

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

Two Six-Sided Dice Roll

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

*If at least equal weapon length **may melee

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

Circumstances:

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

Panic Random Action Table

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

NON PLAYED CHARACTER CUTUPS

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

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

	1	2	3	4	5	6	
1	Sneezed-On	Spit-On	Barf-On	Fall-On	Spill-On	Told-On	This is to be used at judge's discretion, in large crowds, taverns, on the street etc.
2	Cursed	Insulted	Demanded	Stabbed	Dragged	Mocked	
3	Tripped	Slapped	Punched	Shook	Jabbed	Scratched	
4	Pinched	Challenged	Accused	Pulled	Pushed	Kicked	
5	Robbed	Attacked	Butted	Gagged	Bit	Gripped	
6	Laughed-At	Nibbled	Asked	Helped	Licked	Befriended	
7	Drooled-On	Begged	Angered	Grabbed	Searched	Propositioned	
8	Fondled	Hugged	Kissed	Petted	Complimented	Attracted	

NEGOTIATION Two Six-Sided Dice

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

Adjustments to Roll:

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

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

Negotiations assume a level of intelligence by both parties.

HIRELINGS

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

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

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

CIVILIZATIONS & TECHNOLOGICAL LEVELS

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

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

POPULATION DENSITY

The population density of an area will largely be determined by the civilization and tillable land within the area. There is 13,856 acres and 21.65 square miles in each 5 mile hex. Hunting tribes require one square mile per member while one square mile of farmland will support a population of 320. Agriculture requires a density of 30 per square mile for maximum utilization. A village of 220 pure hunters would require a hunting range of ten hexes for support. A village of 660 farmers which farmed an entire hex would support an additional 5740 population group.

The wilderness map assumes all hexes are lightly wooded excluding mountains. The woods shown are especially dense, requiring horsemen to walk mounts. The only true clear terrain hexes are those within and adjacent to the names of plateaus and plains. Tillable land in the farmland cleared by farmers. Any civilization above two has 10-100% tillable land within the hex in which it is located. Thus, agriculture hexes will support a population of 640 to 6400. When entering a hex containing a village, tower or castle, a 6 on a six-sided die indicates that the feature in question has actually been found, a 5 indicating that a small farm or hamlet (10-60 population) has been found instead. Players following a road, coastline or river that intersects a village, negates the necessity of 'encountering' same.

BARONIES

Upon building a stronghold, a player-character must clear every four hexes (five miles each) radiating from the hex in which his stronghold is located. While clear terrain hexes can be maintained monster free by patrols, mountainous, swamp and dense wood hexes cannot be maintained free of monsters. For this reason, barons usually do not maintain patrols in these areas, preferring the more tillable clear terrain and hilly hexes.

Investments will increase the population of a hex by ten able bodied men per month per 1000 GP invested. Adjacent hexes are affected at the rate of five men per month unless mountainous, swamp or dense forest hexes.

INCOME

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

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

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

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

Population centers can be converted in alignment by:

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

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

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

MCM



MALEVOLENT CHARACTER MODULE

This new section will feature short synopses of a wide range of 'medium duty' type monsters and their entourages. Depending upon the 'violence level' of your campaign each module might be the basis for a whole game or series of games. It is important to try to keep the character alive to fight another day, if possible, for a 'recurring animosity' can add a lot of excitement to your campaign.

COUNT KALEDRIC	FTR	N	12	62	-5	10	17	17	15	16	17	16	+3	Rapier +2	Dagger
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The 'Co-ordinator' is the secret identity of Count Kaledric, a party-giving social bore and supposed weakling. The Co-ordinator wears a black mask and

cape into action. He is a widely feared and mysterious personal avenger of the Overlord. Some believe him to be the secret god or demon of the Overlord. The hushed rumors are justified as the Co-ordinator is able to draw upon an arsenal of weapons and beings to carry out his missions which give him god-like powers and demon-strength. The Co-ordinator always chooses one victim at a time and strikes at the most advantageous moment. He rarely kills, preferring to break Lords to crippled slaves, magic users to mindless beggars, and clerics to helpless hermits.

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

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

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

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

GUIDELINES TO HUBERIC OF HAGHILL

BACKGROUND *Hex 2321, Campaign Map One*

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

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

MISCELLANEOUS METIONABLES (Unless otherwise noted)

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

LEGENDS & RUMORS

Drifting Dythor and the Djinn: an aged panhandler with a magic bottle.

The Golden Tree: a vampire tree with golden apples.

The Silent Strand: a sea-shore inhabited by murderous moles.

The Grateful Grasshopper: wishes granted by a shape-changed god.

The Infinite Sword: a +1 sword which extends into the etherial plane.

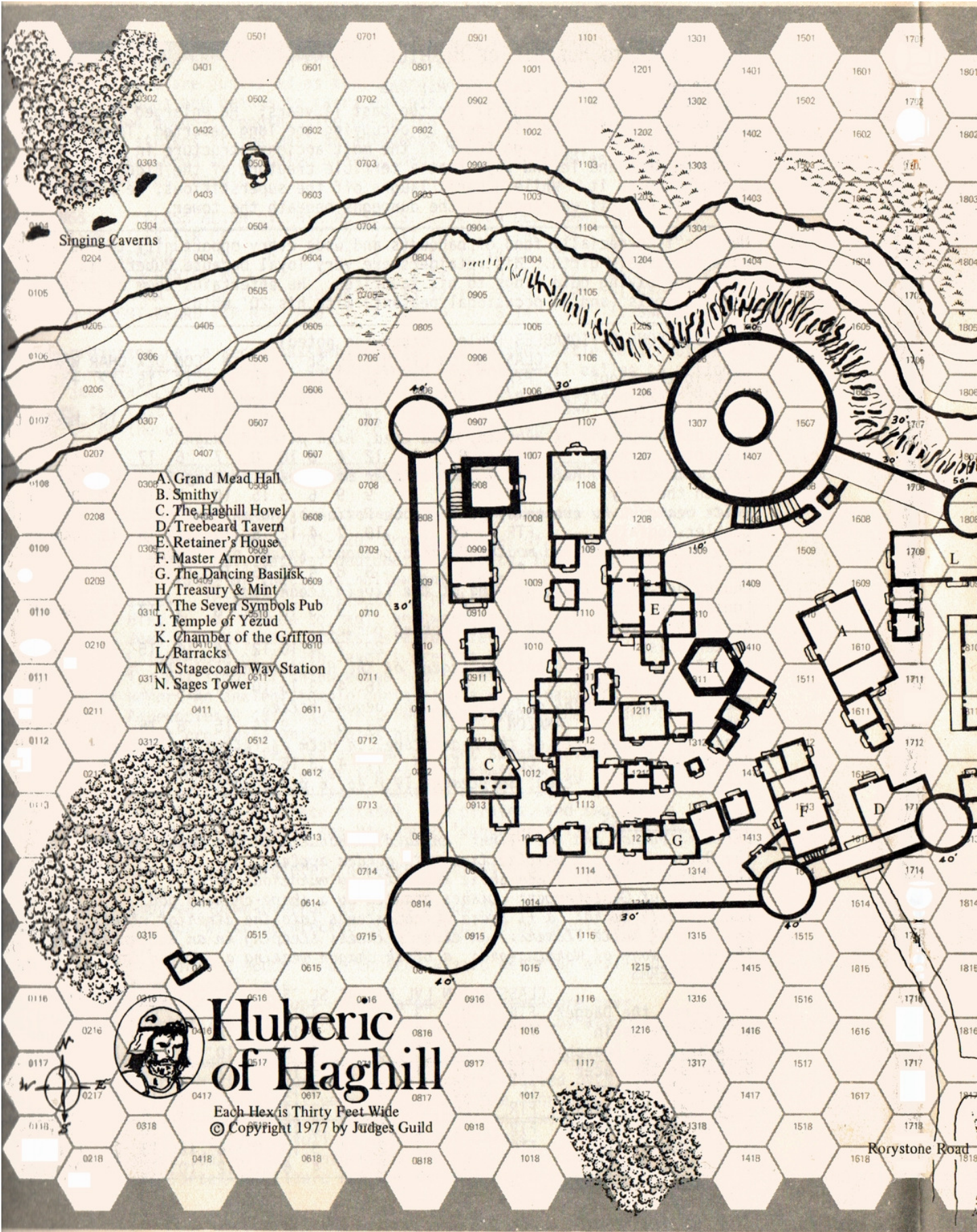
The Lady of White Flowers: an elven princess sleeping in an enchanted field.

The Jewel-Worm of Wormingford: a black dragon wearing a jeweled crown.

SHOPS/TAVERNS

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

(see map on next pages)

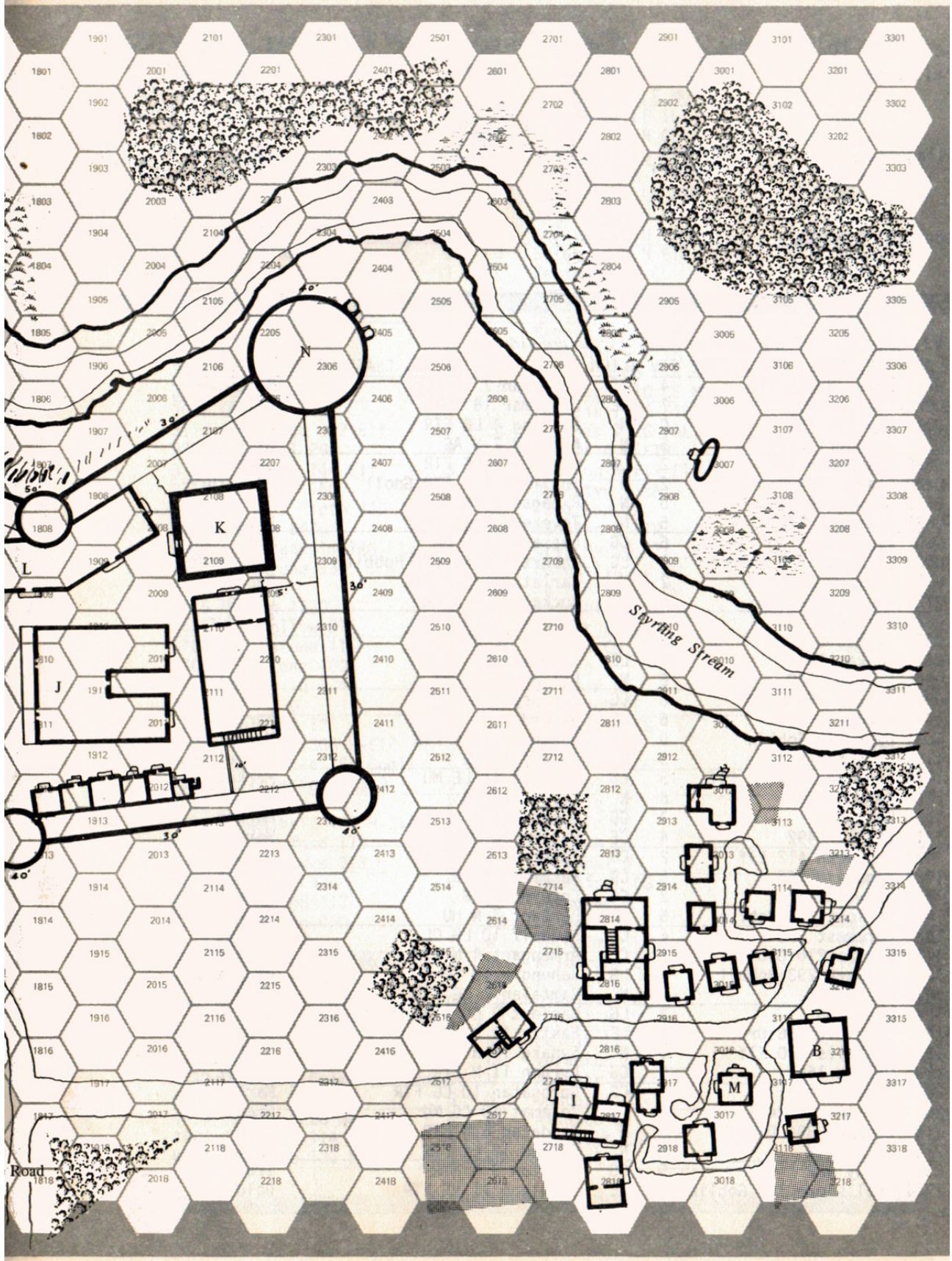


- A. Grand Mead Hall
- B. Smithy
- C. The Haghill Hovel
- D. Treebeard Tavern
- E. Retainer's House
- F. Master Armorer
- G. The Dancing Basilisk
- H. Treasury & Mint
- I. The Seven Symbols Pub
- J. Temple of Yezud
- K. Chamber of the Griffon
- L. Barracks
- M. Stagecoach Way Station
- N. Sages Tower

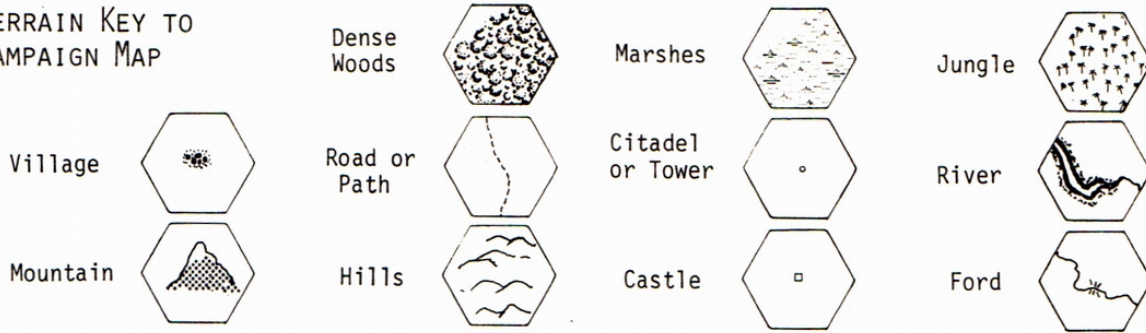
Huberic of Haghill

Each Hex is Thirty Feet Wide
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Rorystone Road



TERRAIN KEY TO
CAMPAIGN MAP



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

LOCATION	NAME	POP.	& TYPE	CIV	ALIGN	RULER	LVL	ALIGN	CLASS	TYPE	RESOURCES
0115	Grita Heath	110		4	CG	Iskarban	7	LG	CL		Spices
0122	Caelam	490		7	CE	Jiralmar	16	N	TH		Pelts
0210	Havocia	155		0	N	Gartang	4	LG	FTR		Flint
0231	Jasonryria	252		5	N	Nativad	7	N	AS		Silk
0328	Shavenoar	140		2	LG	Markant	5	CG	FTR		Copper
0428	Skaney	284	Gnoll	2	N	Foxiling	4	N	FTR	Gnoll	Furniture
0510	Greybeard	445		5	N	Rabagan	8	CG	MU		Tin
0531	Charnock	470		5	N	Tovekerd	9	CE	TH		Lead
0607	Irungsway	180		6	CG	Lepsarn	13	N	MU		Oil
0633	Wildwood	154	Hobbit	3	LG	Agbertal	9	CG	FTR	Hobbit	Vineyards
0703	Finmark	300		2	N	Barlatarn	15	N	FTR		Pearls
0727	Red Cliffe	126		4	N	Rockaster	9	N	DR		Copper
0823	Springle	366		6	CG	Hanutar	8	LG	FTR		Sulphur
0828	Hlymadle	340		4	n	Burlak	12	CE	CL		Zinc
0831	Hankam	183		6	LE	Stapelan	11	CE	MU		Market
0905	Smitten	460		6	N	Belian	14	N	MNK		Market
0907	Elixer	390	Dwarf	0	CG	Cortnay	9	N	MU		Market
1013	Hindfell	334		6	CE	Garerd	7	N			Market
1031	Dart	270	Goblin	0	CE	Hetvamar	13	N	FTR		Market
1123	Lakenheath	515		3	N	Runalf	12	LE			Market
1128	Landmarch	442	H-Elf	5	LG	Tornald	11	LE	MU		Market
1209	Bernost	488		6	N	Malric	12	CG			Market
1308	Doom	305		3	CG	Gubard	11	N			Market
1313	Catalan	492		4	CE	Eablin	10	N	DR		Market
1423	Anguikan	412	Elf	2	CG	Tabernas	13	CE	IL		Market
1429	Bondmaid	166		5	CG	Hakaman	15	LG			Market
1533	Hunwood	452		2	CG	Coturn	12	CG			Market
1609	Wenlock	220	Goblin	5	CE	Berbant	7	N	MU		Market
1623	Foremost	350		4	CG	Redwulf	10	LG	CL		Market
1715	Hledra	216	Goblin	5	CE	Armengart	4	N	FTR		Granite
1720	Bulwark	293	Hobbit	4	LG	Jahungir	10	CE	CL		Pipeweed
1812	Smite	310		3	N	Ramtalan	7	CG	FTR		Iron
1815	Omen	236		2	LG	Banfort	9	CG	FTR	Dwarf	Gold
1907	Crucible	166	Orc	1	LE	Fastis	11	LE	FTR		Iron
1934	Sunfells	410	Elf	6	N	Synake	14	N	TH		Market
2004	Orlage	166		5	CG	Lyrdan	11	N	FTR		Market
2015	Shewolf	163		6	CG	Gorogatan	10	CG	FTR		Market
2032	Goblin Hill	457		2	LG	Zolamat	10	CG	MU		Granite
2120	Gaehill	394	Dwarf	6	N	Baldacan	6	N	FTR		Lead
2125	Flint	292		0	N	Disbad	12	LE	FTR		Marble
2312	Byrny	462		5	CG	Hetalan	9	N	FTR		Iron
2314	Trollslore	194	Goblin	0	CE	Cusalcon	11	LE	FTR		Gold

LOCATION, NAME, POP,& TYPE	CIV	ALIGN	RULER, LVL, ALIGN, CLASS, TYPE	RESOURCES
2321 Haghill 152	0	N	Huberic 7 N FTR	Horses
2422 Darkfield 175	5	N	Snarzak 11 LE MU	Market
2503 Maskholm 390	6	CG	Bolash 17 LE IL	Market
2509 Anvil 184	4	N	Fladhal 11 N CL	Silver
2529 Dearthmead 310	6	N	Oramek 11 LG FTR	Market
2606 Thunderhold 2000	9	LG	Boralin 8 N FTR	Gems
2622 Woe 270	3	CE	Vardanit 7 LG FTR	Hides
2623 City State 20,000	8	N	Balarnega 16 LE FTR	Market
2626 Goodhap 215	5	N	Kofsyra 10 N FTR	Market
2630 Luckstone 224	3	LG	Sulakarn 8 N FTR	Vineyards
2708 Ered Chimera 258 Orc	1	CE	Kemac 10 LG CL	Lead
2711 Troth 177	5	CG	Tregaric 7 N FTR	Market
2733 Atwain 320 Hobbit	3	N	Astcaran 8 CE FTR	Pipeweed
2814 Tain 404	5	N	Krogin 6 CG FTR	Market
2926 Bier 170	3	CG	Laskinor 4 N TH	Market
3003 Thelamie 165	6	N	Ranian 5 CG FTR	Market
3005 Karn 265	2	CE	Bretharch 10 CE MU	Copper
3007 Carmage 240	1	LG	Harilik 7 LG FTR	Timber
3117 Adderwood 312 Elf	2	CG	Gofynan 7 LG PAL	Furs
3204 Sea Hill 294	4	LG	Langorin n FTR	Market
3213 Elf-burn 144 Elf	5	CG	Ermidon N FTR Elf	Market
3313 Limerick 150	5	N	Bedestyr N BA	Salt
3325 Varin's Firth 440	1	CE	Penarkon CE	Pitch
3402 Warwik 9400	9	N	Gadelen N FTR	Market
3406 Seasteadholm 146 Elf	1	N	Gronrhy CG Elf	Market
3412 Boughrune 230	0	N	Halewnlyn LG MU	Market
3529 Hel 460	2	CG	Tarhinagh CE MU	Iron
3615 Modron 1230	9	N	Anoethin N CL	Gems
3625 Rockhollow 210	5	N	Eangar CG FTR	Zinc
3704 Zarthstone 416	4	LG	Kamlan CG	Market
3706 Wolfstone 400	4	LE	Ledwig N	Mercury
3806 Ottergild 184	4	N	Narthin CE	Salt
3827 Dorn 230	6	CG	Rakinach LE	Market
3919 Ryefield 128	6	LE	Ciloxinin CG	Pitch
3933 Guilding 306 H-Elf	2	N	Algryan LG	Market
4008 Forecastle 155 Gno11	7	CE	Zademidan CE	Market
4013 Sticklestead 2540	5	N	Kargrol LE	Horses
4015 Brushwood 132	2	LG	Gakatig LE	Market
4123 Ashenshaft 426 H-Elf	5	CG	Celdric CE	Market
4126 Wormingford 172	1	CE	Cathorn LG	Market
4226 Oakenbridge 318	3	N	Mervanal N	Market
4229 Fireside 330	6	LG	Amlenfrik CG	Market
4313 Seastrand 412	3	LE	Vagnakar N	Market
4314 Sunlitten 450	3	CE	Rasarel N	Market
4416 Tegel 230	3	N	Ternelmor LE	Market
4431 Heatherbrush 196	3	N	Kelbardan LE	Market
4518 Benobles 266 Elf	9	CG	Elidoel N	Market
4528 Mill Haven 190	6	CG	Glasiglin CG Elf	Market
4534 Serpeant Little 136 H-Elf	2	N	Grugal N	Market
4609 Croy 458 Men	9	N	Melrik LE	Pearls
4622 Lightelf 415 Gnome	9	CE	Veranken LG	Timber
4732 Swarin's Cairn 156 Men	5	N	Ablikar N	Fish
4804 Armagh 267	5	N	Dunbarin CE	Fish
4829 Ossary 3200 Men	8	CE	Atkazed CE	Market
4923 Palewood 114 Elf	1	CG	Giwaldyn CG	Pitch
4927 Sea Rune 135 Men	5	CG	Drudnak N	Market

CITADELS & CASTLES

LOCATION	CLASS	LEVEL	ALIGN	MEN	
0107	Cit	MU	7	CE	40
0125	Cas	FTR	6	N	130
0203	Cas	CL	6	LG	70
0216	Cit	FTR	5	CG	40
0312	Cas	FTR	8	LE	120
0324	Cit	MU	5	N	12
0330	Cit	FTR	5	LE	60
0402	Cit	RGR	5	LG	30
0420	Cit	FTR	6	CG	60
0515	Cas	FTR	8	LE	120
0602	Cit	MU	6	CG	10
0620	Cas	FTR	7	LG	50
0628	Cit	MU	8	N	50
0701	Cit	CL	4	LG	15
0712	Cit	CL	7	LG	60
0818	Cit	MU	5	LE	20
0911	Cas	FTR	6	N	150
0929	Cit	PAL	5	LG	10
1003	Cas	FTR	8	LE	110
1119	Cas	FTR	7	N	80
1206	Cas	CL	6	LE	70
1225	Cit	MU	6	N	60
1316	Cit	FTR	5	LE	14
1333	Cas	FTR	8	N	130
1423	Cit	CL	4	LG	40
1505	Cit	MU	5	LG	20
1607	Cas	FTR	5	LE	120
1623	Cit	FTR	7	LG	30
1715	Cit	FTR	5	N	50
1824	Cit	MU	5	N	40
1906	Cas	FTR	8	LE	100
1913	Cit	CL	7	LG	20
2010	Cit	MU	5	N	50
2024	Cas	CL	7	LE	100
2127	Cit	FTR	8	LG	10
2232	Cas	CL	5	LG	150
2334	Cas	FTR	6	LE	130

LOCATION	CLASS	LEVEL	ALIGN	MEN	
2422	Cas	IL	6	N	110
2503	Cas	CL	7	LG	120
2509	Cit	MU	6	N	30
2529	Cas	MU	8	LE	160
2604	Cas	FTR	7	LG	130
2611	Cit	FTR	5	LG	60
2620	Cas	CL	6	LE	70
2626	Cit	FTR	5	N	40
2708	Cit	MU	6	N	30
2732	Cas	FTR	8	LE	120
2814	Cas	FTR	5	N	60
2916	Cit	FTR	6	LG	20
2926	Cit	MU	8	CE	20
3021	Cit	FTR	7	N	40
3127	Cit	CL	4	CE	40
3204	Cas	FTR	8	LE	90
3230	Cit	FTR	5	LE	40
3325	Cit	FTR	6	CG	60
3402	Cas	FTR	8	LE	120
3406	Cit	CL	5	CG	10
3418	Cit	FTR	7	CE	45
3529	Cas	MU	8	CG	140
3616	Cas	CL	7	LG	90
3827	Cit	FTR	5	N	40
3933	Cit	CL	5	LE	10
4008	Cas	FTR	5	N	50
4133	Cit	FTR	6	CE	30
4206	Cit	FTR	6	CG	40
4313	Cit	MU	7	CE	40
4429	Cas	FTR	7	LE	110
4528	Cit	FTR	5	N	50
4608	Cit	CL	6	LG	60
4633	Cit	FTR	5	N	36
4806	Cas	FTR	7	CE	80
4927	Cas	FTR	8	LG	130
5123	Cit	MU	7	CE	25
5231	Cit	MU	8	LE	40

LURID LAIRS

HEX# MONSTER & NUMBER

0102	Minotaurs	6
0109	Wereboars	15
0117	Hill Giants	4
0125	Hobgoblins	120
0134	Salamanders	3
0206	Giant Ants	36
0314	Griffons	14
0219	Medusae	3
0225	Ogre-Magi	4
0229	Lizard Men	30
0317	Catoblepas	2
0324	Dire Wolves	12
0335	Centaurs	12
0403	Ents	15
0414	Kobolds	330
0431	Basilisks	4
0504	Unicorns	2
0512	Wild Pigs	22
0533	Tigers	17
0614	Gorgons	3
0730	Cave Bears	10
0818	Nixies	95
0903	Gnolls	140
0909	Giant Spiders	23
0920	Giant Beetles	8
1002	Mermen	40
1016	Wild Dogs	43
1028	Wolves	16
1030	Owl Bears	3
1112	Giant Snakes	5
1119	Werebears	10
1134	Sahuagin	37
1206	Trolls	10
1230	Sea Monsters	2
1305	Bug Bears	3
1327	Wild Horses	46
1332	Green Dragons	3
1415	Mountain Lions	12
1419	Wild Cattle	17
1505	Ogres	13
1507	Frost Giants	6
1602	Aquatic Elves	260
1611	Orcs	190
1626	Giant Weasels	4
1705	Leprechauns	3
1722	Giant Skunks	6
1807	Yeti	4
1831	Bears	15
1903	Tritons	21
1911	Cloud Giants	4

2129 Giants Ram	15	3131 Giant Weasels	14	4006 Minotaurs	1
2209 Hydrae	3	3226 Weretigers	15	4016 Gorgons	2
2222 Crocodiles	25	3233 Wild Dogs	14	4021 Bears	26
2232 Manticoras	1	3308 Giant Shark	8	4128 Giant Lizards	8
2325 Lizard Men	30	3311 Wild Horses	12	4206 Wererats	7
2334 Red Dragons	4	3318 Hippogriffs	2	4215 Stirges	24
2406 Cockatrices	5	3329 Orcs	180	4224 Giant Toads	10
2432 Salamanders	3	3421 Giant Otter	14	4232 Harpies	9
2521 Giant Frog	6	3431 Hydrae	11h	4404 Dolphins	13
2618 Giant Beaver	3	3508 Trolls	7	4421 Wild Pigs	22
2734 Minotaur Lizard	2	3515 Wild Dogs	18	4524 Giant Weasels	14
2818 Wood Nymph	5	3527 Hobgoblins	180	4602 Sea Horses	6
2822 Ents	18	3612 Giant Centipedes	10	4625 Wereboars	3
2905 Giant Wasps	6	3628 Trolls	5	4630 Stags	12
2923 Dryads	6	3631 Hill Giants	3	4704 Owl Bears	5
2983 Giant Crocodile	6	3708 Giant Leech	8	4805 Manticoras	2
3011 Fire Lizard	3	3711 Mososaurus	3	4934 Elasmosaurus	2
3017 Pixies	40	3809 Giant Ants	120	5008 Plesiosaurus	3
3103 Giant Ants	160	3812 Wild Horses	24	5025 Giant Crabs	4
3111 Giant Toads	11	3821 Unicorns	1	5117 Morkoth	10
3123 Giant Lynx	12	3829 Wild Horses	21	5122 Werewolves	8
3126 Mountain Lions	13				

TRADE GUIDE

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

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

Common	1%
Rare	22%
Extraordinary	56%

Examples of Product Class: (see JG Booklet I)

Common- foodstuffs; wine, mead, clothing, rope, tools, nets, feeds, seeds
 Rare- processed foods, armor, weapons, mechanisms, luxuries, oil, sundials, imports
 Extraordinary- fantastic creatures, parts & eggs of creatures, magic items, weapons etc.

Examples of Price

Bushel of Maize	3 GP	Dragons 700-1200/Hit Die	Gorgon & Manticora, Chimera & Wyvern
Fur Pelt- small	1	Giants 100-1000/Hit Die	300-800 GP
med.	2	Hydra & Balrog 200-700/HD	Gargoyle & Lycanthrope & Minotaur
large	5	Sea Monster 300-800/HD	100-600 GP
Barrel of Fish	6	Goblins & Kobolds 1-6 GP@	Purple Worm 10,000 GP
Bushel of fruit	4	Orcs & Hobgoblins &	Centaur & Unicorn & Griffon & Giant
10 Rabbits	1	Gnolls 1-10 @	Insects & Giant Animals 400-900 GP
Fox	1	Cockatrice & Basilisk &	Djinn & Efreet 10,000 GP
Deer	5	Medusae 100-600 GP	Pegasi & Roc 1200 GP
Bear	6	Eggs: 1/4th of type	Parts: 1/10th of type

QUESTS & GEASES

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

DIRECTION	DISTANCE
1 North	1 1-6 miles
2 N.E.	2 2-12 "
3 S.E.	3 1-100 "
4 South	4 2-200 "
5 S.W.	5 3-300 "
6 N.W.	6 4-400*"
*PROB 10% of 1-6X	

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

* Return to Caster of Spell

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

GEAS NON-PERFORMANCE

☹ 1 Strength loss/ day until 0

QUEST NON-PERFORMANCE

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

WISHES & LIMITED WISHES

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

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

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

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

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

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