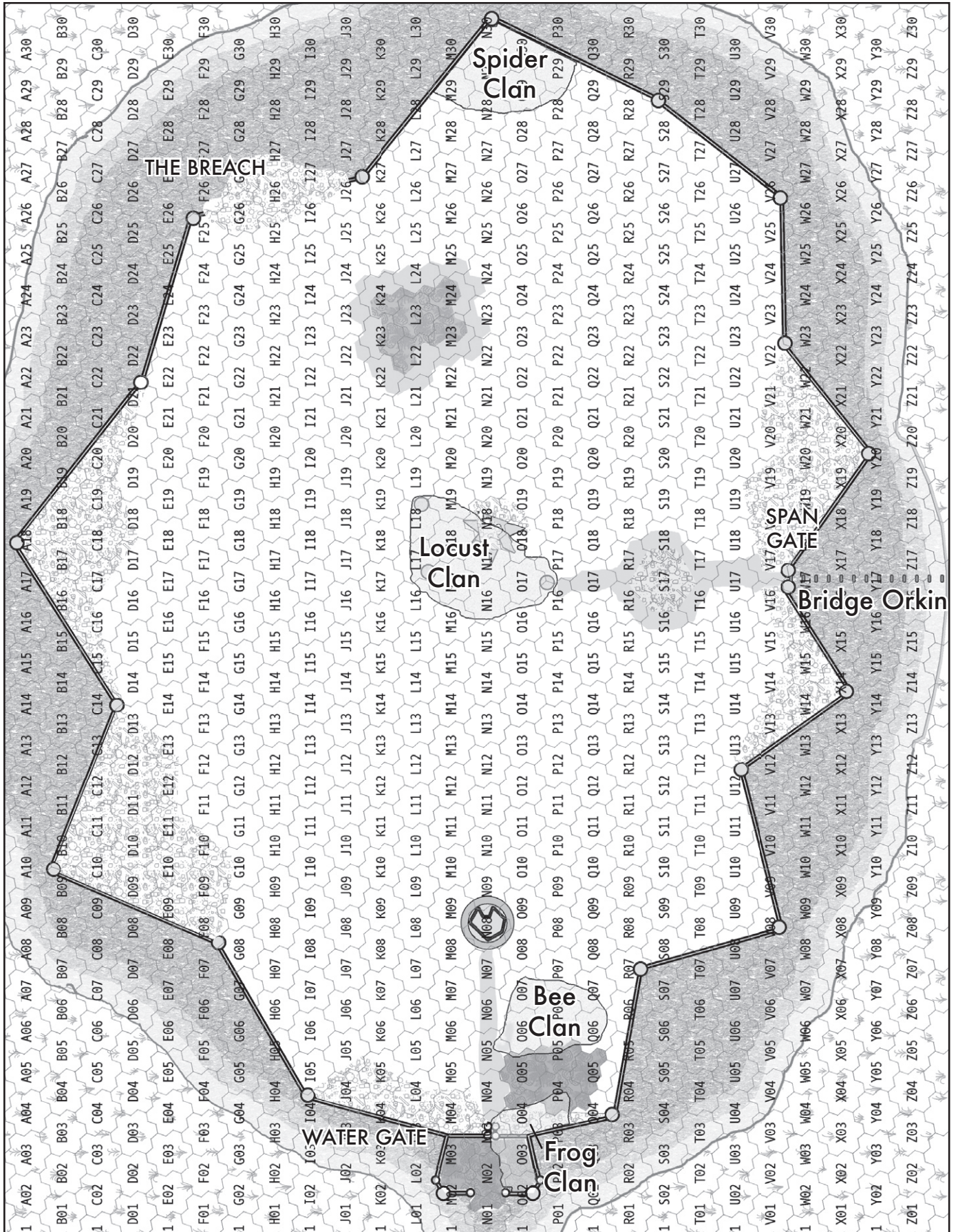
ANCIENT MOR



THE RUINS OF MOR

One inch = 1,000'

One septhex = 360'





THE RUINS OF MOR

Major Features

Walls and Entry Points

Simply gaining access to Mor can prove difficult, dangerous, or expensive. The wide bed of the vanished river stands empty and overgrown, with patches of swamp and hidden quicksand. Clouds of stinging insects buzz above the marshy plants for two-thirds of the year, preying on and preyed upon by sneaking reptiles and harsh-voiced birds.

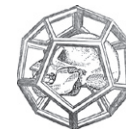
Walls: The huge walls of Mor, superhumanly massive, still stand a hundred feet tall and thirty feet thick. Folk can walk the tops of the walls, if they can get there without the long-gone stairs. Periodic tower tops spread out, circles sixty feet across, some with the tents and shacks of orkin clans. The great walls and towers have no known interior space.

The Breach: A stretch of wall to the north, in the Bowford region, collapsed into the river. Explorers can pick their way over that rubble, though various predators and denizens often watch the breach. The party encounters a Wandering Monster from Table III, p18.

Water Gate: The Silt Bridge and Low Bridge are gone, tumbled into the soft sand below, but explorers can climb through the swampy moat to reach the harbor. Muck, thornbushes, and vipers fill the space, plus poisonous frogs and the orkin who raise them. Those who wade through alive can climb a slope of wet sand to the top of the River Stair and thus enter the Water Gate. Of course, their approach is obvious. Automatic encounter: 50% chance of a Frog Clan patrol (p8), or else a Wandering Monster (Table III, p18).

Rope Bridges: Across the pilings of the fallen Great Bridge, a small body of orkin maintain rope bridges and make their living charging for their use. There are a few Bridge Orkin on each piling, armed with huge axes and ready to cut down the bridges if threatened. The most savvy are nominated to greet explorers on the riverbank; they quote a wildly extravagant price based on the quality of the customers' gear, but generally settle for contributions of food and drink.

Pete Mullen's painting on the outer cover of *Lesserton & Mor* shows a party negotiating with the Bridge Orkin.



Sectors (Old Neighborhoods)

The old neighborhood names from Mor's heyday appear on the map on p4. The names persist among scholars and explorers, serving to divide the vast desolation into parts. Even amid destruction and the wearing down of centuries, certain well-known features remain as landmarks. Several areas include turf defended by one of the Vermin Clans.

Sevengate: Central area around the Citadel and Palace Grounds. Once home to the rich and noble; now includes the territory of the Locust Clan.

✂ **Seven Towers:** Three of these tall towers are mostly intact, occupied by the Locust Clan, and defended with bugapults (p8).

✂ **The Citadel:** Little remains of the outer wall, but parts of the central fortress still stand, with Locust orkin living in two- and three-sided rooms where the walls tumbled away.

✂ **Palace Grounds:** Picked over countless times, this area holds only open rubble and vegetation, some of the latter appearing distinctly odd (Strange Vegetation, p16).

Bowford: Northern area, from the rubble of the wall fort to the easternmost point of the walls, bordering the Palace Grounds to the south.

✂ **The Breach:** See "Walls and Entry Points."

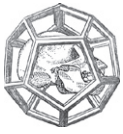
Plainview: Eastern sector, formerly prosperous. Includes Spider Clan territory.

Greatbridge: Southeast zone around the Span Gate. Former homes of tradesmen and merchants.

✂ **Shore Fort and Great Bridge:** Once, the river shore opposite the Span Gate supported a crenellated wall over two thousand feet long, but every stone of it long ago went to build streets in Lesserton. Of the Great Bridge from the Shore Fort site to the Span Gate, only the massive buttresses remain, occupied by the Bridge Orkin. See "Walls and Entry Points."

✂ **Wall Forts (Greatbridge):** Smashed by war machines and magical forces, these large structures once housed the armies of the Dukes of Morland, who were also the Barons of Mor.

✂ **For'd Gainsay:** Another small fort, now demolished and picked-over.



Harborcote: The great market near the harbor, and surrounding area. Includes Frog Clan and Bee Clan territory.

- ✂ **Harbor, River Stair, and Water Gate:** Though deep in silt, the walls that once protected Mor's trading harbor stand, and the broad River Stair still gives access to the Water Gate. See "Walls and Entry Points".
- ✂ **Grand Market:** The broad expanse of the former marketplace held few permanent structures, and thus now shows the largest expanse of flat land in the Ruins. Thorn and berry bushes choke the swampy ground, and the Frog Clan herds their charges here to feed on the countless insects.
- ✂ **Gainsay South:** This fortified tower still offers some shelter, and a strong group of orkin or monsters generally occupies it, until the next group comes along.
- ✂ **Baron's View:** Once the tallest structure in town, this observation post toppled and scattered its stones into the Windward neighborhood.

Windward: Westmost quarter, formerly home to the poor and now the most thoroughly destroyed area.

- ✂ **Wall Forts (Windward):** Like the others, these once-sturdy barracks and fortifications are now reduced to great piles of debris.

The Vermin Tribes

In several places, bands of orkin have managed to secure permanent territory by adapting their lifestyle to the odd environment of the Ruins. The most successful of these societies go by the collective name of "the Vermin Tribes," because each group thrives on domestication of an unnaturally large pest species.

Each Vermin Tribe marks its territory with a carved or painted glyph, and defaces the glyphs of the others when found. When inscribed in a hurry, the symbols deteriorate: the Spider Clan's web to four crossed lines, the Locust Clan's bug into a long-tailed spiral, the Frog Clan's animal into three spots, and the addled Bee Clan's into a mere zig-zag scribble.



BEE CLAN ("Keepers," "Honey-eaters," "Stickies")

Turf: Harborcote

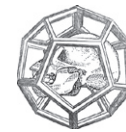
Population: 350

The Beekeepers stagger in a drugged haze through clouds of giant honey bees (stats as GIANT KILLER BEES, LL65). The bees produce a mind-affecting, addictive honey, which the Stickies trade to a few townsfolk and fellow orkin. The clan lives in an area of many buildings, putting them uncomfortably close to the Froggers, who attack the bees when they frequent the flowering bushes of the Grand Market. Other orkin won't attack Sticky turf, believing that the clan actually controls the thousands of foot-long stinging insects. Certainly the bees attack anyone who disturbs one of their giant hives. The Stickies hate GIANT CARNIVOROUS FLIES (LL75) and hunt them, or more often bribe others to do so, offering one dose of honey for every six fly bodies. They also trade for firewood and brush to burn when smoking the hives, typically one dose of honey for about fifty cubic feet of flammable material.

The typical hive is the intact shell of a building of two or three stories, the interior built up with narrow frames of scrap and rubble. Periodically the Stickies surround the building with burning fuel and remove the roof panels. The smoke draws through the building and stuns the countless bees, and the keepers dip out the honey with their giant wooden spoons. They subsist on honey, constantly intoxicated.

Wild Honey: A single taste causes numbness and dizziness, giving a 1 point penalty on attacks, saves, and attribute rolls for 1d3 minutes. A dose of about two ounces causes a drugged state: the victim cannot attack, cast spells, use magic items, or run, and if trying to carry on a conversation or defend himself, must save vs. poison or lapse into a helpless, giggling stupor for one minute. Effects last 2d6 hours. The next day, the user must roll Wisdom or less on 1d20 or seek another dose. After total doses equal to half Constitution, he is addicted. Addicted users can talk and fight without saves, but must have the honey once per day or start taking 1 hp damage per level per day from painful withdrawal. Addicts always use the honey if available and spend anything to acquire it. If an addict goes two weeks without a dose, or receives a *cure disease*, he recovers.

Religious overdose: Bee Clan shamans and other folk sometimes take a massive dose of honey, at least 12 ounces, to induce visions. The consumer saves vs. poison: On failure, he takes 2d6 damage. On a success, he takes 1d6 damage and receives the immediate effect of an *augury* spell (AEC31).



FROG CLAN (“Froggers,” “Warts”)

Turf: Harborcote

Population: 150

The Frog Clan tends a swampy area around the Water Gate, herding foot-long, fifteen-pound GIANT POISONOUS FROGS (AEC126). Confined to a restrictive area and subject to frequent fatal accidents, the Froggers are few in number. They collect poison from the frogs and always go armed with poisoned javelins, which they reluctantly trade away when they need something (Type 16, AEC143). Sometimes they trade a javelin for the bodies of four or five PIT VIPERS (LL96), which prey on their frogs. The Froggers also hate the giant honey bees of the Bee Clan. The bees fly into the frog’s home swamp looking for flowers; a frog eats a bee or two, then gets swarmed and killed by others. Froggers refuse to trade with the Stickies and never use Wild Honey.



LOCUST CLAN (“Spitters”)

Turf: Sevengate

Population: 400

The warlike Spitters occupy the three intact towers at the heart of the Ruins, and herd hundreds of giant SUBTERRANEAN LOCUSTS (LL85), using special lightweight nets and practiced techniques. Crude bulwarks surround their little domain, and they have constructed many “bugapults”: technically called oxes, these weight-operated levers can launch a payload into the midst of any approaching enemy. Targeting a particular spot requires a hit against AC 9; more general attacks always succeed, except that a roll of 1 means a misfire. Typical ammunition is a bewildered locust, or else a spitbomb: a fragile, melon-sized insect husk filled with the disgusting spittle of the adult locust. Anyone within 5' of a bursting spitbomb must save vs. poison at +2 or become incapacitated with nausea for 1 turn, and the same happens to anyone who comes within 5' of the victim until he thoroughly cleans off the goo. Spitters are used to the smell; they always reek of

the stuff and would never be allowed into Lesserton. The clan destroys giant flies, bees, or spiders on sight to protect their herbivorous livestock. If the strange bug-based fighting techniques of this clan were more portable, they might conquer the other clans.

Bugapult
Rate of fire: 1/4 rounds with 4 crew
Range: Minimum 50', maximum 200'
Attacks as: 2nd-level fighter
Damage: Delivers panicked subterranean locust, or spitbomb, or solid ammunition doing 1d6 damage



SPIDER CLAN (“Spinners”)

Turf: Plainview, far north corner, sometimes known as “Painview”

Population: 500

The Spinners are the wealthiest clan, relatively speaking. They carefully tend web-choked ruins full of GIANT BLACK WIDOW SPIDERS (LL97). Unlike the Locusts, and moreso than the Beekeepers, the Spinners have a steady flow of actual coin from town, mostly from sales of their spidersilk rope known as “spinner line.” They have the most to gain should trade among the Ruins go to a cash basis, but the other clans resist. The Spinners are also best equipped to hire outside mercenaries when needed. Among the clan’s secrets is the difficult process of extracting antivenom from the bodies of carnivorous flies, and they pay 2 gp for each fly body. They stockpile the antitoxin for use among their own spiders and in the event of conflict with the Beekeepers or the Frog Clan.

Spinner Line: A fine silk rope. Weight: 2 lbs. per 50 feet. Holds the weight of up to six human-sized people.

Spinner Antitoxin: One dose lasts 1d4 hours and allows an extra saving throw against any natural, injury-based poison, such as a monster’s venomous bite or sting. If either saving throw succeeds, the character has saved. If both saving throws succeed, he avoids even the “save damage,” if any (AEC143). The Spinners do not sell the antitoxin, but should any leave their hands, an alchemist would buy it for 250 gp per dose and sell it for double that.



TRADING VERMIN GOODS

As the only steadily-available goods in the Ruins, the products of the Vermin Tribes form the basis of a simple economy of exchange. All the tribes also gather the glands of the GIANT FIRE BEETLE (LL65) for use as light sources; a typical gland glows for another 1d6–1 days after trading. Orkin from the Ruins can estimate the remaining life by inspecting the glow, and don't trade for those with only a day left.

In the Ruins, one dose of Wild Honey carries value equal to ten feet of spinner line, which exchanges for one Frogger poisoned javelin, or ten Locust Clan spitbombs, or six fire beetle glands.

At the referee's option, Lesserton merchants may occasionally have Vermin goods for sale at prices like these.

- Fifty feet of spinner line: 50 gp
- One dose of Wild Honey (illegal): 10 gp
- One Frogger poisoned javelin (illegal): 15 gp

All orkin in the Ruins trade eagerly for fresh food, beer and wine, and civilized luxuries. They will often give vermin goods worth more than the cost of the items back in town. If the referee wishes to randomize the profits, a reaction roll can suggest an approximate ratio. Of course, the PCs must survive each trip to the Ruins and back before cashing in.

2d6±	Reaction to offer of luxuries
<2	Vermin goods worth up to 10 times cost in town, and –2 on future reaction rolls
2	Vermin goods worth up to 5 times cost
3–5	Vermin goods worth up to 3 times cost
6–8	Vermin goods worth 1–2 times cost
9–11	No trade
12+	Attack! If the PC trading party appears too powerful to attack at once, the orkin end talks and plan a later ambush or theft.

Modifiers:

Non-orkin doing trading	+1
Never traded with them before	+1
Total value 20–50 gp	+1
Total value 51–100 gp	+2
Total value 101–250 gp	+4
Total value over 250 gp	+6

Mapping the Ruins

Using the Maps



One Sephex

The major features of Mor form a framework, within which the details of the acres of rubble can differ for every campaign. The map of Ancient Mor can be found by PCs from various sources in Lesserton, serving as a rough guide to the Ruins. The large map of the Ruins of Mor, reproduced on p5, appears in color and at full size on the inside cover of *Lesserton & Mor*. This map divides the Ruins into a grid of hundreds of “sephexes”: flower-like shapes, each containing seven standard, 120' hexes. The sephexes are numbered on two axes: A through Z, and 01 through 30 (37 on the large map). Using the numbers, the referee can fix an area of the Ruins for the players to explore. For example, the defensible remains of the Gainsay South occupy sephex N08. The Sephex Map on page 28 may be copied as many times as needed, allowing individual, small-scale maps for each area.

When preparing for a session, the referee has several options. It is always possible to simply randomize every hex the party enters on the spot, improvising the results and referring to subtables in this book and the Labyrinth Lord or other rulebooks. Alternatively, the referee can create one or more sephexes with a combination of random and designed elements. These can be located by sephex number, or simply kept aside for use whenever the referee decides to place one. Finally, the referee can fill in as much of the large Ruins of Mor map as desired with challenges of his own design, assisted by the random tables, and let the PCs encounter whatever lives in the direction their explorations go. A combination of these methods gives a wide variety of adventures and a balance between prep time and improvisation. See example, p20.

Terrain Types

Four general terrain types fill the Ruins: Open areas (O), piles of Rubble (R), areas of heavy Vegetation (V), and the occasional Buildings (B) that remain mostly intact. Areas formerly fortified have become great Rubble piles. Some heavily-trafficked areas are Open (O). For any other hex entered by the PCs, the referee can assume it to be Rubble, choose, or randomize on the chart below. The hex can be marked with the appropriate letter on the large Ruins of Mor map, and annotated on the local Sephex Map as well.

Terrain type influences movement rates, encounter distance, and the time required to explore the area in either a quick survey or an exhaustive search.

Table I. RANDOM TERRAIN TYPE FOR A HEX IN THE RUINS

d10	Terrain	Mark	MOVEMENT		SEARCHES		ENCOUNTER DISTANCE
			Exploring	Maximum	Survey	Exhaustive	
1-2	Open	O	360'/turn	120'/round	1 hour	36 hours	2d6 x 10 yards
3-4	Buildings	B	270'/turn	90'/round	2 hours	72 hours	4d6 x 10 feet
5-6	Vegetation	V	180'/turn	60'/round	3 hours	108 hours	3d6 x 10 feet
7-10	Rubble piles	R	90'/turn	30'/round	4 hours	144 hours	2d6 x 10 feet

OPEN AREA (O): Relatively flat terrain with good lines of sight. Low scrub, grasses, gravel, and scattered stones.

BUILDINGS (B): 1d4 buildings more or less intact.

d100	Intact portion	Occupied (on 1d20)
01-09	One floor, 10' x 10'	1-12
10-24	One floor, 10' x 20'	1-13
25-48	One floor, 20' x 20'	1-14
49-68	One floor, 20' x 30'	1-15
69-73	One floor, 30' x 40'	1-16
74-79	Two floors, 10' x 20'	1-14
80-84	Two floors, 20' x 20'	1-15
85-88	Two floors, 20' x 30'	1-16
89-91	Two floors, 30' x 40'	1-17
92-94	Two floors, 20' diameter	1-18
95-97	Three floors, 20' x 20'	1-18
98-99	Three floors, 20' diameter	1-18
00	Three floors, 30' diameter	1-19

Basement: 50% chance of 1d2 accessible sub-levels, each adding +2 to the chance to be occupied.

Occupied: Roll 1d6.

- 1-3 Monster Lair (p15)
- 4-5 Orkin
- 6 Weirdness

Orkin: A small building is base for one or more roaming groups (p17); a large building shelters part of a clan (p15).

Weirdness: Roll on Table II. If the referee doesn't like the result, he can roll again or simply make the building empty.

VEGETATION (V): Plants choke the area, mostly thick thornbushes and tall, dry grass growing through loose rubble.

RUBBLE PILES (R): Tall, often unstable stacks of rocks and broken stonework. Difficult going, excellent cover.

MOVEMENT: The standard hex in measuring the Ruins is 120' from side to side (see p28). An unencumbered party, picking their way carefully in a straight line (120' move rate), covers one hex of Open Rubble per turn (10 minutes). This exploring speed presumes cautious, alert progress (LI44-45). Once characters successfully find a path through a hex, they can move back along it at up to the maximum movement speed for that terrain, making no attempt at stealth. The referee can mark the local Septhex Map to show the path.

Exceeding the max move for the terrain, for example by running, requires a DEX roll each round to avoid a tumble:

d12	Tumble
1-5	Trip and fall; stunned 1d6 rounds.
6-8	Trip and fall; 1d4 damage.
9-11	Trigger rockslide: 1d6 damage and save vs. paralyze or trapped. One turn to dig out.
12	Pit find! Tumble into a hole 1d4 x 10' deep, taking the usual damage. 50% chance of a rockslide falling on top, as above. 1 in 4 chance the pit leads to further tunnels.

SEARCHES: Surveying an entire hex allows the party to note all major features, such as any intact buildings, excavations, or potential creature lairs. An exhaustive search, thoroughly probing for all instability, hidden passages, or small objects loose in the rubble, proceeds very slowly: Each small, 10'-wide hex takes 1 turn to search, or even longer in obstructed terrain. As in the labyrinth, the time required can be divided by the number of active searchers. Even the exhaustive search covers only the surface. Exploring the interior of buildings or tunnels takes additional time, as for exploring a labyrinth.

ENCOUNTER DISTANCE: In the less obstructed terrain types, an encounter might start with the prospective foes in different hexes. The referee can quickly randomize the terrain of the next hex over, which influences the relative visibility of the two parties and the quickness with which they can close to melee. See also "Deadliness," p3.



ENCOUNTERS

Explorers of the Ruins meet with two types of encounters: Wandering Monsters and Weirdness sites. Wandering Monsters can appear anywhere. Weirdness, on the other hand, does not move around. Each Weirdness is a unique encounter that goes beyond mere combat, although some do include monsters.

WANDERING MONSTERS

For every hour the party spends in the Ruins, there is a 1 in 6 chance of a Wandering Monster, as rolled on the Day or Night column of Table III, p18. Any loud or highly visible disturbance may cause additional checks.

WEIRDNESS

Whenever explorers enter a new 120' hex of territory, the referee rolls the chance that the area contains Weirdness.

d10	Weirdness in hex
1–7	None
8–9	One roll on Table II
10	Two rolls on Table II

As discussed above, the referee can prepare one or more hexes before play if desired, either locating them on the large Ruins of Mor map by sephex number, or simply inserting the hex he wants to use wherever the party may go. The type of Weirdness is rolled on Table II below. Certain results may include an encounter rolled on Table III: Encounters (p18).

AMBUSH ZONE

A group of monsters or NPCs favors this area for ambushing other groups. There may be a bottleneck or little cover for the targets and the attackers will often have cover or high ground. Ambushers may currently watch the zone:

d12	Ambushers
1	Adventurers (Note III.A, p17)
2–4	Orkin, roaming (Table III.B, p17)
5	Raiders (Table III.C, p17)
6–12	None

Table II: WEIRDNESS

d100	Result	Page
01–04	Ambush zone	11
05–06	Archaeological find	11
07–08	Cache	12
09–11	Dead magic zone	12
12–14	Dead NPC party	12
15–18	Excavation	13
19–23	Food source	13
24–32	Former campsite/bivouac	13
33	Haunting	14
34	Hazard: Bad water	14
35–43	Hazard: Open pit	14
44–49	Hazard: Pitfall	14
50–55	Hazard: Unstable ruin	14
56–60	Hunting ground	15
61–69	Infestation	15
70–76	Monster lair	15
77–83	Orkin clan	15
84–88	Strange vegetation	16
89	Supernatural manifestation	16
90–93	Tainted ground	17
94–99	Water source	17
00	Wild magic zone	17

ARCHAEOLOGICAL FIND

A place or item of historical interest, even if not innately valuable. These finds are not usually portable or easily converted to cash, but it's possible they might be of interest to scholars, or contain clues to more tangible treasures.

d8	Find
1	An intact statue of a historic personage.
2	A wall with a legible fresco or mosaic of religious imagery of a famous historic event.
3	An obelisk covered in runic engravings.
4	A valuable heraldic jewel (3d6 x 100 gp), possibly of historical significance.
5	The tomb of a famous personage.
6	The arms or armor of a general or nobleman from the Battle of Mor.
7	The site of an important skirmish.
8	A mummified corpse from old Mor, with interesting clothing and effects.

**CACHE**

Someone has stowed something for safe keeping here. Roll to see if the cache is hidden, whether it is trapped, and what it contains. Traps are set so that they will not damage the cache. See more about traps on page LL124.

d10 Cache hidden?

- 1 Not hidden.
- 2–6 Concealed in rubble or enclosed area.
- 7–10 Buried 1d4' deep; secret marker.

d8 Cache trapped?

- 1–4 Not trapped.
- 5 Deadfall trap: 2d6 damage, save vs. petrify for half.
- 6 10' pit trap: 1d6 damage. 1 in 4 chance to have 1d4 spikes for +1d4 each.
- 7 Arrow trap: attacks as F1 for 1d6 damage.
- 8 Class 1 contact poison (AEC143).

d6 Cache contents

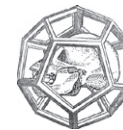
- 1 1d6 days of preserved rations and water.
- 2 Raw meat or game, unappetizing, edible.
- 3 Loot: Roll on Hoard Class VI (LL106).
- 4 Arms: see Cached Arms table.
- 5–6 Gear: see Cached Gear table.

Cached Arms: Roll for each category.

- 1d3–1 long swords
- 1d2–1 maces
- 1d4–1 daggers
- 1d3–1 shields
- 1d3–1 sets of leather armor
- 1d2–1 sets of brigandine armor
- 1d2–1 shortbows
- 1d2–1 quivers of 20 arrows each

Cached Gear: Roll for each category.

- 1d6–1 x 50' rope*
- 1d6–1 bundles of eight torches
- 2d6–2 flasks of oil
- 1d2–1 lanterns
- 1d3–1 flint & steel
- 1d3–1 shovels



- 1d4–1 10' poles
- 1d6–1 dozen iron spikes
- 1d2–1 grappling hooks
- 1d3–1 mallets
- 1d2–1 miner's picks
- 1d2–1 crowbars
- 2d6–2 large sacks
- 1d4–1 pieces of chalk
- 1d4–1 x 10' waxed twine

* Rope is 75% likely to be hemp, 20% silk, and 5% spinner line (p8)

DEAD MAGIC ZONE

No magic functions within a diameter of (1d3 x 2) +1 ten-foot hexes. This includes magical creatures like undead, who will not enter the area. To immaterial beings, the zone is a solid, impenetrable sphere of darkness. On each future visit, there is a 1 in 4 chance that the dead zone is gone, possibly never to return.

DEAD NPC PARTY

Some fellow Adventurers (Note III.A, p17) have met an untimely end here.

Number of corpses: 2d6–1.

Days dead: 1d6–1. Zero means a 50% chance that the killers are still nearby.

d20 Cause of death

- 1–4 Ambushed. Bodies looted.
- 5–16 Killed by predators or monsters. Bodies savaged and 1d10 x 10% eaten.
- 17–18 Killed by undead. 25% chance the bodies rise as undead if disturbed, or at nightfall.
 - d6 Bodies arise as**
 - 1–3 ZOMBIES (LL103)
 - 4–5 GHOULS (LL76)
 - 6 WIGHTS (LL102)
- 19 Bizarre. No obvious signs of injury or violence, other than scavengers gnawing on corpses over a day old. Nothing taken.
- 20 Killed by a COCKATRICE (LL68). The victims have become statues, frozen in attitudes of flight or fight.



EXCAVATION

The site of serious exploratory digging. One or more tunnels delve into the rubble, with piles of debris nearby.

d8 Condition of Excavation

1–4 Very old digging, possibly unstable. A single tunnel runs very deep, perhaps connecting with a sewer line or basement. Something almost certainly lives within.

d10 Occupant of old digging

1–5 Random monster from Table III, Lair column (p18).

6 Two random monsters as above: one by day and one by night, or the larger preying on the more numerous, or in an uneasy detente.

7 Deadly air. Anyone in the tunnel must save vs. poison every 10 minutes. The first failure causes unconsciousness; the second means death by asphyxiation. There is a 1 in 6 chance that the tunnel is occupied nonetheless, by undead, a Living Statue, or similar aberrations that need no air.

8 Terror in the deep. Whatever waits at the end of the tunnel frightens off or destroys anything else that tries to move in.

9–10 Tunnel temporarily empty. Roll again in 2d4 days.

5–6 More recent but abandoned. 1d3 relatively shallow tunnels, with a 5 in 6 chance to be Occupied as a Building (p10).

7 Active excavation, amateur. 1d3 shallow tunnels. 2d12 laborers and 1d4 overseers work the site, based on a treasure map or rumor of unknown reliability. The overseers resent intrusion and drive off the weak with threats, or else thrown stones and clubs. Any violent shock causes the hasty diggings to collapse.

8 Active excavation, professional. 2d20 laborers work 1d4+1 well-made tunnels, some of which cross, under the gaze of 2d6 drivers, 1d4 professional NPCs with character classes, and 1d4–1 Adventurers. NPCs from Lesserton might include Sato Fiddleton (RGL37) or a member

of the Planners Guild (RGL42). A semi-permanent camp stands near the tunnels, with at least one man on watch. The dig leaders work from good information, possibly including magical detection. They may receive fellow professionals politely but jealously guard their secrets, disposing of rivals by trickery if necessary.

What Else Lies Below?

d6 Further excavation reveals

1–3 Nothing.

4–5 Connection with an old cellar or part of the sewer system.

6 1d10 dead diggers beneath a cave-in.

FOOD SOURCE

Reliable food sources generally attract wildlife, denizens, and predators that would eat those that would eat the food.

d6 Food source

1–2 A pond or pool with 3d6 fish, possibly of bright colors and odd fins. Each fish holds 1d2 meals worth of meat. On a 1–2 out of 6, a monster is present, rolled on Table III, Water column (p18).

3–4 2d4–1 wild game (deer, boar, or wild goats) momentarily out in the open. On a 1 in 6, a predator is present, rolled as for a Hunting Ground (p15).

5–6 Fruit or nuts. Once an orchard or part of a garden, now growing wild. Gathering a meal's worth takes 1d4 turns. On a 1–2 out of 6, a Wandering Monster is present as rolled on Table III (p18) for Day or Night as appropriate.

FORMER CAMPSITE/BIVOUAC

A group of NPCs or humanoid monsters recently stayed here for 1d4 days. There are signs of a campfire, latrine, food trash, and so on.

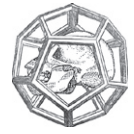
d6 Defensibility of site

1–2 Inside a semi-intact building

3–4 High ground (rubble pile or rooftop)

5 Both (a tower or wall-top)

6 Neither (out in open)



d20	Hidden item at site
1	Decayed head: Save vs. poison or contract a disease.
2–14	Nothing.
15–17	Pouch: 1d100 sp, 1d20 ep, and 1d10–1 gp.
18	Usable dagger or hand axe left behind.
19	Partially burned map in fire pit.
20	Brinkley's bee pin, worth 1d6 x 100 gp ransom if the password could be learned.

Returning? There is 25% chance the group returns to the site in 1d4–1 days. On a zero, they arrive while the PCs are still there. Roll 1d4 for group type:

1	Adventurers, Note III.A, p17
2	Orkin Hunters from Table III.B, p17
3	Orkin Hunters plus leader
4	Raiders, Table III.C, p17

HAUNTING

The dead do not rest easy here. Unsettling but harmless apparitions periodically appear, re-enacting their last moments in life: fighting, running, or dying, usually in a ghastly silence. The haunts are not true undead and cannot be Turned. Each appearance lasts 1d10 rounds.

d10	Frequency
1–3	Once every 2d6 turns
4–5	Every nightfall
6–9	Every midnight
10	Whenever an intelligent creature comes within 20'

d10	Haunt
1–2	Humanoid warrior
3–4	Human soldier
5–7	Human citizen
8	Statue, animated
9	Special: Head swarm
10	Special: Poltergeist

Head Swarm: In this unusually concrete manifestation, dozens of physical, freshly severed heads of various races appear, revolving around each other in the air and speaking in some strange, piping language. Even magic cannot translate it. The heads utterly ignore anything besides each other, even if attacked. If destroyed (AC 8, 3 hp ea.), they fall to the ground and crumble to dust within seconds. After 1d4 turns regardless, they all crumble to dust.

Poltergeist: This malicious, incorporeal spirit is not visible, but it can move small objects of up to 10 lbs. It does not attack *per se*, preferring to cause trouble by upending cooking pots, hiding equipment, tying bootlaces together, flinging things to the ground, and other small mischiefs. It is clever enough for pranks like knocking something over in order to ruin attempts at stealth, or to force a Wandering Monster check. The poltergeist normally fixes itself to a particular locale, but there is a 10% chance it will attach itself to an individual and follow it for 2d6 days, or until a *remove curse* is performed on the target. It cannot be Turned, but *protection from evil* spells will keep it at bay.

HAZARD: BAD WATER

Roll for type as under Water Source (p17) but there is no encounter, and the water is tainted.

d12	Tainted water effect
1–8	Save vs. poison or contract a disease.
9–11	Save vs. poison or take 2d6 damage.
12	Bad taste but no obvious effect. Over the next 2d4 weeks, the drinker manifests a new, random Full Orkin Trait (PGL11).

HAZARD: OPEN PIT

The ground has collapsed 2d3 x 5' deep over an area roughly 1d4 x 5' in diameter. A character probably won't fall in unless running in the dark, but the pit can be a significant obstacle or tactical consideration in a skirmish. On a 1–2 out of 6, something lives in or around the pit, as rolled on Table III, Pit column (p18).

HAZARD: PITFALL

A section of ground, street, or floor is unstable. It collapses under weight, with a 1 in 3 chance each time someone crosses it. Usually in less traveled areas. Not a deliberate trap, but dwarfs and thieves have their normal chances to detect them. Once collapsed, it becomes an Open Pit. Something may move in within 2d4 days.

HAZARD: UNSTABLE RUIN

A wall or building is close to collapsing. It may be due to recent damage, or simply time has finally taken its toll. Cautious characters may note telltale signs of danger: creaking or groaning sounds, dust falling, precarious angles, or the like. On a 1 out of 6, the eventual collapse reveals a new Weirdness as rolled on Table II.



HUNTING GROUND

A stretch of open space, easily watched from cover. On a 1–2 out of 6, predators lie in wait, surprising victims on a 1–3.

d12	Predator
1–2	FERRET, GIANT (LL74)
3	FROG, GIANT KILLER (AEC126)
4–6	LIZARD, GIANT HORNED CHAMELEON (LL84)
7	MIMIC, SENILE (AEC131)
8	SPIDER, GIANT BLACK WIDOW (LL97)
9–10	SPIDER, GIANT CRAB SPIDER (LL97)
11–12	WEASEL, GIANT (LL101)

INFESTATION

A nest of vermin. While not necessarily hostile, they will not hesitate to defend their territory, nor turn away from a meal. Infestations have unusual population amounts. The number appearing in these cases are 2d4 times the normal quantities found in lairs.

d8	Vermin
1	ANTS, GIANT (LL63)
2	BEEES, GIANT KILLER (LL65)
3	CARCASS SCAVENGERS (LL67)
4	CENTIPEDES, GIANT (LL68)
5	LOCUSTS, SUBTERRANEAN (LL85)
6	RATS, GIANT (LL92)
7	STIRGES (LL98)
8	Beetles: Roll 1d6 <ul style="list-style-type: none"> 1 BORING (AEC107) 2 CARNIVOROUS (LL65) 3 FIRE (LL65) 4 SPITTING (LL65) 5 RHINOCEROUS (AEC107) 6 STAG (AEC107)

MONSTER LAIR

Some sort of creature appears to nest here. Bones of victims may litter the area. The creature sort comes from Table III, Lair column, p18.

d20	Occupant
1–5	One occupant in lair.
6–10	Empty, but one occupant returning to lair in 2d6 minutes.
11–15	All occupants in lair.
16–19	Empty. Occupants are not nearby.
20	The lair is abandoned or the inhabitant is recently dead. Check again in 2d4 days, as good lairs don't stay empty long.

Young?: There is a 20% chance that the lair holds young or eggs. If it does, and any adults are still alive, one always stays within 1d6 rounds of the lair.

ORKIN CLAN

A small population of orkin, unaffiliated with the Vermin Tribes, has set up living quarters here. From this base, they hunt and gather to survive. The bigger, more populous, and established the group, the more likely that it will have regular sentries, organized defense tactics, and things like escape tunnels and booby traps. The size of the clan, and of the turf to which they lay claim, is determined on Table II.A below.

Orkin clans include dozens of males, females, and children, each more or less burdened with goblinoid features that would make it hard to live in Lesserton. Orkin can be any alignment, but most are Neutral. For normal statistics, see Table III.B, p17. The clan lays claim to a few hexes of the Ruins, but must hunt and gather over a great deal more territory to survive. During the day, all able-bodied women and children scour the land for food. Half the men stand guard over the gatherers; another quarter of them are out hunting, while the remainder rest up for night watch. Infants, the unwell, and the aged remain indoors. In the central or

Table II.A. ORKIN CLAN POPULATION

2d4	Total Pop.	Males (F1)	Females	Young	Aged	Turf	Leaders
2	40 orkin:	10	10	18	2	3 hx (1d2 V)	F2; T1
3	60 orkin:	15	15	27	3	4 hx (1d3 V)	F2; C1; T1
4	80 orkin:	20	20	36	4	5 hx (1d3 V)	F2, 2; C1; T1, 1
5	100 orkin:	25	25	45	5	6 hx (1d4 V)	F3; C2; T2, 1
6	120 orkin:	30	30	54	6	7 hx (1d4 V)	F3, 2; C2; T2, 1, 1
7	140 orkin:	35	35	63	7	8 hx (1d6 V)	F3, 2, 2; C3; T2, 2, 1
8	160 orkin:	40	40	72	8	9 hx (1d6 V)	F4, 3, 2; C3, 1; T3, 2, 1



safest hex of the clan's turf, they have a shelter capable of holding 2d6 x 10% of the population when crowded. Roughly seven percent are males on night watch; any others who can't fit in the shelter have to sleep in lean-tos, tents of hide, or rubble, or on the open ground.

d6 Clan's main shelter

- 1 Excavations (shallow tunnels with a 2 in 6 chance to connect to old sewers).
- 2-3 Buildings (see p10).
- 4-6 Hall of low, rubble-built walls, roofed with grass and branches.

Weirdness and monsters may also haunt the area claimed by the orkin. Sometimes a clan hires adventurers, paying in servants or secrets, to deal with an especially dangerous feature of the ruined landscape where they hope to live.

Adventure seed: A clan's water source turns to Bad Water (p14) and they need adventurers to delve beneath the surface and find the cause.

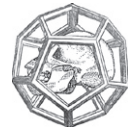
Turf: For each turf size, the die roll determines how many of the hexes hold significant vegetation (V). If the result is less than half the total number of hexes, the clan is short of food and relies on fortunate hunting to stay alive. By the end of a winter, half the Aged population passes away. Territories with heavy vegetation, however, attract the envious eyes of hungrier clans, often leading to turf battles. Each turf also includes one Water source, randomized as on p17.

Leaders: These powerful folk add to the numbers shown. F indicates fighters of the given levels; C indicates clerics; T means thieves, although such are not reckoned leaders. All fighters are males, but roughly half of the clerics and thieves are female. Equipment seldom exceeds cuir boili armor (AC 8), shields, spears, javelins, slings, knives, or clubs. At the referee's option, a few leaders may be elderly, particularly clerics; such folk are in danger of dying in winter.

STRANGE VEGETATION

d6 Plant

- 1 STRANGLE WEED (AEC138).
- 2 Glowing fungus. A one-pound chunk is equivalent to torchlight for 1d6 hours, but drips slime everywhere.
- 3 A large fern-like plant that waves as if in a breeze, even when there is no wind at all.
- 4 An apple tree where each fruit is a bright red, miniature skull, and quite delicious.



- 5 A three-story-tall mushroom with a 40'-wide cap that smells like fresh cinnamon. The tiniest taste is death, with no saving throw. A dose of spinner antitoxin (p8) or *neutralize poison* spell, used within 10 rounds, allows a saving throw to recover with 1 hp.
- 6 A patch of brightly colored flowers that turn their "faces" to follow whomever walks by. If one is picked, it screams like a SHRIEKER (LL95) for 2 rounds.

SUPERNATURAL MANIFESTATION

Some aspect of this locale or object has been changed by magic, making it unusual, though probably not dangerous.

d8 Manifestation

- 1 A building floats 1d6' above the ground.
- 2 A tree appears to be solid bronze.
- 3 A small stone fountain flows with blood.
- 4 A pile of rubble appears to be on fire, but there is no heat and the flames never burn out. Rubble removed from the pile does not stay alight.
- 5 A stack of single bricks, several feet high, stands by itself in an open space. If knocked over, the bricks begin to stack themselves up again.
- 6 An open courtyard seems about 40' wide. Halfway across, day changes to night (or vice versa) and the character finds himself in a much larger courtyard, over 100' across. Each character is alone, even if they were crossing together. When the character comes within 10' of the edge of the large empty space, conditions revert to normal. To onlookers, the person simply vanishes and then reappears on the other side.
- 7 A checked picnic blanket is laid out on the ground, complete with bread, fruit, cheese, cold chicken, and a full, open bottle of wine. There are porcelain plates, silverware, and crystal glasses (3d6 x 5 gp value). Everything is fresh, clean, and untouched.
- 8 Dirt and gravel, raked into neat furrows, cover the ground in an area 1d4 x 5' on a side. One round after any disturbance, such as footprints, an invisible rake begins to comb the place smooth again.



TAINTED GROUND

The site of some former atrocity or profane ritual, this whole area radiates evil. Undead and infernal creatures are drawn to such places and they are usually haunted. There is a 50% chance of monsters present, as rolled on Table III, Magic column (p18). Attempts to Turn undead suffer a penalty of -1d4 on the initial 2d6.

d6	Area of Tainted Ground
1-2	(1d3 x 2) + 1 ten-foot hexes in diameter.
3-5	Inside a building or on its ruined foundations.
6	Within line of sight of some unholy object.

WATER SOURCE

A rare source for reliably potable water. Predators, prey, and denizens frequent these valuable spots, as almost everyone must drink sometime. May be iced over in winter.

d10	Water source
1-2	Ancient well, mostly intact.
3-4	Ancient, exposed basement full of rainwater: length 1d6 x 5', width 1d4 x 5', depth 1d3 x 10'.
5	Ancient, working fountain.
6-7	Clear pool, 2d10' in diameter; hidden source.
8-10	Stream among the debris; 25% chance to currently hold only a greenish trickle.

Creatures from Table III, Water column (p18):

d6	Creatures present
1	Two types
2-3	One type
4-6	None

WILD MAGIC ZONE

Each use of any spell or magic item here results in a new odd effect. Undead and magical creatures avoid these zones.

Size of zone: (1d3 x 2) + 1 ten-foot hexes in diameter.

d10	Result of an attempt to use magic
1-2	Magic functions normally this time.
3-5	Magic fails. Spell fizzles or item ceases functioning until removed from the zone.
6-7	Limited effect: reduced bonus, range, duration, or damage, or easier to save against.
8-9	Increased effect.
10	Backlash: Feedback deals damage or bad effects to the user.

Note III.A. ADVENTURERS

Classes and levels for these NPCs come from the charts on RGL6. In the Ruins, they have mules instead of Porters, plus extra equipment as rolled for Cached Gear (p12).

Table III.B. ORKIN, ROAMING

Orkin can be any alignment, but most are Neutral. A monster reaction roll (LL52) governs the attitude of wandering orkin to PCs. Fellow orkin, including half-orcs, get -2 on this roll. Circumstances may affect the result: Indifferent orkin may still press a rich, weak-looking group for a "toll," while even a Hostile band of berry-pickers would not suicidally attack an armed party.

d12	Wandering orkin
1-7	Gatherers: 2d6 females, 1d4 male guards
8-10	Hunters: 2d4 males, plus one net/3 hunters
11	Hunters plus F2 leader (AC 6, 10 hp, short sword, shortbow)
12	Carnivorous Fly hunters: 1d4 archers (F1, AC 9, 4 hp, shortbow), 2d4 males with rotting meat as bait

Male: F1; AC 8 (hides); 5 hp; spear (melee or 20'/40'/60', 1d6 dmg); Morale 8

Female: F0; AC 9; 3 hp; Morale 8

Young: F0; AC 8 (DEX); 2 hp; Morale 6

Aged: F0; AC 10 (DEX); 2 hp; Morale 7

Table III.C. RAIDERS

Just as the people of Lesserton feel entitled to search Mor for lost treasure, the barbaric humanoids of the northern hills sometimes send raiding parties into the Ruins. They seek booty, game, or slaves: whatever shows up. If the setting does not include these races, treat as an ORKIN, above.

d12	Raiders
1-3	2d4 BUGBEARS (LL66)
4-5	2d6 GNOLLS (LL77)
6-7	2d4 GOBLINS (LL78)
8	2d4 GOBLINS (LL78) plus 1d4 riding DIRE WOLVES (LL102)
9	4d4 KOBOLDS (LL83), 1d6 bodyguards (6 hp), 2 HD war chief
10-12	2d4 ORCS (LL90) plus one 8 hp leader

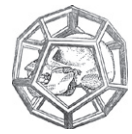


Table III: ENCOUNTERS

	AT WEIRDNESS SITES					WANDERING	
	Excavation	Lair	Magic	Pit	Water	Day	Night
ADVENTURERS (Note III.A, p17)	01-04	01-02	01-04	01	01-04	01-03*	01-03*
Ankheg (AEC)	05-08	03-04		02-05		04*	
Ant, giant	09-12	05-06		06-07		05-07	
Bat, giant vampire	13-14	07-08	05-06	08-11			04
Bats, ordinary	15-19	09-10		12-16			05-10
Bee, giant (honey)				17		08-10*	
Beetle, giant (carnivorous)	20-21	11	07	18		11*	
Beetle, giant (fire)	22-24	12-13	08-12	19-20		12-14	11-13
Beetle, giant (rhinoceros) (AEC)	25-26	14	13	21		15*	
Beetle, giant (spitting)	27-28	15	14	22		16*	
Black pudding	29-30	16	15-16	23-24	05	17	14-15
Boar, ordinary			17		06-13	18-21	16
Carcass scavenger	31-34	17-18	18-19	25-28	14-15	22-23	17-20
Centipede, giant	35-37	19-20	20-21	29-33	16-17	24-26*	
Cockatrice	38	21	22-24			27	21
Dogs, wild (AEC)		22-24			18-21	28-31	22-24
Doppelganger		25	25				25
Ear seeker (AEC)	39	26		34			
Ferret, giant	40	27-29			22-25	32	26-29
Fly, giant carnivorous	41	30	26-29	35-40	26-29	33-37*	30-31*
Frog, giant (AEC)		31	30	41	30-33	38*	
Frog, killer (AEC)		32		42	34-35	39*	
Frog, poisonous (AEC)				43	36-38	40-42	32
Fungi, violet (AEC)	42-44	33-34	31-33	44-45	39		
Gargoyle	45	35-36	34-36	46		43	33-34
Ghast (AEC)	46	37	37				35
Ghoul	47	38-39	38-39				36-38
Gray ooze	48-50	40-41	40-41	47-48	40-41	44	39-40
Green slime	51-53	42-43	42-44	49-52	42	45	41-42
Groaning spirit (AEC)			45				43
Herd animals: Goats					43-51	46-49	44-46
Insect swarm	54-55	44-46	46-47	53-57	52-56	50-55*	47-49*
Leech, giant	56	47	48	58	57-59	56	
Lizard, giant horned chameleon		48-49	49		60	57	
Locust, subterranean	57-59	50	50	59-61		58-60	50-51*
Mimic (AEC)	60	51	51-52				
Mimic, senile (AEC)	61-62	52	53-55			61	52-53
Ochre jelly	63-64	53-54	56-58	62	61	62	54
Ogre	65	55			62		55
ORKIN, roaming (Table III.B, p17)	66-67	56	59		63-69	63-70	56-59

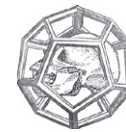


ENCOUNTERS continued

	AT WEIRDNESS SITES					WANDERING	
	Excavation	Lair	Magic	Pit	Water	Day	Night
Owl bear	68	57	60		70		
RAIDERS (Table III.C, p17)			61			71	60
Rat, giant	69–70	58–59		63–64	71–72	72–73	61–64
Rat, ordinary	71–75	60–63		65–71	73–78	74–78	65–71
Rhagodessa, giant	76	64		72		79	72*
Rot grub	77	65–66		73	79		
Rust monster	78	67	62–63			80	73–74
Scorpion, giant		68	64–65			81–82*	
Shadow	79–80	69	66–67	74			75–76
Shrieker	81–83	70–73	68–72	75–77	80–82		
Skeleton	84–86	74–75	73–75	78			77–82
Slug, giant (AEC)	87	76	76–77	79	83–84	83	83*
Snake, pit viper	88–90	77–79		80–82	85–88	84–88*	
Spectre		80	78				84
Spider, giant black widow	91	81–82		83–86		89–90	85*
Spider, giant crab spider		83		87		91–92*	86*
Statue, animate iron	92	84	79–81				
Stirge	93–94	85–86		88–91		93–95	87
Strangle weed (AEC)			82–85	92–95	89–91		
Tick, giant (AEC)		87	86–87			96*	
Toad, giant		88	88–89	96	92–94	97*	88*
Toad, giant poisonous (AEC)			90		95–96	98*	89*
Trapper (AEC)		89–91	91–93	97		99	90
Troll	95	92	94		97		91
Weasel, giant		93–95			98–00	00	92–95
Wight	96	96	95				96
Will-o-wisp (AEC)		97	96	98			97–98
Yellow mold	97–98	98	97–98	99–00			
Zombie	99–00	99–00	99–00				99–00

*An asterisk indicates Wandering Monsters that become much less active in cold weather. At the referee's option, rolling such a result in winter is 50% likely to mean no encounter, making the Ruins much quieter in the cold months.





GENERATING RUINS

Using the rules above, the referee can quickly populate parts of the Ruins of Mor. Example: Taking a fresh copy of the Septhex Map (p28), the referee randomizes the Terrain Type for each 120' hex (p10). The central hex and three others turn out to hold Rubble; one hex holds Vegetation, and two have Buildings. He randomizes the buildings (p10) and comes up with an intact, two-story building near a small wreck, plus a large one-story building in the other hex. Checking for Weirdness (p11), the referee finds an empty Monster Lair in one hex, an occupied lair in another, and an Orkin Clan. The Lair column of Table III comes up with a trapper, roaming away from home, and some shriekers in place.

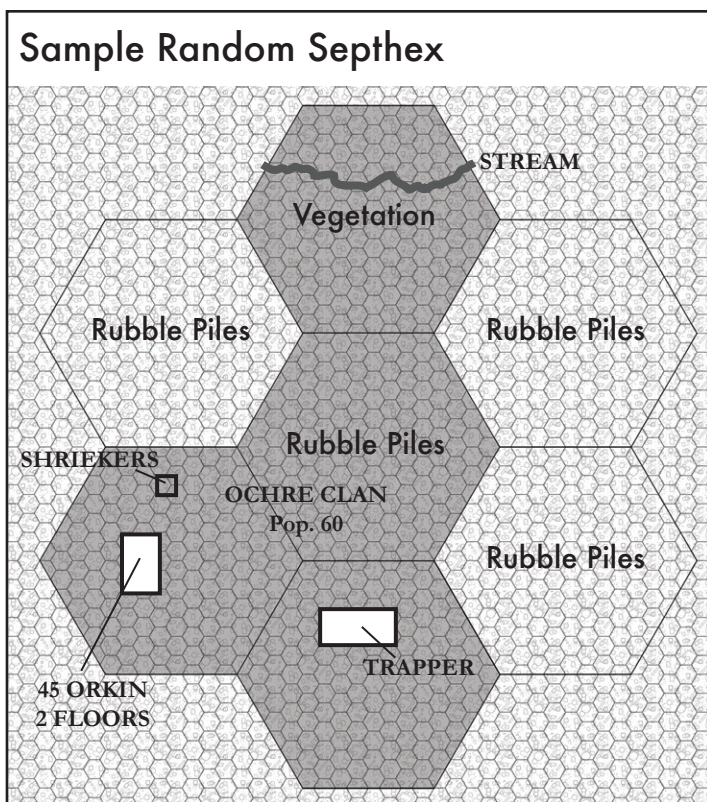
From p15, the referee finds that the orkin clan has a population of 60, plus 3 leaders, and they claim 4 hexes of turf. Logically, that includes the two hexes with buildings, the central rubble, and the vegetated hex on the other side. Since only one hex has vegetation, the clan is hungry. They must have a water source, so the referee places a muddy stream; perhaps the orkin use the thick mud for warpaint, calling themselves “Ochres.”

From these details, the referee rearranges things slightly. He decides that the orkin would move into the large two-story building. A 2d6 roll indicates that in its current condition, the structure holds 70% of the orkin, or about 45, leaving four

males on night watch and several others forced to bunk among the rubble. The referee jots down stats for the Chief (F2), the Shaman (C1), and the lone thief. He makes the Shaman elderly. Due to scarce food and poor shelter, many of the clan’s weakest members die each winter, and the Shaman is at risk. They could improve matters by occupying the one-story building, but every time they try, the explorers disappear mysteriously, for the referee has decided that the trapper uses the building for its lair. It also hunts by night, covering itself in dirt and waiting for a victim. As a petromorph (p21), it is too cold to register on the orkin’s infravision. The shriekers cluster in the half-ruined structure, keeping the orkin out.

Thus random results plus a little imagination set the stage for adventure. The Ochre Clan relies on the gourds, berries, roots, and water from the Vegetation hex and will defend it. How will the PCs react to them: as potential allies, or with violence? If they negotiate, the clan would certainly reward them for clearing out whatever haunts the building the orkin so keenly need. What of the shriekers? If the PCs are clever enough not to destroy them at once, could they show the clan how to deploy them as sentries? Are they edible? Could the spores be harvested? Even though they have no cash, a grateful clan can provide hirelings, shelter, and information.

The referee can locate his new septhex in the Ruins by number, or wait and place it wherever the PCs next explore.



THE CURSE OF MOR

HATE ELEMENTALS

In the extremity of the city’s need, the Last Duke of Morland evoked a maelstrom of bodiless spirits of vengeance. Scholars disagree as to whether he and his dark priesthood called up departed Morian elders to defend their home, fallen soldiers of the past, denizens of some demonic plane, or a magical manifestation of all the fear and rage emanating from the thousands of living combatants and refugees.

Whatever their origin, the “hate elementals” infused themselves into physical objects across the embattled metropolis, and the Duke lost all control over their actions. Lurching, destroying life came to fallen corpses, marble statues, even the stones of the buildings themselves. As fortifications and residences tore themselves apart into deadly hails of rubble, great Mor suffered a far more thorough destruction than any invading army could have accomplished. Waves of distorting emotion roared through the living, blending and warping their nature, bringing, some say, their crassest secret lusts and fears to the surface.



Most objects animated by hate elementals destroyed themselves in their own violence. Morians demolished others with siege engines never meant to turn on their own homes and forts. Dead bodies of soldiers rose to rejoin the battle, then fell, hacked to bits, while the puppet corpses of refugees took up their flight where they had been cut down. In some cases, instead, the seeming shade of the departed rose, or lent its form to a mindless hate-wave, immaterially acting out its final moments or moaning out its vengeance on the living. Certain sages believe that the very presence of undead in the Known Lands originates from this cataclysmic event, with its scattering of walking dead and flux of ghosts. Others point to ancient tales of mummies and specters and doubt this origin.

Whether made of stone or flesh, some animated objects survived. Among the Ruins today, feckless explorers still stumble upon dangerous living statues, gargoyles from atop old buildings, sword-wielding skeletons, and things worse. Least known and perhaps most deadly are the petromorphs: the sly, murderous, and often mighty creatures of ordinary-seeming, yet living stone, sprung from that great horror, the Petromorph Queen.

THE PETROMORPH QUEEN

The Petromorph Queen is a large building of living stone, imbued with the unnatural power of magical parthogenesis. From her stony buds may spring the world's entire population of petromorphs, such as mimics, lurkers, trappers, and piercers. The young live within their mother for years; she grows *magic mouths* as desired and speaks to them in the tongue of mimics, which she may have invented. Mimics who grow vicious (9+ HD), and other young who become too populous, get ejected into the Ruins to make their own way.

The Petromorph Queen can appear anywhere in the Ruins, always in the guise of a tall building, but with different proportions, windows, and details as she desires. The Queen attempts to entice passersby into her stony interior, where young petromorphs live in stone chambers, practicing their imitations of chests, doors, and other furnishings. Via passages, doors, and stairs formed of her own body, the Queen leads prey to a room where some young await fresh meat. The door seals behind the party, and the young handle the situation on their own: this is their survival training. Each creature gets its own Hoard Class roll (LL106): treasure gathered from past victims and displayed as enticement to new prey.

d12	Chamber accessible
1–2	First floor room with LURKER ABOVE (AEC131)
3–4	First floor room with TRAPPER (AEC139)
5–8	First floor room with one young MIMIC of 8 HD (AEC131)
9–11	Upper level room with 1d3 young mimics of 7 HD
12	Basement “cave” with 3d6 PIERCERS (AEC133)

Should intruders survive one room, the Queen releases the doors, and usually opens another random chamber. Twice a day, there is a 1 in 6 chance of a new creature emerging from the floor. The Queen also contains a prison chamber, containing 1d4–2 orkin or adventurers kept alive only to teach languages to the young mimics. The sphincter-like opening to this room must be found like a secret door and forced open.

Only structural hit point damage can harm the enormous Petromorph Queen, and she cares not how the young petromorphs fare. However, if intruders use large amounts of magic fire, lightning, or other massive energies, she is 50% likely to become angry and constricts herself to crush all within. She automatically gets angry if she suffers any damage. Her crushing attack always goes at the end of the round; in the first round, passages and rooms shrink to half height, limiting movement to 1/2 normal. In the second and later rounds, the ceiling does 6d6 damage to all within, including her young. Her wrath abates in one turn.

If characters return to search for the deadly tower, they find it gone, the Queen having moved to another area and assumed a new form.

Adventure Seed: The PCs need information from Robert Plumb of the Planners Guild (RGL42). Plumb, however, recently disappeared in the Ruins, where he took a team to investigate a remarkable intact tower. Unknown to anyone, Plumb is kept prisoner within the Petromorph Queen, forced to teach the common tongue to young mimics.

PETROMORPH QUEEN: 150 shp; Move 10' (10'); immune to ordinary attacks, even magic weapons, and spells under 6th level. XP: 11,000.

The referee can choose her current form or roll 1d10+90 as for the intact portion of a Building on p10.



BELOW THE JADE TEMPLE

An Adventure in Mor

by Jeff "Bighara" Sparks

Synopsis

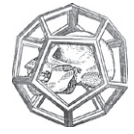
Anyone who works the Ruins knows stories of the Jade Temple, a reportedly wealthy institution unfortunately quite thoroughly demolished during the sacking of Mor. The site now holds only loose rubble, often sifted, with deeper excavation abandoned due to repeated collapse. A down-on-his-luck explorer tells the PCs he may know a secret way in.

Background

Golfo, a human fighter, went with several companions into Mor, where an orkin clan defeated the group. Unlike his comrades, Golfo wore a Brinkley's pin, indicating a ransom on deposit for his life, so the orkin locked him up in their fortified lair. When they returned him alive to Lesserton his captors kept his gear, leaving him with only the clothes on his back, a fine silver ring that he had uncomfortably hidden, and an interesting piece of information.

While his orkin captors solicited his ransom from Brinkley's, Golfo lay bound in the cellar of their building, not far from the site of the Jade Temple. He noticed a drain that carried echoes up from below and realized that the cellar must lie above an intact portion of the old sewers. Golfo reasoned that the tunnels might make it possible to enter the buried levels of the Jade Temple *from underneath*.

Now, Golfo wants to return to test his theory and exact revenge upon his former captors. With the price realized from his silver ring, he managed to buy some very basic gear, but he'll need allies who can help to deal with threats and who can afford to properly equip for an expedition. For days, he has frequented Valnhalla and the Lesserton Alehouse, sizing up prospects and dropping his precious few coins on cheap drinks. Liking the look of the party, or else desperate, he approaches them with a simple offer: He will guide a party to the location of the orkin lair and share in any risks for an equal share in any profits. The PCs will need to cover initial expenses for things like supplies and equipment. Golfo knows Lesserton and Mor fairly well, having adventured here for months. He can answer most general questions about the town and ruins.



Golfo, Human Fighter: F2, AL: N, AC 6 (leather armor), 12 hp; spear (+1 to hit, 1d6+1 dmg), large sack, 2 days' preserved food, waterskin, flint and steel, 8 torches, 50' hemp rope, 11 cp. DEX 13 STR 13.

Heading for Mor

Golfo won't tell the party how to get to where the orkin kept him, though he tells them he's confident that he can find the place. Based on the little he saw, he estimates a dozen orkin in residence, all warriors. It's no settlement, but rather a warband that ambushes explorers and other orkin. Golfo also asks the PCs to bring climbing and digging gear, if they can afford it, as he has no idea of the depth or condition of the sewer tunnels.

He recommends entering Mor by the Great Bridge. He estimates it will take about an hour to reach the fortified building where he was held captive. Within the walls, following Golfo, the party makes good time toward the fort, encountering a single Wandering Monster from Table III, Day column (p18).

Fort Orkin

The chaotic orkin who captured Golfo occupy a largely intact, two-story building, which they have repaired and fortified. A single tough orkin leads 14 male warriors. Half the time, 1d6 orkin plus one Archer are out hunting or scouting, with a 1 in 12 chance to come back every turn.

The orkin maintain sentries (see Area 3-1) and keep things locked up tight. They can look and shoot from the arrow slits every 10' along the outside of the building, too small to climb through. Shooting through an arrow slit from the outside incurs a -4 penalty.

Fort Orkin (10): AL: C, MV 120', AC 7 (leather), HD 1, spear (melee or 20'/40'/60', 1d6), Save F1, Morale 8

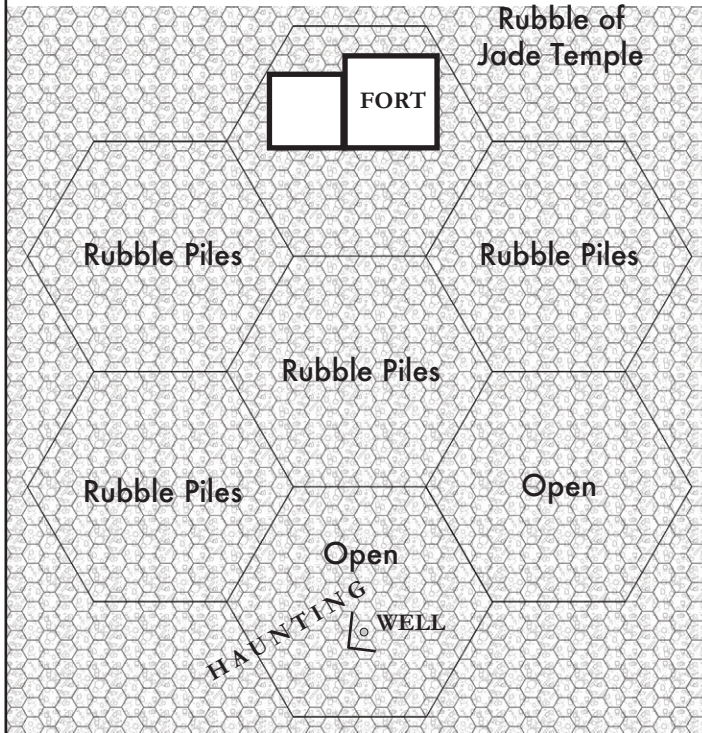
Fort Orkin Archer (4): AL: C, MV 120', AC 7 (leather), HD 1, shortbow (50'/100'/150', 1d6), short sword (1d6), Save F1, Morale 8

Fort Orkin Leader: AL: C, MV 90', AC 4 (chain and shield), HD 2 (16 hp), Golfo's bastard sword (+1 to hit for STR, 1d8+1), Save F2, Morale 10



Septhex with Fort Orkin and Well

One large hex = 120' One small hex = 10'
One inch = 100'



The Well

About 80 yards from the orkin fort, a low ruined wall shelters a rarity: a well of good drinking water. The rubble piled about offers minimal cover, so rather than build here, the orkin prefer to occupy their walled building and fetch water on periodic expeditions. They keep scrap lumber over the four-foot mouth of the well, and the water lies ten feet down.

Each day, three orkin leave the base to fill three five-gallon water skins. One lowers the weighted skins by turn into the water to fill, while two keep watch, then each carries a full skin back. They cannot hold their weapons ready while carrying the full water skins.

There is also a haunting at the well. Every few minutes, a ghostly soldier steps out from behind some rubble and silently charges toward the well with a spear in his hands. The apparition passes straight through anyone or anything in its path, only to fade as it reaches the well. The apparition cannot harm anyone (other than scaring them) and clerics cannot Turn it. The orkin are aware of the haunting and ignore it, relying on it to keep others from their precious source of water.

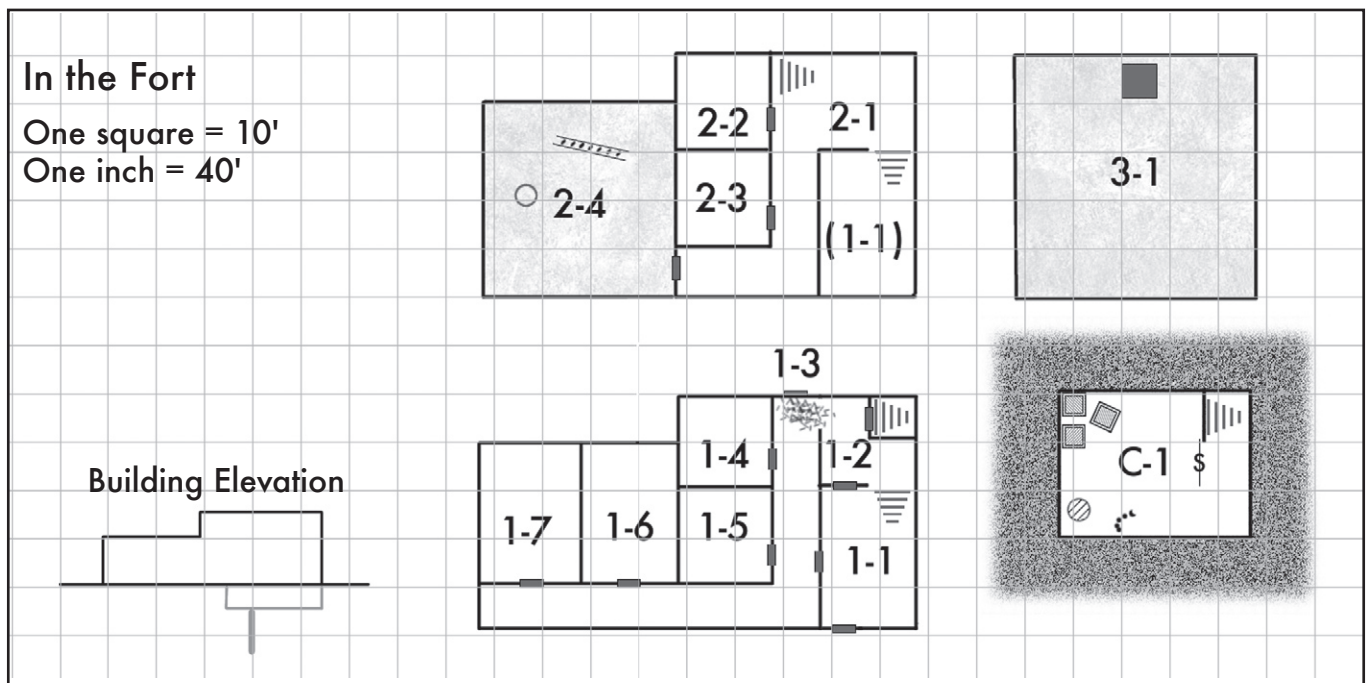
Inside the Fort

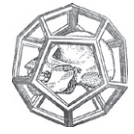
Area 1-1: Foyer. The front door to the orkin's base is thick and kept barred. It cannot be forced open by less than ogre strength, a battering ram, or a *knock* spell. Inside, a railed balcony overlooks the foyer (Area 2-1).



In the Fort

One square = 10'
One inch = 40'





Area 1-2: Kitchen. This room used to be the kitchen; now it's little more than a closet. One part of the wall has collapsed, blocking the outside door at Area 1-3. The stairs down to Area C-1 have a bar on this side.

Area 1-3: Back Door. The collapsed wall behind it effectively makes this a false door; it can't be opened from outside.

Area 1-4, 1-5: Small Billets. Each of these small rooms holds two sleeping pallets, with 1d4-2 orkin sleeping or resting in each room.

Area 1-6, 1-7: Large Billets. Each of these rooms holds four sleeping pallets, with 1d8-4 orkin sleeping or resting in each room.

Area 2-1: Balcony. Attackers from this vantage gain +1 AC and +1 to hit versus those downstairs in Area 1-1. The rickety stairs in the northwest corner lead up to a trapdoor onto the Upper Roof (Area 3-1). The trapdoor can be barred from this side.

Area 2-2: Billet. This small room holds four sleeping pallets, with 1d4-2 orkin sleeping or resting.

Area 2-3: Leader's Room. This room contains a large sleeping pallet and a small chest. The locked chest holds a set of cold weather clothes (worn and worthless except for the fur-lined boots, 10 gp value) and three bottles of inferior wine (10 sp each). Inside one boot is a pouch with 22 gp and a 100 gp garnet.

Area 2-4: Lower Roof. On the lower half of the flat flagstone roof, the orkin do their cooking, in a fire ring with a spit. A sturdy door leads inside to the second floor. It is kept barred unless orkin are out on the lower roof. A 15' ladder lies next to the wall to allow easy access to the upper roof (Area 3-1) or down to the street. Two long spears lean against the wall near the ladder.

Area 3-1: Upper Roof. The orkin maintain two archers as reasonably alert sentries on the upper roof. The low parapet grants +1 AC against attackers from below (AC 6 for the

orkin), and attackers on the roof get +1 to hit targets below. The orkin keep the roof stocked with six javelins and three large buckets filled with rubble. When an orkin dumps down a bucket, the target below must save vs. petrify to avoid 2d6 damage. The trap door leads down to Area 2-1.

Area C-1: Cellar. This windowless room holds a few casks and boxes stacked in disarray (1d100 days' low-quality preserved food). A set of manacles dangles low from one wall. In the southwest corner, a rusted grating, two feet in diameter, can be lifted with an Open Doors check. Below, a shaft descends 15' before opening into the ceiling of a sewer tunnel (Area S-1).

A secret panel under the stairwell reveals a cramped space with a crate and a small sack on the floor. The sack is tied closed, and a tag on the string reads, in two languages, "Emergency Healing: DO NOT TOUCH!" Inside the bag is a loaf of bread covered in YELLOW MOLD (LL103). The crate contains 2,767 sp, 351 gp, and two phials: a *potion of water breathing* and a *potion of healing*, one dose each.



In the Sewers

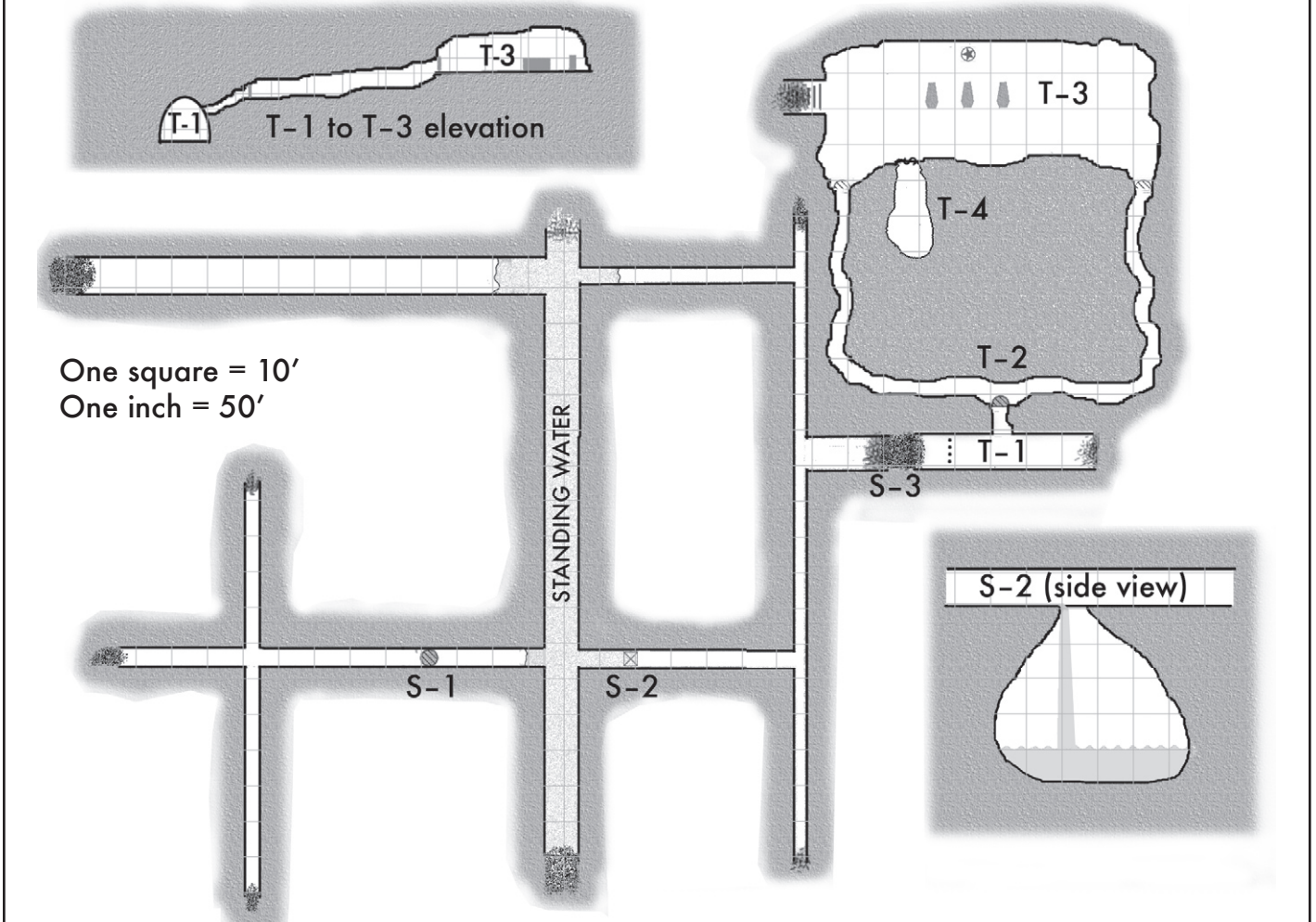
Large sections of the old sewer system have collapsed, but stretches of tunnels like these still occur. The grating from Area C-1 opens into the roof of a north-south tunnel (Area S-1). The temple ruins lie to the south of the orkin base. Every two turns in the sewer, there is a 1 in 6 chance of a Wandering Monster.

d6	Sewer Encounter
1-3	CARCASS SCAVENGERS (LL67)
4-5	RATS, GIANT (LL92)
6	RHAGODESSA, GIANT (LL92)

Area S-1: Below the Fort. The tunnel is 8' high and 5' wide, making it a total of 23' from the grating in C-1 to the tunnel floor. The smooth walls curve outward slightly.



"Below the Jade Temple:" IN THE SEWERS and THE TEMPLE BELOW



Area S-2: Sinkhole. For about twenty feet, standing water pools in a depressed part of the tunnel floor. The ground beneath has eroded, and anyone stepping on the weakened area has a 2 in 6 chance of breaking through and falling 40' to a large subterranean pool, 10' deep. Dwarfs and thieves have their normal chances to notice the weakened floor. Falling causes no damage, but a GIANT LEECH (LL84) lives in the water.

Area S-3: Breezy Cave-in. The southernmost passage in this section ends in a rubble blockage. Two CARCASS SCAVENGERS feast on the remains of a giant rat just in front of the debris.

Unlike the other cave-ins in this part of the sewers, at this one, an observant character can detect a slight breeze coming out near the roof, indicating open space beyond. Six man-hours of digging makes an opening big enough for a human to squeeze through, or three hours with digging tools such as shovels and picks. After digging, a PC must make a

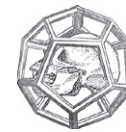
CON check or be fatigued (-1 to all rolls until he has some food and at least an hour's rest). Every turn, the noise of digging prompts a Wandering Monster check.

Beyond the rubble, a bronze grating blocks the tunnel, its door chained and locked. Once through the gate, the party enters the onetime territory of the Temple of the Jade God.

The Temple Below

The tunnel beyond the gate runs only 40' before ending in a blockage of several huge slabs of stone, unmovable by normal digging.

Area T-1: Drain. Just below the eight-foot ceiling, a semi-circular drain hole enters the tunnel, four feet wide and two feet tall. The drain tunnel slopes gently upward.



Area T-2: Intersection. The tunnel from T-1 ends in bronze bars, with a T intersection beyond. Attempts to force the bars suffer +1 for the cramped space.

Both left and right tunnels slope upward slightly, curving around to end with similar barred gratings at the floor of Area T-3. See “T-1 to T-3 Elevation” on the map.

Area T-3: Idol Room. Three stone sarcophagi stand in the center of this large chamber cut from rock. An archway in the north wall leads to a stairway completely blocked by rubble. Near the east wall, a four-foot-tall plinth supports a one-foot statue of a squat, green, ape-faced man. Close up, the material looks like jade. Behind the plinth, a carved bas-relief mural shows two men kneeling in front of a flame.

Opening a sarcophagus causes the secret door from Area T-4 to spring open. Six SKELETONS (LL95) rush out, surprising on a 1-3. Within the Temple, the skeletons are Turned as 2 HD monsters. Inside each sarcophagus, a long-dead priest wears moldering scarlet robes (worthless), a heavy gold ring (100 gp), and a silver brooch fashioned as an ape’s face with green tourmaline eyes (100 gp).



Touching the statue causes the carvings of the kneeling men to come to life. It takes them two full rounds to break free of the wall. They are 3 HD ANIMATED STATUES (LL98) with the statistics of CRYSTAL STATUES.

The statue is solid jade and might fetch as much as 1,000 gp from the right buyer. Magnus Brinkley (RGL31) would be interested.

Area T-4: Skeleton Closet. Other than the undead who rush out to protect the sarcophagi in Area T-3, this small niche holds nothing of interest.



Misfortune and Glory

About halfway along the “Glory Road” between Mor and Lesserton, a group of bandits watches for returning treasure hunters. They have a campfire and a tarpaulin on a dry patch beside the road.

About 20 yards closer to Mor than the camp, a sentry takes advantage of a rare tree to hide and watch the road. From up in the branches, he uses a passable birdcall as a signal, and the men fall out. The sentry covers the group with his bow. Karlo, the leader, is very good at judging a group’s strength. If a group looks too strong, he lets them pass without challenge. If he thinks they are weak enough, or worn down by their adventures, he and the three men with him spread out and block the road: three BRIGANDS (LL87), each holding the rope of an attack dog, plus Karlo.

Karlo steps forward to “negotiate,” sword in hand. He will ask for 20–50 gp for each person or animal wishing to pass, depending on what he thinks he can get. He will accept as low as half his initial price. The bandits prefer extorting a “fee” to fighting, but if a fight starts, they release the dogs, then charge. The archer begins shooting as soon as the dogs are loosed, or if Karlo raises his hands over his head as if surrendering. He targets any obvious spellcaster, or else the strongest-looking fighter.

3 Brigands (F1): AL: C, MV 120', AC 7 (leather and shield), short sword, mace, or axe (1d6), Morale 8

1 Brigand Archer (F1): AL: C, MV 120', AC 7 (brigandine), shortbow (1d6), 20 arrows, dagger (1d4), Morale 8

Karlo, Brigand Leader (F2): AL: C, MV 90', AC 5 (chain mail), 15 hp, two-handed sword (1d10), Morale 10

4 Attack Dogs: MV 150', HD 1+1, AC 7, bite (1d4), Morale 11

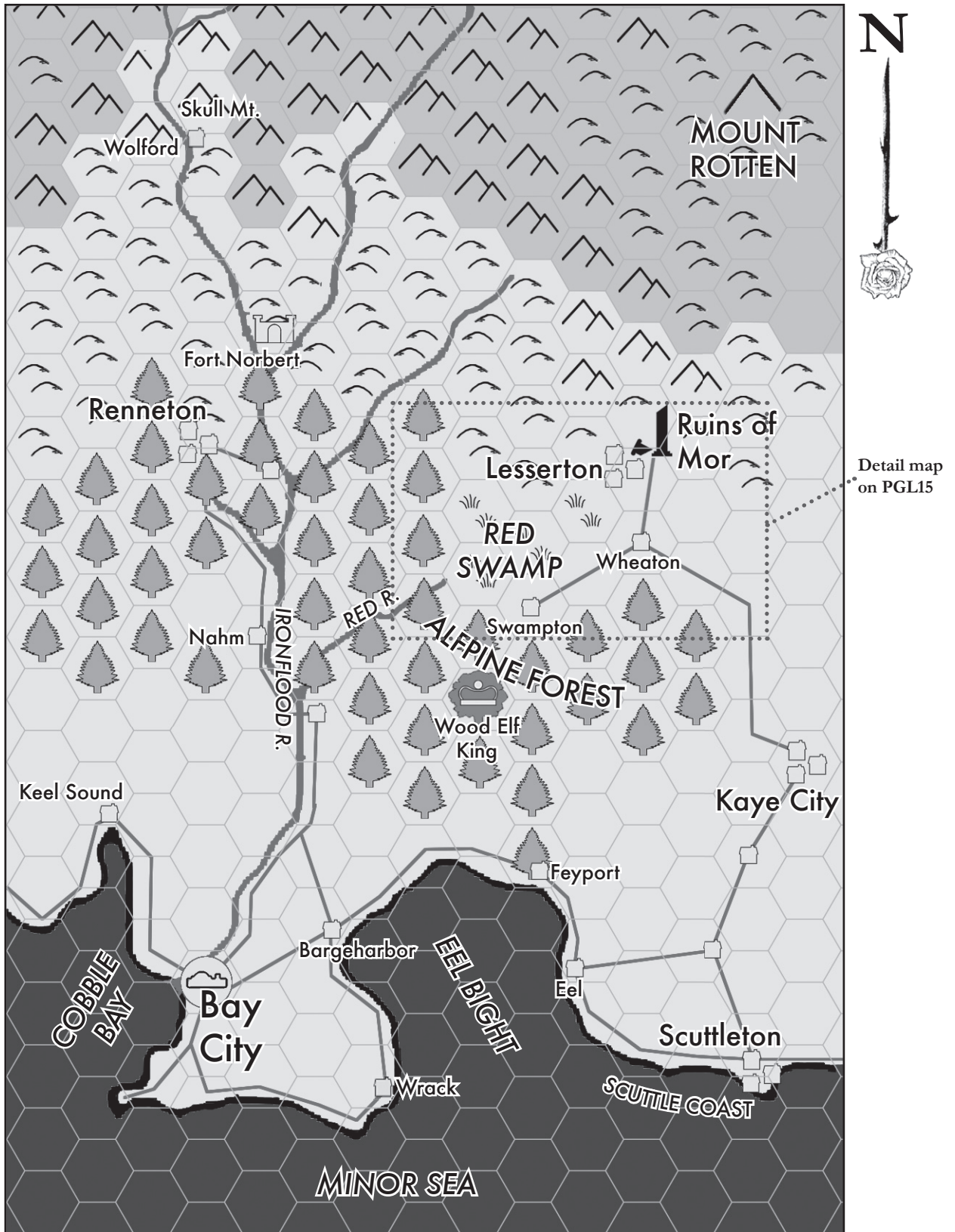
Bonus Experience

In general, when a character makes any trip from Lesserton into the Ruins, accomplishes something, and returns to town alive, it’s worth 100 XP per PC. This is in addition to points from treasure and combat.

Because *Lesserton & Mor* adventures often start with the party in town looking for work or trouble, the referee is encouraged to award bonus XP for clever play and good roleplaying: perhaps up to 100 XP per level per PC, depending on the referee’s preferences and the campaign.

ENVIRONS OF LESSERTON & MOR

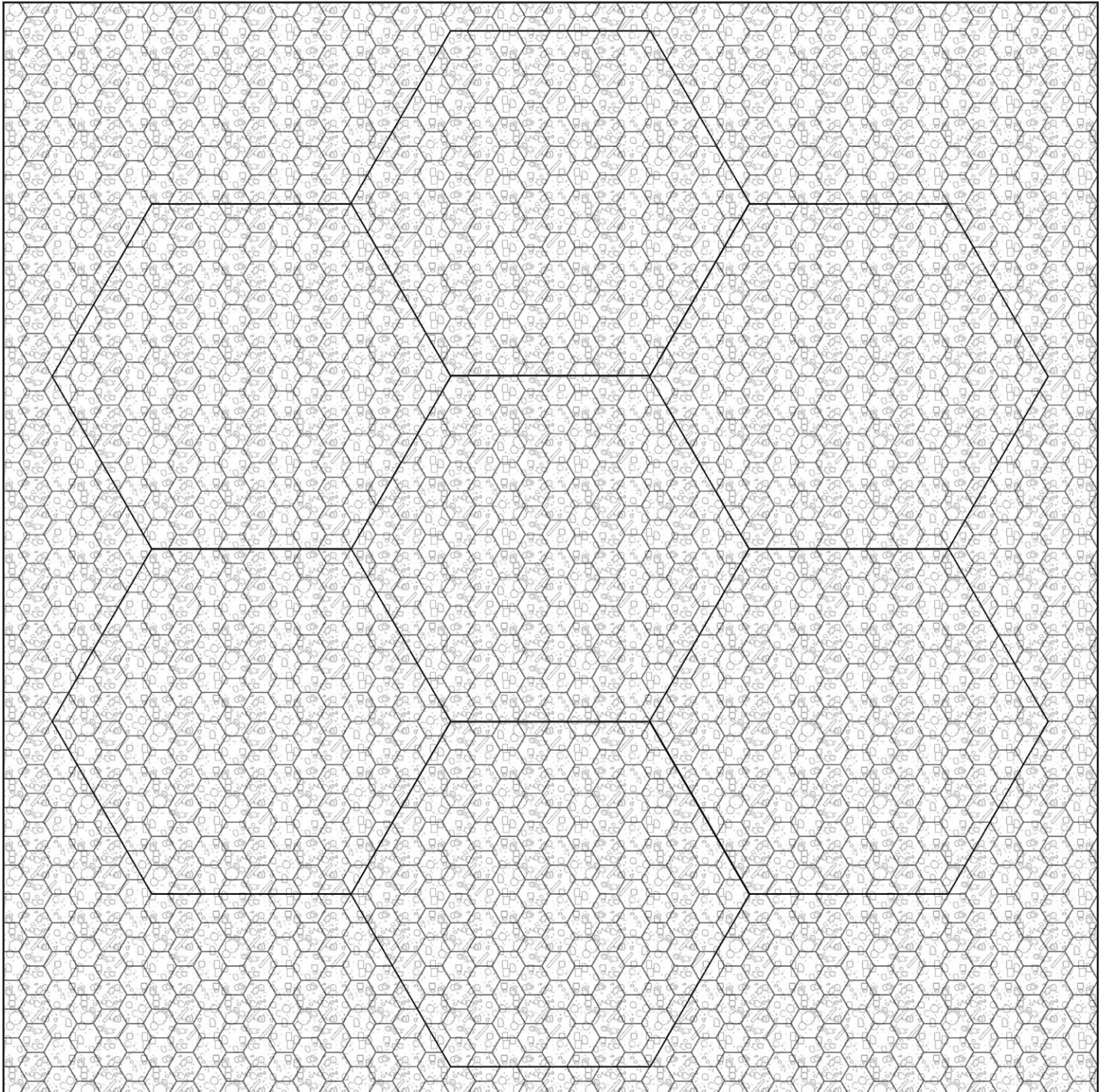
One hex = 10 miles



EASTERN VALNWALL: This map shows part of the realm of Valnwall, from the map by Daniel Proctor on p132 of the *Labyrinth Lord*™ rule book. The basic geography, the name Valnwall, and the names and locations of the village of Nahm and the Ruins of Mor, all belong to Proctor's "Known Lands" open setting. Other names and features are product identity of, and ©2011 by, Faster Monkey Games™. See complete licensing information on p68 of the Referee's Guide to Lesserton.

Septhex Number _____

One large hex = 120' One small hex = 10' One inch = 50'



Notes _____

