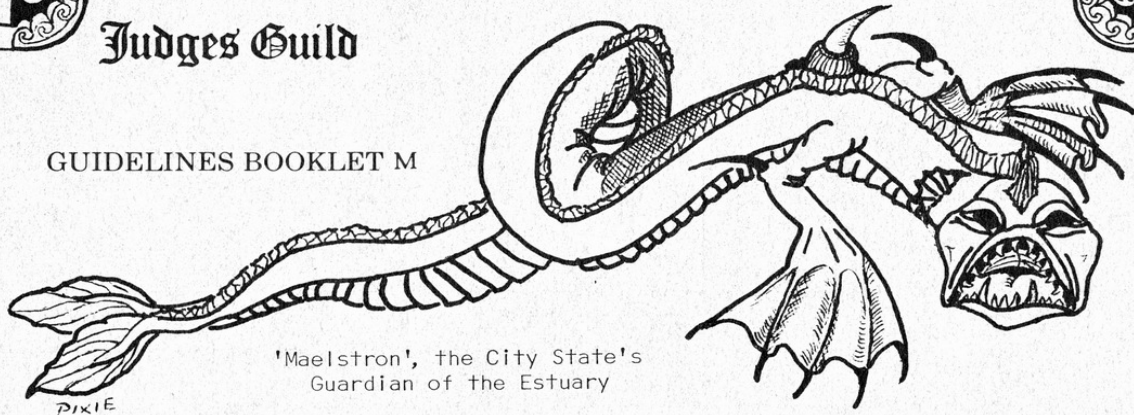




Judges Guild

GUIDELINES BOOKLET M



'Maelstron', the City State's
Guardian of the Estuary

SINK OR SWIM

Water Adventures

Players can hold their breathe the same number of turns as their Wisdom score. Non-Player Characters cannot swim 50% of time if human, 40% if dwarven, 30% if hobbit, elves as human +5% per level. Swimming NPCs can only carry bouyant weapons. Both hands free for forward movement. Encumbrance beyond listed on table is -1"/100.

SWIMMING TABLE

ARMOR	STRENGTH PLUS DEXTERITY					SINKING RATE	If not salt water, add 1" to sinking rate. Quick sand, subtract 1" if spread out and no move. Seaweed slows lateral move 2" if swimming. Adjust for current.
	6-12	13-18	19-24	25-30	31-36		
None	3"	4"	5"	6"	7"	0	
Leather	0	3	4	5	6	1"	
Chain	0	0	3	4	5	2	
Plate	0	0	0	3	4	3	

DROWNING TABLE

ARMOR	CONSTITUTION PLUS INTELLIGENCE					SINKING RATE	If not salt water, add 1" to sinking rate. Quick sand, subtract 1" if spread out and no move. Seaweed slows lateral move 2" if swimming. Adjust for current.
	6-12	13-18	19-24	25-30	31-36		
None	05%	04%	03%	02%	01%	0	
Leather	20	16	12	08	04	1"	
Chain	80	70	60	50	40	2	
Plate	100	90	80	70	60	3	

WATER CURRENT & WEATHER TABLE

Determine current direction..unless BAD,rivers always flows down stream. In open water roll once per day for direction and note for future prevailing current in that hex if applicable. Rip tide currents PROB 15% change direction every 4 turns and are encountered within 20" of coastlines. Check current for inward or outward flow upon entering a creavice or cave. Adjust as penalty or bonus when swimming.

DIRECTION	FORCE	BAD WEATHER UNDERWATER
1 North	2-3 Calm 0"	1 Storm 4"
2 N. East	4-8 Light 1"	2 Whirlpool 10"..2-12" Dia..Center does 10-80 Damage
3 S. East	9-11 Strong 3"	3 Tsami 20"..Debris Damage 5-50, 3-30, 1-10 in 3 r.
4 South	12 BAD-Not used	4 Spout 20"..Tossed 18"+AC above surface & dropped.
5 S. West	upon entering	Damage half normal for fall.
6 N. West	cave or crevice.	Determine wind force and direction in normal manner.

Strong 19-39 MPH, Gale 40-70 MPH, and Hurricane PROB 10% day after Gale 71-136 MPH. Coastal hexes (Except Ports)..Run Aground PROB 30%, Wreck PROB 25%, Tide -2" PROB 10% Island and River hexes..... " " PROB 25%, " PROB 35% Each Day. Maps reduce PROB 10%, Captain -1%/LVL, Navigator -2%/LVL, Charted (Traveled Before) -10%, Raft or Longship -5%, and night increases PROB 15% unless crossed before eve.

TERRIFYING TERRAIN

Estuary of the Roglaron Water Adventure

		Visibility	Move	Surprise
	Sea Grass or Sand	30 yards	norm.	1-2
	Medium Seaweed	10 yards	-1/4	1-3
	Heavy Seaweed	3 yards	-1/2	1-5
	Slimy Mud	3 yards	-1/4	1-5
	Shifting Sand	30 yards	+1/2	1-2*
	Muck	30 yards	-1/2	1-2
	Quicksand	20 yards	0	1-2
	Coral	30 yards	-1/2	1-3
	Ooze	30 yards	0	1-2

*causes slide in random direction

WAYWARD WATERS Misty waters 30-120' DIA
Often encountered protecting treasure or traps

Roll	Color	Visibility	Special Effect
01-10	Red	10 yards	Poison #1 (see J-17)
11-20	Green	6 yards	Dissolves Metal- ST8
21-75	Golden	20 yards	Drunkenness 3-18 t
76-90	Purple	3 yards	Blind 2-12 t
91-00	Grey	10 yards	Heal 3-18 pts

CORAL

Prob of cut- 20 minus DEX stated as a percentage

Roll	Type	Color	Poison	Value
01-30	Sea Star	Orange	#1	10 GP
31-55	Astercin	Green Yellow	#2	10 GP
56-75	Echinthuri	Red Brown	#3	30 GP
76-90	Holoturemes	Scarlet	#4	60 GP
91-00	Flower of Blood	Red	#5	90 GP

Value indicated can be broken off per turn for
10-40+- check for monster encounters.



Sea Hag of Modron

MODRON, GODDESS OF RIVERS

ALIGN LVL HTK AC SL MOVE PSI

N 11 175 2 20 6/24" VI Move rate shown for land/water

Possessed of great power in the water, Modron will however last only 6 turns on land. In water, she is invisible and able to cause great turbulence, and reverse the current. With a strength equal to three superheroes and an invisible lasso (cut only with +3 weapons or with Dispell Magic with 11th LVL = 100% PROB of success) she can stop a ship. While able to grant fertility to a region, those in her disfavor will suffer an aging of 1-20 years when she hits, in addition to normal damage.

Because she cannot leave the water for more than six turns, her temple has been built with concentric steps leading down to a center, completely submerged. Here Modron and the Mermen are in their element. Above, on the higher steps only a shadow of the long absent men from the city can be found. One of the few, is Sidslone Berae, a sage and keeper of the secret land entrance to the forgotten temple. Through the cellar of his

Kellarbari Tavern, he leads the few faithful.

The temple rites are administered by Elaethe, an 11th level Patriarch and three nixies, the handmaidens of Modron. The mermen attend the services over the objections of their Triton liege (6HD, 15/24", AC5, Magic use- 2nd thru 4th LVL SPs, Magic Resistance 90%), a governor of the Triton Coral Kingdom. Elaethe has a water staff- conjure water elemental, walk on water breathe water, and drains 10% of the water from any creature, each strike (30 strikes left).

Esdelia, the sea hag lives outside the city walls in a crude hovel. There she serves a bizarre (to land-loving tastes) delicacy containing a reddish seaweed and fresh octopus eyes. Coveted by the townspeople, Esdelia's recipe is unknown to anyone else and quite expensive to sample- 10 GP. One side effect unknown except to a few sailors, is that the gourmet is allowed the ability of water-breathing for twenty-four hours after dining! Hooded, she only exposes her face to her enemies, who must save vs. magic (per melee round) or by frightened to death by her ugliness. She is 2HD, 12HTK, AC5 and her class C treas is buried in the floor. One reminder to sea going adventurers underwater, damage normally done is halved.



BACKGROUND

Five centuries ago, Modron was a thriving port city whose inhabitants worshipped Modron, the Goddess of Rivers and Proteus, the Shepherd of Neptune. Legends tell of the huge merchant vessels from far off Karakan and the incredible wealth brought by traders from the Isle of the Blest for pearls and dwarven artifacts. The mermen of Crespar stopped trading sponges and pearls, yet the port's wealth increased. Then, a huge migration of Orcs stopped the flow of dwarven merchandise and the far travelers no longer docked at Modron. In less than 50 years, the once flourishing area lost most of its population and the followers of the god and goddess blamed each other's deity for the loss. Civil strife erupted and the temple of Proteus was submerged in the holocaust. The death blow was delivered by raiders in longships which carried off the few women and men into slavery. The survivors fled when orc scavengers moved into the ruins for a final pillage, hefting tons of marble. The Temple of Modron, being underground, was left unscathed and the Mermen renewed their vows to the Goddess of the Rivers.

With funds from the City State, a new town was founded on the ruins of the old, to protect the Overlord's merchant ships from river pirates. 'Maelstron', a giant sea snake, with an allegiance to the City State, protected the builders. The original name was retained because it equated with magnificent warships and high-wizards in songs of the bards. The past fifty years has seen the new port again filled with sailors, star-men,

buccaneers and traders.

Soggy, bound chest still nestled in the holds of scuttled warships dot the bottom. A legendary fortune is said to lie within the sunken temple's ruins. Columns laying in the sand, arches dislocated and slime-misted statues are visited only by the Creatures of the Deep. No hero has returned from the foamy labyrinth river-bed. Sulphurous smoke still bubbles from boiling water in one area of the sound. Sages tell of a river of incandescent lava beneath the wavelets, sea-bats, a Triton Treasure House, sea-frogs and deadly clouded water.

BCM



BENEVOLENT CHARACTER MODULE

This new section will feature short synopses of a wide range of medium duty characters and monsters possibly sympathetic to the players and their entourages. Of course, the character will be strongly oriented to his best self interests. If strongly affronted, you may have a malevolent character module!

SONNIBOOT THE PIRATE HUM FTR N 8 51 1 15 12 12 16 14 16 Cutluss
A local pirate, Sonniboot is constantly trying to get the best out of the "cold war" between the Temple and the WSC. He changes sides frequently, always looking for the best angle that will pay off more. An unusual pirate, Sonniboot also comes ashore to waylay entourages traveling down the roads into the city and away from the city. He is also friendly with the Hobbits at the Crosswater Ferry, but has a tendency to kill gnomes on sight. His roguish band consists of 31 other privateers/bandits from LVL 1 through LVL 5.

CITY OF MODRON DESCRIPTIONS

STREETS:

Located in hex 3616 on Campaign Map One

STRUTTIN'S STRETCH

34% PROB of being mugged and thrown over the walls after dark (NA 5-30)

PALATIAL PARADE

15% PROB of being arrested for getting in the way of a military formation (NA 20-50)

OLD SOUTH ROAD

23% PROB of being run over by wagons

SOUTH ROAD

17% PROB of encounter with beggar knowing stairwell leading down to a rich horde.

RAMPANT REAL

21% PROB of being propositioned for a job as a guard

WAYLAY WALK

15% PROB of catching an Assassin at work

BRAIN-BASHER BLVD

32% PROB of getting into a street brawl with "foreign sailors" (NA 5-30)

NORTHERN MARCHES

35% PROB of finding 1 PP/and then a 90% chance of a guard telling you it's his

SETTING SUN ROAD

10% PROB of having a rocket accidentally shot at you/15% chance of it hitting

FERRY ROAD

35% PROB of being waylaid by bandits (NA 10-40)

SPECIAL GOD FACTOR: There is a 03% chance that the god MITRA will appear each time the name is used, ACCUMULATIVE!!! WARNING: there had better be a good reason to use the name!

PALACE ANOETHIN

CLASS	ALIGN	LVL	HTK	AC	SL	S	I	W	CON	DEX	CHAR	WPN
CL	N	10	31	2	19	18	16	14	16	13	17	Mace of Disruption

Patriarch-King of the City of Modron, Anoethin came to power after the death of his father two years ago. Unlike most of his predecessors, Anoethin is definitely not a coward. He tends to mingle with the inhabitants of Modron at every opportunity and can be seen almost every day walking the streets of the city. Anoethin wears AC2 Bracers of Defense, and has a Robe of Blending hung in his locker in the Palace (RM#p)

along with his chest of personal funds in a stout oaken chest constantly locked (STR 18-00) amounting to 2346 GP, 291 SP, and 7 EP.

SERILE THE SANS CL N 1 4 3 16 9 7 13 10 12 13 Flail w/ poison

Serile, the first cousin of Anoethin, is also to Royal Minister of the city. His title was obtained mainly out of deference to family ties rather than ability. Serile is very wishywashy seeking rather to enjoy the benefits of his office rather than serve as a real minister. Serile can be recognized easily...he's the one in the gaudy clothes and jewels, surrounded by members of the Defenders (NA 5-30). Also living in the Palace, he occupies RM q. Within his room, in addition to all sorts of fine clothes is a silver chest (300 GP), containing 430 GP, 12 SP, and 167 CP. Attached to the top of the inside of the chest is an automatic Wand of Fear, that operates when the chest is opened.

TARA TETLE CL N 1 4 5 13 9 8 14 11 16 12 +3 Dagger

Tara Tetle, also a member of the royal family, is a duchess. She handles all of the books and ledgers of the kingdom. And with her great dexterity, the numbers always seem to jive at accounting time. Greatly in love with jewelry of all sorts she has been known to take bribes in exchange for special items of jewelry. She is the immediate head of the Port Authority and Customs officials. Within her boudoir under her bed there is a rather large and garish gold-plated chest (45 GP) which holds all of her jewelry (total value 3780 GP). In a wall safe, behind a picture of her departed father are three items of interest...1) a necklace of missiles, an IOUN stone, and a Crystal Ball. Her room is RM #o.

DRAWLIN CL N 4 10 6 8 10 10 13 13 11 11 Flail

Drawlin, the Palace Chamberlain, is head of household, in age, wisdom, and duties. He tries to take up all the slack in the affairs of State left over by the royal household in addition to his required duties of running the household and all of its servants. As with the rest of the family, he tries to look out for old number one first, and has been known to escort "favorites" into the Kings presence. Old Drawlin lives in RM #n, and has in a safe buried under a false floorboard 231 GP and 15 EP. Recently he obtained a finely woven rug which he keeps beside his bed and which unknown to him is a Flying Carpet.

TOWERS

TORGA THE TEETH "w" FTR CG 3 17 3 6 8 8 12 11 9 7 2H Sword

LEDREAD ABUL "r" FTR CE 4 14 3 6 16 13 11 13 13 11 2H Sword

BURREY BERRLE "u" FTR LE 2 16 3 6 10 12 10 13 8 11 2H Sword

TRAWAILER "v" FTR LG 3 14 3 6 9 11 8 8 7 4 2H Sword

KHORBANE OF CORM"s+t"FTR N 5 31 2 7 15 15 12 14 8 11 2H Sword

These Defenders of the Walls are all loyal to the King regardless of Alignments. Brawls have been known to take place between each of the Tower Sergeants, usually with Khorbane stepping in to break up any fights. Each tower is complete with 10 defenders under the SGT's control and of the same alignment. HD range from 1-3, the same for levels. There are always at least two on duty in the tower at any time. Khorbane, in addition to being CPT of the Towers, is also in charge of the Drawbridge. His force consists of 20 N FTRs, who live in the tower when off duty.

THWARTON BA LG 3 6 3 6 10 10 9 8 14 Dagger & Harp(CH+40)

Thwarton doubles as the groundskeeper and court minstrel. He lives in the SW wing of the Palace in RM #a. Paltry funds frequent his small wooden chest of values... 15 GP, 31 SP, and 22 CP. But his Harp, his pride and joy, is valued at 530 GP. It is never out of his sight and has a +40% chance to Charm anything hearing his golden notes.

PALACE DESCRIPTION

The walls are 15' high, and each tower is 25', except tower "v" which is 35'. Tower "v" has an excellent outlook over the rivers and is equipped with a heliograph to

signal the watchtower. Rooms "b" through "i" are the servants' quarters and storage rooms. Room "k" is the king's office and "m" the throne/banquet room.

THE WALL OF MODRON

Platform Letter & Description

N & P Light Oil Catapult - archer slits, Q Archer slits R & S Oil/Stone-throwing catapult T & U Oil Cauldron V & W Oil Cauldron/Heavy Catapult X Artillery Site 2 Trebauchets Y & Z Medium Catapult/Rockets AA Oil Cauldron AB & AC Oil/Stone-throwing catapult and Main Gate: Rockets - Archer slits - 2 Ballistras

Notes: Walls of Modron are 20' high and range in thickness from 15'-25'. Within the walls are passages that connect each of the Artillery Emplacements via stairs. Main Headquarters for guards on duty is located within "T". Docks are closed by sliding gates of iron (20" thick) that reach to the floor of the docks and up to the wall.

WATCHTOWER	CLASS	ALIGN	LVL	HTK	AC	S	I	W	C	D	CH	WPN	RANK
SIRDOL OF SLIDDITH	CLERIC	N	5	21	4	11	10	13	9	10	12	Mace+2	CPT
TERIL TOTH	FTR	LE	4	18	2	13	8	8	14	10	9	Sword	SGT
BENEE DEFOOTH	FTR	LG	4	23	2	13	9	7	13	11	10	Sword	SGT

Sirdole, along with his two Sargeants and their troop of twenty 1 LVL FTRs, man the Watchtower on the opposite shore of Modron. The Watchtower, built on a small bluff overlooking the channel, is an impressive sight, being 40' above the water level. Via mirrors, the watchtower can signal the main spire of the Palace to warn of approaching ships, bandits, etc..The Watchtower door is always barred and bolted to prevent Bandits from taking over the tower. Atop the tower is one of the largest Trebauchets of the day and plenty of ammunition. The guards live in the Watchtower when not on duty above. Shifts in the Tower Guard are for a period of one month. There is a 2-man dinghy tethered to the dock.

MILITARY BARRACKS

BLDG. 59-63

GENERAL MODRONEL	FTR	N	9	59	2	14	15	12	6	7	12	13	+2 2HD SW
SGT KORLIN OF CAIRN	FTR	LG	5	23	2	8	13	6	10	12	10	11	Sword

The Interior Guard (police force) is run by Korlin and usually consists of 6 patrols varying from 4 to 10 guards.

MARKE DEMARK ARTY OFF ENGR	N	6	19	2	10	11	13	13	10	10	10	10	Sword
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Artillery officer, located at site x

GATE CAPTAINS

TOLOOSE ARTY GATE Y	FTR	N	4	27	2	9	13	12	9	10	10	11	Sword
SACHEL SCRUGGS GATE Z	FTR	LG	4	21	2	9	10	10	10	10	10	10	Sword
SERRIPIN CORNER T	FTR	LG	4	18	3	9	14	9	9	15	11	15	Rapier
RAWEL CORNER U	FTR	CG	4	23	4	9	12	12	10	9	10	10	Sword
VESTIGEE CORNER V	FTR	N	4	30	4	9	13	11	10	9	11	11	Sword
CORUM CORNER W	FTR/M	N	4	16	3	9	15	9	10	11	11	6	2HD SW

ARTILLERY SITES (all Sargeants)

R BURROSE	FTR	N	3	21	4	9	10	8	12	11	11	5	Rapier
S TELEKES	FTR	LG	3	22	4	9	11	12	11	12	12	12	Rapier
P MERRILLE	FTR	N	3	20	4	9	16	10	10	12	12	13	Rapier
Q SHOME	FTR	CG	3	11	3	9	12	11	9	11	13	12	Rapier
N POKER	FTR	CG	3	9	4	9	14	11	7	13	15	11	Rapier
AA RELGE	FTR	LG	3	13	3	9	10	12	11	10	7	10	Rapier
AB FOX DELOTE	FTR	N	3	10	3	9	11	10	12	9	6	11	Rapier
AC GUNTHER	FTR	N	3	12	2	9	17	9	14	11	14	17	Rapier

Sargeants of the Defenders of Modron. Each artillery site is manned by 8 FTRs, 1-2 LVL. Gates are equipped with oil, a platoon of archers (25) and a force of 15 footmen. Corners are also equipped with oil, and have rockets (10) Archers (25) and footmen (40). The Main Gate is manned by 20 Monks all armed with Axes.

MAIN GATE (PALATIAL PARADE)

SARGEANT AT ARMS

BONER THE BOLD	MONK	LG	5	39	2	10	17	12	15	12	16	15	Battleaxe
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The military is handpicked by the King and is loyal to him. One Mercenary, Corum, is employed on the wall, as are a band of Monks that wandered into the gates a-

bout three years ago. All troopers are battle-hardened.

STADIUM AREA

1. STADIUM

Bread and circuses are offered to the local stadium in the form of gladiatorials on the third Saturday of each month. Participants are chosen from those arrested over the past month. If one of the gladiators wins, he is set free; if he loses, he usually loses big - death. Gladiators are divided into two teams, red and blue. The red team is housed in BLDG 2, and the blue team in BLDG 3, until the day of the exhibitions. Most of the city is present at the stadium during games with refreshments being served in BLDG 4 during the games.

5. STREETLIGHTER

BIGNOSE BAETY ELF MU LE 3 6 1 9 10 13 11 12 9 13 Dagger
Baety's job is to light the street lamps each night and to put them out each morning. He can be seen at dark walking down each road snapping his fingers and having each light blink into existence, and then again each morning snapping them out. Baety's meager wealth consists of 7 GP, which he carries on him and a defunct staff of power, with no charges.

6. INNKEEPER

PHAETER FOX HUM FTR CG 4 19 3 3 14 12 10 9 10 7 Mace
Rooms can be rented from Phaeter. He owns BLDGs 55 thru 58, & rents them out for the small fee of 2 GP a week. There are no accommodations included...just the roof and walls. Most customers complain about missing items, but the Fox just shrugs them off. Included in his pot are 235 GP, 37 SP, and 156 CP, plus a scroll, and some wand that Phaeter can't seem to operate. (25% chance per night of G.Rats)

7. BUILDING

LOREALI F/HUM WITCH LG 6 27 5 8 12 13 10 12 14 16 Dagger
A good witch, Loreali remains as unobtrusive as possible, using disguises to hide her true identity. She has been known to help expeditions for a price, and even go with them for a large percentage (25+) of the take. Treasures include 3000 SPs, 2375 GPs, 3 large gems, 1 bloodstone necklace, +3 Dagger, Dart Ring, and Snake Belt.

9. ARTILLERY PLATOON

SGT SHEMBLEY DWF FTR N 7 41 2 7 14 9 9 13 14 12 2H Swd
After turning down all offers of being made an officer, SGT Shembley is now the highest ranking enlisted in the service of Modron. These barracks are only for artillery personnel, and Shembley sees to it that no other fiffraff gets in. Off duty soldiers live here so there can be (NA 12-100) a lot of bodies handy. The platoon horde consists of 230 GP, 3 EP, and 2 PPs. This money has been collected for a big party coming up soon.

10. LIGHTS

TAFERTY TAUMBUL ELF MU N 3 6 9 2 10 15 14 12 13 10 Dagger+1
Candles, torches, oil, lanterns, and almost any light-giving source can be purchased from Teferty. Of special interest is a crystal ball that when held up emits a black light, enabling the weilder to see into total Darkness, including darkness spells, without the light being detected. There are only two of these contraptions and the price that the MU wants for it is astounding, 7600 GP. Taumbul also hides in a chest with an Invisibility spell 79 GP, 321 SP, and 45 CPs. In a false bottom to the same chest is a Robe of Blending a Wand of Fear.

11. TOURS, INC.

YOUSE YELLOW HOB FTR CG 5 36 2 3 13 9 8 12 13 14 Sword
As can be seen by his name, Youse gets into a lot of fights. Not a coward by a long shot, Youse, schedules tours to anywhere in the world for a price. If by chance it is to somewhere he has not been, he will accompany the tour (15%). His speciality is tours of the Underworld and Hell. Although not willing to tell how he knows where all of these places are, he will relate stories of

previous tours over a brew in the local tavern. Treasures include 32 GP, 5SP, 14 CP, and IOUN Stone in the hilt of his sword, and a Helm of Brilliance hidden by a leather cover, that he wears always.

12. FORTUNE TELLER

SEER SOTA HUM CL N 3 12 1 5 10 11 14 9 7 12 Mace
The Seer Sota can forecast your immediate future for a price, stated in terms of 10's of gold pieces as a percentage (i.e., 10 GP = 1% chance of success). Forecasts can only be made for a period of one week in advance and then only in one respect (treasure, fame, wounds, etc.) Death cannot be forecast due to the strain on the seer and the repercussions of Fate. The Seer carries 17 GP and uses a Crystal Ball of ESP in his forecasts.

13. STADIUM STAND

HORACE SHORTBOOT DWF FTR LE 3 12 2 3 12 9 7 12 13 9 Sword
After a good fight at the Stadium, stop in at Horace's for supper. Entree's consist of Orc roast 5 CP, Mead 2 CP, Lycanthrope liver 1 SP, and ground horse on a bun 3 CP. Horace also sells little red and blue flags to cheer your team on with. Confidentially, in the back room is where you can place your bets on the outcome of the fights (HO 12%). The cash register rarely has over 13 GPs all total, but in the back room, sitting out on the table is 237 GP, 7 EP, 450 SP, and 3214 CPs in bets. Additionally, there are 4 Gnolls to guard this heap, HTK 5-7-9-4, swords.

14. MIST OF THE MORN

SHERTUP SOL HUM AL N 5 13 3 5 10 12 12 13 10 15 Axe
Shertup has a wide selection of every type wine made in the area and many ales, meads, and whiskeys from other lands. Beverages vary in price from 1 GP up to 1000 GP. Being an alchemist, and always experimenting, Sol has been known to use unsuspecting customers to try out one of his new formulaes by pouring it into the customer's ordered bottle. There is a 20% chance that this will happen (roll on the potions table and then percentile dice to determine strength of potion). Hidden over the entrance is an old bottle containing a treasure finding potion. The till is holding 13 GP, 23 SP, and 1 CP.

15. DWARVEN HOLD

SAM WIDEBROW HOB FTR N 4 20 3 3 14 12 9 12 12 7 Scythe
Lovingly known as the Grin Reaper, Sam runs the local hangout for the towns Dwarven and Hobbit population. Entertainment varies, ranging from dog fights to striptease. Dwarven Brew, a potent ale (double normal liquor) is served in double mugs for 2 SPs. Under the bar in a small chest is 593 SPs. Sam is saving silver for a special sword that Thumbold has promised to make.

16. ALCHEMIST SCHOOL

ARCHIMEDES ARAGON HUM AL LG 7 31 6 5 14 15 15 12 12 16 Dagger
Archimedes teaches promising students to become alchemists. It costs 500 GPs for tuition and room & board (BLDG 17), per year of study. Each game year spent at the school raises the student by one level. Archimedes also offers short one-potion courses at a varying price. Price is usually 400 GP per level of potion. In the lab can be found all types of raw materials for the making of potions, and several earthenware jars on a shelf (all contain a type of poison). In his own home (BLDG 18), Archimedes has 3900 GPs in the bottom of a contact-poison jar, and a Potion of Super-Heroism.

OPEN MARKET

On the first and third weekend of each month, an open market is held in the town square. Vendors from all over the city as well as some merchants from ships ported at the docks bring their wares to hawk amongst the wealthy and the poor of Modron. On any given market day there is usually quite a crowd of buyers, thieves, beggars, and recruiters in addition to the merchants.

DEGRADABLE DERI HU BEGG N 3 8 9 1 9 12 12 12 12 10 Dagger
 Deri, a one-time Cleric, has bowed to poverty after a bout with Count Kaledric over a misinterpretation of the Overlord's laws. Deri still curses the Count and while openly talks of things he would like to do, just doesn't have the courage to try. Deri knows the location of his old Staff of Healing, but is afraid to retrieve it for fear of the Count.

SEKE TWOFOOT HOB TH N 2 6 7 2 12 10 9 12 14 10 Mace
 LOOKEE TWOFOOT HOB TH N 2 5 7 2 12 10 9 12 14 10 Mace
 HEREE TWOFOOT HOB TH N 2 6 7 2 12 10 9 12 14 10 Mace

The Twofoot family are triplets, each an exact copy of the other. They frequent the Open Market on market days, and can be found normally in the biggest crowd in the town otherwise. Back at home, BLDG 20, beneath their sod floor in the bedroom can be found their accumulated hoard...23 GPs, 93 SPs, 1026 CPs, and a scroll which they can't read.

19. ENGINEER WAREHOUSE

SLOKE DERODE HUM ENGR N 2 9 7 4 12 13 13 9 13 10 Sword
 Sloke is the keeper of the Warehouse that houses all of the repair parts for the artillery, castle walls, gates, docks, etc. The large seige engines are also housed within, but are disassembled for easy storage. Sloke has been known to hire himself out for small jobs (house building, castle consultations) in his spare time, but his prices are exhorbitant, and he is not a totally competent engineer. There is a 32% chance that anything he builds will fall down within the first year of construction, and a 10% cumulative chance per year, thereafter. Sloke, being a gambler, is not one of the richer people within the city; his hoard consists of 17 GP, 13 SP, and 56 CPs.

21. THE PHILOSOPHER'S STONE

DUBIOUS DELETTER HUM AL LG 5 19 9 3 12 12 13 14 13 14 Dagger+2
 DuBious owns the Philosopher's Stone, an Alchemist Shop of some repute and the only one in the area. Although not able to make all of the potions, he can obtain them given time through various connections that he has built up over the years. There is a 20% chance per week of obtaining any potion (accum.). In the small room behind the shop, DuBious keeps locked in a double-poison trapped chest 34 GP...214 CPs...Potion of Healing...Potion of Superheroism.

22. INN OF THE DRAWN SWORD

ROCKAREE REDLETTER DWFFTR CG 4 27 4 3 15 10 10 9 10 13 Sword
 Rockaree is reputed to be the only person in the city to slay a Green Dragon, although the rest of the entire party of 23 disappeared and no trace of bodies was ever discovered. His Inn is a quiet place as Inns go, mainly for the clientele that wish to cry in their beer. Rockaree is a good listener and there is a 60% chance that anything is going on in the city, that he knows about it. Rockaree is helped by two Hobbit women FTR...LVL 1...HTK 5-6...swords. In the back room in a false wall are 73 GPs, 212 SPs, 41 CPs, and a bag containing Green Dragon Scales and teeth.

23. SOMETHIN'S COOKIN'

TELLY TIRILE HUM MONK N 2 7 7 1 15 12 15 12 15 12 Dagger+2
 Telly is the owner of the local beanery, serves dinner and supper (that's lunch and dinner for you northerners) promptly at 12:00 and 6:00, respectively. If you're seated, you're served, otherwise you'll be waiting for the next one. menus vary, but chicken dinner is on Sunday, and waterbuffalo is supper on Wednesdays. Cost is 1 GP for all you can eat, drinks extra. Back in the pot in the kitchen is 28 GP...32 SPs.

24. EXPEDITIONS UNLIMITED

DM DERAILOR HUM FTR N 4 22 5 4 14 12 11 15 10 11 Sword
 DeRailor runs the local outfitting shop for all expeditions above, on and under the ground. Supplies or replacements for supplies may be obtained in his shop. There is a 30% chance that he may have unusual weapons/armor, as he usually buys returning expeditions treasures. Kept in the mouth of a stuffed Wyvern's head is 8 PP, 3 EP, and 13GP.

25. CARTWRIGHT

SAM LONGTONGUE HOB FTR N 3 11 4 2 11 11 14 12 12 13 Axe
Sam Longtongue makes most of the wagons that are running up and down the streets and docks of the town. Sam is a shrewd dealer, but his products are well worth the price and he guarantees each of them for mileage. Two-wheel carts cost 20 GPs, small hand wagons, 31 GP; large wagons, 65 GP; heavy duty wagons, 140 GP. It takes about the same number of days to produce a wagon as the cost in GPs. Hidden beneath a stack of lumber in the back of the shop is 32 GP, 12 SP, and a Crystall Ball that glows at night.

26. DEALER'S DELIGHT

SHIFTY SIXFINGERS HUM FTR CE 4 20 7 2 13 10 11 12 12 9 Sword
Shifty runs the only true gambling house in the town, and as such it's normally packed to the limit. Games include Knucklebones (HO 12%), Pasteboards (HO 23%), Roulette (HO 21%), Craps (HO 15%), Darts (HO 09%), Over/Under (HO 34%), and "Numbers Game" on days that the Stadium is in operation (HO 24%). With his establishment housed in two buildings, Shifty can't be at both places, so he has a few helpers...8 Gnolls run BLDG 26A, HD 3, Swords...4 Dwarves, CG, LVL 3 FTRs, HTK 17-16-21-11 run BLDG 26. Shifty normally, can be found in the Main Room (BLDG 26) dealing a round of Pasteboards for "heavy wallets" or out back counting money in his apartment...within a wallsafe (STR 18-00), can be found 1320 GPs, 2534 SPs, 634 CPs, 14 Small Gems, and a Potion of Super-Heroism.

27. INN AND OUT

HORNRIK STEPTO HOB TH N 3 9 7 1 10 9 11 10 13 10 Sword
As proprietor of the Inn & Out, Hornrik specializes in takeout service. Delicacies include Owlbears' feet, 3 CP; Wererat's tails 2 SP; Snakes in a Bun (sort of like a hotdog that hisses at you) 1 CP; Orc tongues 2 for 1 CP. Surprisingly enough, business is booming. Most of the military eat there during duty, or grab something on the way to a post. Chance of military 80% (NA 1-20). After closing down for the night, Hornrik moves to his room in BLDG 45 where he counts his wealth...127 SPs, and 34 GP, and an extra large Opal (100 GP).

29. UNEMPLOYMENT AGENCY

DOSE DODE FEM ELF MU LG 4 6 9 4 10 15 12 10 9 8 Dagger
Dose, a female High Elf, seeks to keep the thieves and beggars off the streets by finding them jobs. There is a 65% chance of finding menial labor, 20% for an apprenticeship, 10% of governmental job, 4% chance for skilled labor (specialists) and 1% chance of a high paying, no-work job (Convoy escorts are menial labor as are all guard positions). Her hoard is small but unusual...23GPs, 2 EPs, 19 CPs, a Staff of Power, Medallion of ESP (which she wears).

30. WEAPONS SHOP

THUMBOLD DWARF ARMORER N 4 18 7 3 12 12 13 10 14 10 Mace
From the Dwarven Mountains, and with a posse in hot pursuit, Thumbold came through the Dearthwoods unarmed to seek shelter within Modron and opened a shop to sell weapons made from the same skilled hands that are reknown throughout the land. Given materials, Thumbold can produce up to +1 weapons of any sort, and has built a reputation as one of the finest axe builders around the countryside. Stashed in a hollow place within his forge are 231 GPs, 12 SPs, a Mace of Disruption, and a Scroll which he can't read.

31. CONCENTRIC CASINGS

SHAMBLEY DWARF ARMORER N 3 12 5 3 12 12 12 10 15 14 Mace
Shambley, another Specialist, builds armor and shields. Shambley builds shields with cutting edges that are extremely nifty when in close confrontation with your opponent., DMG 1-6. His chainmail armor is specially treated so as to not rust, and can be had for a mere 120 GPs. Regular types of armor are at a 10% discount from the book price. Shambley has saved 107 GPs, hid in a suit of plate armor for a trip back to the Dwarven Mountains. On a wall behind his counter is a +2 Shield and a -2 Shield.

32. THE KELLARBARI

SIDSLONE BERAÉ HUM SAGE N 4 13 9 3 10 13 13 12 7 13 Dagger
This tavern is devoted to the more quiet clientele, and Sidslone keeps a couple of bouncers, LVL 5 FTRs, HTK 21-34, 2H Swords, handy to clear out the rowdy troublemakers. Specializing in the humanities, Sidslone will listen to almost anything anyone wants to talk about. There is little happening within the walls of Modron that he hasn't heard before (80% chance of being correct). Beneath a table in his room, on which sits a plain old glass crystall ball (NO Power), is 13 GPs, 275 SPs, and 54 CPs. Most of his money is tied up in a Staff that lies within the Waterfront Storage Company's warehouses.

33. TAPESTRIES & RUGS

DINN DUNDEE ELF MU LG 5 8 7 3 10 17 9 10 7 13 Dagger
Dinn's rugs are of high quality (it's been rumored that he has a Djinni weave them). Most of them portray some scene of historical value. In broad view but unknown to customers is a Flying Carpet that he can command. Dinn has a Wand of Cold, 34 GPs, 78 SPs, and 3 Gems rolled up in an Owlbear rug behind the counter.

34. CITY RECORDS

ANDRU LLEWELLYN HUM SAGE N 5 18 9 5 9 14 15 8 12 13 Dagger
MOREE THE LEAST HUM MONK N 3 10 9 2 15 12 15 10 16 12 Sword
Piles and Piles of scrolls, tomes, books, loose papers, and ink stains best describe this establishment. There is so much (4 levels beneath the building) that Andru and his assistant, Moree, have not found everything that lies within. All transaction of all businesses are housed within as well as records on every man alive or dead over the past three hundred years. Found within and stored away on a top shelf in the third level are three tomes of unknown content, a Scroll of Protection vs. Lycanthropes, and a 15th LVL Wizards' notebook. Andru and Moree live together in BLDG 35. Total wealth is 34 GPs.

WATERFRONT STORAGE CO.

SNAKETOOTH TODE BLDG 37	FTR 4	CE 3	21 9	15 4	11 18	12 13	Sword+1
FARLE BLDG 47	FTR 3	CE 3	17 7	10 10	8 13	8 10	Sword
DESIRADEL BLDG 38	FTR 3	LE 2	19 7	14 12	9 8	7 9	Sword
ROATLE THE RAW BLDG 41	SAGE 5	N 7	27 9	12 14	14 9	9 13	Dagger
TOUDEL BLDG 36	MU 4	LE 3	8 5	11 16	7 11	13 16	Dagger+2

Snaketooth Tode runs and owns the Waterfront Storage Co. along with his three sons Farle, Desiradel, and Toudel. Amongst the greediest of the town, they hate to see the levy applied to all of their goods which are bought, sold, and stored within their warehouses. Additionally, they can't stand the law/good alignment symbolized by the Temple of Mitra and its personages. Toudel, a MU of some repute, has trouble remembering all of the spells that he is supposed to know. He is kept around and tolerated by the other members of the family simply because of the blood relation and that use of his name tends to ward off would-be thieves. The Waterfront Storage Co. also employs the use of one very old (865 years in DEC) Sage, who is supposed to be knowledgeable in the physical affairs of man as well as materials that could have been constructed by man over the past century. Roatle is given to fits of amnesia and feeble-mindedness, which usually results in him wandering the streets stark raving naked, hence the title "the Raw". The WSC's wealth is second only to the Temple and is stored three levels down below the main office and guarded by Giant Water Beetles, charmed by none other than Toudel. Wealth consists of 37,570 GP, 214,000 SP, 157 PP, and 450 gems (@ at about 50 GP).

Warehouse A Lesser gems (coral, amber, agate) 1568 in iron chest Poison #2 trapped, 16 kegs of whale oil, 135 stag horns, 89 leather bags, 842 Sponges
Warehouse B Gems (obsidian, bloodstone, onyx) 1144 in triple iron chest Poison #4, 560 harpoons, 4 anchors chained to chest, 6 canoes, 123 backpacks
Warehouse C Gems (pearls) 2465 in triple iron chest Poison #5 and iron cage chained, 6 chests of horseshoes, 18 saddles, 76 grapples, 6 large sails, rope

Warehouse D Furs, carved objects, ivory, marble, bricks, mast poles, oars, lanterns
 Warehouse E Actually a Guardhouse with NA 3-18 LVL 2 FTRs and pet wolf 3 HD.
 Warehouse F Magical apparatus (Toude1 spends a great deal of time here)
 Warehouse G Books, scrolls, tombstones, mirrors, papyrus, linen, silk, keg of ink
 Warehouse H Edible luxuries, cloth, cloaks, keg of Poison #4, 16 axes, 48 swords
 Stables Five heavy wagons, 20 draft horses, 2 mules, 2 light horses, 4 saddles

BILBO BORABULUS AS 5 N 6 16 2 13 13 12 13 17 Dagger+3
 Bilbo is the stable master of the WSC. His true talents are unknown to anyone as he has not worked this area before. His job is not demanding and gives him plenty of time to practice his skills out of the city after darkness. His set price is 2500 GP times the LVL of the intended victim. Bilbo rarely takes a bath, so his ultimate detection is frequent, but to aid him he has an Elven Cloak given him by an intended victim who talked him out of the job. Another victim talked Bilbo out of a job by giving him the ability to talk with animals. Buried in the stalls where he works is his savings of 239 GPs, 42 SPs, and 101 CPs. Bilbo drinks a lot to instill courage in himself.

35. ALISTER ARTZWEG

TOLU TOSAI GNOME FTR CE 4 23 2 3 15 12 12 10 9 13 Sword
 Tolu's establishment is for those "unhumans" allowed into the city. Weapons must be checked at the door. Although humans are allowed in, there is a 65% chance that a brawl will result from some of the other "locals" already seated. One of the specialties of the house include a "human ham" for 5 GPs. Behind a small stone idol is a wall safe containing 234 GP, 53 SPs, and 134 CPs.

39. CITY JAIL

SCUMEL SAFT HUM FTR CE 5 29 1 2 13 9 9 15 12 9 DB AX+2
 Scumel has the most despicable job in town. Persons convicted of severe crimes or those of a political nature that aren't sent to the Stadium are disposed of in the Jail. After booking and being stripped of all items (Everything!), condemned prisoners are shoved down a staircase behind a steel door. The door only opens from the outside and is immune to all spells and force from within. Until recently, no one has ever come back. Scumel keeps his hoard of treasure and belongings taken from condemned men down the stairs. Scumel has been down 3 levels (or so he says) and hides his goodies on the 2nd level. Treasures include various armors, swords, other weapons, 543 GPs, 32 SPs, 1097 CPs, two scrolls, and a Potion of Delusion. The one that is said to have come out alive, escaped while Scumel was depositing his latest take downstairs.

40. SCHOOL OF THE SAMURAI

MATAGUCHI TON LAI HUM FTR LG 6 40 6 2 15 12 12 12 17 13 Samurai Sword
 (1-10 Damage)

Ton Lai teaches would be students the art of self-defense with a samurai sword. Swords may be purchased by students only (cost of 32 GP), and can do damage of up to 10 pts, but only in the hands of someone trained in the art, otherwise they are worth regular sword damages. Ton Lai charges students 120 GP per month and billets students in BLDG 42. Novice training lasts for 1 month and enables the student to use the sword effectively. For each additional 6 months, the student will learn more of the art AND ADD +1 to their Hit Probability, up to +3. Secured under his bed in a small chest is 345 GP, 297 SP, and 13 CPs.

THE DOCKS

Located within the channel, these docks are deep water and can handle any boat capable of travelling up and down the coast. Located at N and P are catapults to discourage any of the would be invaders, and double-lock gates that seal the city off when necessary. Boats are unloaded and loaded at the ship-shaped dock of each port. Material goods are stored in the Waterfront Storage Company warehouses (A thru H). All goods entering port are inspected by customs officials and a tax levied on them before entrance is secured. Those not wishing to pay the tax are thrown into jail and their belongings simply confiscated by the realm. A trebuchet is located at

Q, and the Custom's Building is #44.

PORT AUTHORITY

SHINING EYES THE SHIFTY TH N 4 18 7 9 6 11 4 14 9 11 Sword
As a thief, Shining Eyes couldn't have it any better. As Port Authority he oversees both ports and the Customs Office. Almost any little pretty will catch his eyes, and in the past, plenty have. Shifty lives in a small room in the back of his office. Secreted within this room is the company safe and within it his own (STR 18-00). At any day the company safe may hold up to 7600 GP in gems and gold, while his own little box will probably have at least 5% of that and a Robe of Eyes.

PORT "P"

FINGERS FLATTHUMB TH N 2 10 7 5 10 11 9 11 12 11 Sword
Chief Stevadore of Port "P", Fingers is always trying to outdo Teweil the Filcher in order to gain the attention of the Port Authority. Since Shining Eyes is due for retirement soon, Fingers thinks that the job should be his. Not normally taken to bribes, much more loot reaches the customs house from his port than others. Finger's thumb was flattened after he tried to filch a few GPs from a wandering Paladin, who had his horse stand on Finger's thumb. Fingers has sworn revenge. Within Fingers' hold are 27 GPs, 73 CPs, and a Ring of Contrariness which Fingers does not wear. Lives in BLDG 43.

PORT "N"

TWEIL THE FILCHER TH N 2 9 7 4 12 7 11 8 14 12 +2 Dagger
Teweil, the Chief Stevadore of Port "N", is a crafty old fox. With his Bag of Holding, Teweil has been able to remove large quantities of items from the docks even under the sneaky eyes of the Port Authority. Living in BLDG 28, the Filcher has made off with 1376 GPs, 22 SPs, and 173 CPs, all of which are kept in a lead strong-box with double-poisoned locks, and a trapdoor situated to open at the same time, the chest opens, dropping would-be thieves into a snake infested hole.

44. CUSTOMS

CUREADA COL CL N 3 11 6 6 10 9 16 6 15 11 Flail
As Customs Regeant, Cureada collects the levy from goods entering the city. Monies are never kept more than overnight in the BLDG, and only then on rare occasions. The King usually sends a large, heavy armored wagon over to pick up the day's take just before nightfall, which is then transferred to the castle's hold. Cureada, seeking the King's favor never has taken a bribe, and she is satisfied in knowing only that her position is secure and that Anoethin has noticed her. Her income of 30 GPs per month is saved almost to the penny, as she is a spinster and does not venture out very often. Living in BLDG 46 along with her pet dog, SABRE (actually a polymorphed hell hound), her life savings of 2431 GPs and a staff of Healing are secreted behind the back of the fireplace in her living room.

48. JEWELER

DOLAN AUDOR HUM BARD N 4 13 3 5 12 8 14 12 15 17 Dagger+1
Gems brought to Dolan are fitted into some of the finest jewelry in the lands. Cost for the making of jewelry is always equal to the value of the stone (Prices for Jewelry usually range up to 4 times the value of the stone). Dolan will also work for a split....bring two gems and give him one and he'll fix the other for free. Business has been good for Dolan. His treasure amounts to 1374 GPs, 358 SPs, 17 Gems, and 4 pieces of jewelry that he is working on right now for the King (Value: 1500 GP@).

49. KING'S WAREHOUSE

DUKE OF KRALINOR HUM FTR PAL LG 5 31 13 2 15 11 10 12 12 18 2H Holy Sword+3
A long distant cousin of the King, the Duke watches over the material values of the kingdom that are stored in the warehouse. Mostly, materials consist of valuable sculptures and paintings, woven rugs, some jewels and gems, the Kings Chariot (1300 GP). The Duke is constantly on the lookout for Evil, which he tends to "snuff out" on sight. This, of course, has gotten him into a lot of trouble with the King. The Duke's Residence is BLDG 54 and is as lavishly furnished as any other Paladin's.

In savings in his room is the Duke's next donation to the church 3975 GPs.

51. GEMCUTTER

PALLUS DURSTIN HUM CL N 3 9 5 4 13 9 14 11 10 16 Mace
Pallus cuts raw stones that are brought to him into gems. Half the value of the finished product is the price for his exceptional work. Pallus also indulges in smuggling valuables through the port and customs authorities for a price. He is seen on the docks frequently and is usually above suspicion (he's never been caught). Beneath a false floorboard is 2390 GP, 631 SPs, 4 raw gems, 5 finished gems, a moonstone, and an unusual scroll. In his workshop area are 3 raw sapphires ready for cutting.

52. THE WATERDOWN TAVERN

SIMPLE SLAKEON HUM FTR CG 2 11 3 3 13 12 10 7 8 13 Sword
A favorite hangout of the incoming and outgoing sailors, it is possible to hear many tales of travel up and down the river as well as the seacoast in Simple's tavern. Giant Shark steak 3 SP, Octopus soup 1 CP, Sanghuin ribs 2 GP, salt water beer 1 CP. His small hidden valuables amount to 35 GP, 21 SP, 154 CPs, and a necklace of Water Breathing.

53. INFORMATION

SIR SHAMBLIN GAIT HUM FTR N 3 13 5 2 14 9 7 6 13 15 Sword
Here it is possible to buy whatever common knowledge about the city that may be known. Of course, for a little on the side, certain highlights can be heard of to include secret doors into the palace, a way under the walls of the city, even what doors are unlocked at night. Additionally, Sir Shamblin buys information if it is worthwhile (determined after hearing it). Sir Shamblin is in to all sorts of deals. He even makes false papers for non-citizens and phoney bills of lading for ship-owners.

64. CROSSWATER FERRY SYSTEM

TOME ENDZ	HOB	TH	LG	4	12	3	6	12	13	14	11	13	12	Throwing Knives
BOOK ENDZ	HOB	TH	LG	4	13	3	6	11	14	12	9	13	10	Throwing Knives
DEAD ENDZ	HOB	TH	LG	4	10	3	6	14	9	7	10	15	8	Throwing Knives
THE ENDZ	HOB	TH	LG	4	11	3	6	15	11	10	10	14	16	Throwing Knives

The Crosswater Ferry relays people across the river/bay to the main road leading through Modron. Although not the best crossing, it was the only one possible since the Waterfront Storage Company tried to prevent the Ferry from being built at all. This led to much animosity between the brothers and the WSC. Crossing cost 2 GP per head and 2 SP per bag...animals are extra. The brothers total horde consists of 132 GP, 15 SP, and 312 CPs. NOTE: the Brothers are in good standing with Loreali.

TEMPLE OF MITRA

A fairly modern city, Modron has built a large amphitheater for the worship of their god, Mitra. A round, raised dias forms the podium from which the priests lead the services. Within the Temple itself, are the High Priests and Scribes, and occasionally, some dignitary of reknown, but the general public is not allowed within the Temple proper. Priests are housed in the two west wings of the Temple.

SHALOT	HUM	CL	LG	10	43	10	10	12	16	12	11	16	Flail+2	
CERATALOR	HUM	CL	LG	8	32	8	9	13	15	11	10	13	Flail	
DERITUM	HUM	CL	N	6	25	8	14	10	15	10	12	11	Flail	
WAXRIATL	HUM	CL	N	5	18	6	14	12	14	16	11	12	Flail	
CHANSLER	HUM	CL	LG	3	12	4	15	9	12	16	16	11	Flail	

The above priests are in the order of their importance. Chansler is the Protector of the Temple; Waxriatl leads the masses in their worship; Deritum is the high priest within the Temple for visiting dignitaries; Ceratalor is the administrative scribe and Temple coordinator; Shalot is the Temple High Priest. It is rumored that Shalot has a "hotline" to the gods.

SHARKS & SEA MONSTERS

SHARK TABLES

WATER ADVENTURES

Blood attracts PROB 30%, within 2-12 turns; distance 3-9", charge +3"; bites twice per turn, for five turns maximum.

LAKES & RIVERS

		AC	HD	DAMAGE	MOVE	NA	ATTACK	SPECIAL
1	Sand (Spanish) 10'	8	4	1-8	8	2-16	80%	Yellow Brown
2	Porbeagle 12'	5	6	2-12	8	2-12	70	Ram 3-18
3	Lemon 11'	6	2	1-6	14	2-12	60	Yellow
4	Great Hammerhead 15'	7	3	1-8	5	2-8	50	
5	Bull Shark 12'	7	2	1-8	6	3-18	50	
6	Whaler (Swan River) 8'	8	3	1-8	10	1-6	50	12' Long
7	Great Blue 13'	6	6	1-8	12	5-30	70	
8	Tiger 30' Black Spots	4	7	2-12	16	1-6	80	Ram 4-24
9	Small Black Tip 6'	8	3	1-6	5	2-12	60	
10	Ganges River 10'	6	3	1-6	6	6-24	70	
11	Bay 15'	7	5	1-8	10	2-8	60	Bronze
12	Mako 12'	6	5	1-8	20	1-8	70	Cobalt Blue

DEEP WATER

		AC	HD	DAMAGE	MOVE	NA	ATTACK	SPECIAL
1	Great White 36'	3	8	3-18	15	1-4	100%	Ram 6-36 Sw. 20
2	Tiger 30'	4	7	2-12	16	1-6	80	Ram 4-24
3	Mako 12'	6	5	1-8	20	1-2	70	Cobalt Blue
4	White-Tipped 13'	7	4	1-6	15	1-10	70	
5	Bronze Whaler 12'	7	5	1-6	12	1-6	80	
6	Brown Whaler 12'	8	3	1-6	10	1-8	60	
7	Great Blue 13'	6	6	1-8	12	5-30	70	
8	Nurse 14'	7	6	1-8	5	1-6	20	
9	Whale Shark 75'	6	10	2-12	5	1-4	10	Ram 5-30
10	Basking (Bone) 50'	8	9	2-12	6	1-8	20	
11	Large Black-Tip 8'	8	3	1-6	10	2-12	50	
12	Porbeagle 12'	5	6	2-12	8	2-12	70	Ram 3-18

SEA MONSTER TABLE

WATER ADVENTURES

Probability of Attack per Encounter 95%.. Roll Distance 10-80'

		AC	HD	DAMAGE	MOVE	NA	SPECIAL
1	Giant Octopi 15'	7	4	1-6	3/15	1-4	1-6 Tentacles
2	Giant Squid 60'	7/3	6	4-24	3/12	2-12	3-12 / Tail
3	Giant Snake 30'	6	6	2-12	20	1-2	Poison #3
4	Giant Fish 30'	7	10	1-4	30	1-2	Swallow on 20
5	Giant Leech 10'	8	2	2-12	6	2-12	Level / Turn
6	Giant Crab 15'	2	3	1-10	6	3-12	2 Pinchers
7	Nixies, Water Sprite	7	1	1-6	12	10-1000	¼ Charm 1/Day
8	Lizardmen	5	2+1	2-7	6/12	10-40	Semi-Intellegent
9	Tritons	4-6	5-7	VAR	15	5-30	MU 2-4 Level
10	Mermen	8	VAR	1-6	9	30-300	Tridents & Darts
11	Dragon Turtle 20'	2	11-13	3-18	9	1-2	Breathe 3X9
12	Water Naga 10'	5	7-8	1-4	15	1-2	MU 1-5 Level
13	Makara 15'	4	5	2-12	6	1-2	2 Pinchers 1-10
14	Loch Ness 60'	6	20	5-40	16	1	Swallows 19-20
15	Killer Whale 90'	7	30	1-6	18	1	Swallows 18-20
16	Kraken 20'	4	15	1-6	10	1	6 Heads, 1-6 Tent.
17	Zeuglodon 120'	9	15	6-36	10	1	Swallows 19-20
18	Cecrops 24'	4	15	7-42	15	1-4	Control Weather
19	Ea 10'	2	16	3-30	18	1	Only Magic Weapons
20	Roll on Bad Weather Table						

PRECIOUS PEARLS

The value of pearls is a function of their color, size, shape and lustre. Pearls of lesser value are generally made up in jewelry and pearls found as individual gems in a horde are usually of a very high grade. When searching for pearls in a oyster-bed, there is a basic 5% chance per turn of finding a pearl (+5% if one possesses luckstone).

PROB	Color	Multiplier	Size	Shape	Lustre
01-20	White	1-4 GP	1 Small- $\frac{1}{2}x$	1 Irregular- $\frac{1}{2}x$	1 Dull- $\frac{1}{2}x$
21-39	Blue	2-12 GP	2 Average- 1x	2 Oblong- 1x	2 Shiny- 1x
40-55	Green	10-40 GP	3 Large- 2x	3 Round- 2x	3 Bright- 2x
56-70	Yellow	20-80 GP	4 Extraordinary- 3x	4 Oval- 3x	4 Brilliant- 3x
71-82	Pink	30-180 GP	5 Giant- 4x	Example: a Black pearl with a multiplier of 150 that was Small, Oval and Shiny would be 225GP (150x $\frac{1}{2}$ x3x1).	
83-88	Black*	50-500 GP	6 Mammoth- 5x		
89-94	Gold*	100-800 GP			
95-98	Red*	300-1800 GP			
99-00	Silver*	500-3000 GP			
				*only Brilliant pearls of proper color are magical per Supplement II page 24.	

UNDERWATER ENCOUNTER TABLES

PELGAIC TABLE 0-100' Deep		WATER ADVENTURES				
Probability of Attack per Encounter 10%..Roll Every Turn; Distance 4-40'		AC	HD	DAMAGE	MOVE	NA SPECIAL
1	Great Barracuda 10'	6	3	1-8	12	1-4
2	Flying Fish, Blackwing	5	$\frac{1}{2}$	1	14	6-36 Fly 500'..Messengers
3	Bluefin Tuna 20'	8	3	1-6	6	1-10
4	Dolphin 6'	6	2+2	1-8	15/21	2-20 Ram, 50% Telepathic
5	Tarpon 4'	9	1	1	6	1-10
6	Needlefish 5'	9	2	2-12	12	2-12 Snout as Sword
7	Muskellunge 7'	9	1	1-6	4	1-6
8	Ocean Sunfish 6'	9	4	1-4	4	1-2 Telepathic Emotions
9	Blue Marlin 20'	5	3	1-6	10	1-12
10	Atlantic Halibut 8'	8	2	1-6	8	2-12 Ram
11	Conger Eel 7'	6	2	1-4	8	1-4 Poison #3
12	Giant Seahorse 10'	7	2	1-6	12	1-20 Ram, Trainable
13	Jewfish, Black 8'	6	4	1-6	8	1-4
14	Black Drums 4'	9	1	1	2	1-2 Noise calls Sharks
15	Lamprey 2'	6	3	1-4	9	2-16 Drains 1 LVL/HD
16	Giant Frog 8'	7	2	1-10	1/3/24	4-40 Causes giant Warts
17	Crocodile 20'	5	6	4-24	9/15	12-60 Tail 2-12
18	Man-O-War 20'	9	5	1-4	3	1-4 Poison #4
19	Giant Squid 20'	7/3	6	1-8	3/12	2-12 1-10 Beak, Con 3 Turns
20	Roll on Sea Monster Table					

BOTTOM TABLE 100'+ Deep		WATER ADVENTURES				
Probability of Attack per Encounter 10%..Roll Every Turn; Distance 2-20'		AC	HD	DAMAGE	MOVE	NA SPECIAL
1	Stingray, Round 2'	8	1	1	2	1-4 Poison Sting #2
2	Catfish 12'	7	3	1-6	8	1-6
3	Paddlefish 10'	6	3	1-8	6	1-6 Ram
4	Stingarees 10'	7	2	1	3	2-8 3 Stingers Poison #3
5	Devil Ray 20'	5	6	2-12	12	1-4 Smother 2-8 Turns
6	Ratfish 3'	8	1	1-6	3	2-12 Poison #2
7	Lantern Fish 3'	9	$\frac{1}{2}$	1	3	2-12 Attracts Sharks 20%/t
8	Pilot Fish 2'	9	1	1	4	1-6 Swims toward Destination
9	Moray Eel 6'	7	1+4	1-4	12	2-16 Poison #3
10	Sea Bass 7'	8	5	1-6	8	2-12 Ram to Subdue
11	Sea Raven 20'	3	3+1	1-6	8	1-4 Back AC 8
12	Porcupine Puffer 3'(9')	6	2	1-4	3	1-6 Poison Spines #4
13	Star Gazer 1'	5	2	1-4	2	1-4 Shock stuns 3-18 Turns
14	Wolfish 6'	9	3+2	1-8	4	2-12
15	Remoras 2'	8	1	1	4	6-36 Attach Encumber +500
16	Goosefish 4'(12')	7	3	1-6	2	1-4 Swallows on 19-20
17	Hagfish 3'	8	1	1-4	5	1-10 Drains Blood 1-2 Str.
18	Sea Turtle 20'	6	5	1-4	20	1-4 Shell AC 2
19	Giant Clam 15'	2	2	1	1	1-6 Trap 10%, Crush 6-36
20	Roll on Sea Monster Table					

