

WORLD BOOK



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A note on references: For convenience sake, the male gender is used as a neuter term throughout this product.

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TABLE OF CONTENTS

The World of Mer	3	Mobo Island	38
Introduction	3	History	38
Role-Playing in the World of Mer	3	Geography	38
History of Mer	3	Stekka Fog	38
Races of Mer	6	Encountering the Mobosians	38
Attribute Chart	6	Octopon	39
Humans	7	History	39
Kree	8	Octopon in Ruins	40
Scon	9	Geography	40
Antari	10	Population	40
Pregenerated Characters	11	The Lighthouse	41
Ren	12	Octopon Restored	43
Tula	13	Geography	43
Ioz	14	Population	43
Niddler	15	College of Ecomancy	43
Bloth	16	Beach of Doom	44
Mantus	17	The Lighthouse	44
Zoolie	18	Janda Town	47
Konk	19	History	47
Joat	20	Geography	47
Skills	21	Population	47
Using Skills	21	Port of Janda	48
Feats not covered by skills	21	Janda River	48
The Magic of Mer	25	Janda Falls	48
The Ecomancer	25	Zoolie's Tavern	49
Ecomancers in Melee	25	Kalinda	50
Ecomancers and Armor	25	History	50
Language and Writing	25	Geography	50
Artifacts of Mer	25	Population	50
Compass of Location	25	Arakna Island	50
Sword of Primus	25	Pandawa	51
Feryx Lance	25	History	51
Treasures of Rule	26	Geography	51
Rules & Game Mechanics	27	Population	51
Initiative	27	Monkey Birds	51
Special Weapons of Mer	27	Slave Market	51
Armor	29	Cavern of the Egg	52
Merian Ships	30	Monkey Bird City	53
Ship Types	30	Floating Island of Undar	55
Defensive Values	30	History	55
Ship Armaments	30	Geography	55
Ship to Ship Combat	30	Population	55
Ramming	30	The Game	55
Grappling & Boarding Parties	30	Banjamaar	58
Length, Width & Speed	30	History	58
The Maelstrom	31	The Vision	58
The Wraith	33	Geography	58
The Lands of Mer	34	Population	58
Andorus	34	The Bell Chamber	59
History	34	Treasure Quest	60
Geography	34	Floating Coral Reef	60
The Viva Tree	35	Dragon's Maw	60
Andorus Restored	35	Andorus	61
Miragon	36	Miragon	61
History	36	Mobo Island	62
Geography	36	Pandawa	62
Blast Tunnels	36	Coral Reef	62

THE WORLD OF MER

INTRODUCTION

The Pirates of Dark Water is filled with elements of classic myth that give it a universal appeal. The motif of the hero's journey, out of a known environment, to undertake a task that leads to the source of life, has been an elemental part of storytelling for centuries. However, the ingredients that allow *Dark Water* to soar beyond the realm of the conventional tale of the hero's quest are humor and creativity.

Mer is an alien world, an environment unlike any we have ever seen. Everything, at every turn, surprises and amazes, yet it seems natural to the environment of this watery world. Mer, a planet in a constant state of flux, has island continents almost simultaneously being created, destroyed, and recreated. Even so, there is an unnatural natural order to all things on Mer. A simple example of this is its weaponry. In addition to standard medieval-type weapons, a number of items are of a design that take advantage of the world's peculiar ocean life. Poisonous sea urchins are hurled with deadly accuracy from powerful sling shots, alien starfish are used as shurikins and blown glass muskets contain lizard-like creatures that, when "triggered," expel their deadly breath weapon.

To help you fully understand this unique world, we have provided you with a number of aids, the first being this, the *WORLD BOOK*. Within these pages are descriptions of the lands, inhabitants, special characters and everything else needed to role-play on this fantastic world.

The next aid is the *WORLD OF MER MAP*, which shows all of the land masses and places of interest that existed at the time of the map's creation.

The last aid consists of over 100 new creatures on three-hole-punched sheets so that they may be organized with other similar monster sheets.

ROLE-PLAYING IN THE WORLD OF MER

As with most role-playing worlds, *THE PIRATES OF DARK WATER* requires an individual, known as the Master Pirate (MP)—in other games known as the Game Master (GM)—to interpret the rules and to ensure that game-play is smooth and enjoyable.

The Pirates of Dark Water is a world unto itself and is an ongoing feast of adventures. And even if you already have an on-going campaign in place, this product is designed to fit easily into it. If you do not have a pre-existing campaign, all you need is a role-playing system, this product, the normal materials needed to play such games and a familiarization with this product. With all those aspects in place, you can either use all of the material that we have supplied you, or you may elect to create your own new cities, towns, ports and mysterious places for your players to encounter.

However, when play begins, you may wish to start

your characters out in a limited area. For example, you may start your players in a small port town, telling them that there is pirate treasure nearby, and their goal is to find it. In this scenario, you need only give them a description of the town and surrounding area, and a brief synopsis of each of their backgrounds. You should also place regular people—referred to as non-player characters—for your players' characters to encounter, as well as the tricks, traps, creatures, villains or treasures and items that you want in the area.

When the players first begin play, their adventures should have low difficulty factors, thereby encouraging them to proceed. However, if the game is too easy, it is not challenging, and your players may quickly lose interest. On the other hand, if it is too difficult, your players may give up, adopting an "it's too difficult to play" attitude. For novice players, getting around should be relatively easy. However, there should be a few creatures around to keep it interesting, and details of their surroundings should sound strange and mysterious, and your players should feel a sense of danger for their characters may lurk just ahead.

If a player asks a question about something that has not yet been created, a vague answer should suffice until you "create" the answer to his question.

Remember, the only three rules that must be adhered to when creating a campaign is to create it to your liking, run it as you see fit, and have fun, because if you have fun, your players will have fun, too!

HISTORY OF MER AS TOLD BY SHALIMAR ESSPER

Mer, the world of my birth, is a vast, ever-changing planet with an abundance of inhuman creatures, unexplored lands and a vague, almost non-existent history. However, to ensure that our children do not forget their heritage, my family, the Esspers, has been given the titanous task of recording events which have taken and are taking place throughout Mer.

Now, a little of my history to help explain why I and my kindred were considered *qualified* for this auspicious task. I come from a lineage of telepaths that can only telepathize amongst our kin. Therefore, all Esspers, save my Granduncle Zeffer, whose constitution is too weak to allow travel, are dispersed over the Twenty Seas. Seeing as our telepathy is unrestricted by distance, all information gathered is relayed to Granduncle Zeffer, who is on our small island, where he records it in the Book of Records. Most people we have talked to in our vast travels have a common question: "Doesn't being away from your family take its toll on you?" All I can say is that we are all in constant, telepathic contact, and no matter the distance, we are only a thought away.

This job of mine is the most rewarding job on Mer. However, I envy my forefathers, as they spent vast amounts of time with the Kings of Octopon, the true

rulers of Mer. I, on the other hand, have only been in contact with Ren, son of King Primus, for a brief period, as he embarked on the quest for the Thirteen Treasures of Rule. After all, I couldn't go with him. His travels are arduous and history-making, but, although my intellect is great, I was not meant to be a swashbuckler. However, whenever Ren returns to Octopon, I am contacted and told about the events in which he has partaken. Lastly, I, the youngest of the Esspers, have been assigned yet another prestigious job—to tell in my own words to you, the apprentice scholars of Merian history, the events of Mer. Anyway, enough about my personal life. This tome is to help you better understand the workings of Mer and how all of the eclectic events throughout this magnificent world are interconnected.

Mer, predominantly water-covered, is a two-mooned world with an abundance of unexplored island continents. For centuries, these islands were just a blur in the minds of early Merians, and in some ways, things have not changed. To this day, over 60% of Mer's population is jammed into its four major cities, where most individuals live their entire life.

Although the population is not spread out, even a cursory look at the maps of Mer tells you that there is still an abundance of unexplored territories, and the vast open spaces that King Primus termed "the tyranny of distance" only accentuates the sheer overpowering extent of Mer.

Mer is in constant flux, with land masses being randomly created and destroyed. Although many continents have existed for thousands of years, many are born, live and are destroyed almost overnight. In addition to constantly changing the appearance of the planet, this flux causes wide climactic variations. While a monsoon drenches the southern coast of Octopon, snow falls on the Merigol Mountains just a few leagues to its north. However, despite these extremes, the climate where most of Mer's population dwell is mainly tropical, with few, if any, seasonal differences.

To the eye, Mer's landscape looks rugged and inhospitable, yet with a sprinkling of rain, the land blooms with hundreds of varieties of wildflowers, and just behind jagged cliffs lay forests of indescribable beauty.

Most of Mer's culture and beliefs evolved from the land. Merians learned to survive in even the harshest conditions by becoming one with nature. Early civilizations lived along the shores where food was plentiful and often island-hopped in large bamboo rafts. They hunted and foraged in small communities and became highly adept at survival and developed sophisticated ways of living with the land. As time went on, and the small communities began to grow, a brave few set out to explore the unknown wilds of Mer. However, due to its ever-changing appearance, creating a useable map of Mer was all but impossible. Most expeditions failed to return home. Finally, after years of exploration, a number of land masses appeared constant, and maps were created based on those lands. At this time, entire communities moved as one in the hopes of finding a more prosperous

land. These communities are the forebears of the city-state culture that today exists on Mer.

Since their earliest days, the city-states have arrived at informal agreements when it suited them, with trade and profit usually being the common factors which overcame the rivalries that were always just below the surface. Even though each city-state had its own priorities and worries, there was a growing realization that this self-seeking system could not continue to exist. With piracy running rampant, it became necessary to form some sort of federation between cultures to insure that commerce could freely continue. After years of negotiation, a Trade Federation was established between Mer's four major cities. Although this agreement was heralded as an end to piracy, it had little to no effect on it. As before, each city-state only protected itself, and as soon as a ship left its waters, it was fair game for all. Over time, the treaty was all but forgotten, with each city-state becoming more and more isolated from the others. Today, each city-state has its own culture, people and laws, and unless visitors know in advance about a specific culture, those visitors are considered outsiders and treated as such.

Perhaps I have gotten ahead of myself. Although this is pertinent information, I believe that there is an even more important story to be told: the slow death of Mer.

From the beginning of time, the Thirteen Treasures of Rule have sealed the heart of our planet. The Treasures, imbedded in a reef far below the sea beneath Octopon itself, have emanated a collective power, nourishing the entire planet with a harmonious life-force.

Then, one day, years ago, the mystical stones were pried loose by a violent and unknown power. They were scattered far and wide in a furious storm of upheaval. From that day forward, the planet headed on a course of slow, degenerative destruction.

The crippling, which at first appeared only spiritually and emotionally, soon took living form in the substance which has become known as Dark Water. This substance oozed slowly, perversely, from the fissure where the Treasures were ripped from the bowels of the earth.

In the early years there were wild tales of a capricious, driving shape that moved across the watery planet, devouring anything unlucky enough to land in its path. Then, slowly, there were more and more sightings of the Dark Water, always moving, consuming and leaving nothing but loss and despair in its powerful wake. The vastness of all that is evil had taken a form . . . become tangible. . . . It was Dark Water.

When King Primus, a past ruler of Octopon, saw what was happening to his world, he left his infant son, Ren, in the care of a lighthouse keeper, and set out with his royal fleet on a quest for the Treasures of Rule, the only things able to save his kingdom.

One day, word returned to Octopon that Primus had located seven of the Thirteen Treasures, but then he had been attacked by pirates under the direction of a grotesque giant named Bloth. Whatever hope the Treasures held for Primus and Octopon, the Pirate Lord

saw them only as a chance to master the evil power of Dark Water and use this control to extort all of Mer.

Under siege, Primus dispersed the seven found Treasures among his most trusted captains and ordered them to flee in different directions in order to successfully hide the Treasures. Unfortunately, Primus himself was not so lucky and was captured and held aboard Bloth's great ship, the Maelstrom.



As all this was taking place, Ren was living the simple life of a lighthouse keeper, being totally unaware of his true heritage. That is, until one fateful night when he risked his life to pull a drowning man from a storm-tossed sea. The old man Ren saved was Primus, long lost King of Octopon . . . and Ren's father! The words issued from Primus' dying lips told of his escape from Bloth and illuminated the youth's true destiny—Ren must return Mer to its former glory by completing the quest for the fabled Thirteen Treasures of Rule. With this mantle of destiny passed, Primus died in his son's arms and was washed out to sea in a violent wave.

Then, just hours later, in the glow of a fire, Jenna, the lighthouse keeper and guardian of Ren, unwrapped a strange half-sword and gave it to Ren. The sword belonged to his father, and Jenna was instructed to give it to Ren if Primus should ever fail to return from his quest for the Thirteen Treasures.

Ren will not learn the truth about this strange weapon until he has fulfilled his destiny by locating the seven treasures scattered by Primus' royal captains, and continues the search for the remaining six treasures.

Ren's adventure began only moments after he learned of his destiny. Bloth saw Ren rescue his escaped prisoner, Primus, and sent Niddler, a monkey bird, to capture the youth in the hopes of finding out any information that Ren may have learned from the old King.

Niddler grabbed Ren and deposited him on the deck of the Maelstrom. It was here that Ren first met his father's captor, Bloth. When the pirate learned that Ren was to continue his father's quest, and in so doing, stand in Bloth's way toward gathering the Thirteen Treasures, he attempted to kill Ren. Fortunately, Niddler's running hatred of his cruel master caused the monkey bird to turn on Bloth. Ren took advantage of the situation by striking a bargain for Niddler's help, which Niddler quickly agreed to. The new alliance guaranteed Ren's escape.

Ren's first stop in his new-found quest was to seek out Alomar, his father's spiritual guide and keeper of the compass, a magical item able to locate each of the Treasures. At the Abbey of the Gallows, Ren learned the first lesson of his incredible journey toward enlightenment and the salvation of his world, "things are often not what they appear." Alomar turned out to be a powerful, gigantic reptilian creature, not at all the mystical priest-like image Ren had anticipated.

Acquiring the compass, Ren and Niddler next searched for a craft to take them on their quest. At a seaside tavern, they befriended a mercenary fortune hunter, Ioz, who promised to find them a boat for a cut of the fortunes they sought.

Unbeknownst to Ren, Ioz then stole the fastest vessel in the harbor, the Wraith, and it was not until they were being chased out to sea that Ren realized the kind of friend he had made in Ioz.

Although Ren did not completely trust this mercenary, Ioz took a liking to Ren and saw the youth's noble quest as something he would never take on himself, but none the less, didn't mind being a part of . . . for a cut of the treasure, of course.

Tula, a strong and beautiful girl, was at the tavern where Ren and Ioz became quest mates and overheard their plan to sail for treasure. She stowed away aboard the stolen Wraith. Once discovered, she quickly proved her mettle and knowledge of the sea and was accepted as one of the team.

So, this ragtag band of heroes, Ren, Niddler, Ioz and Tula, took to the high seas to face blood-thirsty beasts, the black hearted pirate lord, Bloth and the dreaded substance Dark Water.

The mystical compass Ren now wears about his neck emanates an ethereal blue light which shows them the way to the nearest of the Thirteen Treasures, but whoever gains the treasures first, the heroes or Bloth's band of cutthroats, embraces the power to chart their own destiny and set the course of the watery planet for ages to come.

Now, as the hour grows late, I end my story, leaving it up to you to determine its final ending. But before I bid you farewell, I leave you with a detailed listing of Mer's most famous heroes and the shapers of its destinies.

RACES OF MER

Although the world of Mer boasts hundreds of unique races, each with individual strengths and weaknesses, we concentrate only on the four major races that inhabit the planet.

The following section gives descriptions of these races, as well as any unique attributes they possess.

ATTRIBUTE CHART

The following section details character attributes and should only be used as guidelines, as different role-playing systems vary in attribute minimums and maximums.

The list given before each race description shows the the minimum and maximum attribute scores allowable for that race.

NOTE: The abbreviation *UL* stands for *Unlimited*.

ST (STRENGTH)

Strength is the ability to move heavy objects, crush opponents to a pulp or engage in any normal feat of strength.

DX (DEXTERITY)

Dexterity is the ability to accomplish intricate or complex manual tasks, including running, hand-eye coordination, reflexes and balance. This attribute is also used to determine initiative in melee (see *INITIATIVE* on p.26).

IN (INTELLECT)

Intellect determines how much common sense an individual possesses and how well he can think and reason-out problems. It also determines how well he can resist being controlled by magical means.

HL (HEALTH)

This represents a character's constitution and determines how well he is able to fight disease, as well as determine his resistance to poison.

MR (MAGIC RESISTANCE)

Magic Resistance is an individual's inherent immunity to magic. When attacked by magic, the MP rolls 1D20. If the result is equal to or lower than the creature's MR, the creature suffers only half damage from the attack.

LM (LOW MAGIC)

This statistic represents the number of Low Magic points an individual possesses (see *LOW MAGIC* on p. 25).

HM (HIGH MAGIC)

This statistic represents the number of High Magic points an individual possesses (see *HIGH MAGIC* on p. 25).

WD (WOUNDS)

Wounds determines the amount of damage an individual can sustain before death occurs.

AV (ATTACK VALUE)

This represents how much damage an individual is able to inflict on an opponent.

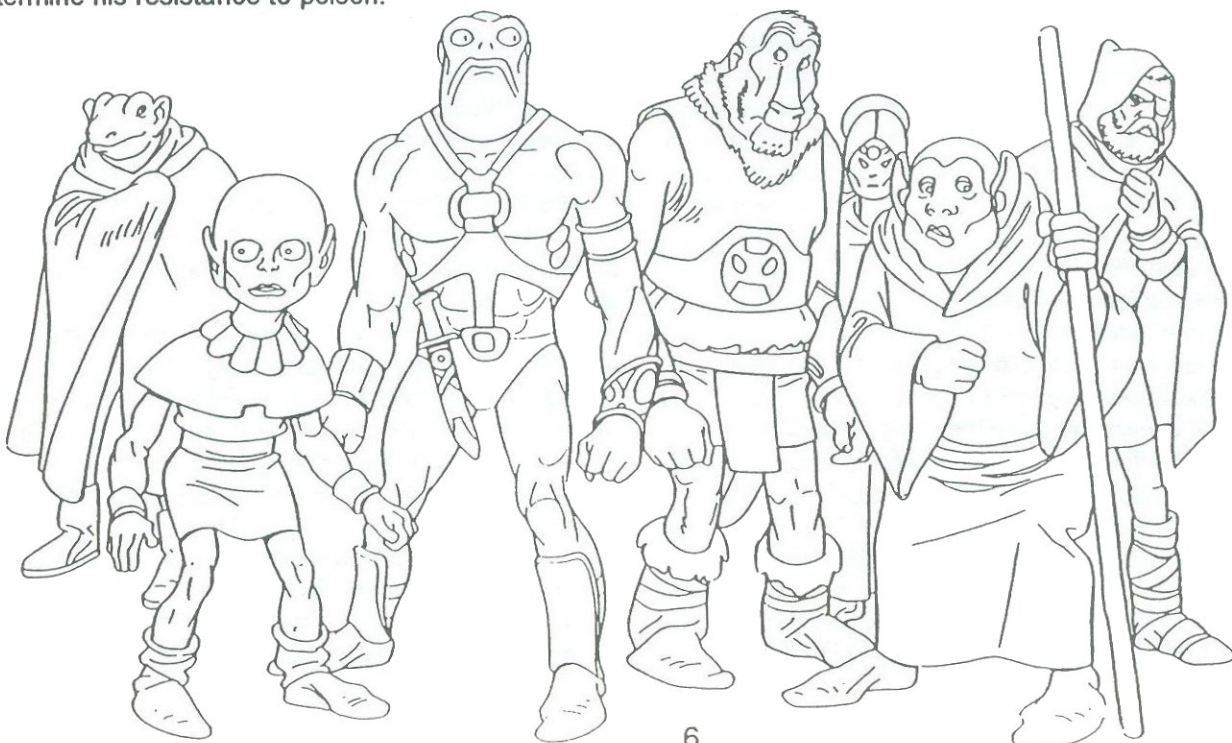
INITIATIVE

This number is represented by a type of die which is determined by the character's DX (see p. 26 for details).

MV: LW/A (MOVEMENT RATE [ON] LAND/WATER/AIR)

This is the person's maximum rate of travel per minute. Movement comes in three general types: land-based, water-based and air-based. All movement is based on a foot-per-minute basis.

For example: **MV: 120'/150'—** means that the character can move 120' on land, can swim 150' per minute and cannot fly.



HUMANS

	ST	DX	IN	HL	MR	LM	HM	WD	AV
MIN	0	0	0	0	0	0	0	1	10
MAX	20	20	25	20	20	UL	UL	UL	20

Humans are the most populous race on Mer but not the most advanced. Because Mer is mostly water, the majority of humans depend on the sea for their livelihood, be it from pirating or fishing. Although the sea is the main source of profit for men, there are many who choose to merchandise their wares to the seafarers. These merchants often trade their goods for any items of value, and rarely worry about how they were acquired.

The humans of Mer are a rugged breed and may best be described as sea cowboys. Most humans average just under 5'10" in height and are darkly tanned from the strong Merian sun.

Despite the ever present heat, the majority of men wear their hair long, and it is considered a sign of manhood to have a beard.

Due to the tropical nature of Mer, humans dress scantily, and, unless a battle is anticipated, choose not to wear armor, preferring instead to wear light, breezy, uninhibiting clothes. However, if melee is certain, armor is never shunned.

Due to the dangerous nature of Mer, over 85% of its human population reside in communal settings. Most of these communities have a population of under 200. However, there are large towns with populations well into the thousands. No matter what the size, they all possess a port, at least one tavern, and an unlimited supply of unscrupulous characters.



KREE

	ST	DX	IN	HL	MR	LM	HM	WD	AV
MIN	0	8	50	4	5	5	0	1	1
MAX	15	20	20	30	20	35	30	50	30

The Kree are an ancient race of forest dwellers who are much more comely than humans. They have long golden hair and usually have deep blue eyes. However, the one characteristic that separates them from humans is their long, pointed ears and canine teeth.

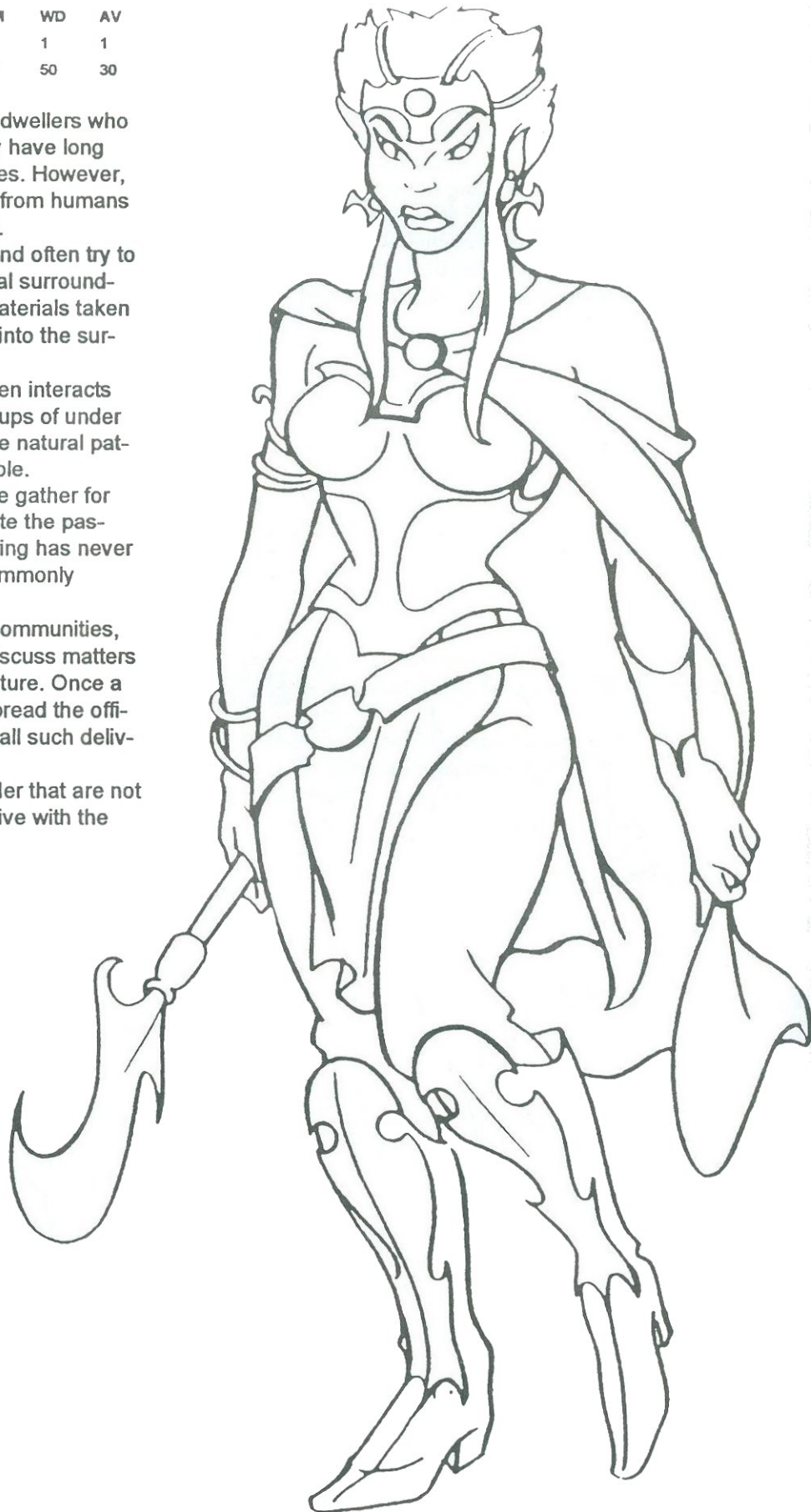
The Kree live in harmony with nature and often try to build their dwellings to enhance their natural surroundings. For example, they only use natural materials taken from the local area and often build directly into the surrounding foliage and/or terrain.

This race is friendly and social, and often interacts with humans. The Kree prefer to live in groups of under 20 individuals; this is to help ensure that the natural pattern of nature is disturbed as little as possible.

It is rumored that thousands of the Kree gather for the summer and winter solstices to celebrate the passage of another year. However, the Gathering has never been witnessed by a non-Kree, and it is commonly believed that the Gathering is only legend.

Although the Kree do not live in large communities, they are ruled by a council of elders who discuss matters of importance concerning their race and nature. Once a decision is made by the council, runners spread the official new law throughout their peoples, and all such delivered news is considered law.

The Kree are one of the few races of Mer that are not a seafaring people, as they are content to live with the natural beauty of the land.



SCON

	ST	DX	IN	HL	MR	LM	HM	WD	AV
MIN	10	10	10	13	1	0	NA	15	15
MAX	40	20	15	15	18	UL	UL	40	35

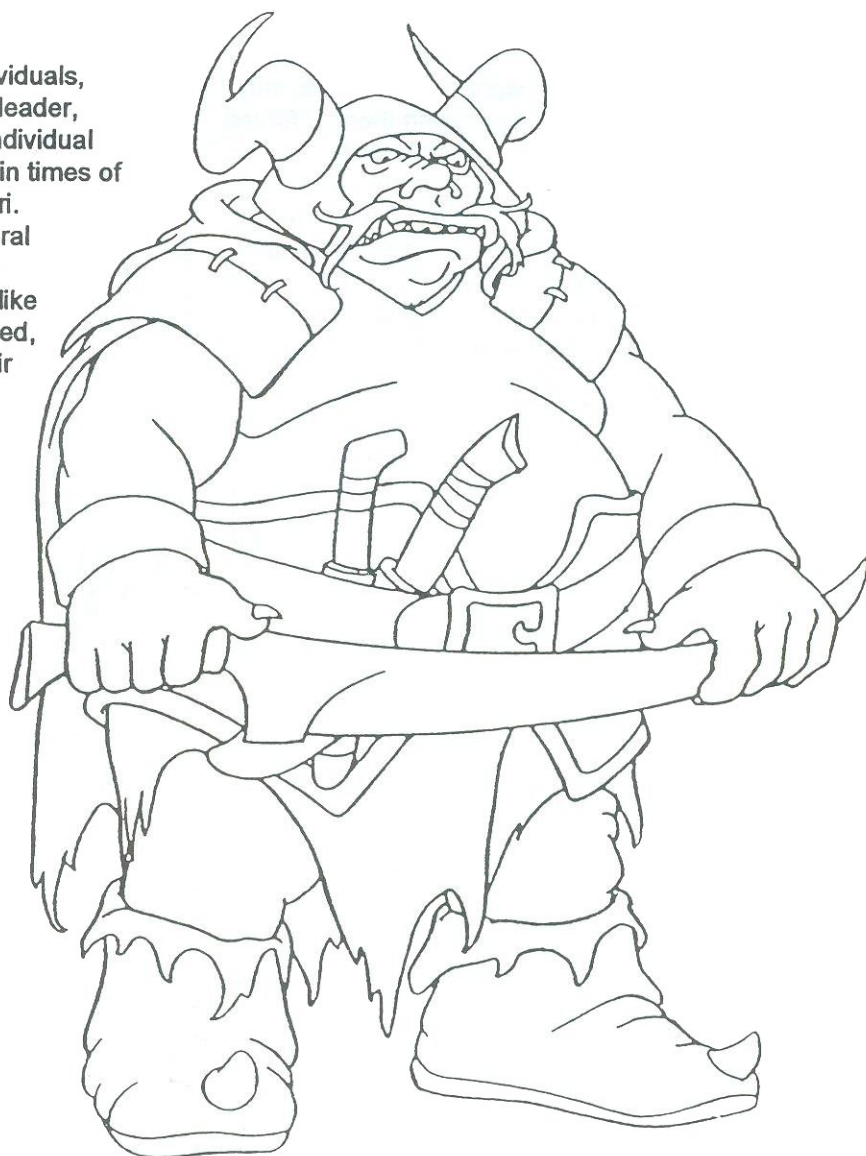
Scon are short and muscular humanoids that inhabit the caves and mountainous areas of Mer. They are an ancient race, and it is commonly believed that they were the first inhabitants of Mer—all Scon claim this as true. They are a proud, honorable people, who hold honor in high regard, and their word is inviolate.

Scon and Antari are traditional enemies, with the Scon believing that the Antari are nothing more than egotistical, self-serving creatures that ruin the natural beauty of their underground world by building cities. For countless years these peoples have been warring with each other over the rights to their underground domain. Although Scon and Antari have been known to work together, they do so only in times of great need (such times are at MP discretion).

Scon dwell in underground communities which range in number from 100 to 1000 individuals, with each community being ruled by a single leader, usually the strongest male. Each tribe is an individual entity, and each only interacts with the others in times of calamity, such as when warring with the Antari.

Scon believe that their domain is an integral part of their lives. Therefore, they do not build permanent dwellings but, instead, live in tent-like structures that can easily be packed and moved, thus leaving areas virtually unchanged by their presence.

Scon are expert seafarers and are highly feared when pirating.



ANTARI

	ST	DX	IN	HL	MR	LM	HM	WD	AV
MIN	1	1	1	0	1	15	0	15	0
MAX	UL	10	20	15	5	30	30	50	15

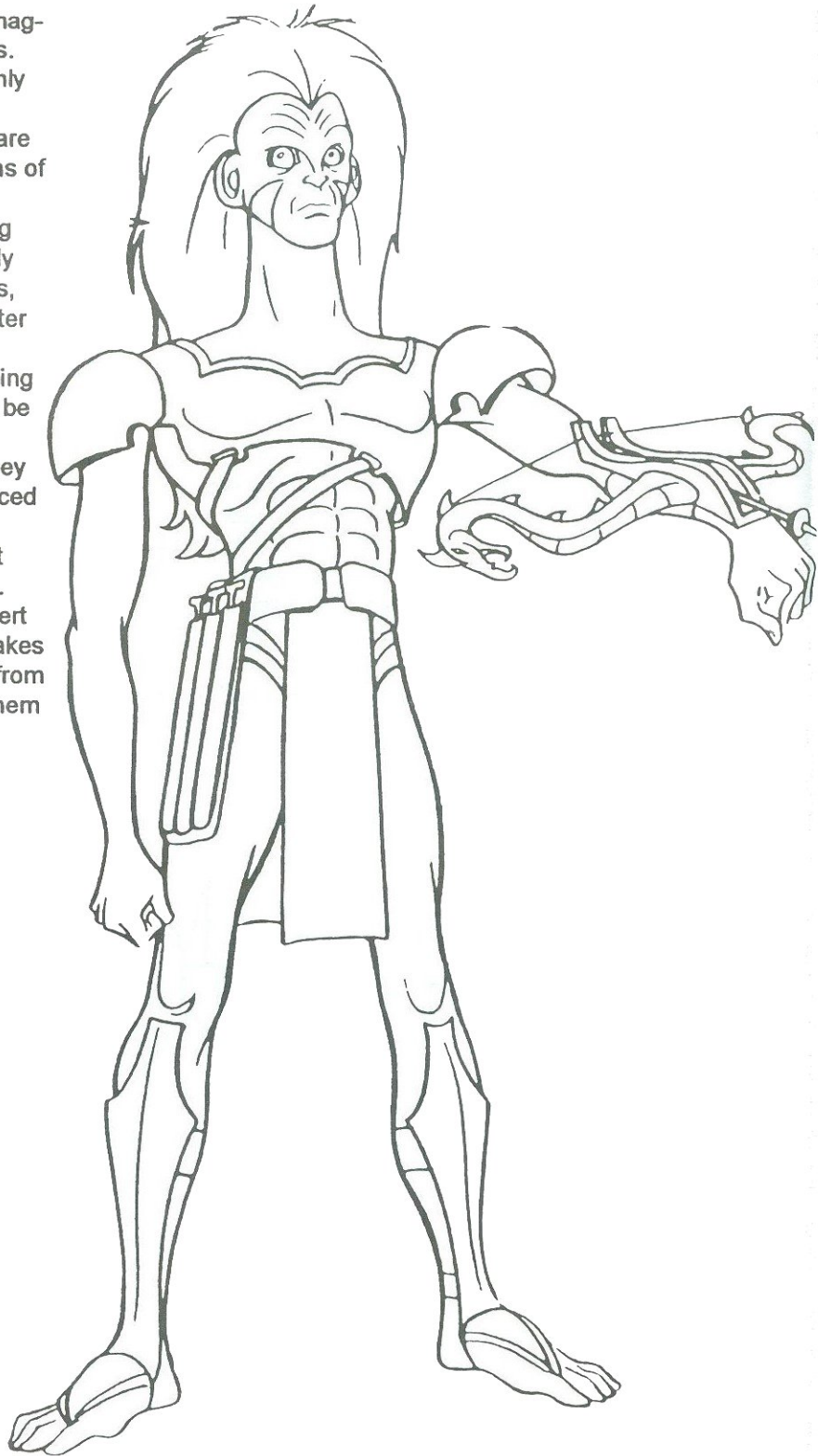
Antari are 7' tall albino humanoids, who inhabit magnificent underground cities in Mer's cavernous depths.

Antari are a private race, preferring interaction only with their own kind. Although they are not hostile to humans and work with them if the need arises, they are seldom seen above ground, preferring the cool depths of the underworld.

They are expert craftsmen, specializing in carving extremely small items. Antari craftsmen are especially known for their carving images out of precious stones, even emeralds and diamonds. Therefore, these master craftsmen are always in great demand.

Antari are the sworn enemies of the Scon, believing that Scon are nothing more than vermin that need to be eradicated from the Antari domain. Unless otherwise arranged, they attack Scon on sight, believing that they are doing everyone a favor by destroying them. If forced to work together for a common good, they do it. However, it is an easy truce at best, and the slightest provocation puts the two races at each others' throat.

Although they dwell underground, Antari are expert seamen, utilizing the many underground rivers and lakes much as men use the seas. They often attack ships from these tunnels and then quickly disappear back into them before any retaliation can occur.



PREGENERATED CHARACTERS

As we stated earlier, it is possible to incorporate a character from any role-playing system into the world of Mer. However, your players may also choose to play one of Mer's own heroes. If this is the case, consult the

following character descriptions. Note, however, that the pregenerated characters are much more powerful than are beginning characters.



REN

ST: 14

DX: 19

IN: 15

HL: 18

MR: 12

LM: —

HM: —

AV: 1D6 (HAND-TO-HAND), 2D8 (WEAPON)

WD: 45

INITIATIVE: 1D6

MV: 160'/100'—

SKILLS

Acrobatics

Arcane Lore

Archery

Breath Control

Bureaucracy

Meteorology

Navigating

Piloting

Riding

Sailing

Sea Lore

Swimming

SKILL LEVEL

18

13

15

06

13

17

10

16

12

17

17

10

Ren was born on the crystal island of Octopon, the son of King Primus. When the king went off to search for the fabled Thirteen Treasures of Rule, Ren was put in the care of a lighthouse keeper, Jenna. Ren's identity was to be kept secret, as there were enemies of the throne who would surely do Ren harm if they thought he knew of the Treasures' whereabouts.

Ren grew up unaware of his destiny and his true heritage. However, when fate thrust him into his role as leader of a crew searching for the scattered Treasures of Rule, he took over his father's quest with gusto and integrity. To this quest he brings a keen, often crucial understanding of weather and sea conditions, which he observed so often from the lighthouse.

Although neither a trained fighter nor leader, Ren's strength and natural intuitions see him through, even when his judgement is slightly off the mark.

Ren's naivete and exuberance add to his charisma and charm, which, along with a steadfast honesty and unyielding integrity, win him loyalty with all he meets.

Ren's closest friend is a monkey bird named Niddler. The two trade barbed quips and know they can say anything to one another without it being taken wrong. However, Ren treats Tula, the female member of his crew, much differently. Ren respects her abilities and prowess, but their friendship also carries undertones, with which Ren has trouble coming to grips. At one moment he will treat her like any other sailor, then without even understanding what he is feeling, he tells her about his feelings and observations, things he would never share with anyone else. Sometimes, Tula's presence makes him stammer or display too much bravado,

which usually results in Ren's embarrassment.

Ren has a big brother relationship with Ioz and looks up to him for his worldliness. More cunning than Ioz, Ren uses his wiles to avoid confrontational situations with the rugged brawler.



TULA

ST: 13

DX: 19

IN: 12

HL: 18

MR: 16

LM: 60

HM: 20

AV: 1D4 (HAND-TO-HAND), 2D10 (WEAPON)

WD: 40

INITIATIVE: 1D6

MV: 130'/100'—

SKILLS

Alchemy

Arcane Lore

Hiding

Pocketpicking

Sailing

Silent Moving

Swimming

SKILL LEVEL

08

09

11

10

12

15

10

Tula is a young tavern wench who overheard Ren's talk of setting out in search of treasure. When she turned up a stowaway on the stolen ship, the Wraith, she quickly established herself as an asset to the group.

While Tula as a warrior can hold her own against most men, she also has a deep, nurturing sensitivity toward the environment of her living planet. This sensitivity has developed into the powers of an Ecomancer—one who can become one with the elements and manipulate them through intense concentration. Visually, this power manifests itself as a blue electricity that covers her body and can be directed for a desired affect. As an Ecomancer, Tula has an uncanny affinity for animals. Perhaps that's why you can always find Niddler around her (he has a crush on Tula).

Although in the beginning Tula's allegiance to Ren was born purely out of a desire to bring back her homeland, during the course of the quest she has developed an unstated affection for the young prince. She's never blatantly forward about her feelings for Ren, but their relationship has the potential to evolve into one with romantic undertones.



loz

ST: 22

DX: 18

IN: 19

HL: 16

MR: 14

LM: —

HM: —

AV: 1D12 (HAND-TO-HAND), 3D12 (WEAPON)

WD: 65

INITIATIVE: 1D6

MV: 160'/120'/—

SKILLS	SKILL POINTS
Alcohol Consumption	18
Archery	15
Cartography	10
Gambling	15
Geography	12
Navigating	16
Piloting	17
Sailing	20
Sea Lore	08
Ship Building	05
Swimming	12

loz is a fortune hunter who was swayed by Ren's noble quest. He is a mercenary with dubious integrity who will do almost anything for a handful of gold. He is also a rugged adventurer who has been in more battles and street brawls than he can remember.

Looking for a fast profit, loz teamed up with Ren, who he believed was a naive boy searching for some lost treasure. Learning that Ren is actually on a quest for the fabled Thirteen Treasures of Rule, loz became furious, but was gradually won-over by Ren's integrity and goodness. In fact, loz became something of a big brother to the boy, not only protecting him in times of danger but also in instructing him in the ways of a swashbuckler.

Having lived the checkered life of a pirate, loz probably has an enemy in every port, as well as a woman, and sometimes they're one and the same! Fortunately he also has many friends, like Zoolie, who won't hesitate to aid loz when the chips are down.

Although dedicated to the quest, loz isn't against taking a detour now and then, especially when a ripe situation presents itself.



NIDDLER

ST: 17

DX: 22

IN: 11

HL: 12

MR: 10

LM: —

HM: —

AV: 1D4 (HAND-TO-HAND), 1D6 (WEAPON)

WD: 40

INITIATIVE: 1D4-2

MV: 100'/25'/200'

SKILLS

Archery

Hiding

Language

SKILL LEVEL

10

17

07

This comical Merian creature is a cross between a spider monkey and a parrot. He started on the quest when he kidnapped Ren and took him to Bloth's ship. Then, however, when Bloth turned on Niddler and Ren made him a deal, Niddler helped Ren escape, thus becoming Ren's best friend.

Although cowardly, when the chips are down, Niddler always pitches in. He is forever preoccupied with the creature comforts of life, and his main worries are the weather, a bed and food—he will brave lava pits and ice sharks to fill his rumbling belly.

Niddler mixes normal-sounding speech with animalistic grunts, growls and cheeps, and he has a knack for speaking bastardized versions of the many Merian dialects the heroes encounter, often to comically incorrect results.

Niddler has a great loyalty to Ren and has flown him out of many a tight situation. Even so, his judgement can be influenced by fear or his bottomless stomach.



BLOTH

ST: 25

DX: 20

IN: 19

HL: 14

MR: 19

LM: —

HM: —

AV: 1D20 (HAND-TO-HAND), 5D10 (WEAPON)

WD: 80

INITIATIVE: 1D4

MV: 150'/150'—

SKILLS

Alcohol Consumption
Ancient Languages
Anthropology
Appraising
Arcane Lore
Breath Control
Bureaucracy
Gambling
Geography
Healing
Navigating
Piloting
Pocketpicking
Sailing
Sea Lore
Swimming

SKILL LEVEL

20
10
12
12
15
11
18
12
11
10
15
20
11
20
14
15

This cold-blooded high seas marauder sails in search of the Thirteen Treasures of Rule. He kidnapped Primus, King of Octopon, and held him aboard his monster warship, the Maelstrom. When Primus escaped and passed the mantle of the quest over to his long lost son, Ren, Bloth went after the youth with a vengeance. Now they are sworn enemies, and the race to find the Treasures obsesses both of them.

Bloth will stop at nothing to gain the Treasures, which will give him the power to control Dark Water and thus rule the planet of Mer for his own profit.

With his bloodthirsty cutthroat crew, this ruthless pirate ravages anything and anyone who stands in the way of his evil mission.

Bloth is a fearsome fighter who, despite his huge size, has great agility and speed. He can also play the diplomat when it suits his needs and is a cunning manipulator, drawing on his wealth of historical information about Merian legend and lore to mislead his adversaries.

Bloth's Achilles' heel is that he fancies himself a cut above the scum who sail his ship. In truth, he is only another hardened salt cully, but he is forever looking for ways to align himself with a better class of Merian. Ren is able to use this against Bloth, tricking him into situations where the corpulent pirate can be strung up by his own bloated ego.



MANTUS

ST: 17

DX: 16

IN: 17

HL: 12

MR: 14

LM: —

HM: —

AV: 1D8 (HAND-TO-HAND), 2D12 (WEAPON)

WD: 45

INITIATIVE: 1D6

MV: 120'/120'/—

SKILLS

Alcohol Consumption	18
Anthropology	13
Appraising	12
Arcane Lore	15
Bureaucracy	18
Gambling	14
Geography	11
Healing	08
Hiding	18
Navigating	20
Piloting	15
Riding	20
Sailing	20
Sea Lore	12
Ship Building	20
Swimming	12

SKILL LEVEL

18
13
12
15
18
14
11
08
18
20
15
20
20
12
20
12

Mantus is Bloth's loyal and deadly second in command. His cool and calculating personality makes him the perfect battle strategist for Bloth's fleet. In contrast to his commander's devastating emotional swings, he is always cool-headed and emotionless in battle as well as in life. He is a schemer who revels in elaborate and creative maneuvers to snare Ren and the Wraith's crew.

Tall with a thin reedy frame, Mantus gives the impression that he's a fragile creature, although nothing could be further from the truth. Although his limbs are unusually long, he has the strength and bearing of a preying mantis. His insectoid visage is amplified by his large steely blue eyes and wide lower jaw with protruding tusk-like teeth.

Mantus is a gambler and is always making bets with the crewmen of the Maelstrom . . . bets he usually wins, even if in an underhanded way! Distrusting even his closest friends, Mantus has his gold carried by a slave who stays with him at all times.

Although he is second in command, Mantus considers himself smarter than Bloth. However, he would never let on to this fact in front of the blood-thirsty pirate leader. The only place he ever voices this is late at night in his quarters. There, he records his strategic victories of the day, reciting them to his pet memorrat (see the *MEMORRAT* creature sheet for details).



ZOOLIE

ST: 23

DX: 17

IN: 18

HL: 15

MR: 14

LM: —

HM: —

AV: 1D12 (HAND-TO-HAND), 3D12 (WEAPON)

WD: 60

INITIATIVE: 1D6

MV: 160'/100'/—

SKILLS

Alcohol Consumption
Archery
Cartography
Gambling
Geography
Navigating
Piloting
Sailing
Sea Lore
Swimming

SKILL LEVEL

22
16
09
19
10
11
12
17
10
10

Zoolie is a fun-loving mountain of a man who doesn't let his good nature keep him from enjoying a good fight. Although he used to be a pirate, he is now the proprietor of a well established tavern in Janda Town, home of Merian thieves, scoundrels and cheats.

Not only is his tavern well known for its assortment of ales and the policy of "leave your weapon at the door," but it is infamous because of its "grudge pit," a place where combatants settle their grudges in an arena-like atmosphere.

Although Zoolie has quieted considerably, he is a master of the sword and has been known to sword-fight with six men at a time!



KONK

ST: 15

DX: 17

IN: 09

HL: 10

MR: 10

LM: —

HM: —

AV: 1D4 (HAND-TO-HAND), 1D10 (WEAPON)

WD: 50

INITIATIVE: 1D6

MV: 70'/50'/—

SKILLS

Breath Control
Hiding
Piloting
Pocketpicking
Riding
Sailing
Silent Moving
Swimming

SKILL LEVEL

11
20
13
20
12
08
20
05

This cleaver-wielding pegleg serves as Bloth's grunt and doer of all dirty work. If there's a suicide mission to be undertaken, the pirate commander unflinchingly picks Konk for the job. Even though Konk has proven that he will stoop to the lowest depths possible to please his commander, this pontificating pork belly grates on one's nerve, and Bloth's not above booting the foul-mouthed braggart down into the Constrictus' hold on a regular basis, just to keep his kicking foot in practice.

More than a bit pompous, Konk loves to brag about his deeds, often blowing them hilariously out of proportion. However, despite all his bold statements, Konk is a coward at heart and would sell his mother to weasel out of the slightest danger. But from the looks and smell of this vile creature, no one would buy his mother even if the transaction occurred in the pit of the darkest cave, in the middle of a blinding midnight storm.

Konk looks like a bulldog with a pegleg. A short alien, he has an oversized belly that makes him walk with a comical waddle . . . which he insists is a swagger. His head is unusually large and perpetually empty, and his face is frozen in a permanent scowl. Konk is usually the first target when Bloth's adversaries attack.



JOAT

ST: 17

DX: 15

IN: 16

HL: 14

MR: 13

LM: —

HM: —

AV: 1D12 (HAND-TO-HAND [PINCER]), 1D8 (WEAPON)

WD: 35

INITIATIVE: 1D6

MV: 120'/90'/—

SKILLS

Alcohol Consumption

Artillery

Gambling

Geography

Navigating

Piloting

Sailing

Sea Lore

Swimming

SKILL LEVEL

07

12

09

10

08

07

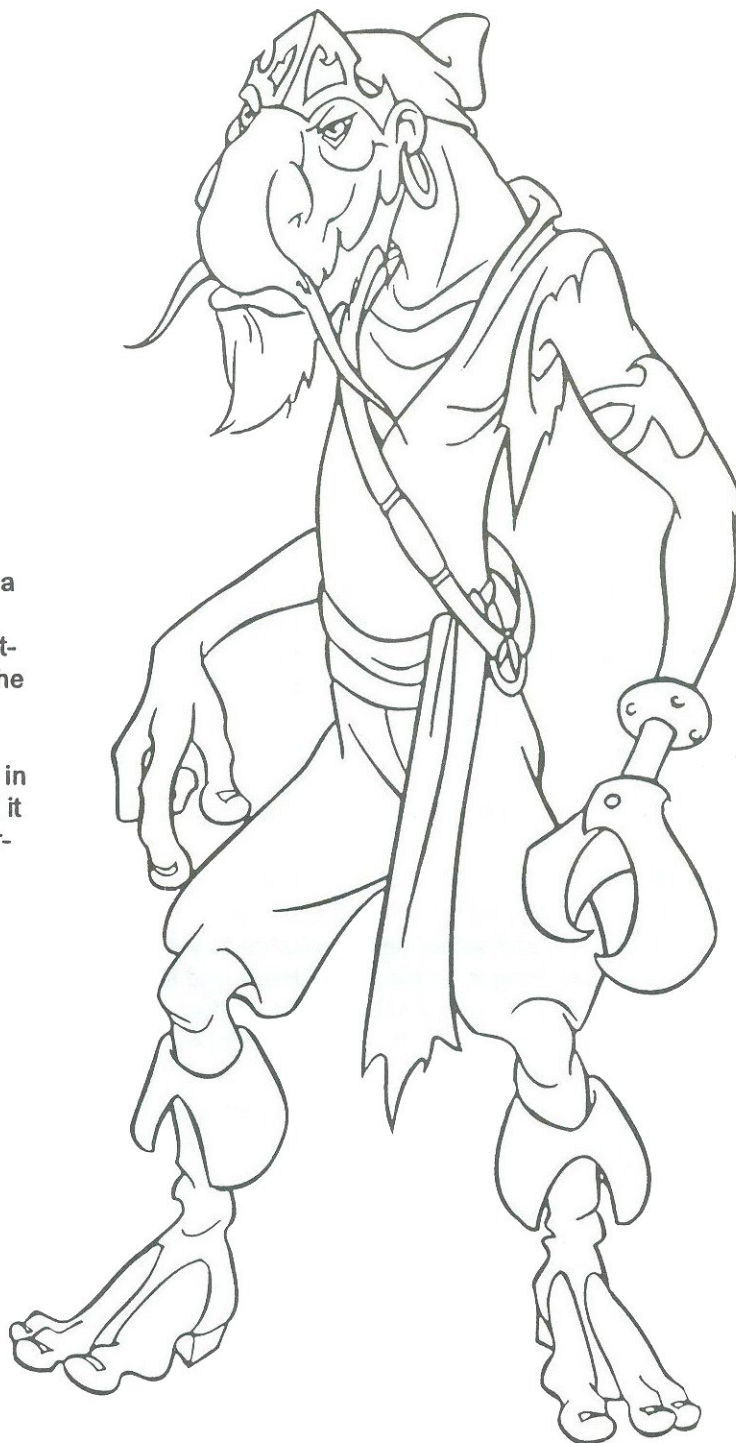
15

06

09

Joat is a fierce pirate and the once proud owner of a ship called the Wraith, the mighty sea vessel that was stolen by Ioz. Joat now pursues the heroes, bent on getting his ship back at any cost. He always shows up at the worst time, snarling and challenging Ren and crew for ownership of the Wraith.

Joat used to be a swordsman until he lost his hand in a fight. Losing the extremity made him bitter, so he had it replaced with a wicked metal pincer which he uses mercilessly in battle.



SKILLS

In order to survive in the hostile World of Mer, it is necessary for a character to acquire a number of skills. Each of these skills is listed herein and has a number to the right of its name which represents the number of *skill points* that must be spent to acquire 1 *skill level* in that skill. For example, a player spends 10 of his character's skill points on the Botany Skill, gaining a skill level of 10. If a player spends 10 skill points on the Swimming Skill, he has a Swimming Skill of 5 (a character must spend 2 skill points in order to buy 1 skill level of Swimming).

USING SKILLS

In order to use a skill, 1D20 must be rolled, with any result equal to or lower than the character's skill level meaning success. If a number higher than his skill level is rolled, the attempt has failed. For example, Elgra, who has a Mountaineering Skill of 11, is attempting to climb over a town wall. Since her Mountaineering Skill is 11, any roll of 11 or under on 1D20 means she successfully scales the wall. If a 12 or higher is rolled, Elgra does not make it over the wall. Any consequences of the fall are determined by the MP and the game system being used.

It is up to the MP to determine a feat's degree of difficulty, and, therefore, any modifiers assigned to the attempt of such a feat. Common sense should be applied to any determinations. For example, a character with a Mountaineering Skill of 1 may trip while attempting to climb over a ten-foot wall. However, a character with a Mountaineering Skill of 20 may be able to pull himself up a sheer cliff with only his bare hands and feet. A second example is: a character with a Hiding Skill of 1 attempts to hide in the shadow of a flag pole. The MP might say that only the roll of two consecutive ones will allow this character to pull-off this extremely difficult feat.

FEATS NOT COVERED BY SKILLS

In some cases a player may wish to have his character attempt something that is not covered by a specific skill. The MP must either create a skill, have the player "save" vs. one of his character's attributes or make up a game mechanic. Again, common sense should be used when creating a new skill or game mechanic.

ACROBATICS 2

Acrobatics allows a character to leap, flip, traverse narrow ledges and perform numerous other feats of physical prowess.

At the lower levels of this skill, a character has the ability to do basic feats and falls, and when he reaches skill level 10, he sustains only half damage from falls.

For each point of Acrobatic Skill over 15, a character may add an additional point to his DX score.

ALCHEMY 5

Alchemy is the art of making potions, elixirs and tonics, be they magical or otherwise. With this skill, anyone

may also acquire the ability to cure diseases and slow or negate poisons.

In the lower levels of this skill, a character has the ability to cure minor ailments, such as a stomach aches or a common cold. However, as a character's knowledge of alchemy increases, he becomes proficient at treating most serious illnesses and is able to identify poisons and make antidotes.

Consult the following chart to determine a character's alchemic abilities—the making of salves, balms, etc. that heal, cure diseases, counteract poisons, etc.—and the skill levels at which they can be made. Note that all but the "heal points of damage" ability is cumulatively gained. For example, at skill level 4, a character has all of the abilities of a first through sixth skill-level character, but he can only heal 1D4 points of damage.

Skill Level	Alchemic Abilities Gained
1 - 3	heal 1D2 wound points per day; cure a cold; stop stomach ache; draw-out infections
4 - 6	heal 1D4 wound points per day; heal 1 st - & 2 nd -degree burns; slow poisons
7 - 11	heal 1D6 wound points per day
12 - 15	heal 1D8 wound points per day; relieve fatigue
16 - 19	heal 1D10 wound points per day
20	heal 2D4+2 points of damage per day; cure diseases

ALCOHOL CONSUMPTION 3

For each skill level attained in this skill, a character may have another intoxicating drink without having adverse affects. Intoxication rules should be used only if pertinent to the adventure and/or campaign.



ANTHROPOLOGY 1

Anthropology is the study of any race—including its physical, social and cultural developments and behavior.

A character with this skill has a chance to know how to react to previously undiscovered or primitive races and possibly knows the proper greetings and common courtesies of most races.

ANCIENT LANGUAGE 1

A character with this skill has the ability to decipher both written and spoken ancient languages. He may interpret runes, hieroglyphics and other ancient forms of writing. This skill does not cover magical writings.

ARCANE LORE 10

A character with this skill has knowledge of legends, magical places and items of myth and glory. For example, if a ruined city is found, a character with this skill has a chance to tell if it was destroyed by magical means or creatures of magical origin.

When an individual has reached skill level 20 in this skill, he is able to differentiate between normal and magical items and knows what the items are and how they are used.

APPRAISING 4

Appraising is the art of knowing the value, clarity and type of gems or precious rocks. A character with this skill also has a chance to be able to cut, shape and polish precious stones in order to increase their value.

ARCHERY 1

This skill allows a character to fire a bow with some amount of proficiency. All bows (MP discretion) fall under this skill.

ARTILLERY 5

This skill enables a character to build and use siege equipment. No such equipment can be made or used without at least one skilled person per piece of equipment used.

BLACKSMITHING 2

Blacksmithing is a metalworking ability used in making weapons, shields, horseshoes and other metal items. This skill also enables a character to recognize all common types of metal and mend most broken, non-magical armorments. In addition to this, skilled persons have a chance to fix damaged riggings, masts or other such structural parts of a ship.

BOTANY 1

Botany is the study of plant life. Someone with this skill is able to identify common, edible and poisonous plants and is capable of learning herbal antidotes for botanical poisons and other plant-based medicines.

BREATH CONTROL 2

This skill enables a character to control his breathing when swimming long distances underwater or when caught in a cloud of noxious fumes. The length of time a character can hold his breath is directly related to his skill level. A character with 1 skill level of Breath Control can hold his breath for 3 minutes. For each additional skill level, add 20 seconds to the time. For example, a character with Breath Control of 10 can hold his breath for five minutes.

NOTE: It is assumed that a character without this skill can hold his breath for two minutes.

BUREAUCRACY 2

Bureaucracy is an oratory skill which helps a character convince others that what he says is true. This skill helps a character recruit hirelings, barter for needed equipment and convince a skeptical henchman why he should risk his life entering a dark, eerie cave.

CARPENTRY 2

Carpentry is the skill of building furniture, structures, and other such wooden objects.

A character with this skill is able to guesstimate the time it will take to construct a wooden object. Also, such a character has a chance of identifying different trees and woods.

CARTOGRAPHY 2

A character with this skill has an understanding of maps and may recognize an area just by seeing it on a map. A character with the Cartography Skill also has a chance to remember areas that he has already traversed, which is a skill that proves especially helpful when a party has entered a maze or has been travelling in a wooded area for a number of days.



CREATURE LORE 4

A character possessing this skill has the ability to recognize most of the creatures that inhabit the World of Mer and knows their manner of attack and the best way to destroy them.

ENGINEERING 3

Engineering is the ability to build above-ground structures and fortifications. A character with this skill must be present when such structures are being built.

FISHING 1

A person with this skill is familiar with all the nuances of fishing and is able to identify most species of common fish, as well as know their spawning, mating and migration habits. Such a person also knows the best places to catch fish and the best bait used to attract them. He is also well versed in making hooks, lures, nets and all other types of fishing paraphernalia.

GAMBLING 2

Any one who has ever gambled knows that there is more skill involved in winning than luck. This skill increases a character's chance of winning any game of luck by 5% for each skill level he has in this skill.

GEOGRAPHY 5

This skill enables an individual to determine where he is by the layout of the land and recognize most of the common land masses, land marks and historical places.

HEALING 20

An individual possessing this skill is able to mend damage but is unable to cure diseases or negate poisons. The amount of damage that a healing cures depends on the character's skill level, see the following chart for details. This skill is useable twice per day.

Skill Level	Healing
1 - 3	1D4 wound points
4 - 7	1D6 wound points
8 - 13	1D8 wound points
14 - 18	1D10 wound points
19 - 20	1D12 wound points

HIDING 2

Hiding gives an individual the ability to use even the scantiest cover as a hiding place and also allows him to use the natural contours of the land as cover.

LANGUAGE 3

This skill enables an individual to understand a variety of common languages. The number of languages known depends on the character's skill level.

Skill Level	Additional Languages
1 - 4	3
5 - 7	4
8 - 12	5
13 - 17	6

18 - 19 7

20 8

MP NOTE: All languages must be non-magical and must be commonly spoken.

LIP READING 2

A character with this skill is able to read the lips of another being. However, the individual whose lips are to be read must be in the line of sight of the person reading, and the reader must know the language the individual is speaking.

LOCKSMITHING 1

Locksmithing is the craft of making, dismantling and opening most typical locks.

For each skill level over 15, a character gains a 5% chance of knowing that a lock is trapped. For example, a character with a skill level of 20 in Locksmithing has a 25% chance of recognizing a trigger mechanism in a lock (this does not include magically trapped locks).

MOUNTAINEERING 2

A character with Mountaineering may scale lofty peaks, traverse narrow rocky ledges, rappel sheer cliff faces and has a chance to find the easiest route to take through mountainous terrain. He is also able to recognize dangerous areas, such as where land slides are most likely to occur.

NAVIGATING 3

This skill enables an individual to determine his position by the use of the stars. He is able to pinpoint his exact position and the location for which he is bound.

PILOTING 7

The Piloting Skill allows a character to maneuver around obstacles and other water-bound menaces. A character with this skill must also be on board ship in order for it to dock.

POCKETPICKING 2

This skill allows a character to pilfer the items out of another's pocket without being detected. For every skill level attained, there is a 5% chance that the theft is successful. For example, an individual with a Pocketpicking Skill of 20 has a 100% chance of success, with any modifiers being determined by the MP.

RIDING 1

A person with the Riding Skill has a chance to ride most saddled, domesticated creatures. When his skill level reaches 10, he may ride bareback and do trick riding. When his skill level reaches 15, he is able to break and tame most common creatures, and when his skill level reaches 18, he may train and ride Dagrongs.

SAILING**3**

An individual's sailing ability is directly related to his Sailing skill level. For details, see the following table.

Skill Level

1 - 3

4 - 7

8 - 13

14 - 17

18 - 19

20+

Sailing Abilities

can sail a 3-man, single-sail craft

can sail a 10-man sailboat up to 20' in length

can sail a small sloop

can sail a frigate-size vessel

can sail a battleship-size vessel

can sail any size ship

Skill Level

1 - 3

4 - 7

8 - 13

14 - 17

18 - 19

20+

Building Abilities

can build a 3-man, single sail craft

can build a 10-man sailboat up to 20' in length

can build a small sloop

can build a frigate-size vessel

can build a battleship-size craft

can build any size vessel

SILENT MOVING**7**

When using this skill, an individual may move silently through almost any terrain, with modifiers being at MP discretion.

SURVIVAL**3**

This skill enables one to live off of the land. He is able to recognize edible plants, find water, hunt game, fashion fish hooks from wood, etc.

SWIMMING**2**

Only character with this skill is able to swim. For each skill level attained, a character may swim up to 10' per minute. For example, a character with Swimming Skill of 12 can swim up to 120' per minute.

TRACKING**2**

The Tracking Skill enables an individual to recognize most footprints, as well as determine their age, how many people (or creatures) made the prints and in which direction they were headed.

A tracker is able to detect signs of passage by using clues that are un-noticeable to the untrained eye, such as broken branches, moved rocks, etc.

TRAPPING**3**

A character with this skill has the ability to construct, dismantle and detect most types of non-magical traps. For example, a character could rig a chest to explode upon opening, or he could cause poison needles to shoot out of a door handle.

SAPPING**1**

A character with this skill has the ability to supervise and construct tunnels, trenches, and ditches, and is able to lead any operation that requires mining or counter mining. He is invaluable at sieges, as his skills can collapse a castle from under its defenders' feet.

Scribe**2**

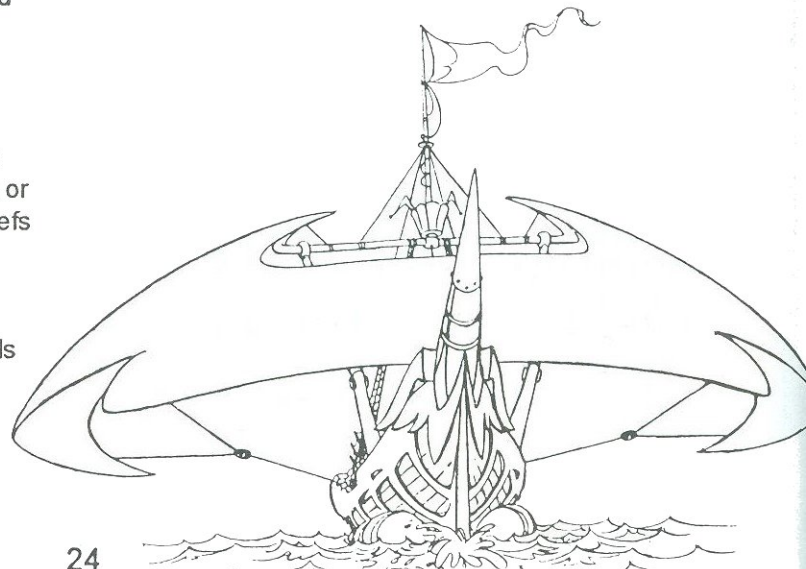
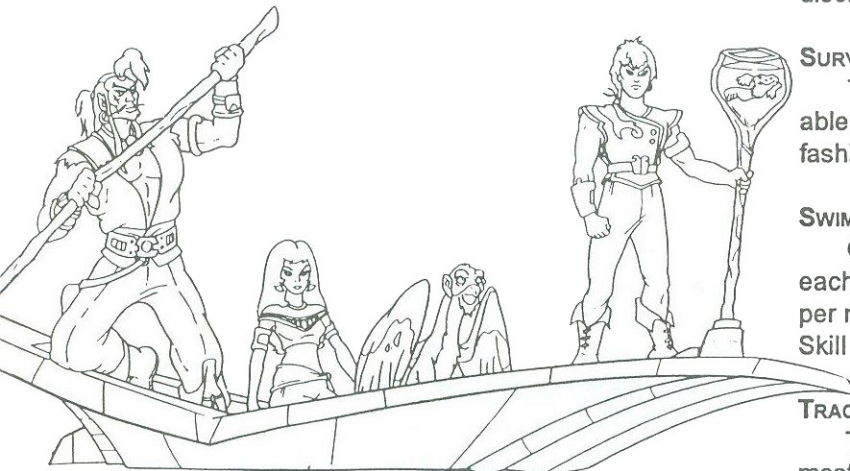
A character with this skill is able to read and write, and as he progresses in skill, he has a better chance of reading complex material. A character is unable to read magical writings with this skill.

SEA LORE**2**

A character with this skill has a familiarity with the perils of traveling the seas. He recognizes when rough water may be ahead, areas that may lead to waterfalls or whirlpools and knows the location and probability of reefs in any given area.

SHIP BUILDING**3**

This skill allows an individual to build sailing vessels of various types and sizes. The size of the ship built depends on the character's skill level in Ship Building. See the following table for details



THE MAGIC OF MER

Magic has long been a force to be reckoned with on the World of Mer. In the trained hands of an Ecomancer, magic may change the course of the world.

If you are using this magic system, a character must purchase at least 1 Low Magic Skill point when first created. If you are using another system, use common sense when determining how many points each spell costs.

THE ECOMANCER

In the World of Mer, there is only one type of being able to use magic, the Ecomancer. Here, spells are not bestowed upon characters by divine means, rather, they are gained by tapping into the Lei Lines which criss-cross the sky above Mer, or can be cast from an item of magic.

Mer is criss-crossed with Lei Lines, or powerful lines of magical energy which may be sensed and tapped into by Ecomancers. These lines are of varying degrees of intensity and thickness, and, seeing all spell power is gained from them, no material components are needed to cast spells.

When the proper incantation is spoken, the Ecomancer is bathed in a soft blue energy field, and seconds later, the spell is cast. (See *HIGH & LOW MAGIC SKILL* following for further details.)

ECOMANCERS IN MELEE

Since Ecomancers spend the majority of their time studying the arcane arts, they are usually not as proficient with weapons as someone who constantly uses them. However, with the proper training and skills, a character can be a proficient, fighting Ecomancer.

Ecomancers may not use any ranged weapons.

ECOMANCERS & ARMOR

Ecomancers may only wear animal hyde (AR ?) padded (AR ?), or leather armor (AR ?). However, they are able to increase their Armor Ranking by the use of certain spells and enchanted items.

LANGUAGE & WRITING

In addition to the common language of Mer, Ecomancers speak a distinct language of their own. This language is used for all spell casting, incantations, and when conversing with other Ecomancers. Anyone who is not an Ecomancer is not able to understand anything written or spoken in this language without the use of an enchanted item or interpreter.

HIGH & LOW MAGIC SKILL

On Mer, there are two distinct types of magic—High and Low. All Ecomancers must start with Low Magic before gaining High Magic. High Magic may only be purchased after a character has aquired 50 or more Low Magic Skill points. Once this is accomplished, the player may purchase either Low or High Magic Skill points, for

his character.

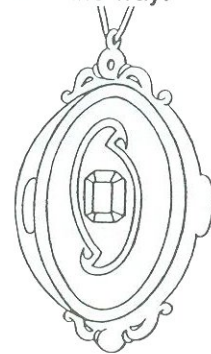
The number of additional Magical Skill points and how they are acquired is left to MP discretion.

ARTIFACTS OF MER

COMPASS OF LOCATION:

This item is mystically attuned to the Treasures of Rule and emits a thin, piercing blue light toward any Treasure within 500 miles of it.

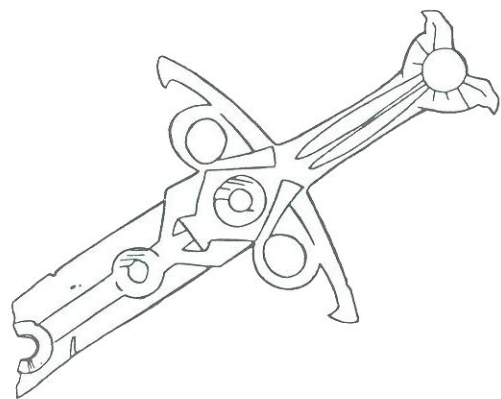
Once within this range, the compass points to the most direct route to the Treasure, and does not warn of any dangers or obstacles in the way.



SWORD OF PRIMUS:

The sword of Primus is an ancient sword that was used by Primus himself when battling the Dark Dweller. Although it was broken at this time, it still remains 70% intact, and is a highly magical weapon. Consult the following chart for details:

1. Bestows an additional 1D20 to bearers AV.
2. Bearers MR increased by 5.
3. Bearer immune to Dark Water for 1D6 minutes.



FERYX LANCE:

A Feryx Lance is a 16" lance that is made from the bones of a Feryx, and that inflicts 3D10 wound points when used against one. In addition to this, the lance offers its user complete protection against Steka Breath three times per day. (see the FERYX creature sheet for details)

TREASURES OF RULE

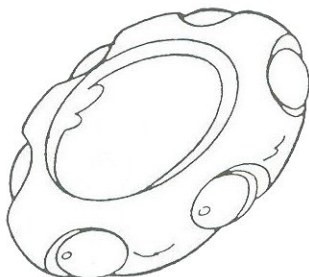
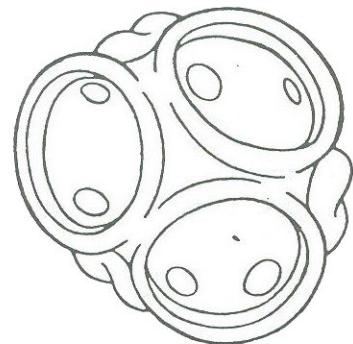
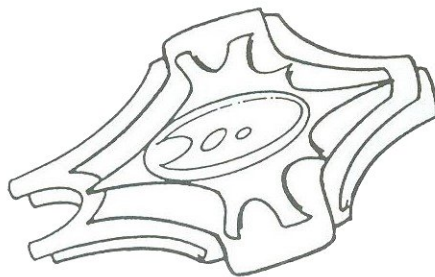
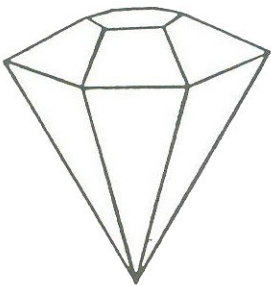
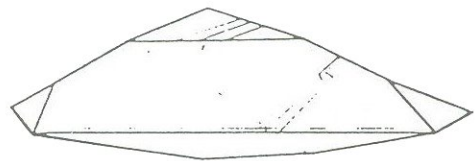
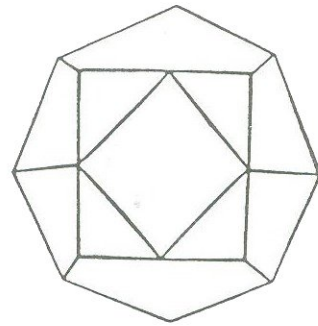
The Thirteen Treasures of Rule are the most powerful items on Mer, and when brought together are the one force that may cure Mer of the disease of Dark Water.

Although individually, each Treasure is incredibly powerful, it is not until they are used in conjunction with each other that their true might becomes apparent. As the Treasures are accumulated, their might combines, with the power of any single Treasure being doubled. For example, Treasure 1 is able to inflict 1D10 wound points on an opponent and Treasure 2 can heal 1D4 wound points per day. However, possessing Treasures 1 and 2 enable them to inflict 2D10 wound points and heal 2D4 wound points per day.

Acquiring these Treasures should be extremely difficult, and only very powerful characters should have any chance at success.

Note: The following chart is only intended as a guideline to the powers of the Treasures. It is left up to the MP to modify them to fit into an existing campaign.

1. Emits force beam that inflicts 1D10 wound points to any single opponent within 100'.
2. Bearer is able to heal 1D4 wound points of any creature once per day.
3. Bestows 5 Low Magic Skill points to bearer.
4. Bearer immune to Dark Water for 10 minutes.
5. Repels all Dark Water within a 100 yard radius.
6. Restores life to "land" that was destroyed by Dark Water within a 100 yard radius.
7. Repels the Dark Dweller for 1D10 minutes.



RULES & GAME MECHANICS

INITIATIVE

Initiative is determined by a character's Dexterity score, with the higher DX score indicating a quicker reaction time. Consult the following chart to determine the type of die to be rolled when determining a character's Initiative.

Dexterity Score	Die Rolled
1 - 4	1D12
5 - 8	1D10
9 - 13	1D8
14 - 19	1D6
20	1D4

Beings with a Dexterity above 20 are handled in the following manner. For each point over 20, subtract one point from 1D4, with any result less than one meaning automatic initiative. For example, a player who has a character with a Dexterity of 23 and rolls a 2 on his initiative roll automatically moves first. All ties are rerolled.

USING THE CHART

To determine who moves first, have each player roll the appropriate die for his character, with the lowest roll moving first. The MP should roll a die for each non-player character he has involved in the current encounter. The number a player rolls for his character is the time in which he moves, the lower the number, the sooner the character moves. If there is a tie, assume both individuals are moving simultaneously.

If no one rolls a one, simply determine the next lowest number rolled, and allow that individual to react first.

This system does not allow the person with the highest DX to automatically move first, because as in reality, there are many variables to be taken into account, including fear, mind set and, of course, luck. This system takes these variables into account and should allow a more realistic way of using Initiative.

At the end of each melee time, a new Initiative roll must be made.



SPECIAL WEAPONS OF MER

In addition to normal, medieval-type weapons, Mer boasts an abundance of unique weapons. Some weapons use living creatures to enhance their power, and many creatures themselves are used as weapons and are bred for such purposes (see individual creature sheets for details).

Directly below is a quick description of the mechanics involved with Merian weapons.

RANGE: Range is a weapon's effective distance in feet. If (Special) see the weapon's description.

RATE OF FIRE (ROF): Rate of fire is the number of times a weapon may be fired per minute, with the first number representing the number of times it can be fired and the second number representing the minute in which it can be fired. For example, (1/2) means that this weapon may be fired once every two minutes.

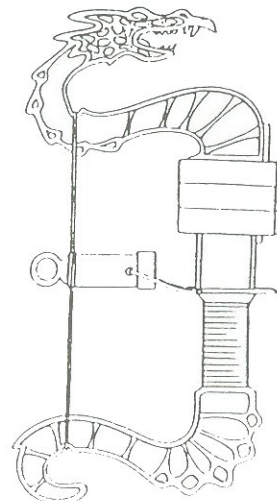
DAMAGE (DM): Damage is the type of die rolled to determine the amount of damage inflicted by the weapon. If (Special) is listed, the damage is detailed in the weapon's description.

Weapon	Range	ROF	DM
Dagron Bow	30'	6/1	1D4 (X6)
Dart Pistol	20'	1/1	1D8
Dart Rifle	40'	1/2	2D8 (x2)
Gas Pistol	3'	1/1	(Special)
Glowfish	(Special)	1/1	(Special)
Grub Crossbow	15'	1/3	(Special)
Octupucker	(Special)	1/1	(Special)
Sea Sucker	(Special)	1/1	2D8
Sea Urchin	12'	3/1	1D4
Spear Gun	20'/40	1/2	1D12

WEAPON DESCRIPTIONS

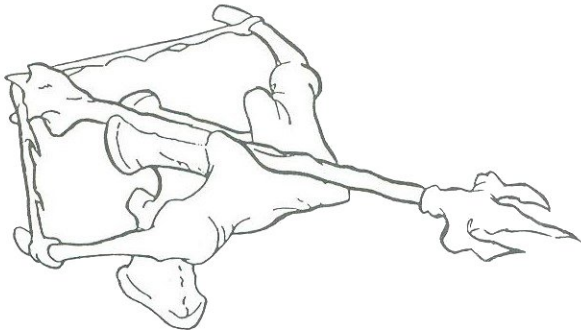
DAGRON BOW

A Dagron Bow is a small, specially made bow that fits in the palm of the hand and holds up to 18 dart-sized arrows.



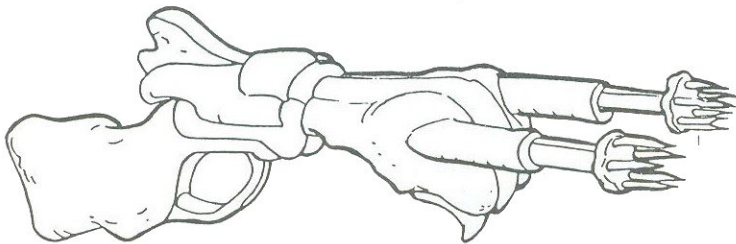
DART PISTOL

A Dart Pistol is a weapon that shoots a single, 12-inch, three pronged dart by the use of a bow-like mechanism. Although it is limited in range, this is an easily concealed weapon that is deadly at close range.



DART RIFLE

A Dart Rifle is a 3' long, two-handed weapon that shoots two, 18", multi-pronged darts.

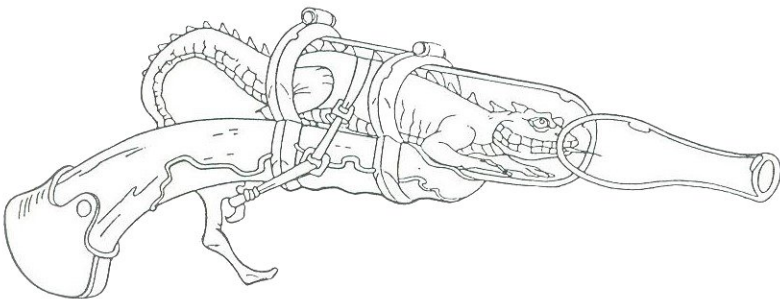


GAS PISTOL

A Gas Pistol houses a Gazier in a hollow metal tube (see the *GAZIER* creature sheet for details).

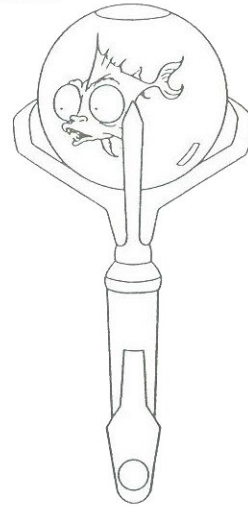
When this weapon is discharged, a sharp point pricks or a rope squeezes the Gazier, which, in turn, causes it to emit its foul, poisonous gas. When this occurs, everyone in a 3' radius in front of the weapon is engulfed in the gas. The players of all characters in the gas must make a successful roll against their MR, or they fall asleep for 1D6 minutes.

This weapon has one major flaw: it is a high maintenance weapon. It is necessary to release the Gazier daily in order to feed and care for it. This can be accomplished by detaching the tube and depositing the creature directly into a cage or box. If this is not done, the Gazier becomes weak and isn't able to emit its poisonous gas. If neglected for two days, the Gazier dies of neglect.



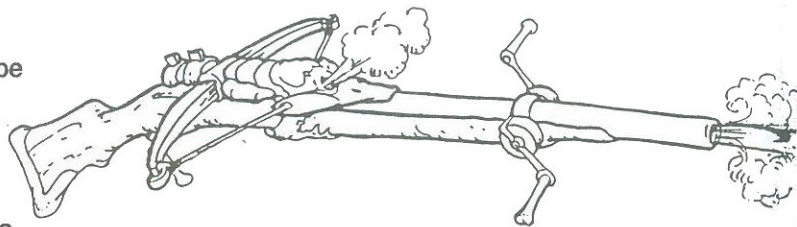
GLOWFISH

Glowfish are small fat fish that emit a piercing flash of light when agitated. They are usually kept in covered bowls until they are needed. To upset them, the bowl is vigorously shook, which causes the fish to "flash." Anyone looking in the direction of the fish at this time is blinded for 1D4 minutes.



GRUB CROSSBOW

A Grub Crossbow is a cross between a crossbow and a flintlock rifle that uses sacks full of exploding grubs as missiles. When these missiles explode, everyone within a 5' radius sustains 3D10 wound points.



OCTUPUCKER

Octupuckers are small octopus-like creatures which are commonly used to disable and capture opponents.

Octupuckers may be thrown, and when they strike an object, they immediately entangle it with their tentacles and emit a toxic chemical which causes paralysis for 1D6 minutes. In addition to the paralysis, 1D4 wound points are inflicted per minute attached.

Range varies depending on mode of propulsion. For example, a hand thrown Octupucker does not travel as far as one shot from a catapult.

SEA SUCKER

Sea Suckers are too large to be used in melee combat. However, they are often shot from catapults. When shot through the air, these creatures' mouths open wide and stick to any surface that they strike. Once attached, Sea Suckers emit a strong acidic substance that inflicts damage until detached.

Range varies depending on mode of propulsion. For

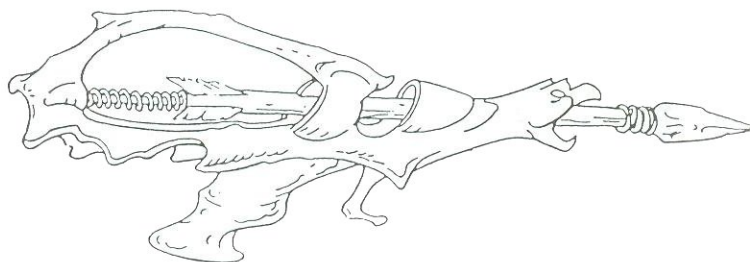
example, a hand thrown Sea Sucker does not travel as far as one shot from a catapult

SEA URCHIN

Sea Urchins are small fish that are commonly used as shirukins (throwing stars). In order to wield them, gauntlets or light chain mail gloves must be worn, or their user also sustains damage.

SPEAR GUN

A Spear Gun is a large, spring-loaded pistol that can be used either on land or underwater. It is capable of firing any spear up to 48" in length.



ARMOR

On a world mainly consisting of water, most individuals choose to wear little to no armor, and that which is worn, although strong, is usually light weight.

The majority of Mer's armor is made from natural items, such as coral or dagron scale. Once the MP has become familiar with Mer and its creatures, it is recommended that he create as many types of armor as he sees fit.

The armor worn by an individual is known as his Armor Ranking (AR), with the better the armor, the higher the AR.

Armor Ranking

A
B
C
D
E
F
G
H
I
J
K
L
M
N

Armor Type

none
shell shield
dolphin hyde
dolphin hyde & shield
crab shell
crab shell & shield
clam armor
clam armor & shield
coral armor
coral armor & shield
dagron scale
dagron scale & shield
leviathan scale
leviathan scale & shield

It is possible for a character's AR to fall below N, by the use of magic armor, spells or other miscellaneous magic items.



MERIAN SHIPS

Since Mer is comprised mainly of water, ships play an integral part of all Merian life, with crafts ranging in size from one-man row boats to the Maelstrom (see following). This section covers the type of ships that may be encountered and the statistics needed to incorporate them into any fantasy campaign.

SHIP TYPES

In addition to the everyday ships of Mer, a number of special crafts have been designed to meet certain races' special needs. The following charts detail the specifics of these ships.

DEFENSIVE VALUES

The Defensive Values of a ship represent the maximum damage that each part of it can sustain before sinking or becoming unusable.

Ship	Hull	Forecastle	Mast
Octopian Warship	42	30	20
Octopian Transport	20	17	35
Antari Warship	30	12	20
Antari River Barge	17	NA	15
Scon Warship	12	8	12

HULL: The hull is the main body of the ship, and when it is destroyed, the ship is sunk.

FORECASTLE: The forecastle is a fortified wooden enclosure that houses the wheel on most Merian ships, and when destroyed, the ship is unable to use its rudder. Therefore, its sails must be dropped and its oars, if any, employed.

MAST: The mast is the main support for the sails, and when destroyed, the ship has to depend on oar-power to propel itself.

SHIP ARMAMENTS

Consult the following table to determine the number and types of weapons on each vessel.

Ship	Lt. Cat.	Hvy. Cat.	Ram Str.	Dagrons
Octopian Warship	4	2	1D20	2
Octopian Transport	1	—	—	—
Antari Warship	3	3	1D12	—
Antari River Barge	—	4	—	2
Scon Warship	2	2	1D8	1

SHIP TO SHIP COMBAT

Most Merian ships are mounted with modified land catapults to enable them to destroy an adversary at a distance. Since these catapults are on wheels, they may be deployed wherever they are needed. However, once they are secured for battle, it takes 10 minutes to move them. For this reason, a ship often places all of its

weapons on one side and tries to constantly keep them pointed at their enemy.

RAMMING

All Merian warships are equipped with a below-the-waterline ram. In order to successfully ram another ship, the ramming vessel must maintain its maximum rowing or sail speed for three minutes. As soon as ramming has taken place, the ramming ship must immediately withdraw or risk sinking with the rammed ship. To determine the amount of damage inflicted on a rammed ship, consult the previously given armament chart.

GRAPPLING & BOARDING PARTIES

In many instances, if long distance combat proves unsuccessful, (or even if it is successful) the crew of one ship may attempt to grapple and board another. In this way they can kill all of the opposing crew and claim the ship and any wealth aboard as their own.

Grappling takes place by the use of a grapnel and rope, used to secure one ship to the next. Grapnels are either thrown by hand or shot out of specially made ballistae. For game purposes, assume that there are enough people throwing grapnels in order to ensure success. However, the defending ship has a 30% chance of cutting the lines.

Once two ships are successfully joined, boarding may take place. When this occurs, melee and ranged combat are identical to land combat.

LENGTH, WIDTH & SPEED

These statistics should be determined by similar existing vessels in your current gaming system.



THE MAELSTROM & THE WRAITH

The following two ships, the Maelstrom and the Wraith, are the most infamous ships in the world of Mer. These are the only two ships that have been included in this section as all other ships are generic in nature and can be substituted for existing ships in any existing campaign. However, these two ships are entities of themselves, and, therefore, complete details for them are provided herein.

THE MAELSTROM

This colossal warship is the latest in Merian destructive technology. It is built from bleached leviathan carcasses and resembles a gargantuan floating fossil. The masts are visible as the skeletal remains of a giant creature's vertebrae. Massive rib cages serve as jail pens and holding cells below the immense deck.

Below the Maelstrom's main deck sits a labyrinth of passageways, sewer lines, holding cells and slave quarters. An entire subculture exists within the bowels of this monstrous vessel.

A small armada can be released for ship-to-shore activity and for negotiating waterways where the Maelstrom cannot go.

Like a modern aircraft carrier, the Maelstrom is equipped with air-power in the form of dagrons (see the *DAGRON* creature sheet for details)—dragon-like creatures trained as mounts.

In the heart of this death vessel dwells the dreaded constrictus (see the *CONSTRICUS* creature sheet for details).

NOTE: Due to this product's size limitation, full details of the Maelstrom will be published by Mindgames at a later date.

The following statistics are the defensive values for the Maelstrom. These values equal the number of damage points each location can sustain before being destroyed.

The following numbers may need to be altered depending on the game system being used. However, the Maelstrom should be virtually immune to all attacks, be they normal, magical, or Dark Water-based.

Location	Damage Points
Hull	2500
Forecastle	750
Fore Mast	1000
Main Mast	1500
Mizzen Mast	1000
Rudder	1250

Light Catapult: 10 (each firing once)
 Heavy Catapult: 6 (each firing three times)
 Dagrons: 14
 Balistae: 1000 (500 per side)

Length: 600 yards
 Width: 150 yards

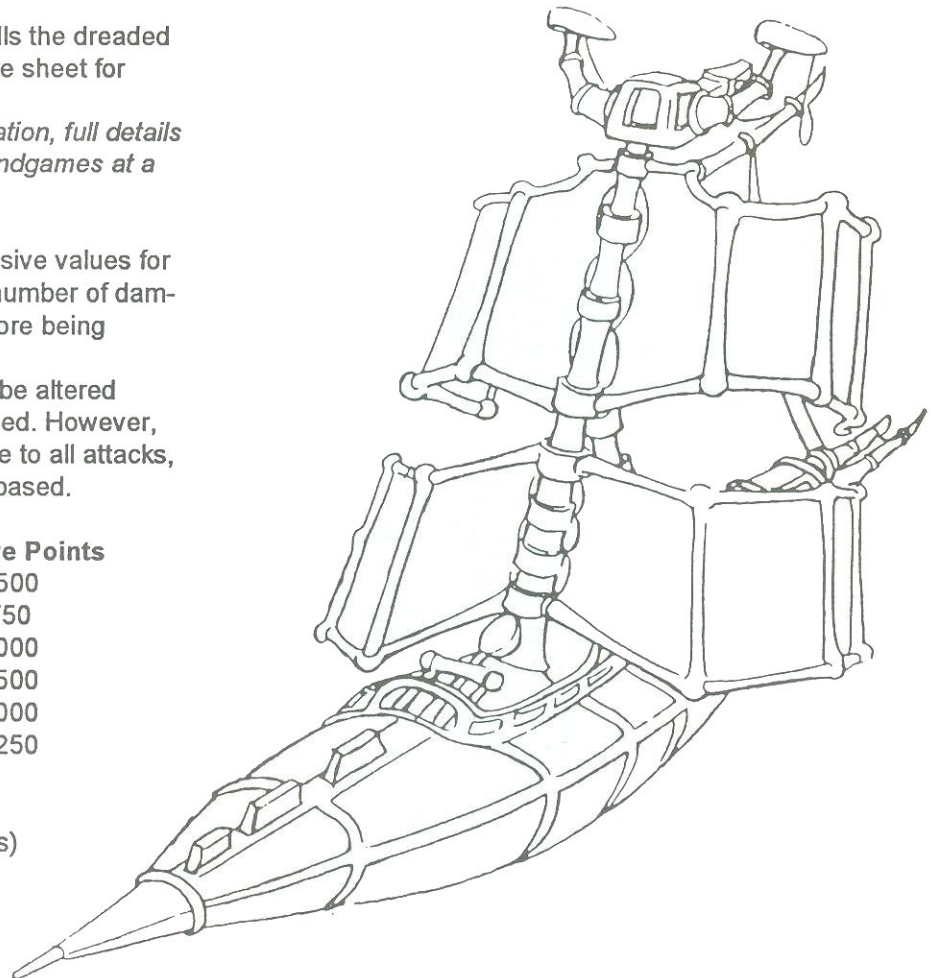
Also housed within this mighty vessel are a number of schooners and smaller ocean-going scout crafts. In addition to being seaworthy vessels, any time there is a wind of 30 miles or above, the sails may be brought to a horizontal position enabling the ship to become an airborne glider, allowing it to travel at speeds of up to 350' per minute.

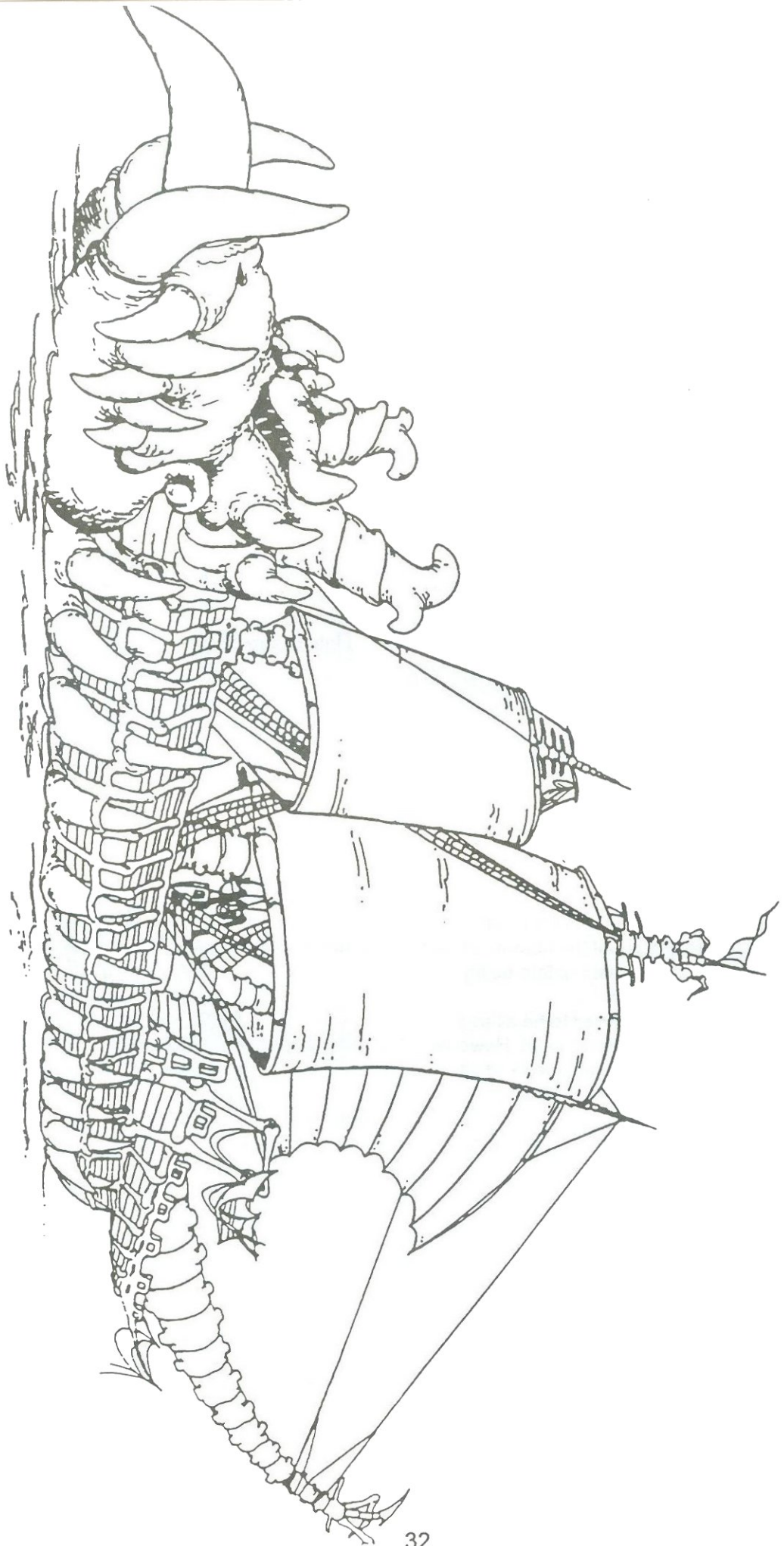
Scouts: 50

Location	Damage Points
Hull	20
Forecastle	50
Main Mast	75
Rudder	15

Attack Scouts: 25

Location	Damage Points
Hull	50
Forecastle	75
Main Mast	100
Rudder	25
Light Catapults	25





THE WRAITH

Location	Damage Points
Hull	100
Forecastle	150
Fore Mast	200
Main Mast	250
Rudder	50

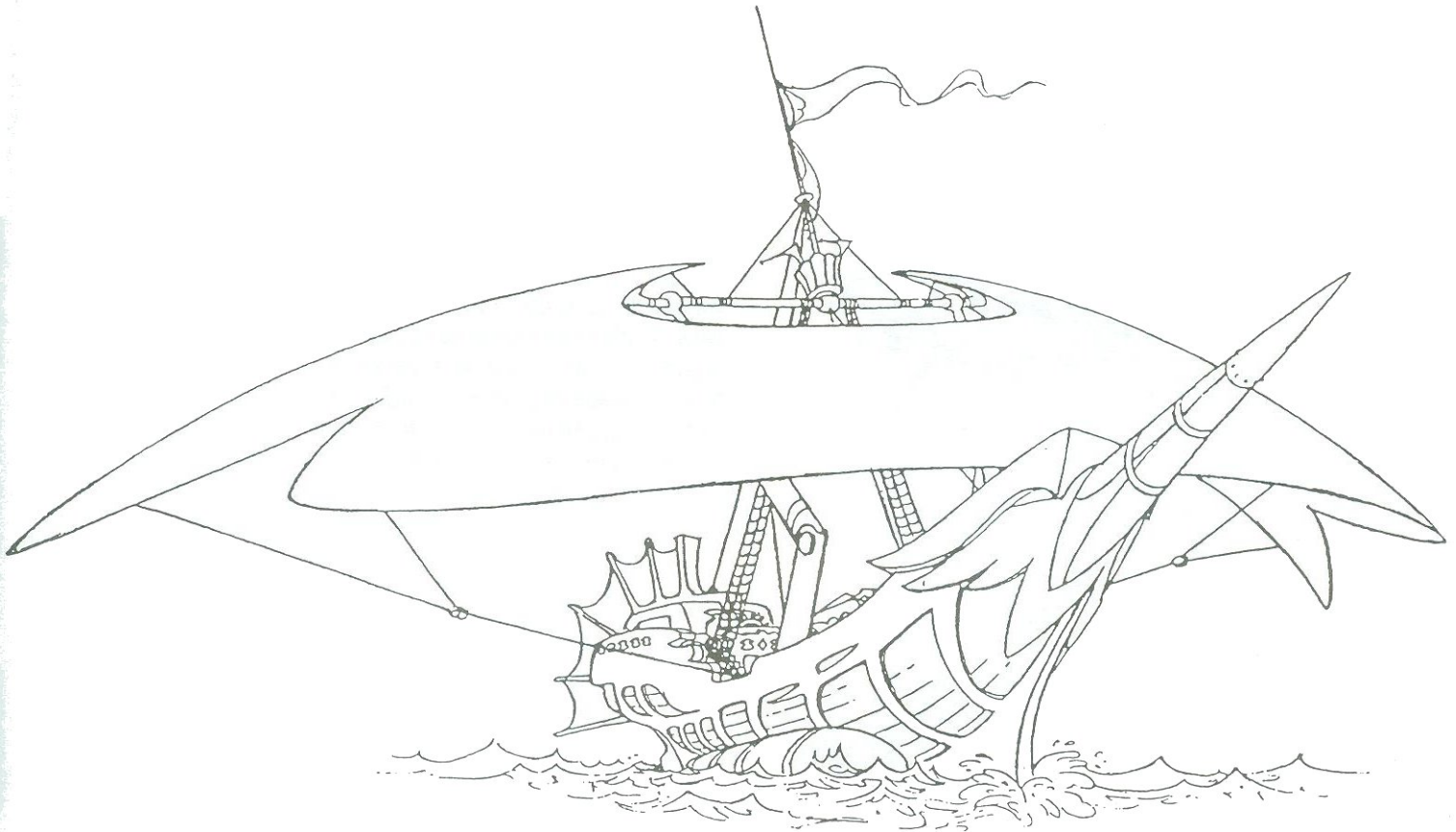
The Wraith is a character in its own right. Cut from mystical trees on a remote island, the lumber used in its creation maintains its own life-force. At times it may seem to be haunted, at other times it seems to have a mind of its own. Until Ren and the crew decipher the mysterious carvings in the Wraith's decking, they are often at the mercy of the boat's capricious spirit.

Balista: 1

Length: 20 yards

Width: 5 yards

This vessel is a mix of 14th century technology and the ecologically based Merian maritime civilization. It is the swiftest craft on the seas, stolen by Ioz from the ever-pursuing pirate, Joat. The ship features a dynamic wing-like mainsail that can be detached and used as a four-man hang glider.



THE LANDS OF MER

The following section gives a detailed description of the island continents of Mer and their inhabitants. In addition to detailing the lands, a number of "mini quests" are included to enable your players to quest for the first seven Treasures of Rule (see *TREASURE QUEST* on p. 60 of this book).

In some instances, common sense needs to be applied when your players are questing in a special area or when searching for the Treasures of Rule. For example, if the characters cleanse an area covered with Dark Water, it is up to the MP to remember that this action has taken place and that that area's description is appropriately changed the next time it is visited. Another example is if a pre-set character is encountered. If he is killed or driven off, the MP must keep track of this so that the character is not encountered again.

ANDORUS

CLIMATE: TROPICAL POPULATION: NONE (100% HUMAN,
WHEN RESTORED)
TREASURE OF RULE: YES (SPECIAL, SEE FOLLOWING)

HISTORY

Andorus is the original home of all Ecomancers, the only known magic users of Mer (see pg.25 for details pertaining to *Ecomancers*). Although all Andorians have the ability to use ecomantic magic, the power of such magic varies from individual to individual. Also, due to the dispersion of the Andorian people, the Andorian race has intermingled with other Merian races, thus spreading ecomantic powers throughout Mer's many cultures.

For hundreds of years, Andorus thrived under the guardianship of the Viva Tree, a huge, fifteen-story tree whose roots stretched from shore to shore across Andorus. This tree was the main source of ecomantic magic, the center of all Andorian life and furnished all physical and mental sustenance for the entire Andorian race. Andorian legend states that the island itself is nothing more than a layer of earth covering the massive root system of the mighty tree. In fact, this is not far from the truth, as the Viva Tree is a highly magical entity that is one with the land and which shares its very essence.

When Dark Water pervaded Mer, it denuded Andorus of all flora and most of its fauna, with only a few hundred ecomancers escaping what has come to be known as the Great Wave of Black Death. Even the mighty Viva Tree could not withstand the Wave's onslaught and placed itself in stasis until it could find sufficient power to be reborn.

GEOGRAPHY

Andorus was a beautiful island, with crystal-clear water, lush foliage, rolling hills and a city with a population of well over two thousand. However, on the fateful day of the Great Wave of Black Death, the Viva Tree, in an effort to escape the fate of Dark Water, removed its presence from the land. Now, all that is left of Andorus is the skeletal remains of the once great tree, a barren land covered with stagnant pools of Dark Water and a deserted, ruined city.



THE VIVA TREE

Any ecomancer who comes within 150' of the base of the Viva Tree senses a great dormant power coming from deep within it, and, if the ecomancer comes within 5' of the tree, a man-sized hollow appears in its base. If a non-ecomancer enters this hollow, he immediately suffers 5D10 wound points and continues to do so for each minute he remains within the tree. However, if an ecomancer enters, hundreds of moss-like tendrils grow out of the Tree, wrapping themselves around his head, thus sharing its knowledge with him and causing him to become one with the Tree. When this occurs, the ecomancer is told of the day Andorus was destroyed, how to restore it to its former glory and where the second Treasure of Rule is hidden. NOTE: If the characters are searching for The Treasures of Rule, see TREASURE QUEST on p. 61. The Viva Tree explains to him that its essence is weak, and the only gift that can restore it is ecomantic essence. (MP NOTE: If a total of 75 High Magic points are given to it, it may take this power and use it to renew the land. However, this power must be given all at once, be it from one or more characters.)

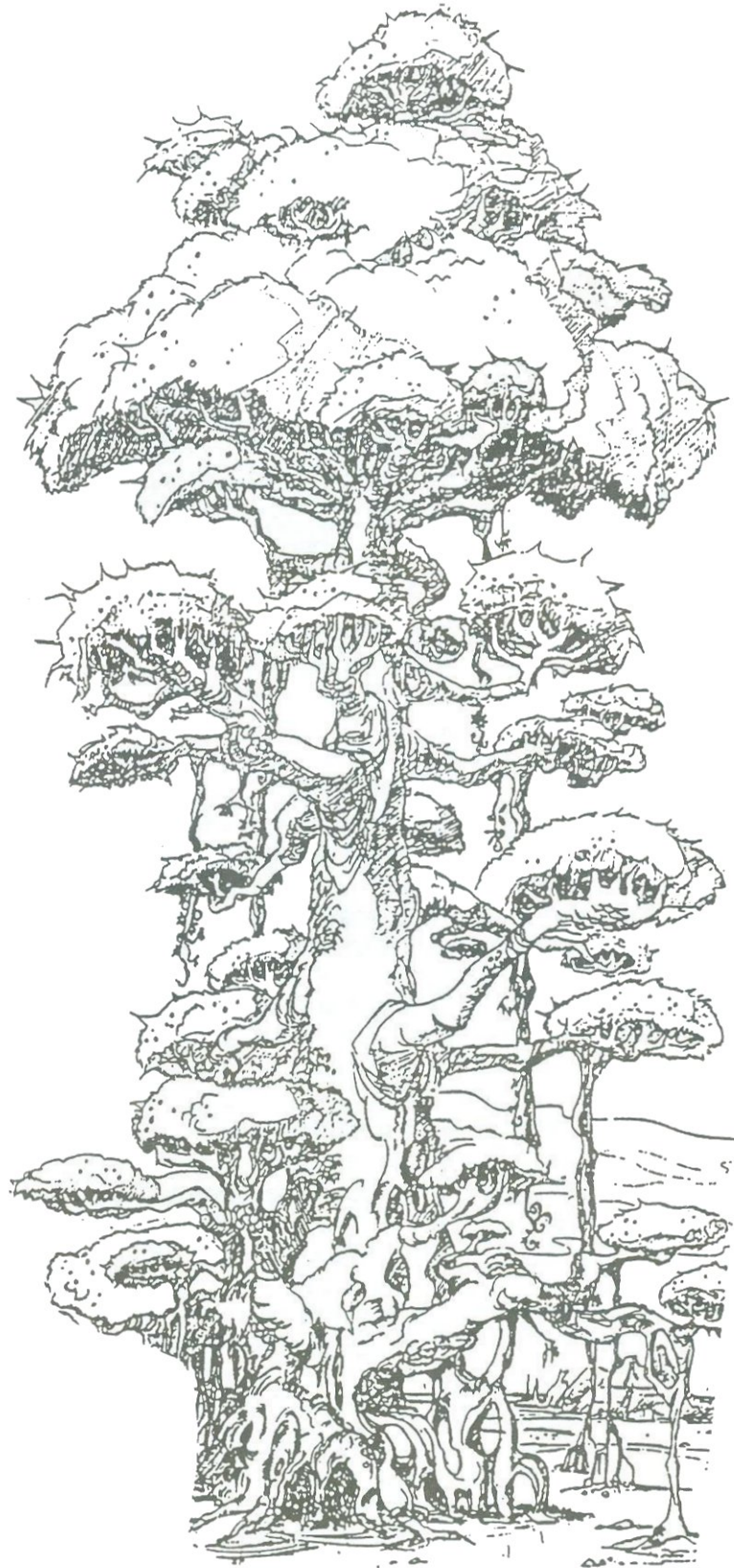
If the High Magic points are shared with the Tree, small green buds immediately begin to appear on it, small colorful butterflies begin to flutter about and the water becomes noticeably cleaner. After 20 minutes, birds begin to sing and bushes and flowers appear and begin to bloom. After two weeks, the land that was once as barren as a viper pit, is now alive with color and beauty, as it was before the disease of Dark Water struck.

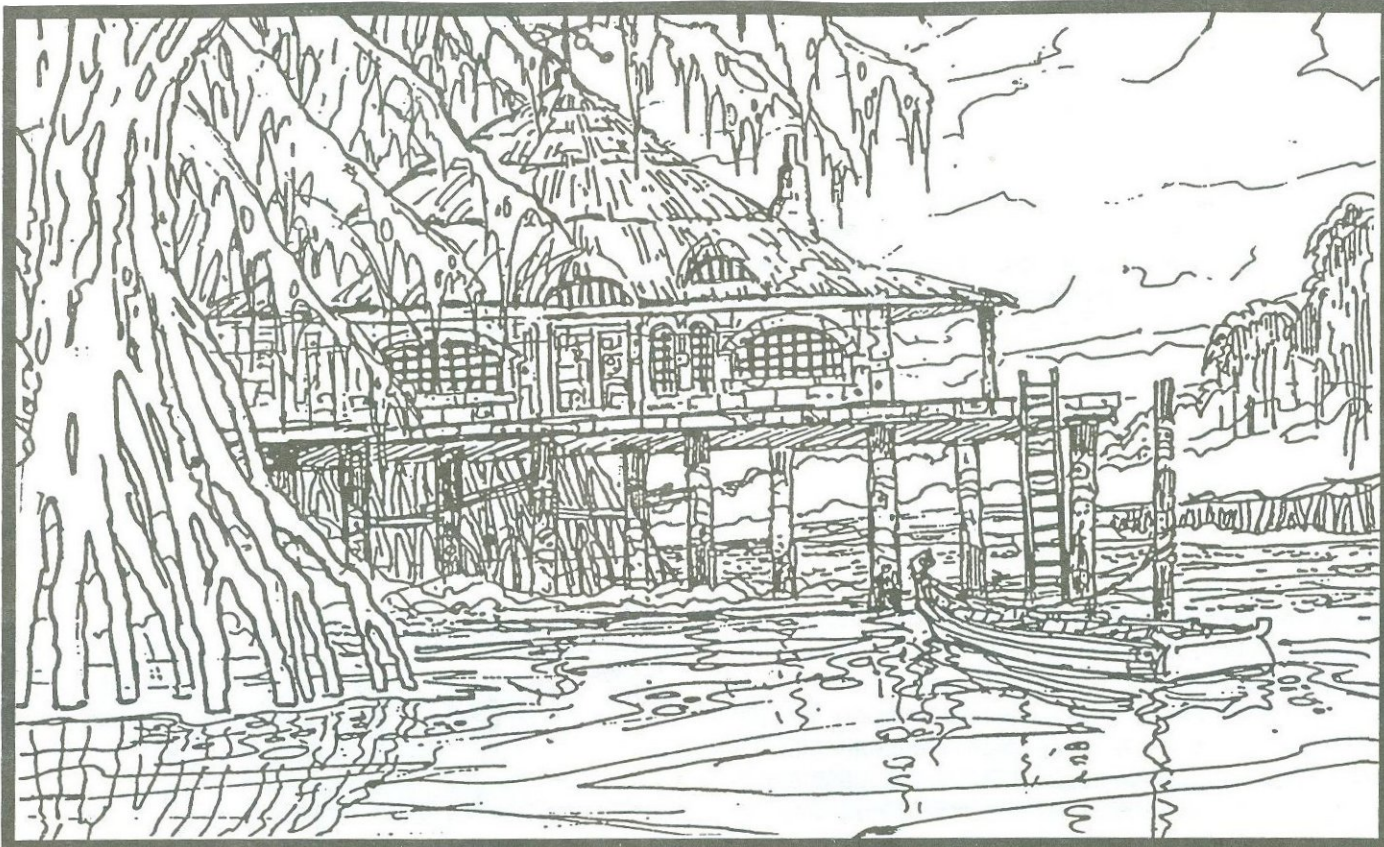
If the ecomancer doesn't have the sufficient number of High Magic points to give the Viva Tree, it bids that he return on a future date when he is more powerful. Whether he agrees or not, the Viva Tree reveals that the second Treasure of Rule is under the Viva Tree itself. It also states that it has been using its power to hide the treasure from those who it deems unworthy, and that is why even Ren's compass (see ARTIFACTS OF MER on p. 25 for details on this item) did not point to its exact whereabouts. Lastly, it reveals that the Treasure may only be "unlocked" if Primus' Sword is present (see ARTIFACTS OF MER on p. 25 of this book for further details).

ANDORUS RESTORED

Once the 75 High Magic Points have been bestowed upon the Viva Tree and two weeks of healing time has passed, Andorus starts with life anew. The Viva Tree regains its former glory.

Due to the mystic might of the Tree, all Ecomancers with 20 or more High Magic points sense its rebirth and have a strong urge to come and seek the Tree's tutelage. This urge is not a command, and, at the start, may be ignored. However, for each week of game time that passes, the character has a cumulative 5% chance that he must return and commune with the Tree. This urge is referred to as "the Calling."





MIRAGON

CLIMATE: TROPICAL POPULATION: 1 HUMAN
TREASURE OF RULE: YES

HISTORY

Miragon is a virtually uninhabited island that is rarely visited. It is a relatively young land, being pushed upward from the ocean's bowels only 167 years ago. Due to its remote location and inhospitable terrain, no other historical information about Miragon is available.

GEOGRAPHY

Miragon is a swampy island completely surrounded by 150'-high cliffs, and, therefore, it is only accessible by flight, by blast tunnels (see following for details) or by scaling the cliffs. Only those individuals who have the Mountaineering Skill of 6 or more have a chance to scale the cliffs. However, due to the turbulent swells of the ocean and the wet sheer cliffs, climbing attempts have a -5 modifier. For example, a character with a Mountaineering Skill of 7 has a 2 in 20 chance of success (7 - 5 [negative modifier] = 2).

Those who fall into the sea must have a Swimming Skill of 6 or higher to survive. This is due to the turbulent waters which hinder all swimmers with a -5 modifier. For example, a character with a Swimming Skill of 10 has a 5 in 20 chance of success (10 - 5 [negative modifier] = 5).

Once the cliffs are overcome, a desolate, swampy island comes into view, and, except for an occasional palm tree and a single, spiral cliff, the island appears to be nothing more than mud. Only 10% of Miragon's mass

is solid, and what little topography exists seems only to distribute the water-flow into streams, inlets and ponds.

Due to the knee-deep mud, travel on Miragon is difficult by foot, and all movement should be reduced by 75%. Movement by shallow boat is the most efficient mode of transport throughout most of this dismal land.

BLAST TUNNELS

These naturally formed tunnels or tubes are formed in a way that forces air through one side, thus enhancing the speed by 1 to 10 times of anything that enters from the windward side, depending on the size of the propelled object and its wind-catching abilities.

There is a 30% chance per 10 minutes that a sufficiently large tunnel is found for a ship to go through. However, upon entering a blast tunnel, there is a 70% chance that the ship's hull sustains 3D12 points of damage due to the turbulent waters within.

Anyone attempting to swim through a blast tunnel must have a Swimming Skill of at least 18, or he is swept underwater and battered against the rocks, sustaining 1D20 wound points per minute spent in the water. This is due to the tremendous undertow and current which hinder all swimmers with a -17 modifier.

Once through a tunnel, a vessel or individual is hailed by a small gnome-like man, who introduces himself as "Slaggon, the Bio-Transmuter." He explains that he greets all visitors to his island personally, as he is immediately warned of their presence by his pet Hawk Knife (see the *HAWK KNIFE* creature sheet for details). He goes on to say that he leads a hermit's life, studying and practicing his transmutations. If asked about his work, he

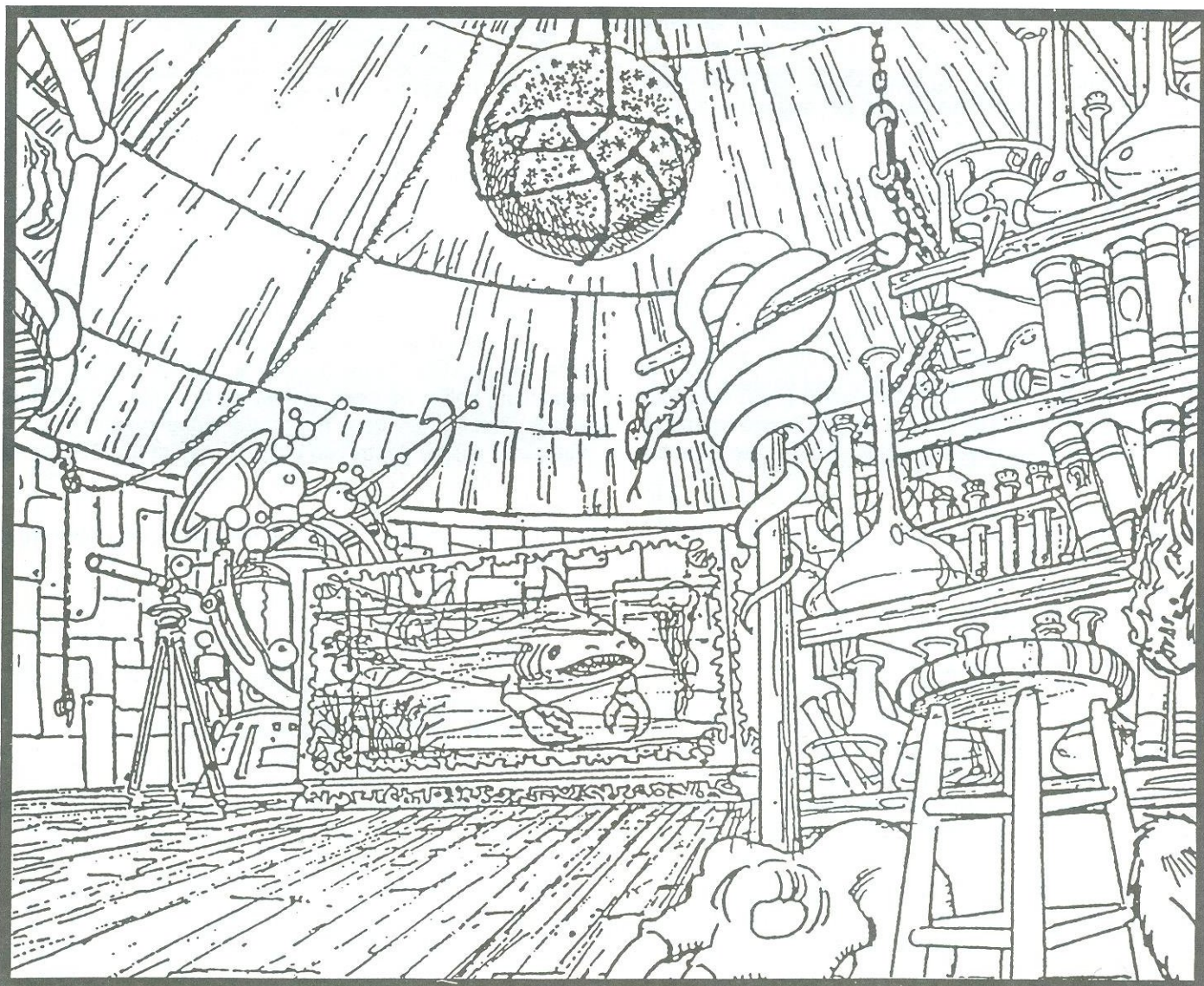
explains that he creates new life-forms by combining the life essence of existing creatures but does not go into more detail.

If asked about the Treasures of Rule, Slaggon informs his guests that there is an incredibly powerful magic item at the top of what he calls "the Spire," but he doesn't know what the item is. He then explains that the item is guarded by numerous Sand Crabs (see the *GALLAQUIN* creature sheet for details) and that only he can tell them how to safely retrieve the item. If the characters are interested, Slaggon asks them for a donation of 250 gold pieces to share his information. Whether his offer is accepted or not, Slaggon seems to break down for the good of his new-found friends. He then explains that the only way that the magic item can be obtained, and the Gallquins driven away, is by using a Loaq plant. In actuality, this is a lie, as Slaggon only wants the flower to use in one of his insidious transmutations. He then asks the characters to return to his hut in order to give them a means of finding the flower.

Slaggon's hut is a 20' by 20' single room hut, with every inch of floor space being covered with cages, tanks and scientific instruments. The cages are filled with hybrids of all shapes and sizes that were created by Slaggon. He eagerly shows off his transmutations.

After this, Slaggon goes to the back of his hut, rummages around and produces a fish bowl. Floating in the bowl is a creature that has the lower body of a fish and an upper body resembling a cute teddy bear. Slaggon then attaches the bowl to the end of a 5' long wooden staff and hands it to one of the characters (MP's choice). Once the bowl is touched, the creature in the bowl awakens, swims furiously for a moment, raises its head above the liquid and stares at its new owner. Slaggon explains that he named this creature, one of his transmutations, a Roulette. He goes on to say that the Roulette is psychically attuned to whomever holds the staff and is able to find the object of the holder's greatest desire.

NOTE: If the characters are searching for the Treasures of Rule, or if they want to search for "the magic item" on top of the spire, see *TREASURE QUEST* on p. 61



MOBO ISLAND

CLIMATE: TROPICAL POPULATION: 80% MONKEY BIRD,
20% HUMANOID

TREASURE OF RULE: YES

HISTORY

Mobo Island is an ancient island, home to hundreds of wingless Monkey Birds. This island used to be a resting place on their long migratory flights, as it was centrally located between two, now non-existent land masses. At first, this was a perfect respite on their long journey. However, through the years, those Monkey Birds that continued to visit the island grew weaker and began to lose their wings. No one was sure why this occurred, all that was known is that a wingless Monkey Bird was a freak among its own kind. Therefore, these unaccepted creatures, the Mobo, which means "the Accursed Ones," eventually made this island their home, as they knew that no other Monkey Bird would risk coming there to further torment them, for the fear of losing their own wings.

GEOGRAPHY

Mobo Island is a small, remote, mountainous island surrounded by a three-mile thick, 80' high band of *Stekka Fog* (see following for details). The fog lifts within two hundred yards of the island, although it is still visible at an altitude of over eighty feet. There is a 65% chance that anyone outside of the fog will not notice the island.

STEKKA FOG

Stekka Fog is a highly corrosive mist that slowly dissolves anything with which it comes in contact. Any being entering the fog sustains 1D20 wound points for each minute it remains within the fog.

Cloth items begin to disintegrate immediately upon contact with the fog and completely disintegrate at the end of 2 minutes. Wood begins to rot the beginning of the 5th minute and becomes brittle and useless by the end of the 6th

Once through the fog, the 50' wide white sand beaches of Mobo Island come into view. Past the beach is a three-mile thick area of rain forest teeming with life. The only visible break in the canopy of rain forest is a 1200' steeply sloped peak completely void of vegetation.

Once the rain forest has been passed, miles of rock-hard red dirt stretches to the beginning of long, rolling hills, growing ever steeper, and not ending until they reach the peak that is visible from any where on the island. Until the peak is reached, the hills teem with an abundance of plant and animal life, and small pools and tributaries give the landscape a friendly, hospitable look. Once the base of the peak is reached, the area becomes desolate, as if all life has been sucked out of it.

ENCOUNTERING THE MOBOSIANS

There is a 65% chance that anyone walking on the beach has a feeling of being watched from the woods. If

they look carefully toward the woods, they make out dozens of pairs of eyes looking out at them. If any threatening move is made, the eyes immediately disappear. However, if communication is attempted, ten Mobo—Monkey Birds with small, non-functioning wings—appear. They are cautious and frightened and won't react until those on the beach react. If the characters attempt to communicate, or if there is a Monkey Bird present in the group, the Mobo prove friendly and offer their hospitality in any way possible.

If hostile actions are taken toward the Mobo, 6D10 arrows are shot from the woods by the remaining twenty Mobo left behind. This barrage of arrows continues until the intruders have been driven off or killed.

If for some reason the Mobo were not noticed from the beach, there is a 25% chance per hour that the characters see the Mobo spying on the characters. If this occurs, the Mobo act in the manner described above.

If good relations are formed, the Mobo take the characters a mile inland to the site of their village where they introduce the characters to an ancient Mobo, called Grandfather.

GRANDFATHER

DD: 18

LM: —

HM: —

MV: 100'—/200'

IN: 17

AR: A

AV: 10 (BITE), 6 (WEAPON)

DX: 18

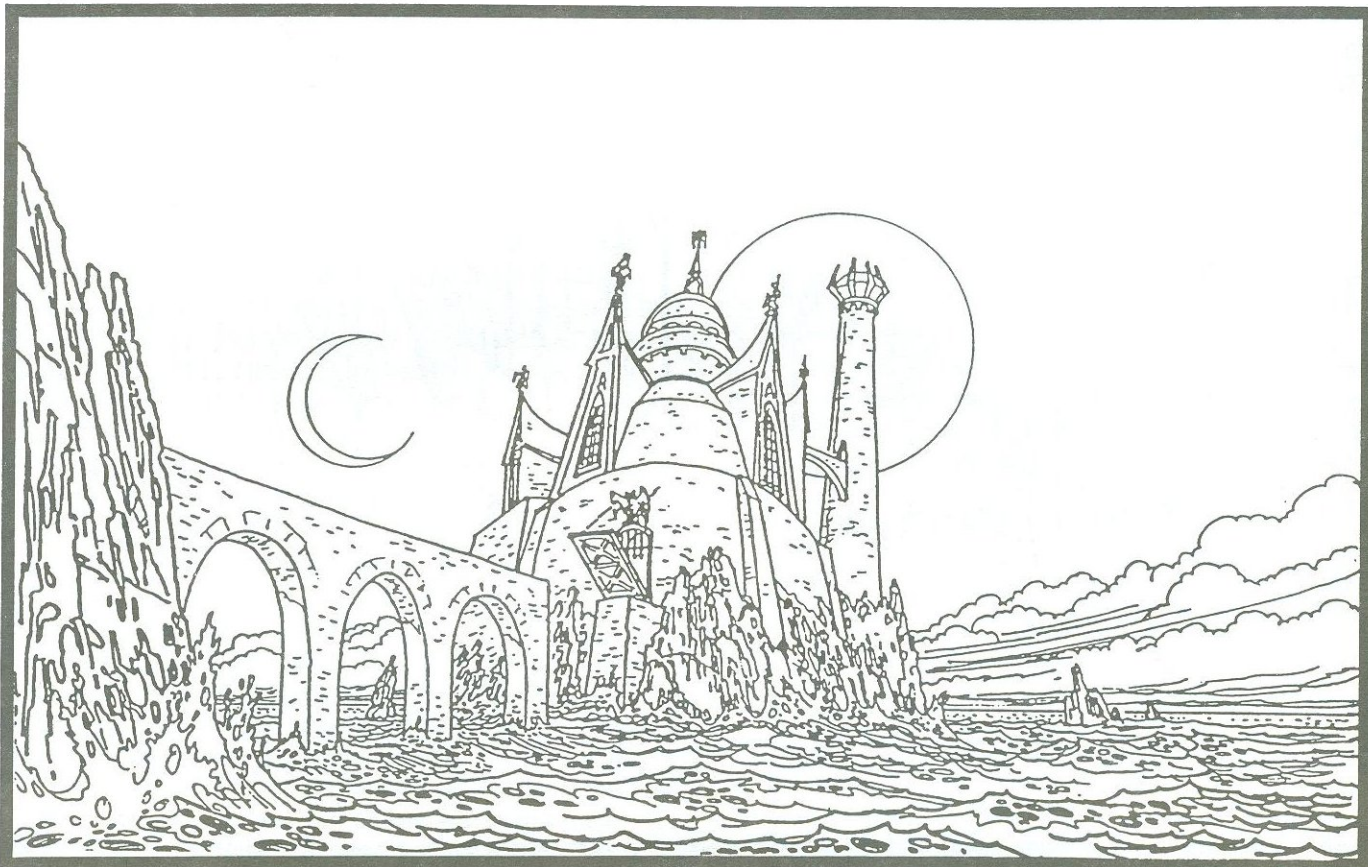
MR: 20

INITIATIVE: 1D6

After introductions are made, Grandfather explains that Mobo Island is under a terrible curse and asks for help. If he is refused help, a look of agony crosses his face, but he still remains hospitable. However, although remaining polite, he ends almost every sentence with the words, "but it really does not matter since everyone on the island will be destroyed by the Feryx of the Cliff (see following and the *FERYX* creature sheet for a complete description of a Feryx).

If help is offered, Grandfather appears very pleased. He then gives the characters a Feryx Lance (see *ARTIFACTS OF MER* on p. 25 for details) to aid them. He also informs them that for their risk they can keep the "great treasure" that is hidden in the Feryx's Lair. Grandfather then gives exact directions to the creature's lair and bids the group good luck.

NOTE: If the characters are questing for the Treasures of Rule, or if they agree to help Grandfather, see *TREASURE QUEST* on p. 62.



OCTOPON

CLIMATE: TROPICAL

POPULATION: SCAVENGERS & DARK
DISCIPLES,
(HUMAN WHEN RESTORED)

TREASURE OF RULE: NO

MP NOTE: Octopon is the most important city on Mer, and if your players' characters are questing for the Treasures of Rule, their quest ends here. If they aren't on the Treasure Quest, Octopon may be used as a source of adventure or to get them interested in the quest.

Depending on the timeline of your campaign, Octopon may be encountered as a beautiful, thriving city, a city in ruins or a city in partial reconstruction. Therefore, a description of a rebuilt Octopon and an Octopon in ruins are included herein. Octopon half rebuilt isn't detailed as it is merely a combination of the other two descriptions. No matter what the state of Octopon, the locations outside of the city are still inhabited by the creatures listed following.

HISTORY

Octopon is one of the oldest and greatest cities on Mer and was founded over twenty-three hundred years ago by Schwar Primus. Since its founding, Octopon has been ruled by Schwar's direct descendants, and legend states that it will survive as long as there is a living heir to its throne.

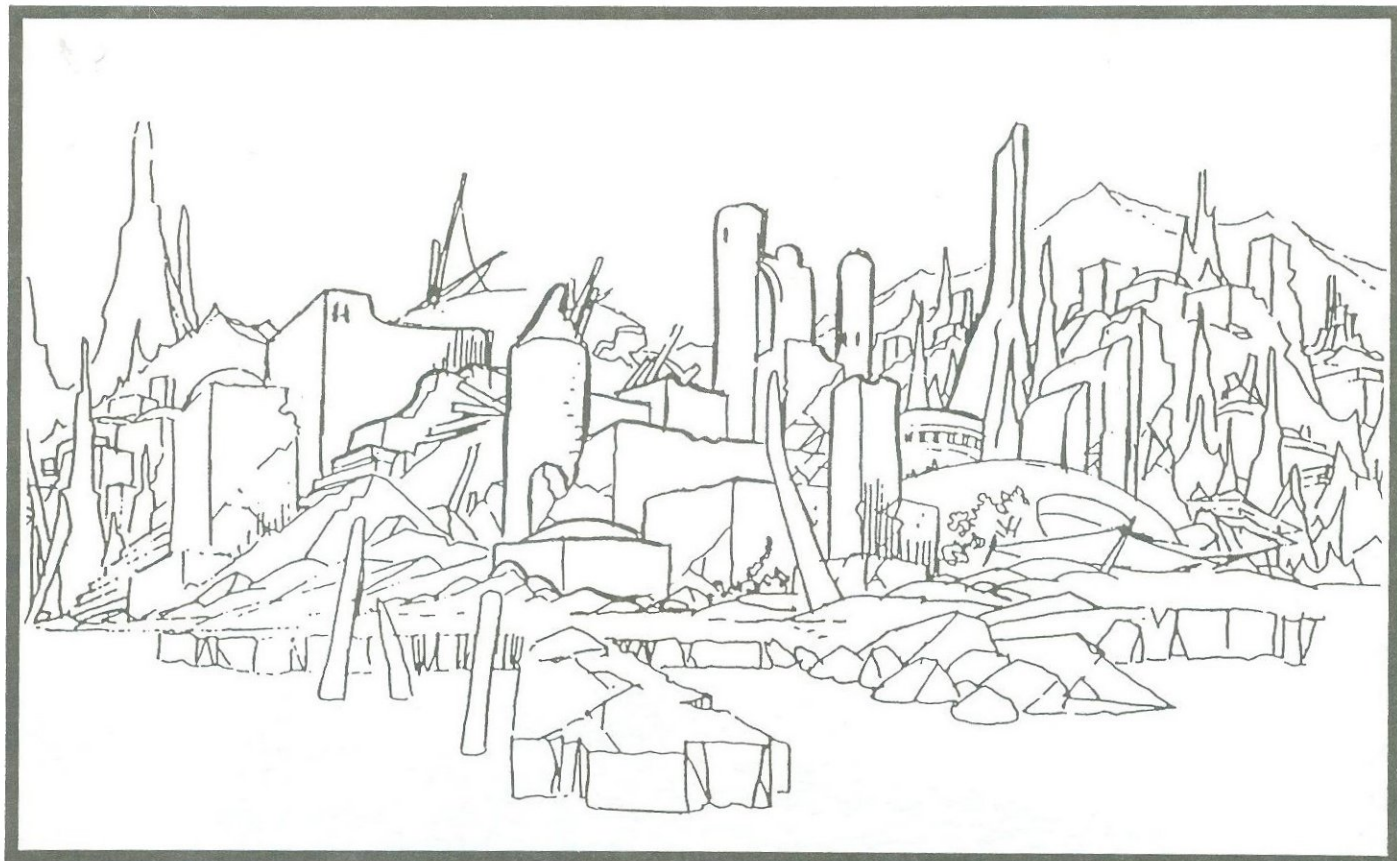
At first, Octopon was a roisterous, untamed shanty town, populated by hard workers, dreamers, pirates and vagabonds. A few of them found fortunes, most

remained poor. The pirates who wanted riches without working remained nearby and subsisted on robbery and violence.

Despite this, rumors of the great city of Octopon spread, and everyone that was looking for a better future began to migrate here.

So a mass exodus occurred—an immense movement of people which saw more than six thousand enter the area. Boatload after boatload of immigrants arrived, speaking many languages and coming from a multitude of cultures. Almost half were human, with the remaining numbers being humanoid in nature. Despite this cultural hodge-podge, Octopon enjoyed a period of unprecedented prosperity. There was a ready market for all of her agricultural products, and the discovery of a large load of gold just off of her coast made Octopon self-sufficient.

This period was quickly ended, however, when the Dark Dweller caused a huge underwater fissure which allowed Dark Water to emerge (see the *DARK DWELLER & DARK WATER* creature sheets for details). On that fateful day, Octopon was all but wiped from the face of Mer. Fires raged uncontrollably, buildings crumbled and the earth itself split asunder.



OCTOPON IN RUINS

GEOGRAPHY

Octopon is situated in the middle of the southern end of the island, with the once beautiful city now appearing as a scab along a desolate coastline. Its harbor contains nothing more than the battered skeletons of ship hulls, human refuse and clouds of flies. The city itself is in ruins, and its streets are covered with rubble. Only the partial remains of the Lighthouse and the Palace of Primus remain standing (see following for location descriptions).

The surrounding landscape is also dead and appears to have been burned to a crisp. Not a single blade of grass remains, and there is no sign of life anywhere. Small bubbling pools of Dark Water dot the entire area and immediately flow toward anyone who approaches within a 100' radius.

Although the land is ruined, its topography remains relatively unchanged. To the north lies the Meridol Mountains, which stretch to 1000' at the highest peak.

The eastern and western parts of the island, which were once mainly grassland, are now nothing more than cesspools of evil, bubbling Dark Water.

Despite the ruin of Octopon, a large community of sea goblins (see the *SEA GOBLIN* creature sheet for details) use the ruins as a base for raiding passing ships.

POPULATION

Only seventy-two Scavengers and eight Dark Disciples occupy the city (see the *DARK DISCIPLES* creature sheet for details).

SCAVENGERS

DD: 2D8

LM: —

HM: —

MV: 120'/80'—

IN: 07

AR: C

AV: 1D8 (WEAPON)

NE: 2D12 (TOTAL OF 72)

DX: 10

MR: 2

INITIATIVE: 1D8

Scavengers are comprised of all races. They spend the majority of their time digging through rubble in the hopes of finding valuables or uncontaminated food. For each hour spent in Octopon there is a 65% chance that 2D12 Scavengers are encountered. If outnumbered, the Scavengers send runners to get 1D12 more of their kind and then attack en masse.

PLACES OF INTEREST

The following section details special areas throughout Octopon. It is assumed that the areas are present despite the assault of Dark Water (at MP discretion).

THE LIGHTHOUSE

MP NOTE: The obstacles in the Lighthouse can only be overcome when at least seven of the Treasures of Rule are obtained. Otherwise, anyone entering will not survive. In addition to this, the characters must possess the Broken Sword of Primus in order to gain access to the Dark Dweller (see following for details). It is recommended that the characters navigate the obstacles of the lighthouse to gain this information.

The Lighthouse sits atop a 450' cliff on Octopon's southern-most shore, and it is only accessible by a rubble-strewn, curving path which winds its way through the hills. The path proceeds for about 300', ending at the shattered remains of a once great edifice. Large chunks of brick and mortar have fallen from it, and its glass dome has long since shattered. Despite its condition, it is still an imposing structure. Its base is 60' in diameter and it is over 150' in height. Its only entrance is a single crumbling door located in the northern wall.

If tested, the door easily opens, revealing a circular stairway leading upward, which is covered in rubble. As soon as anyone sets foot upon the first stair, 4 Dark Disciples appear from higher up in the tower. Before any action occurs, they immediately demand that any Treasures of Rule carried by the characters be turned over to them. If the Treasures are present or not, the Disciples immediately attack, fighting to the death.

If the Dark Disciples are dispatched, a 50' climb reveals a 5' wide landing with a single door hanging loosely on its hinges. The room behind it is 20' by 20', with a door directly opposite the one entered. It is apparent that this room was once a bedroom, as there are the remnants of an old mattress, a table and chairs, a large rickety wardrobe and a plain wooden chest.

If the wardrobe is searched, the searcher finds a number of moth-eaten robes and a pair of worn sandals. The robes are just as they appear. However, the sandals are magical, allowing the wearer to walk on all types of water, even Dark Water.

If the chest is opened, two gallons of Dark Water erupt outward, causing everyone within a 10' radius to sustain 1D10 wound points per minute on its victim.

The second door leads to another 5' by 5' landing with stairs continuing upward. After a 75' climb, the stairs end at a solid-looking oak trapdoor in the ceiling.

The door is magically locked and may only be opened by the use of magic. If force is used on the door, a trigger mechanism is sprung, causing an explosion that causes everyone in a 20' radius to sustain 3D12 wound points. (The explosion is magical, leaving the door and surrounding structure unaffected.)

The trapdoor leads to a 25' by 25' square room, completely void of furnishings, with walls so white that they appear to have been recently polished. In the center of

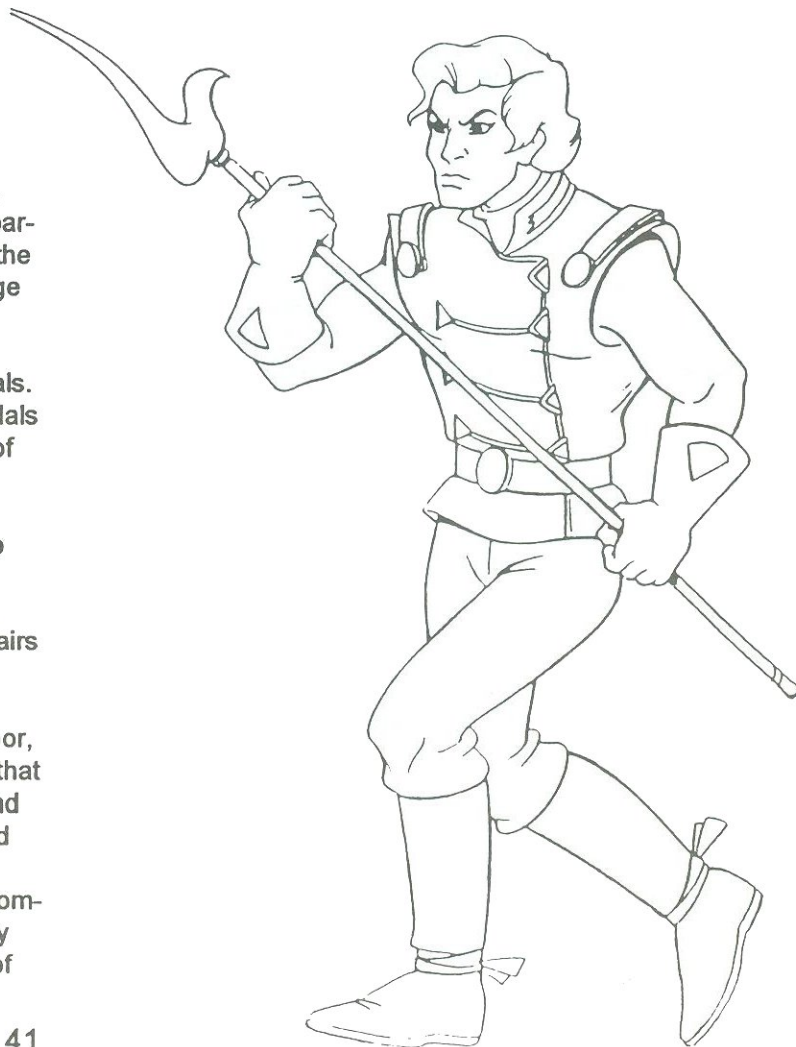
the room is a 6' circular pool of bubbling Dark Water which erupts upward 4' into the air and continues to do so as long as anyone remains in the room. Anyone coming within 15' of the bubbling pool is attacked by 1D4 globs of Dark Water, each inflicting 1D20 wound points per minute it remains on its victim.

In addition to this, the remaining 4 Dark Disciples emerge from the pool itself and immediately attack. When in melee, there is a 40% chance per minute that the Dark Disciples are able to position their adversaries in range of the erupting pool.

At the start of the 4th minute of melee, Jenna (see *HISTORY OF MER* for details), who monitored the characters' approach to the Lighthouse, appears from the trapdoor with two Octoponian guards.

OCTOPONIAN GUARDS

DD: 3D10
LM: 30
HM: —
MV: 140'/110'/—
IN: 12
AR: H
AV: 1D12 (WEAPON)
NE: 2
DX: 14
MR: 2
INITIATIVE: 1D6





Although the guards immediately attack the Dark Disciples, Jenna stays out of the fray, yelling that the only way to get to the Dark Dweller is to have and use the Broken Sword of Primus. She yells that there is a hidden lock in the middle of the eastern wall that only unlocks with the Broken Sword. Even knowing the exact location of the lock, there is a 25% chance that it will not be found the first minute it is looked for. For each additional minute that searching takes place, this percentage decreases by 5% so that after 5 minutes it is automatically found.

As soon as this information is given, Jenna retreats, and all surviving Dark Disciples move in front of the lock, protecting it with their lives. (Note, if the Sword is not possessed, there is no way to pass through the hidden door, as the powers of the Dark Dweller prevent it.)

When the lock is found and the Sword of Primus is inserted into it, the entire eastern wall swings inward, revealing a 35' by 35' room, with a 4' wide steaming fissure running down its center. This is the end of the fissure that ripped Mer asunder and allowed the Dark Dweller to be released. It is here that the final conflict with it takes place.

Just seconds after the room is entered, the ground begins to violently shake, and the Dark Dweller appears as a distorted, human-shaped blob of tar. Gazing slowing over all assembled, he emits a low, bloodcurdling chuckle and attacks.

The only way to stop the Dark Dweller is to possess the first seven Treasures of Rule. If the Treasures are revealed in the Dark Dweller's presence, they fly upwards directly above its head and begin to spin rapidly around it. As this occurs, hundreds of intense beams of light shoot out of the Treasures directly into the creature. Although no wounds are apparent, the Dark Dweller lets out a horrible, agonizing scream and slowly begins to melt into a thick, puss-like substance. However, before it totally dissipates, it flows back into the fissure and disappears from sight. Once all of this occurs, the Treasures embed themselves in the upper walls of the Lighthouse, glow brightly for a moment longer and then fade. Just seconds later, the fissure begins to seal itself, and after mere moments, no trace of it is to be seen. All remaining Dark Disciples melt and dissipate.

When the fissure has completely closed, Jenna reappears, hailing everyone present as heroes. She states that the Treasures must remain where they are until the final six are found, when their combined strength can be used to permanently destroy the Dark Dweller. Then, looking sad, Jenna states; "No, the Dark Dweller has not been destroyed, it has merely been weakened, and it will return some day in the not-to-distant future." Then, brightening once more she says, "But with heroes like you in the realm, Octopon has little to fear!"



OCTOPON RESTORED GEOGRAPHY

The perimeter of the island consists of both beautiful beaches and high, dangerous, jagged cliffs. Moving inward, the majority of the eastern part of the island is covered with beautiful pine forests, the trees 200' and taller. This forest is rumored to contain many small bands of Kree (see *RACES OF MER* for details) as well as a strange magical area of power.

To the north lies the Meridol Mountains, with the highest peak being over 1000' feet high. It is believed that a large community of sea goblins use these mountains as a base for raiding passing ships. Despite countless expeditions sent to find the sea goblins, their community is as yet undiscovered.

The western part of the island is covered with fields of wheat, wild flowers and plants of every conceivable shape and size.

Octopon itself is a thriving city, whose buildings are made of a white sandstone which glitter brightly from the sun's rays.

POPULATION

Over 50% of Octopon's population is human, with the other half being a melting pot of different races. Despite the races co-existing with each other, each specific race has set up its own unique community, complete with traditions and beliefs.

Once inside the city, piracy is virtually unknown, as Octopon has an elite militia comprised of over 300 men. For each hour travelling in the city, there is a 30% chance that 1D8 of the militia are encountered. Unless law-breaking is taking place, the guards greet everyone with a friendly nod and continue on their way. If something suspicious is occurring, the guards detain everyone involved in order to determine what is transpiring.

The majority of Octopon's citizens are highly educated and would rather pursue their personal studies over all other activities. That is not to say that Octopon doesn't have its share of thugs. Many unsavory characters delight in such a city, as they know that its citizens are easy prey when the militia is not in sight. The majority of these cutthroats reside in northwestern Octopon.

TOWN MILITIA

DD: 3D6

LM: —

HM: —

MV: 120'/100'/—

IN: 11

AR: F

AV: 1D8 (WEAPON)

NE: 1D8

DX: 14

MR: 2

INITIATIVE: 1D6

PLACES OF INTEREST

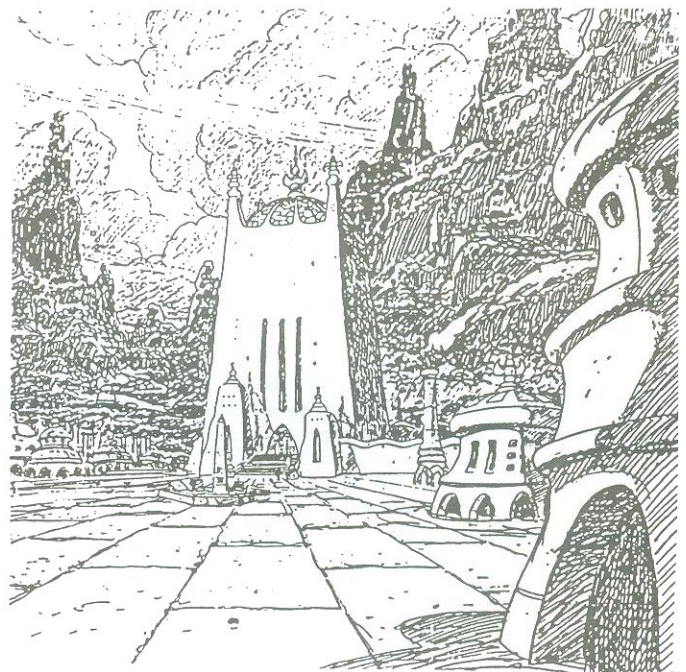
COLLEGE OF ECOMANCY

MP NOTE: All of the clearings mentioned in the following text are under a powerful magic that pacifies all beings that enter them. Therefore, unless stated, no aggressive actions can be taken when in these clearings.

Located approximately 15 miles northeast of Octopon lies the College of Ecomancy. This ancient and highly magical area, just over 1 mile in diameter, was used by ancient ecomancers to attune their skills and become one with nature.

There is a well-tended, two-yard wide footpath leading from the gates of Octopon directly to the woods surrounding the college. Anyone traversing it is completely safe due to the ancient ecomantic powers that protect it. The path ends at two, six-foot high black marble columns, which seem to lead to an impassable section of woods. Huge thorny vines, some over two feet in diameter block the way, and plants and trees of every size impede progress.

Any non-ecomancer who attempts to go through the columns is immediately attacked by the vines, which are actually *Vine Octopae* (see the *VINE OCTOPUS* creature sheet for details). As soon as one of these creatures is destroyed, another replaces it. This continues until the characters leave the area.



MAIN CLEARING

If an ecomancer is present when the columns are passed through, the foliage parts, revealing a 200' circular clearing under a dark cool canopy of foliage.

A worn marble path leads to a six-foot circular sunken bath directly in the middle of the clearing. If examined, it is apparent that small steps lead downward into its warm, dark, bubbling water. Anyone completely immersing himself in the water regains all wound damage in 3 minutes. However, if a being leaves the pool before the end of 3 minutes, no healing takes place. In

addition to the bath's healing ability, any ecomancer that remains in the water for 5 or more minutes permanently gains 3D8 points of Low Magic. (NOTE: The gaining of magic points is a one time benefit.)

The same worn path that leads into the clearing circles the bath and then branches north, east and west.

THE NORTHERN CLEARING

The northern path leads deeper into the woods for 100 yards before it emerges into a small circular clearing covered with clover-like plants. One contiguous marble bench encircles the entire clearing. This clearing appears to be nothing more than an area of great beauty. However, any ecomancer who sits on the marble bench for 3 or more minutes and communes with nature receives an additional 1D4 points of Intellect.

THE EASTERN CLEARING

The eastern path extends almost 300 yards through the lush foliage. It ends in a circular clearing with three long marble benches evenly spaced around a red marble circle. Hieroglyphics and arcane runes are carved into the marble by each of the benches. Hundreds of small blue and white flowers intermix with thousands of tiny mushrooms.

This area has been taken over by a colony of Toad Stools, and anyone staying in the area for more than 1 minute is attacked (see the *TOAD STOOL* creature sheet for details).

MP NOTE: Since the Toad Stools have no Intellect and are just creatures of instinct, they are unaffected by the calming magic which permeates the entire clearing. However, all other beings in this clearing are still affected by this magic and may not retaliate in any way.

Due to the nature of the hieroglyphics, only those characters with a Language Skill of 17 or over are able to decipher the hieroglyphics. Their literal interpretation is:

THOSE ONE WITH NATURE WILL DIE
THEIR SPIRITS SOAR THROUGHOUT THE SKY
FOR EARTH AND MAN ARE TRULY AS ONE
AS WE ARE ALL CHILDREN OF THE ONE GREAT SUN.

This poem is meaningless and was simply placed here as a tool to help ecomancers contemplate their meaning of existence.

THE WESTERN PATH

The path to the west continues almost one mile before it gently curves and leads back to the main clearing. There is nothing special about this path, and it was only used when solitude was desired.

BEACH OF DOOM

Despite its name, the Beach of Doom appears as nothing more than a 100' wide, white sandy beach with a gentle surf caressing its shores. It is lined by tall, Menga palms, which cast cooling shade over the oven-hot sand.

The Beach of Doom is a 300-yard strip of sand locat-

ed 11 miles due west of Octopon and can be easily reached from the city. It is extremely beautiful and seems to have a mysterious calming effect over anyone who walks on it. Anyone touching the sand must successfully roll 1D20 against his MR score. If the roll is over the MR score, the person is overcome with a feeling of peace and serenity, causing him to want to walk on the sand to enjoy its natural beauty. This sounds harmless, but in reality it is not. Spread evenly along the beach are 15 Skeeve lairs (see the *SKEEVE* creature sheet for details). Anyone coming within 10' of one is instantly attacked. Due to the individual's tranquil state, the Skeeve always gain initiative. Although alerted, as soon as the melee ends, the peaceful state returns, continuing until the beach is left.

NOTE: It is at MP discretion to determine if the lairs contain any items of value.

THE LIGHTHOUSE

The Lighthouse sits atop a 450' cliff on Octopon's southern coast. A curving, six-foot wide path constructed of tiny pieces of multi-colored coral winds upwards for almost 300' before reaching the structure's base.

The path ends at a great Lighthouse that stands almost 150' in height, has a base diameter of over 60' and is constructed of pure white coral. Although the sun sparkles and reflects off of its beautiful surface, a 20' glass dome at its top emits a brilliant, pure white light that causes even the sun to pale in comparison.

A single, sturdy oaken door is set in the northern wall at the base of the Lighthouse, with four Octoponian Guards standing at attention, two on each side of the door. The Guards do not speak unless spoken to first, but if a conversation ensues, they are civil, treating everyone with respect. However, they only allow entry upon Jenna's command or if those requesting entry are in possession of one or more Treasures of Rule.

LIGHTHOUSE GUARDS

DD: 3D10

LM: 30

HM: —

MV: 140'/110'—

IN: 12

AR: H

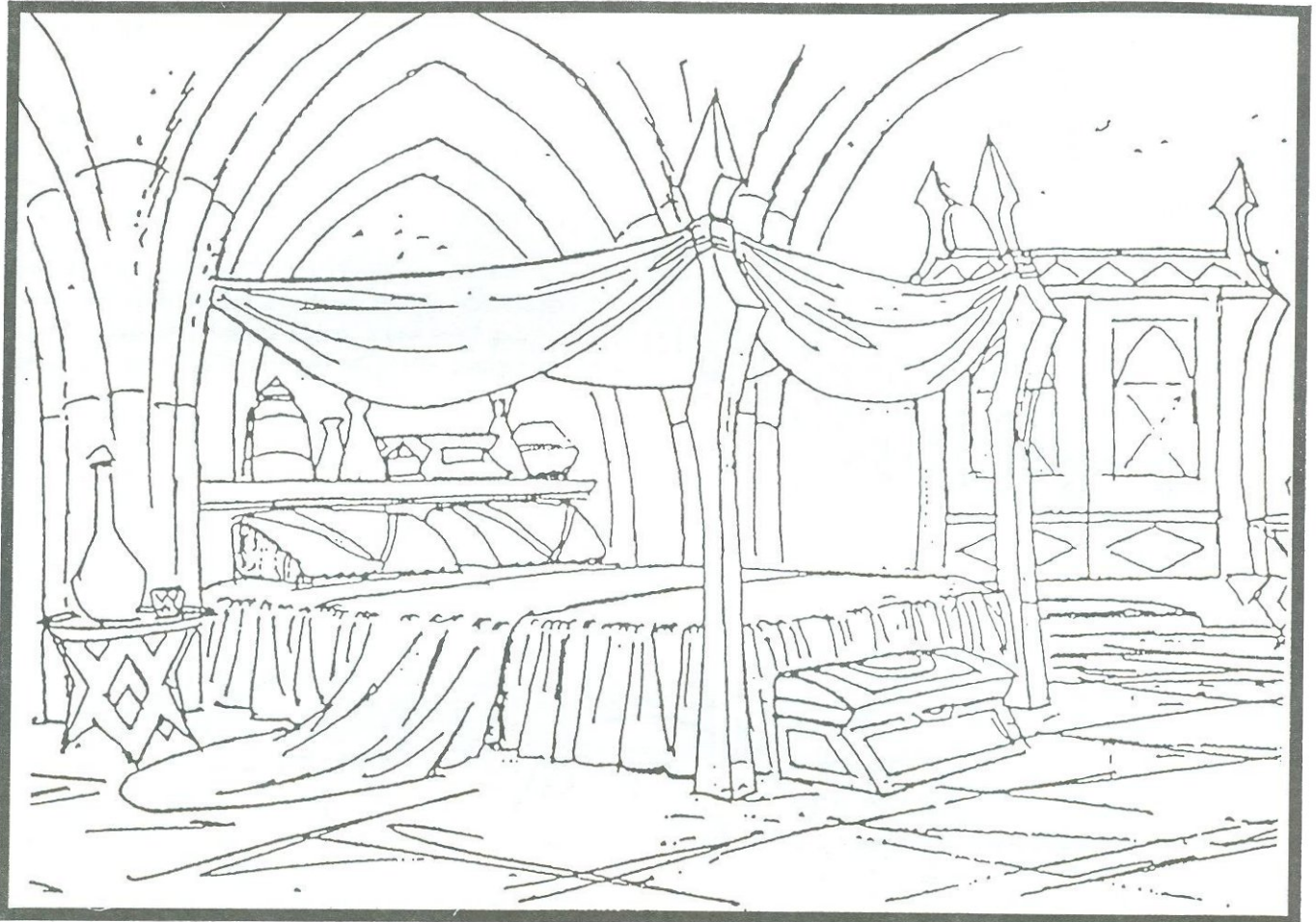
AV: 1D12 (WEAPON)

NE: 4

DX: 14

MR: 12

INITIATIVE: 1D6



If entry is granted, one guard leads the characters through the door and up a three-foot wide circular stairway. It spirals upwards for 50' before ending at a 5' wide landing ending in a silver door. The Guard places both hands upon the door and orders everyone present to do the same. The door is highly magical and is controlled directly by the seven Treasures of Rule that are housed within the Lighthouse. Everyone must touch the door in order for the Treasures to determine if the individuals' true intentions and thoughts are pure and for the good of Octopon and Mer. If their thoughts are noble and they have no wish to steel or harm the Treasures, the door slides into the ceiling and disappears. If the Treasures sense any harmful thoughts or emotions, everyone on the landing with evil intentions immediately sustain 250 wound points. Even if they manage to survive this assault, those affected are instantly phased outside of the Lighthouse. They appear 450 feet in the air (at the top of the cliff) and plummet to the jagged rocks below, doing 10D10 wound points to those that cannot save themselves by flight or magical means (at MP discretion).

As the door was created by the combined might of seven of the Treasures of Rule, it cannot be destroyed, nor can it be affected by any magic. The only creature in existence that may have a chance of getting through it is the Dark Dweller and then only at a great price (which should be determined by the MP).

Once the silver door has been passed through, a 20' by 20' room is entered. A beautiful canopied bed adorned

with bright blue sheets rests in the eastern corner of the room, with the remainder of the room taken up by an elaborately carved wooden chest, a 6' high wardrobe with double swinging doors, a small table, and two plush, comfortable-looking chairs. The guard explains that this is Jenna's bedroom. The chest and wardrobe are filled with Jenna's clothing and personal belongings, and there is nothing of value within the room.

A second door leads to a 5' by 5' landing, with 75 feet of stairs leading upward. The stairs end at an open wooden trapdoor, which the guard bids you to enter.

Once the door is passed through, the characters enter a 25' by 25' room with Jenna standing silently in its center. After a moment's hesitation, she greets everyone and asks what she may do for them. She is civil and polite but seems to be preoccupied with something. If questioned about what is preoccupying her or if presenting her with a Treasure of Rule, she leads the characters through an opening in the eastern wall. This leads to a 35' room with seven of the Thirteen Treasures of Rule embedded in the walls. Jenna points to them and explains that they have been glowing strangely for the past few weeks. She is afraid that they are trying to warn her of impending danger. At this point she sighs and states that everyone must wait to see what this cryptic sign means. However, Jenna believes that this sign represents the strengthening of the Dark Dweller.

At this point the characters will either give Jenna one of the remaining six Treasures of Rule or be asked to go

on a Treasure Quest for one. If offering a Treasure, it flies from Jenna's hands and embeds itself in one of the walls with the others.

MP NOTE: This is a great way to get the characters involved in another heroic quest for saving Mer.

JENNA

ST: 09

DX: 12

IN: 22

HL: 15

MR: 22

LM: 80

HM: 50

AV: 1D4 (WEAPON)

WD: 35

INITIATIVE: 1D8

MV: 100'/50'—

SKILLS

Ancient Language

Arcane Lore

Bureaucracy

Meteorology

Sailing

Sea Lore

SKILL POINTS

16

19

16

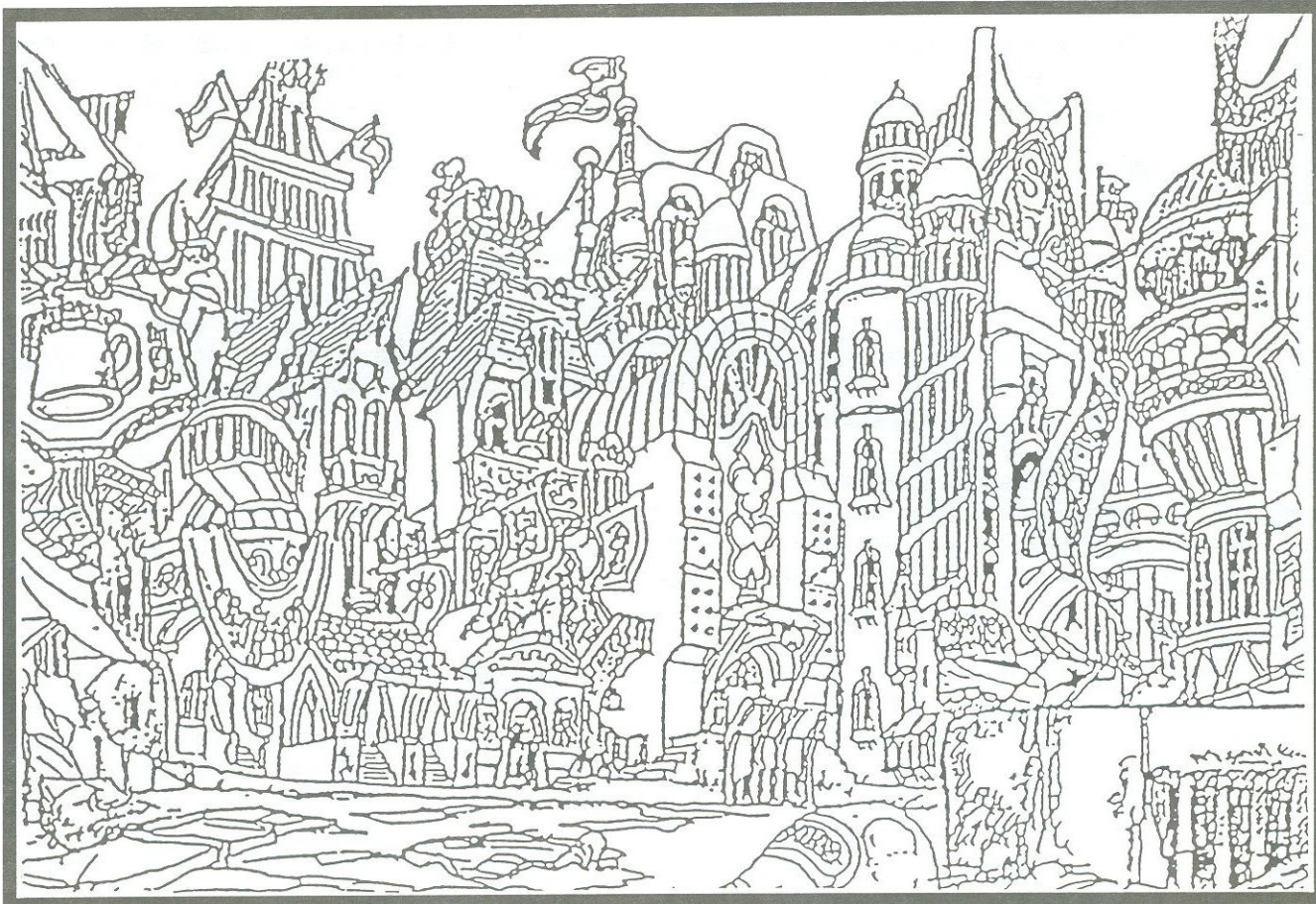
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17

MP NOTE: The last six Treasures of Rule are not described herein, as the quest for the first seven should take quite a while to accomplish. However, the last six Treasures are to be described in a future product.





JANDA TOWN

CLIMATE: SUB-TROPICAL

POPULATION: 50% HUMAN,
50% HUMANOID

TREASURE OF RULE: YES

HISTORY

Earliest records indicate that Janda Town was founded over 300 years ago as a stockade for a small group of weary explorers who were attempting to chart Mer's seas. However, after their treacherous trip, this new land seemed very appealing, and they decided to stay. The leader of the group, Kray Janda, named the entire area after himself, thus making him immortal. At first there were perhaps 50 houses made of wood, stone and clay. As time progressed, however, word spread quickly of this new-boomtown, complete with a natural hidden port and miles of supposedly safe land.

At first, only a handful of pilgrims arrived, and it was not until about 100 years ago when pirates realized that Janda Town was a safe base of operations. Therefore, the town's population began to swell.

GEOGRAPHY

Janda Town is a bustling port city that boasts the largest contingency of bars, game houses and undesirable individuals anywhere.

Despite its population, Janda Town is a beautiful city where extravagant, multi-hued blossoms cover every inch of open ground. Its large urban area covers almost 14 miles, much of it being built on undulating hills. Although most of Janda Town's structures are built from

mortar and brick, a large number are constructed of wood and placed on stilts to catch the cooling breezes and to help keep them from flood waters.

Miles to the north of Janda Town, a large waterfall, aptly named Janda Falls, cascades off the nearby cliffs and forms Janda River which loops through the heart of the town.

Despite the large size of Janda town, the areas to the east and west of the city are mountainous and inhospitable, and, therefore, largely unexplored. In actuality, once a mile-wide mountain range—which reaches heights of 800' to 1500'—is passed, a lush, pristine paradise stretches for miles in every direction. Due to its secluded location, this land is extremely wild, and creatures of all types prey freely on all intruders.

POPULATION

Janda Town has approximately 1000 permanent residents, the majority of which are business owners or traders. However, its transient population is large and dwarfs the city's residents. Ninety percent of the Town's transients are pirates, most of which have a gruff, mean demeanor and are almost always looking for a fight. Pickpockets abound and mercenaries of all races sit in its bars awaiting lucrative employment.

PLACES OF INTEREST

PORT OF JANDA

Janda's Port, virtually a thieves' market, is a city within itself. However, instead of permanent dwellings, all business is conducted ship-side or on the ships' decks themselves. As long as the buyer is unconcerned how the merchandise was acquired, almost any item can be purchased for a greatly reduced price. In order to determine who is selling what, there is a 50% chance that any longshoreman will know what and where a specific item can be purchased and will divulge this information for a price (at MP discretion).

NOTE: The MP is responsible for determining what items are available and their costs.

There are at least 5D6 ships docked here at all times, and the port is always bustling with activity. If a lone individual or an unrecognized group is seen, there is a 75% chance that 2D6 pirates approach and try to intimidate the individual(s) into revealing what he or they are doing there. The pirates do not attack unless provoked, as they are merely patrolling the area to be sure no one is trying to bring them to justice.

If treated roughly in return, the pirates laugh and continue on their way. If the individual or group reacts in a cowardly manner, the pirates demand a tribute of 10 gold pieces in order for the coward(s) to stay in the vicinity. However, as before, if their request is refused, or if they are stood up to, the pirates laugh and continue patrolling for potential "trouble makers" and cowards.

PIRATES

DD: 2D10

LM: —

HM: —

MV: 100'/100'/—

IN: 08

AR: D

AV: 1D8 (WEAPON)

NE: 2D6

DX: 17

MR: 2

INITIATIVE: 1D6

JANDA RIVER

Janda River flows through Janda Town before it stretches east to west in a slow, meandering manner.

The river is heavily used by traders barging their goods to and from their outlying farmsteads. However, except for this small area, the area surrounding the river is wild and dangerous and is rarely traversed.

At its deepest point, Janda River is only 12' deep, therefore, only rafts, canoes or shallow-bottomed boats may traverse it.

For each hour spent on the river, there is a 40% chance of encountering 2D12 Tress or 1D10 Crocmen (see the appropriate creature sheets for details).

JANDA FALLS (CLIFFS OF THE SIREN)

Janda Falls consist of three, mile-wide, interconnecting crescent-shaped waterfalls which cascade over an 800' cliff, before emptying onto tall jagged rocks. A thick mist covers a 350-yard area directly around the falls. Rainbows flicker and fade in a heartbeat throughout this area. The mighty roar of the water muffles all but the loudest of sounds. Although the cliffs are steep and slick and are all but unclimbable, there is a hilly rise leading to the top of the falls just 30 yards to the east.

The moment anyone sets foot on the rise, a beautiful melodic song can be heard, even above the roar of the water. Any male hearing this alluring sound immediately proceeds toward it unless a successful roll is made against his MR score.

The song emanates from a Siren that dwells at the highest point of Janda Falls (see the Siren creature sheet for details). From this vantage point, the Siren is able to lure ships to their doom and also preys on land-bound individuals.

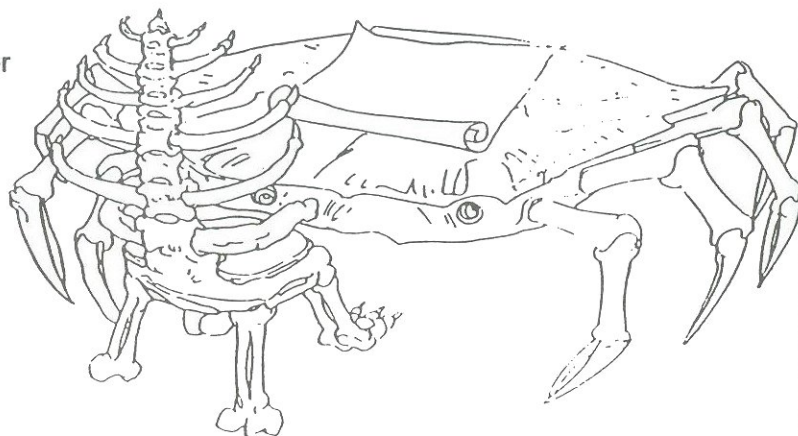
Approximately half way up the path is a small, concealed cave which is the lair of 6 goat-headed Hubes (see the HUBE creature sheet for details). They dwell here in order to collect the never-ending bounty retrieved from the Siren's prey. The Hube ignore anyone proceeding upward, preferring to let the Siren do the killing.

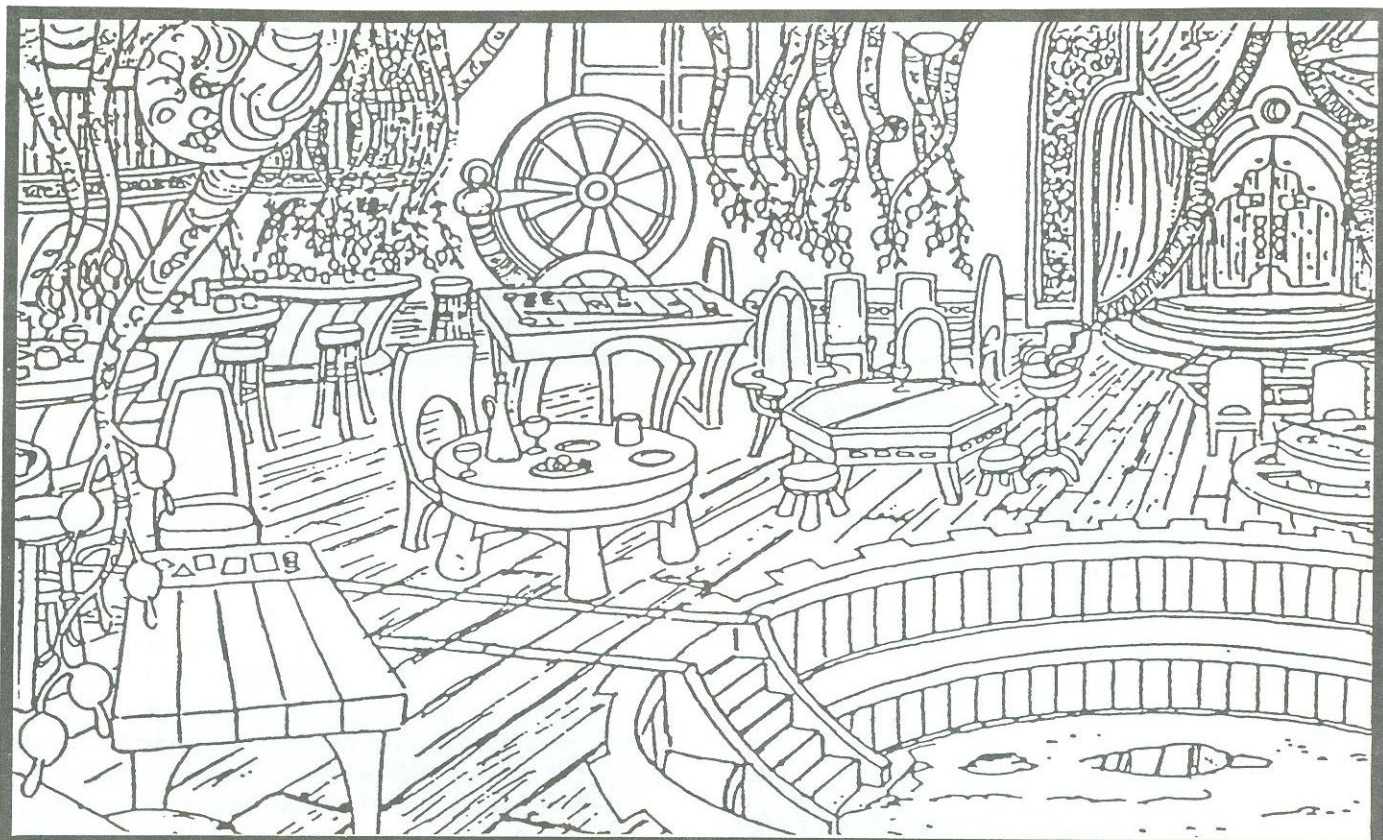
Once the top of the falls is reached, the path continues directly to the river's edge. There, sitting on a single boulder in the middle of the river, just before the water plummets over the falls, waits the Siren (see the SIREN creature sheet for details). This creature appears as an exquisite woman with flowing blond hair and eyes as clear as a baby's conscience.

Anyone entering the water with a Swimming Skill of 15 or lower, unless aided, is immediately caught in the current and carried over the falls in 1D4 minutes.

If the Siren is defeated, the surviving individuals may find the Hube lair. The lair is nothing more than a natural shelter among the rocks. As soon as any survivor comes within 20' of the lair, the Hubes immediately attack and fight to the death.

If the Hubes are destroyed and the lair is searched, the bounty found therein is at MP discretion.





ZOOLIE'S TAVERN

Zoolie's Tavern is the most unique tavern in Janda Town. Its patrons swear that it is the best tavern on Mer. From the outside, it looks like a plain two-story wooden structure, and if it were not for Zoolie's name hanging on a small wooden sign over the door, it would appear as nothing more than a typical house.

Zoolie does not allow weapons of any kind into his tavern, and anyone entering the tavern must give up their weapons to Draig and Idence, the tavern's large, troll-like doormen. If a weapon is not surrendered or is smuggled in, once discovered, 1D20 tavern patrons immediately attempt to subdue the offender, throwing him into the Grudge Pit (see following for details).

The majority of Zoolie's clientele are gruff, no-nonsense pirates who are looking for trouble, and, even though Zoolie keeps his bar relatively safe, there is a 25% chance that 1D6 of his patrons take a dislike to newcomers and challenge them to a fight in the pit. All of his customers are unfriendly and tight-lipped, and only the promise of money peaks their interest.

Zoolie often works behind the bar, and there is a 10% chance that he is there at any given time (see p. 18 of this book for complete details on Zoolie).

The tavern consists of two levels, with the first being a single square room measuring 80' by 80' and the second being comprised of 10 individual 15' by 15' rooms. The bar is 50' long and takes up the entire western wall of the tavern. Thirty stools are situated directly in front of it, with a long tube-like vines emanating from the ceiling and hanging down over each stool. These vines are Cohol Vines, which naturally secrete an intoxicating sub-

stance. For a single gold piece, a customer may drink at these vines for as long as he wishes. No matter the time, there are always 2D8 individuals sitting at the bar.

The center of the room is taken up by a 25' circular sunken pit, which is ringed by a 3' high railing. This is known as the Grudge Pit. When it appears that any of the tavern's patrons are about to fight, everyone in the bar (or as many individuals as it takes) grab the combatants, throw them in the Pit and place wagers on the fight's outcome. The Pit may also be used upon request to settle a dispute, and there is a 10% chance that it is in use each time the characters enter Zoolie's place.

The remainder of the room is taken up by round card tables and typical chairs. This area is used for personal gaming, eating and drinking or simply socializing, and no matter what the time, there are 2D12 individuals occupying the area.

Six of the ten rooms on the second floor are used for storage, three are used for private, high-stakes gambling and the remaining three are guest rooms which are used to house any guests of Zoolie's that may be in town.

KALINDA

CLIMATE: TROPICAL
TREASURE OF RULE: NO

POPULATION: VARIES (SEE FOLLOWING)

HISTORY

Kalinda is a port city known as the home port of the largest fishing fleet on Mer, and was, in fact, founded by fishermen. The waters of this area have always been abundant in game fish, and over time, as this was discovered, more and more people began to gather here to reap the sea's harvest.

In the beginning, Kalinda was nothing more than a small, seasonal, tent village, but as fishing vessels grew larger, and merchants came directly here, it made sense to build permanent dwellings.

As trade grew, shop keepers of all sorts began arriving to buy and sell their wares. In the early days, only a few sellers set up shop in a small open-air market near the center of town. However, as time progressed, hundreds of merchants arrived, and now Kalinda boasts one of Mer's largest open-air markets.

GEOGRAPHY

Kalinda is built in an orderly grid system exactly one mile square and is bordered on its northern side by the river Cols, on the east by miles of rich rain forest, and on the west by countless miles of gently rolling plains.

If one travels west for 36 miles, he reaches a 15-mile wide row of mountains before the sea is again reached. These imposing edifices reach hundreds of feet into the sky and are not easily crossed without wings. The temperature on the tops of these mountains are always well below freezing, often reaching lows of 40 below zero at night. Snow always covers their peaks, and the biting wind often gusts up to 65 miles per hour.

Merian legend states that there is a priceless treasure hidden in a frozen cavern somewhere deep within them, but this has never been proven because no one has ever had the gumption to test their skill against this savage location.

POPULATION

Kalinda's population exudes an air of dignity and respectability, while at the same time giving the feeling that they enjoy the better things in life, such as wine and piracy. Most of its population are either fishermen, shop keepers, or traders. Greed is rampant and offers and counter offers are the main topics of conversation. Like most cities on Mer, piracy is a large problem. However, robbery is the norm, although even that is done in a civilized manner. Murders are rare, and most people do not fight unless given no other choice.

Due to its large market, Kalinda's population is open to most outsiders, no matter what their race, and willingly accommodate anyone with gold. Money talks in Kalinda, and most individuals can easily be bribed, or information extracted from them for the right price.

The only race that is discriminated against in Kalinda

is Monkey Birds, which are considered to be nothing more than slaves. Kalinda law states that monkey Birds are not allowed on the streets unless leashed, and they may not enter any type of dwelling. Instead, they must be tied to a post in front of all establishments while their masters are inside.

PLACES OF INTEREST

ARAKNA ISLAND

Arakna Island, a dormant volcano that was thrust upward from the ocean depths eons ago, lays just six miles north of Kalinda. It is a small tropical island that measures less than two miles in circumference and consists of nothing more than a fifty-foot beach, a volcano and dense, inhospitable rain forest.

Starting three hundred feet out from and encircling the island is a coral reef. Once the reef is reached, even the smallest boats cannot continue, as the water is only 3' deep. The only way to get to shore is to wade through the shallow, warm water. Anyone walking on the reef has a 70% chance per minute of being attacked by a school of Sea Urchins, which continue attacking until the characters are on the island or until the reef is left for deeper water (see the *SEA URCHINS* creature sheet for details).

Anyone setting foot on Arakna Island for the first time has a 15% chance to notice its complete lack of typical jungle noise. Even listening carefully, the only sound to be heard is the surf laughing amongst the reef. Once the beach is left, a thick rain forest is entered, and all movement is halved. The noise made by a passing party will disturb the thousands of Bameme that inhabit the upper branches of the trees, and there is a 45% chance per turn that they drop onto anyone passing beneath them (see the *BAMEME* creature sheet details).

Almost the entire middle of the island is taken up by a 400' high black volcano, and despite the lush vegetation of the island, the mountain is dull and black, with the forest abruptly ending approximately 250 yards from its base, revealing a desolate burned out hunk of ground. From this distance, the mountain appears to have been used for artillery practice, as holes of every shape and size cover almost every square inch of it.

The moment anyone sets foot upon the clearing, a high pitched screeching sound will begin to emanate from the volcano, and grows louder until the mountain's base has been reached, when it abruptly stops. As soon as the noise stops, a multitude of Giant Spiders emerge from the holes, which are actually their lairs, and stream down the mountain, reaching their intended prey in 4 minutes. to attack en masse.

It is rumored that these caves actually lead to a subterranean labyrinth of hundreds of levels stretching miles beneath the earth. However, though countless expeditions have attempted to verify this, no one has ever been able to do so (see the *GIANT SPIDER* creature sheet for details).

MP NOTE: This is a perfect area to incorporate into an existing campaign for an entrance to a dungeon or underground domain.

PANDAWA

(MONKEY BIRD ISLAND)

CLIMATE: TROPICAL POPULATION: 75% MONKEY BIRD,
25% HUMAN

TREASURE OF RULE: YES

HISTORY

The island continent of Pandawa has always been the home to thousands of Monkey Birds, and legend has it that their race was born from Pandawa itself.

Monkey Birds have peacefully existed here for hundreds of years, evolving and living harmoniously with nature. Then, slightly under 200 years ago, an unknown pirate ship landed here for resupplying. In addition to supplies, its captain caught a dozen Monkey Birds to use as free labor. These creatures exceeded his wildest hopes, for once they were broken, they made excellent servants and slaves. As word spread of these new slaves, slavers from throughout Mer descended upon Pandawa, until a slavers' city was created.

At first, Pandawa was only a collection of wooden huts, housing the hundreds of slavers that came to the area. However, as time progressed, those individuals that made a fortune in slaving built grand houses for themselves to occupy when in Pandawa. It is said that these houses are the grandest on Mer as no expense was spared in their building.

GEOGRAPHY

Pandawa resembles a lopsided figure eight, with its residential area on the east and its massive slave market on the west. The area around Pandawa is covered with primeval fern gullies, waterfalls and a plethora of plant species. Lush beaches surround its shores, and a single mountain range divides the island from north to south.

Despite the splendid town, Pandawa is vastly uncharted and unexplored.

POPULATION

Pandawa has under two hundred full-time residents, all of whom are human. These are the shop keepers, traders and barkeepers who run a thriving business supplying the slavers with their wares. Although its population is small, hundreds of slave buyers, their crews and the slavers themselves give Pandawa the appearance of a large bustling city. Anyone who is an apparent outsider, or who seems out of place, has a 85% chance of being mistreated verbally, and if he appears weak (at MP discretion), is captured and sold as a slave.

Only money and strength impress Pandawans, and they see all others as inferiors.

MONKEY BIRDS

Long before civilizations flourished, there existed on Pandawa a culture rich and complex in its customs and life styles. For more than ten thousand years before any Merian visited the shores of Pandawa, Monkey Birds

occupied this land.

Monkey Birds are very superstitious and often link local landmarks with their sacred beliefs. They considered many unique geological locations to be sacred sites, and they consider themselves and the land as inseverable.

Monkey Birds live in large communities of one hundred or more individuals. Their economy is based on the hunting activities of their males and of the fishing and gathering of the women. They take only what is needed to feed themselves, therefore keeping in step with their environment.

Tribal elders, who possess specialized knowledge of the community and land, are given the responsibility of leading the community. Although there are male elders, all of the special ceremonies are conducted by women, and the entire ruling class are female.

There may be a number of Elders, but only one female may hold the rank of Queen. Even though she often consults with the elders, her word is law and is always obeyed. She is as a living deity to her people, and they hold her in extremely high regard.

Queens rule for life, and it is only when another queen egg is hatched that she realizes her death is near. Once every 50 to 75 years, a large golden egg is laid by a tribe member, with the golden color signifying that a new queen is to be born. The incubation period for a queen's egg is unusually long, sometimes taking up to eight years. For some reason, the current queen weakens as the egg matures and dies just after its hatching. Due to the importance of this egg, and its long incubation period, it is hidden securely away in the miles of caverns beneath Royal Mountain in the Cavern of the Egg (see *CAVERN OF THE EGG* in the following section)

PLACES OF INTEREST

SLAVE MARKET

Pandawa's Slave Market is called Lawoola, or "hell on earth" by the Monkey Birds that are held there, as it is a place of extreme cruelty, where merciless floggings, dunkings and acts of mutilations are common place.

The Slave Market is divided into three separate sections, the waiting area, the bidding area and the departure area. The waiting area is covered with hundreds of bamboo cages stacked three high. Although many cages are empty, there are always 5D12 Monkey Birds imprisoned here. The cages are small and cramped, and their occupants have to hunch painfully while awaiting sale. There are always 2D8 slaver guards patrolling the area amongst the cages, both tormenting and guarding the pitiful creatures. For every 10 minutes that an individual remains in this area, there is a 75% chance that the slaver guards approach the individual, bully and provoke him and demand an explanation for his presence in this area. Although they are tough talkers, the slaver guards are used to dealing with helpless Monkey Birds, and if threatened, the slavers quickly withdraw. However, they return within 1D6 minutes with an additional 2D10 slaver guards that attack on sight.

SLAVER GUARDS

DD: 1D12

LM:—

HM:—

MV: 130'/50'—

IN: 08

AR: E

AV: ?? (WEAPON)

NE: SEE PREVIOUS PARAGRAPHS

DX: 13

INITIATIVE: 1D8

MP NOTE: The above statistics should be used for all slavers encountered in the area.



Although the cages are poorly made and can easily be broken by a healthy individual, the Monkey Birds are near starvation and are much too weak to even consider escape. Even if freed by outside means, they are too weak to effectively escape and simply remain near their cages until they are recaptured.

If anyone attempts to free a captive, 2D20 slavers appear in 1D4 minutes and immediately attack.

From this area, the Monkey Birds are escorted to the bidding section by twelve heavily armed slavers. This area consists of a large 50' by 50' raised platform where each day at 10 am, 12 pm and 2 pm the Monkey Birds are bid on. Each auction attracts 1D100 individuals of all races. When the bidding ends, the Monkey Birds are brought to the third section of the Slavers' Market to await their departure to the docks. There are no guards patrolling the departure area. However, any interference brings the wrath of the entire crowd of bidders down on the wrong doers. (It is left up to the MP to determine the strength and make up of the bidders.)

The departing area closely resembles the first, consisting of nothing more than hundreds of caged Monkey Birds. However, now that they have been sold, they have been given large quantities of food and water in an effort to strengthen them for their new employers. Unlike the captives of the first section, if freed, they immediately

attempt to fly away and escape, but they fight to the death if necessary. As before, 2D20 heavily armed guards appear the moment a Monkey Bird is released.

There are always at least 1D12 slaver guards patrolling this area, and there is a 75% chance that they are encountered for each 10 minute period an individual is present. If this occurs, the slaver guards immediately detain him for questioning. Despite their apparent concern, they are easily bribed and quickly release anyone for 10 gold pieces. If a bribe is not offered, or if their questions are not answered satisfactorily, they attempt to take him into custody. If the slaver guards meet resistance, they call for backup, and an additional 1D20 slaver guards and an ecomancer captain arrive within 1D4 minutes. The ecomancer captain immediately casts a Sleep spell on the individual, then, all of the slavers rush in to subdue him. If this does not work, the MP should figure out the next course of action that is taken.

Once subdued, the individual is chained to a large hitching post near the auction platform and sold as an added attraction.

MP NOTE: From this point on, it is left up to the MP to determine the fate of the captured individual(s).

ECOMANCER CAPTAIN

DD: 2D20

LM: 60

HM: 25

MV: 150'/70'—

IN: 18

AR: B

AV: ?? (WEAPON)

NE: 1

DX: 20

INITIATIVE: 1D4

CAVERN OF THE EGG

The egg of the yet unhatched queen is one of the most revered treasures in the entire Monkey Bird community, and when laid, is immediately taken deep within the miles of catacombs within Royal Mountain, located at the center of the island.

The entrance to the caverns is a 6' by 6' cave located near the top of the west side of the mountain, which is so heavily camouflaged that unless its exact location is known, there is only a 5% chance per hour that it can be found.

Once the cave is located and entered, only a small rubble-filled passageway leads downward, and it must be traversed single file. After approximately 250 feet the passage opens into a cavern almost one hundred yards in diameter, with a seemingly endless number of passages branching out of it. The sound of dripping water echoes throughout the chamber, and huge stalagmites grow from the floor like mighty warriors eternally guarding their castle of stone.

There are 101 different passageways leading out of this chamber, with only one of them leading to the Egg Chamber. Passages 1 - 51 and 53 - 101 lead directly to

an indecipherable maze of corridors within the heart of the mountain, and there is a 95% chance that anyone entering these passages become hopelessly lost.

Only passage 52 leads to the Egg Chamber. This passage continues straight for over three hundred yards, before it gradually begins to descend into the bowels of the earth. After another eighty yards the passage opens into a seventy-five foot wide cavern notable for its smooth walls and complete lack of stalagmites and stalactites. Weapons and Armor in various states of decay line the right hand wall, and another passageway is visible at the other end of the cavern. It is apparent that no one has passed this way in years.

This cavern is actually a living entity. Electrical impulses travel through a large concentration of iron ore closely resembling computer circuitry, thus providing the entity with a brain. This brain has complete control of the cavern and can channel electricity in such a way that it is able to turn its walls into powerful electromagnets. During the first minute that anyone enters the cavern, a slight tugging is felt on all metal objects. During the second minute there, those metallic objects not securely attached to an individual are pulled off and fly to the nearest wall where they remain. After the third minute, anyone with a Strength of 15 or less loses all metal hand-held items, and the movement of anyone in metal armor is halved. During the fourth minute, the power peaks, and all characters in metal armor are pulled from their feet and dragged 10' per second toward the nearest wall. However, a character should be allowed to remove himself from his armor in 1D20 minutes.

Once all the characters have left the cavern, the metal items that stuck to the wall fall to the floor. The whole process starts over again if anyone enters the cavern with a metal item.

The second passage leads downward, and after just a few yards, a cold, gusty wind springs up, biting into the skin and chilling everyone to the bone. The air is heavily laden with moisture, and in a matter of seconds everyone is soaked to the skin. A fast moving stream flows along the floor, with the water quickly disappearing into the many cracks and crevices in the cavern floor. The stream continues to follow the passage, and it grows deeper as it progresses. After another fifty yards of this, the passage abruptly ends at a dark, slow moving river, approximately 30' wide and of unknown depth. The passageway can be seen continuing on the far side of the river.

It should not be difficult to determine that the river is only five feet deep. However, it is not apparent that there is a strong undertow that can easily sweep someone off of their feet. Anyone entering the river without proper precautions—tying himself down, etc.—has a 90% chance of being swept away. Unaffected individuals have 30 seconds to affect a rescue or the unfortunate character disappears underwater and remains so for 1D6 minutes. If he survives, he finds himself emerging in the sea on the island's west coast.

Once the river is crossed, the passage continues for almost a mile, with the air becoming noticeably warmer

and less humid. The passage opens into a 35' circular man-made room, lit by rows of flickering torches. Off to the right is a large, plush-looking nest made of straw, brightly colored flowers and earth, with a three-foot golden egg resting delicately in it.

As soon as this chamber is entered, three exceptionally strong-looking Monkey Birds appear and order the trespassers to immediately leave. If the characters do not comply, the Monkey Birds attack and fight to the death to protect the egg.

MONKEY BIRD GUARDS

DD: 5D10

LM: 20

HM:—

MV: 130'/50'/200'

IN: 14

AR: C

AV: ?? (BITE), ?? (WEAPON)

NE: 3

DX: 20

INITIATIVE: 1D4

If the guards are killed, the egg is free for the taking. However, as soon as it is removed from its nest, an alarm goes off in the Monkey Bird Community, and 3D20 warriors immediately rush to the egg chamber, arriving in 1D6 minutes.

If the egg is stolen, the Monkey Bird community does everything in its power to safely get it back. Whatever happens, the thief is hunted by the Monkey Birds for life and is immediately attacked on sight no matter where the thief is or what he is doing.

MONKEY BIRD CITY

The island of Pandawa is the only known location where there is a community of over two thousand Monkey Birds. Monkey Bird City is located in a thickly wooded valley surrounded on all sides by 800', treacherous mountains. The city is built into the trees themselves, and, due to the heavy cover of the tree tops, the city is not visible from the air.

Each tree holds from two to four wooden structures, which are under ten feet in diameter, and, although they are sturdy and well built, appear to be nothing more than large nests with dome shaped roofs.

Monkey Bird City is over a mile in circumference and has a population of twenty-three hundred. Although most Monkey Birds choose to fly from location to location, the entire city is connected by a vast series of tunnel vines, which are large hollow vines that grow up to eight feet in diameter. These vines offer protection from the weather and predators and allow access to all points of the City.

If the City is approached by an unknown individuals, between 1D12 Monkey Bird Warriors fly down to question them.



MONKEY BIRD CITY GUARDS

DD: 2D10

LM:—

HM:—

MV: 130'/50'/170'

IN: 08

AR: E

AV: ?? (BITE), ?? (WEAPON)

NE: 2D10

DX: 17

INITIATIVE: 1D6

If the unknown individuals are non-threatening, the Monkey Birds quickly befriend them and welcome them into their city. If deemed trustworthy, they introduce the outsiders to their queen.

The Queen greets them in a friendly manner, and like her warriors, she willingly befriends all honest individuals. After becoming acquainted, she asks her visitors to help free a number of captured Monkey Birds that are being held in the Slave Market at Pandawa City. She also offers the characters any equipment that they may need to accomplish the task. However, she does not risk sending Monkey Birds with the party for fear that they too will be captured and sold as slaves.

MP NOTE: Details of this mission and how it is accomplished are left up to the MP. However, whatever the mission, it should be difficult to accomplish.

If this is agreed to, and if the mission is successful, the Monkey Bird Queen rewards her helpers with the sixth Treasure of Rule.

MP NOTE: The Queen offers this reward whether or not the characters are on a Treasure Quest.

The fifth Treasure of Rule is a single stone set in the Queen's crown, which, due to its magical nature, prevents itself from being found by mystical means.

From this point on, the visitors are honored guests in the Monkey Bird community and are given any aid that is needed.

MONKEY BIRD QUEEN

DD: 1D10

LM: 75

HM: 50

MV: 130'/50'/145'

IN: 19

AR: A

AV: ?? (BITE), ?? (WEAPON)

NE: 1

DX: 20

INITIATIVE: 1D4

Despite being a very old Monkey Bird, the Queen has an aura about her that befits one of royalty. She is highly intelligent and places the safety of her community above all else.

Although when first met she appears aloof, she is merely determining her guests' intentions and is trying to judge their character. Through years of dealing with individuals and meting out justice, the Queen is a great judge of character, and there is a 85% chance that she is able to detect any falsehood that she is told. If the Queen believes that she is being lied to, she immediately summons 1D10 Monkey Bird Warriors and orders them to remove the offending individual(s).

Although tolerant of all races, the Queen has an intense hatred for Pandawa and its population. If given the chance, she would willingly destroy the city and its entire population. If she believes that anyone has the power to accomplish this, or to free her enslaved people, she attempts to enlist them for her cause.

The Queen willingly aids anyone she befriends, but she only gives the Treasure of Rule to those individuals who have done something meritorious for the Monkey Bird Community—such as freeing slaves from Pandawa.



FLOATING ISLAND OF UNДАР

CLIMATE: (SEE FOLLOWING) POPULATION: 2 GAME PLAYERS,
& CREATURES

TREASURE OF RULE: No

HISTORY

In reality, this is not a natural land mass at all. It was created as a personal playground for two humanoids that refer to themselves as Game Players.

For years, these creatures thrived on gambling and wagered on every possible event. As time progressed, they grew bored with every day events and longed for a game so exciting that they would never grow tired of it. Thus, The Game was born.

Unfortunately, although they loved The Game, no one was willing to play it for them. Therefore, they constructed a special hidden land where their "players" had no choice but to play The Game. Thus, the island of Undar was made.

At first, ships freely stopped at this newly created land mass, not recognizing it for what it truly was. However, as time passed, and word of the horrible game spread, ships steered far and wide of Undar, and again, the Game Players were left without players.

To solve this problem, they used their great magical abilities to encase the entire island with a large air bubble and created a device which allowed it to submerge and resurface at will. Now, Undar travels freely and may appear anywhere at any given time.

MP NOTE: You may either place this island at a random location or assign a percent chance that it is encountered by the players for each day they are at sea.

GEOGRAPHY

Undar is perhaps the most interesting land mass on Mer, for it is located underwater much of the time. It is a small island, measuring less than three miles in diameter, but it has every topographical feature possible. Rain forests flow easily into glacial regions, and desert terrain quickly dissolves into lush grasslands. Rivers and small ponds dot the landscape, and tall butes are located throughout. The entire island is surrounded by tall, hundred foot rock spires that stretch upward until they end in sharp, jagged points.

The island remains submerged until a ship passes over it. At this point, there is an 85% chance that large columns of stone erupt directly under it, and lift the entire ship sixty feet into the air. As soon as this occurs, another 150' rock column rises upward, and the Game Players appear.

Once the Game Players appear, they offer the ship's crew a choice. They can either be dropped from sixty feet, effectively destroying their ship, or they can play The Game for their freedom! If their offer is refused, the column of rock supporting the ship quickly retracts, and the ship plummets to the ocean, sustaining 5D10 points of hull damage. From this point on, there is a 60% chance per round that a jagged column of rock bursts upwards through the ship, causing 1D20 points of hull damage. This occurs until the ship is sunk or has traveled outside of the island's perimeter.

POPULATION

There are only two individuals on Undar, the Game Players, both of whom are powerful Ecomancers. All of the other inhabitants of the island are creatures that are kept for use in The Game.

Once The Game has started, the Game Players place large wagers on how long it will take their captives to reach freedom, how many creatures they will kill and any other part of The Game upon which they can wager.

THE GAME

Any number of players may participate in The Game, with anyone agreeing to play being teleported to the west end of Undar. (It is left up to the MP to determine the number of individuals who may play The Game at any given time.)

The rules of The Game are simple, being nothing more than having its players successfully navigating their way from one side of Undar to the other. Of course, they have to traverse quicksand, rapids, waterfalls, pits, fluorescent geysers, and a multitude of other natural hazards. In addition to this, they must test their fighting ability against the dreaded denizens of Undar.

Although the Game Players are fair judges, they created The Game so the odds are with them. Therefore, any magical items or weapons that the characters possess may not be used. Also, movement spells do not work on Undar.

The island (playing area) is not consistent, and not only changes each time it is visited but also every ten



minutes. Therefore, when The Game is in session, the MP should roll 2D8 and consult the following chart to determine what transpires next. The Game is over when the players are dead or they have reached the end of the playing area.

Once everything has been explored in an area, and the creatures have been destroyed, simply roll the 2D8 again to see what the players encounter next.

Although the terrain is randomly chosen, all of the creatures encountered by the players remain with them until the creatures or the players have been killed.

MP NOTE: This is only one option on how to play The Game. The MP should feel free to create new and unique traps, set a time limit, add creatures or set up a permanent non-random game in order to meet his campaign's needs.

ENCOUNTER CHART

The number given in front of the following descriptions are the number rolled on 2D8.

2. PIT

A hidden trapdoor opens beneath the characters causing them to slide down a slick tunnel for 150' before dropping them into the middle of a muck-filled lake 20' deep and 30 yards wide. Anyone falling sustains 1D12 wound points from the fall, and anyone wearing metal armor or non-magical armor over class C must remove it within 3 minutes or drown. Just as the characters reach the shore, two Hube appear from underwater directly behind them and attack (see the *HUBE* creature sheet for details).

3. OPEN, LEVEL GRASSLAND

No dangers encountered.

4. GEYSER ERUPTS

A 40' column of bright, multicolored, scalding water vents upward causing everyone within a 50' radius to sustain 3D12 wound points.

5. QUICKSAND

A patch of solid-looking ground is nothing more than a layer of plants over a treacherous 25' deep mud pit. Anyone caught in the mud sink 2' per minute until he is completely submerged. Anyone caught in this quicksand must be aided by outside means or there is no escape.

6. BEAUTIFUL POND

The land quickly changes into a flowery glade with a 10' wide shallow pond in its center. The water is crystal clear and calm, and there is no danger in sight. However, the water in the pond is a Self Love potion, and there is a 55% chance that anyone within the area sees their reflection. If this occurs, a roll against his MR score must be immediately rolled, with failure resulting in the character falling madly in love with his reflection and refusing to leave. Once this happens, only a

Remove Curse spell is able to free the afflicted individual from the enchantment. If force is used to remove the afflicted individual, he becomes violent and fights to remain near the pond.

7. FLOATING SKULL

Amongst a group of flowering shrubs is a single skull that is floating 6' off the ground. If anyone comes within 10' of it, a neck, torso and legs quickly grow from the head, and a whole skeleton appears and immediately attacks. If no one approaches the skull, it yells for someone to come near and bury it so that it may rest in peace. This is a lie, and it immediately attacks when anyone comes within range.

The skull cannot be destroyed and appears back in its original location as soon as its body is destroyed. Once back, it may animate again as soon as anyone steps within 10' of it.

FLOATING SKULL

DD: 5D10

LM: 30

HM: 25

MV: —/—/40'

IN: 05

AR: G

AV: ?? (WEAPON)

NE: 1

DX: 06

MR: 18

INITIATIVE: 1D10

8. THE PEAK

The terrain turns rocky and treacherous, and the only safe route is a single, 2' wide path leading up a steep hillside, with the walk up being uneventful. However, as soon as its peak is reached, two Gaziers are found blocking the path downward, and the players may not continue until the creatures are defeated (see the *GAZIER* creature sheet for details).

9. WELL

A single brick well, no more than 3' in height and 4' in diameter, rests directly among a small outcropping of trees. If the well is examined, a spiral slide leading into the darkness is noticed. The blackness is impenetrable. Anything dropped into the well slides quickly out of sight after the first few seconds.

If an individual slides down, there is a 50% that he appears back where he started The Game, and, therefore, must start over.

10. THE BRIDGE

The land abruptly ends at the base of a 200' chasm with a narrow wooden bridge across it. The bridge is supported by heavy chains that are set in marble columns, two on either side of the chasm. Standing at the far end of the bridge is a Et, with its shark head in constant control of its body (see the *Et*

creature sheet for details). The instant anyone attempts to cross the bridge, the Et rushes to impede their bridge crossing and immediately attacks. Once the Et is destroyed, the bridge may be easily and safely crossed.

11. GRASSLANDS

The ground has become lush and rich with 2' to 3' high grass. A gentle breeze carries the fragrance of thousands of wildflowers, and a more beautiful area could not be imagined. However, the players are attacked by 4 Rim (see the *RIM* creature sheet for details).

12. WATERFALL

A narrow rocky gorge leads directly to an 8' wide waterfall with a 1' wide crevice leading to apparent safety just behind it. The water from the falls forms a small pool at the crevice's mouth, then flows quickly downward and out of sight into numerous holes at its base. There is no way out of this gorge except through the crevice, and there is no way to avoid getting drenched by the water when the crevice is entered. Anyone coming in contact with the water must immediately roll against his MR or immediately begins to disrobe, bath and sing loudly, and continues to do so until a Remove Curse spell is cast on him. Touching or drinking the water does not cause harm, only complete immersion (walking under it) causes its effect to be felt.

For each minute that there is singing, there is an 85% chance that 1D4 creatures of the MP's choice appear and attack every one present.

13. MESSAGE IN A BOTTLE

The players come across a swiftly moving, 4' wide stream with a corked bottle floating in the middle of it. Although the water's momentum is fast, the bottle remains stationary as the water rushes by it. The stream is not deep and can be easily crossed. However, if anyone tries to retrieve the bottle, it floats downstream just slightly out of his reach, and only a roll equal to or lower than his DX score allows him to grasp the bottle. The bottle is normal in all aspects, and it is apparent that there is a rolled up piece of parchment in it. It opens easily, and, if read, the note states:

DANGER! THIS NOTE IS THE PROPERTY OF AGUA THE WATER ENTITY. PLEASE DO NOT TOUCH OR OPEN THIS BOTTLE!

As soon as the note is read, the water begins to form into a 14' tall Water Entity, in the shape of a turbulent wave. It then crashes over and attacks the person who opened the bottle (see the *WATER ENTITY* creature sheet for details).

14. GLACIER

The air suddenly becomes bitter cold and the ground under foot turns to solid ice. The wind wails mournfully, and everyone is pelted by thousands of tiny, stinging ice pellets. Due to conditions, visibility is

halved, and anyone who engages in melee does so at a -20 on his AV. As soon as the characters enter this area, they are attacked by 2D6 missile-throwing Coldlings (see the *COLDLING* creature sheet for details).

15. HEAVY JUNGLE

The players find themselves in the midst of an almost impassable jungle. Movement is halved and they must cut their own path to proceed forward. It takes at least 30 minutes to cut through this terrain.

For each 10 minutes of travel, there is an 85% chance that two Beast Bushes attack the characters, and due to the heavy foliage, there is a 90% chance that the Beast Bushes are not noticed until it is too late. (see the *BEAST BUSH* creature sheet for details).

16. DESERT

The ground is dry and barren, and only an occasional tumbleweed shows that there was any life here at all. The sun beats down mercilessly, and everyone is immediately covered with sweat. Everything is quiet for 20 minutes. However, immediately after that, two Spiwak, apparently coming out of nowhere, appear and attack (see the *SPIWAK* creature sheet for details).

WINNING/LOSING THE GAME

All winners are immediately teleported back to their ship, where the Game Players await their arrival.

The Game Player who bet on the players seems ecstatic and beams broadly as he collects his winnings from his counterpart. The loser is quiet and sullen and only speaks in mumbles.

Once the money is exchanged, they wish the players a fair adieu, at which time the columns entrapping their ship(s) slowly lower, and the island sinks from sight.

Any game participant killed while participating in The Game is immediately teleported back to his ship, and no mention of him is made to the contestants until The Game is completed. At this time, the Game Players graciously offer to restore him to life, with the price for this service being him playing another round of The Game—or other price at MP discretion.

GAME PLAYERS

DD: 10D10

LM: 100

HM: 75

MV: (VIA MAGIC)

IN: 20

AR: H (MAGICALLY ENHANCED)

AV: ?? (WEAPON)

NE: 1

DX: 20

INITIATIVE: 1D4

BANJAMAAR

CLIMATE: TROPICAL

POPULATION: BANJAMAARIANS

TREASURE OF RULE: NO

HISTORY

Unknown

BOULDER RING

Banjamaar is a remote island that is encircled by a wall of large flying boulders. This ring of boulders stretches from one hundred yards under water to over three miles above the surface of the water. These rocks constantly circle the island at speeds of over 500 miles an hour, effectively destroying anything that they hit. Only the use of magic or the ability to breathe underwater enables one to get through this ring of death. For example, teleporting directly onto the island or casting a Water Breathing spell in order to swim below the rocks are just two methods that allow a character to circumvent the boulders.

THE VISION

The moment the ring of boulders is successfully navigated, the spectral image of King Primus appears before all present. He warns that Mer is in great peril and only that the ringing of the "great bell" can save the planet. Once these words are spoken, the image fades away and all returns to normal.

In reality, Primus had nothing to do with this vision. It was caused by the Dark Dweller in an effort to fool the characters into freeing a Kiroptus that was trapped by the magic of the Banjamaarians. (See *THE BELL CHAMBER* in the following section for more information.)

GEOGRAPHY

The shore of Banjamaar appears as a rugged, barren coastline, with 20' waves pounding thunderously off of mile-high cliffs. At this point, it quickly becomes apparent that the only place to dock on this island is along the 8 mile stretch of beach in front of Banjamaar City.

The northern section of the island is tropical in nature, with temperatures averaging well over eighty degrees. It is here that the last remaining Banjamaarian city is located. The city stretches eight miles from east to west and two miles to the north and south, with the long section bordering the sea. Its dwellings consist mostly of hundreds of igloo-shaped bamboo huts, with walls made of mud and roofs made from the abundant palms that cover the area.

Although the northern section of the island is warm, the location of Banjamaar and the influence of Mer's two moons have wreaked havoc with the rest of Banjamaar's weather.

The southern part of the island is covered with snow, and temperatures often dip well below freezing once night falls. Glacial activity is common, and there is always at least 1' of snow covering the area.

The eastern and western parts of the island are bar-

ren wastelands, with temperatures often exceeding 115 degrees fahrenheit at mid-day. The entire area is covered with coarse black sand, and the only evident plant life is sage brush and an occasional cactus. Water is nowhere to be found, and anyone traveling through this area must bring a supply or risk death by dehydration.

POPULATION

The only populated area is the city of Banjamaar, on the islands northern shore. At one time, thousands of Banjamaarians occupied this city. However, they are now a dying race, and it is believed that the remaining 300 Banjamaarians living here are the last of their kind. Being a shy, unobtrusive people, anyone entering the city is viewed with suspicion and avoided if at all possible. Although the city is large, its inhabitants live only in the southern most section, and it is here that all activity takes place. The rest of the city is nothing more than a ghost town.

Anyone remaining in the city for more than an hour finds himself being openly followed by 2D8 members of the Banjamaarian militia. They do not interfere with the characters in any way and withdraw if confronted. However, once the characters resume moving, the militia reappears and follows along until the characters leave the city.

BANJAMAARIAN MILITIA

DD: 2D10

LM: —

HM: —

MV: 140'/100'—

IN: 10

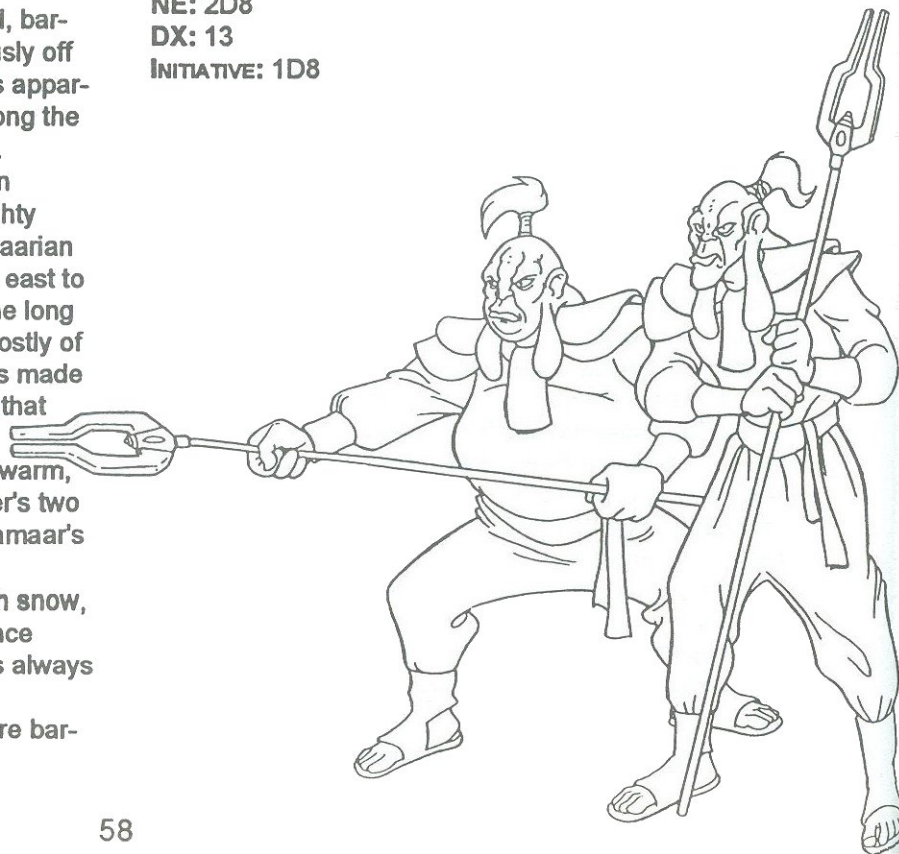
AR: H

AV: ?? (WEAPON)

NE: 2D8

DX: 13

INITIATIVE: 1D8



PLACES OF INTEREST

THE BELL CHAMBER

Located in the exact center of town is a 50' high bell-shaped building, with a single, open-arched doorway in the center of its western wall. It is apparent that the Banjamaarians avoid this structure, although if asked, no one says why. If an outsider attempts to enter the structure, Banjamaarians immediately leave the area, and the militia that have been shadowing the characters orders the entering character to stop. If obeyed, the militia explains that a horrible creature is trapped within a great bell, located in the structure, and no one is allowed to enter it for fear of releasing the evil beast. If questioned, the militia explains that if the bell is rung, the horrible beast will be freed. Even if the guards are told of the vision of Primus, they stand firm and do not allow access to the bell.

If the characters ignore the warning, the militia immediately attacks, fighting to the death. If this occurs, anywhere within 10' of the bell, there is an 80% chance that a weapon accidentally strikes it, causing a deep, hollow ringing to sound.

If all of the guards are killed and the structure entered, only a single golden gong is seen situated directly in the middle of the chamber. If it is struck, the same hollow ringing occurs.

No matter how it is struck, the sound emanates for 15 seconds before dying in the wind. The moment the sound stops, the features of a huge Kiroptus begins to form along the bell (see the *KIROPTUS* creature sheet for details). Just seconds later, the creature becomes three-dimensional and comes to life. Immediately upon forming, the Kiroptus places itself between the gong and everyone present, for if the gong is rung again within 1 minute, the magic of the bell sucks the creature back into its intra-dimensional prison.

If the gong is not rung during this time, the bell begins to dissolve and is completely gone within 5 minutes. If this occurs, the Kiroptus lets out a triumphant yell of freedom and attempts to return to its master. From this time on, the Dark Dweller knows who freed its pet, the Kiroptus, and harasses that person (the degree of harassment is at MP discretion).



TREASURE QUEST

At some point in their adventures, your players may wish for their characters to search for the Treasures of Rule. Following you will find the locations of the first seven Treasures and all of the information that is needed to successfully retrieve them. Note: Only the location of the first 7 Treasures are described herein. However, the remaining six Treasures and their locations will be detailed in future Mindgames products. This information is not set in stone, however, and should be altered to meet the needs of the current campaign before such a quest is attempted. In addition, the characters need to obtain the Sword of Primus, and at least one item that allows them to locate the lost Treasures. It is at MP discretion as to how these items are to be obtained, be they given to the characters at the start of an adventure or the objectives of another quest. (see *TREASURES OF RULE* on p. 26)

Questing for the Treasures is very difficult, and your players should be experienced and their characters powerful before allowing them to even start such an adventure.

FLOATING CORAL REEF

The Floating Coral Reef is a free-floating type of coral that has been the bane of Merian ships for hundreds of years. The reef is 160 miles in diameter and floats at speeds up to 25' per hour while usually remaining just three feet beneath the water's surface. Each day the characters are at sea, there is a 5%, non-cumulative chance that the ship they are on runs into the reef.

When waves reach over 20' in height, there is a 25% chance that the reef submerges and travels underwater for 1D4 days. If this occurs, there is an 10%, non-cumulative chance per day that the reef surfaces directly under a ship.

If a ship is actively searching for the reef or is trying to follow or pace it, there is a 90% chance per 10 minute period that the reef suddenly changes its course and traps the ship.

Once a ship becomes trapped on the reef, the crew has to wait until the seas become rough again in the hopes that the reef sinks, thus enabling the ship to float free. (MP NOTE: It is possible that magic could be used to free a ship. For example, a water entity or a Raise Water spell could theoretically float the ship free.)

Even though countless ships have been trapped or wrecked on the floating reef, very little remains of their presence. This is because most items are washed away when the reef submerges, or they simply float away in the strong tide that is produced by its movement.

The only item of value on the reef is the first Treasure of Rule, which is hidden within a Gold Fish (see the *GOLD FISH* creature sheet for details) near the center of the reef.

In order to retrieve the Treasure, it is necessary to traverse the reef, and, due to the strong current, there is an 85% chance per minute that anyone in the water is swept off of his feet and carried 50 yards per minute until his footing is regained.

Due to the abundance of fish living in the coral, many predators dwell here also. Therefore, for each hour spent on the reef there is a 50% chance that a creature is encountered (the type of which is at MP discretion).

DRAGON'S MAW

This unique landmark is the most wondrous feature on Mer, being an elevated river running over the top of a mountain range that rises hundreds of feet above the sea, thus forming a multitude of waterfalls which spill over and between the mountains—refer to the *WORLD OF MER MAP* for its location.

The water within the Maw flows at extreme speeds, and there is always a 50+ mile per hour wind blowing in a northerly direction. Therefore, the Maw may only be entered from its southern side. Once entered, all ships are carried along at speeds in excess of 60 miles per hour, and only minimal navigation is allowed. Due to this, there is a 45% chance per 10-minute period that the ship remains in the Maw that it is carried over one of the numerous waterfalls and smashed on the rocks below.

There is only one calm area in the Maw—a 50' bay located exactly in the Maw's center—and it is here, in an abandoned crumbling tower, that the second Treasure of Rule is housed.

Due to the strength of the wind, there is a 70% chance per minute that anyone flying near or scaling the tower and carried along with the wind 1D100 feet. The results of such an event are left to the MP's discretion.)

ANDORUS

MP NOTE: See *ANDORUS* on p. 34 of this book to determine the events leading up to this point.

The moment that concentration is broken with the Viva Tree, a six-foot thick root moves aside, revealing an eight-foot wide circular pit. The sides of the pit are glass smooth and are not climbable. The only way down is by the use of magic or by the use of an extremely long rope. Anyone descending into the pit continues downward for over 800' before finally landing on a 8' wide platform of stone, with sheer cliffs on all sides. The walls, which are over one hundred feet away, are not visible, and it appears that the pit below is bottomless.

The only way off of the platform is by the use of an invisible bridge protruding from the east base of the cliff, and if it is not found, only the ability to fly or certain magic (at MP discretion) allows one to proceed.

Once the pit is crossed, the only way out of the area is through a man-sized passageway leading east. The passage continues for 300 yards before opening into a single 8' wide ledge with cliffs on either side, and, due to the treacherous nature of the cliffs, there is a 45% chance that the ground gives way, with anyone there falling to his death unless he is tied to an unaffected person, can fly or is equipped with a suitable spell to stop his fall.

The ledge, after 150', ends at a 30' circular ledge surrounded by sheer cliffs, with hundreds of bones of all shapes and sizes littering the area. From here, only a single rope bridge extends outward for 30' leading into another passageway to the east.

The skeletons are harmless, and nothing of interest is amongst the debris.

The bridge is made a strong, six-inch thick vine-like substance, with the wood of its base appearing thick and strong. If tested, the bridge appears to be able to easily hold the weight of anyone present.

Once the bridge is crossed a similar sized passage continues for 30', before ending in a solid golden door with a single, large lock in it. This door was formed by the Treasure itself, both to keep thieves away and to keep a Blight (see the *BLIGHT* creature sheet for details) safely locked away with it. This door can only be opened by inserting the *SWORD OF PRIMUS* into the lock (see *SWORD OF PRIMUS* on p.25 for details). When this is done, the door slides into the ceiling, revealing a 40' by 40' cavern, completely covered with the limbs and husks of dead, decaying trees. The center of the room contains a six-foot tall natural rock dais with the third Treasure of Rule resting atop it. The limbs and branches are the parts of two Blights, which immediately attack anyone entering the room.

As soon as the Blights are defeated and the Treasure obtained, the roof of the cavern opens, and hundreds of colorful vines and flowers begin to grow on all of the walls. This was the last area of evil that the Viva Tree needed to purge from the land but was unable to do

so until the Blights were destroyed. The vines are solid and may be used to climb out of the cavern to freedom.

MIRAGON

MP NOTE: See *MIRAGON* on p. 36 of this book to determine the events leading up to this point

Once the party has left the hut in search of the Treasure, Roulette begins to talk and continues to do so ceaselessly. He insults everything and everyone around him and ignores all threats to stop. Between insults and sarcastic comments, he points the way to the Loaq flower. (It is left up to the MP to determine the location of the flower and the obstacles needed to be overcome.)

Between insults, Roulette also explains that in addition to turning Sand Crabs, the Loaq is also a "cure all" that can heal anything. (Roulette does not know that Loaq cannot turn a Sand Crab [Gallquin], he is merely repeating what he has been told.)

Only one Loaq flower is to be found, and once found, an accident should befall Roulette. Whatever happens, his bowl should break and the liquid completely spilled. At this point, Roulette begins to slowly suffocate. Once this occurs, no spell or healing item is able to cure him, and no matter what is done, he continues to weaken. While this is happening, there is a 90% chance that someone thinks of using the Loaq to try and cure him. If the flower is placed on him, he begins transforming back into his original self, with his fish tail being replaced by short feathery human legs, and twin butterfly-like wings sprouting from his back. When the transformation finishes, Roulette screams with glee and does multiple aerobic loops around everyone's head. Realizing what has been done for him, he immediately offers his aid in retrieving the fourth Treasure of Rule from the spire.

If the Loaq flower is not used to heal Roulette, he dies in 6 minutes.

If Roulette is cured, he immediately leads his newfound friends to the base of the spire and tells them to wait. He then flies up to its highest point, dodging Gallquins at every foot, retrieves the Treasure and returns it to whomever was the holder of the staff. The minute this is accomplished, Slaggon appears with his pet Hawk Knife and attacks (see *MIRAGON* on pg. 35 and the *HAWK KNIFE* creature sheet for details on Slaggon and his creature).

If Roulette is dead, or if the characters head toward the spire before looking for the Loaq, they are stopped just short of the spire's base by an apparent earthquake. In actuality, the shaking ground is being caused by a seemingly endless number of Gallquins "leaping" from the ground, and crashing thunderously back to earth (see the *GALLQUIN* creature sheet for details). At this point, without Roulette, the Gallquins must be fought and destroyed in order to retrieve the treasure.

As before, the minute the treasure is retrieved, Slaggon appears with his pet Hawk Knife and immediately attacks.

ROULETTE

DD: 1D8

LM: —

HM: —

MV: 40'—/160' (ONLY IN NATURAL FORM)

IN: 10

AR: A

AV: 1D4 (BITE)

NE: 1

DX: 25

INITIATIVE: AUTOMATIC

SLAGGON

DD: 1D12

LM: —

HM: —

MV: 120'—/—

IN: 19

AR: A

AV: 1D8 (WEAPON)

NE: 1

DX: 20

INITIATIVE: 1D4



MOBO ISLAND

NOTE: See *MOBO ISLAND* on p. 38 of this book to determine the events leading up to this point

Once the characters leave Mobo village, they should proceed directly to the Feryx lair, which is at the highest point in the island's mountain. The climb should be uneventful until the time that the layer of Stekka Fog is encountered. Remember, the fog is corrosive, therefore, ropes, ladders and like equipment will dissolve when in contact with the fog. It is left up to the MP to determine how the fog may be safely passed, but some common ideas would be to use magic to blow a corridor through the fog, or risk personal damage by using metal ladders or spikes to climb.

When the fog is successfully navigated, a 30' ledge leading to a large cave opening is seen. As it is approached, the sound of loud heavy breathing is heard emanating from within, and with each exhalation, a 20' by 20' cloud of Stekka Fog blows out of the cave. There is a 65% chance that for each minute anyone remains on the ledge that the wind blows the fog onto him, causing 2D10 wound points.

The cave is 80' in diameter with a 45' long, sleeping Feryx curled in its center. Although the Feryx appears asleep, it is really awake. The moment anyone steps into its lair, it opens one large yellow eye, rises on its haunches and attacks (see the *FERYX* creature sheet for details).

If the Feryx is destroyed, the lair may be searched. Scattered all throughout the cave are the remains of partially eaten Mobo, bones of all sizes and a large grass nest. Within the nest can be found the object of the search, the fifth Treasure of Rule.

Upon the death of the Feryx, the fog bank around the island begins to clear up and totally dissipates in 24 hours. In addition to this, the Mobosian's wings begin to grow back, as it was the constant exposure to the Stekka Fog that kept their wings from growing.

From this point on, those who vanquished the Feryx are honored guests and treated as kings.

PANDAWA

The sixth Treasure of Rule is given to anyone who helps the Monkey Bird Queen free her enslaved people (see *PANDAWA* on p. 51 for details).

CORAL REEF

The seventh Treasure of Rule is found on a floating Coral Reef in the mouth of a Gold Fish (see *FLOATING REEF* on p. 60 for details).

