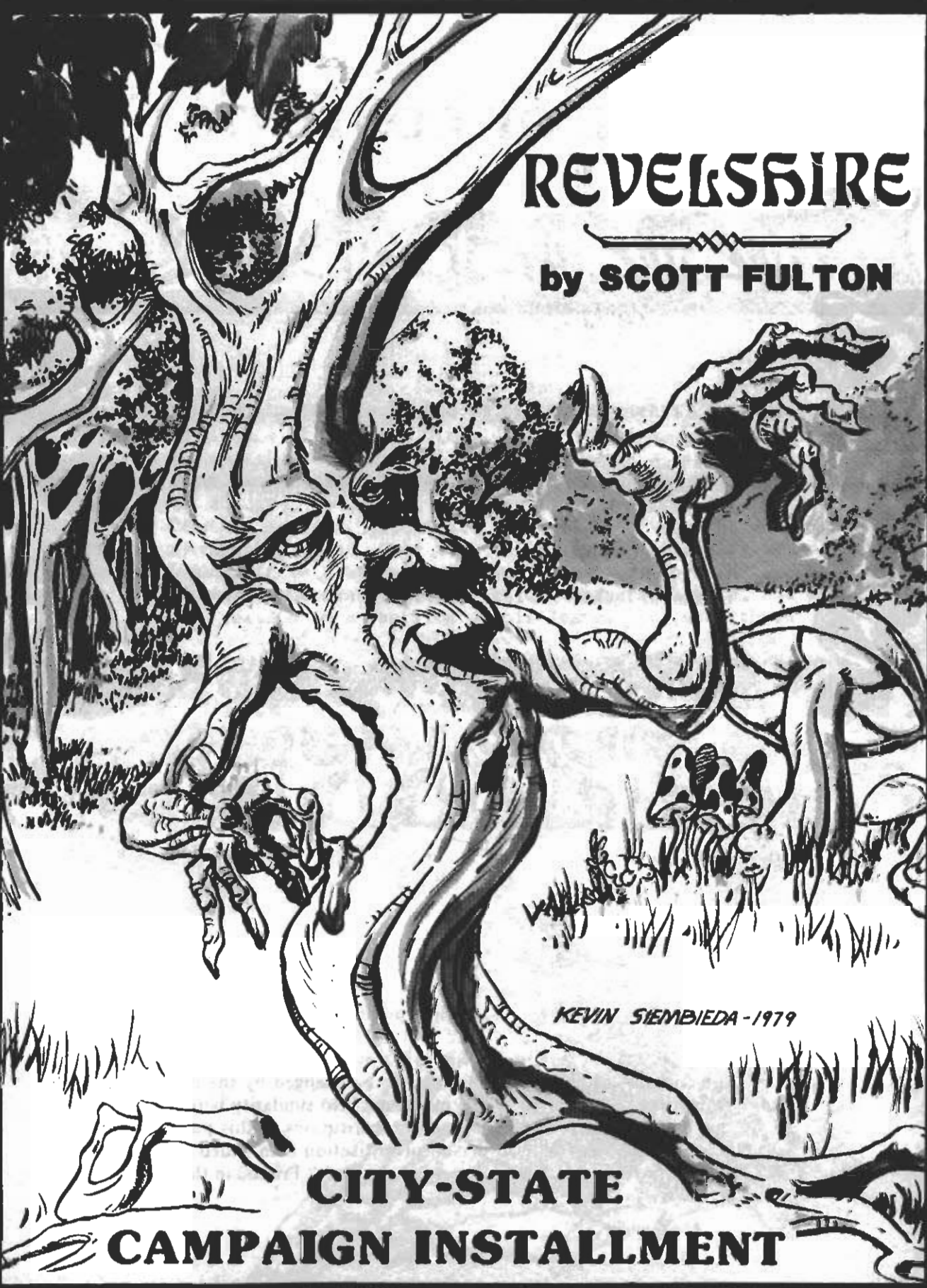




# REVELSHIRE

by **SCOTT FULTON**

KEVIN SIEMBIEDA - 1979

**CITY-STATE  
CAMPAIGN INSTALLMENT**

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Komlee, Mayor of Revelshire

| CLASS  | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|--------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Cleric | 9th | N     | 41 | 13  | 13  | 14  | 13  | 16  | 13   |

Blue eyes

Blonde hair to shoulders

Pale complexion

Blonde beard and moustache

Age 179

5'1"

144 lbs.

Right handed

Komlee is a peaceful type, who does not want trouble. Nonetheless, he has seen enough of it to be able to handle it. He wears mithril Chainmail (in battle), which gives a +4 on Armor Class, but only weighs half as much as the normal type. He weilds a +3 Mace, and constantly wears a ring which regenerates 1 HP/turn as long as the wearer is alive. He is one of the few people that Revelroot knows by name, and he can often be found near the Treant, especially in times of trouble. He tells all of his problems to Revelroot, not for advice, but for the therapeutic value. Once in a while the Treant does give advice, and it is usually good. It is a mutual enjoyment situation, for although Revelroot is usually in a semi-somnolent state, he enjoys being spoken to, and such activity usually results in a rustling of his leaves even when there is no wind.



Gophe, Weaver/Female half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| WU    | 1st | LE    | 4  | 7   | 10  | 6   | 9   | 14  | 7    |

One green eye, one blue eye  
Black hair  
Ruddy complexion  
Age 103  
4' 2"  
88 lbs.  
Left handed

Gophe has not progressed further in her ability to use magic because it is just a hobby to her. Most of her time is spent weaving cloth from plant fibers, from which the traditional domestic clothing is made. The influx of exotic materials has not hurt her business, because those materials are generally only useful for leisure or ceremonial purposes. The common stuff is still best for work clothing. Because of her hobby, Gophe is very curious, and asks many questions of Magic Users or those with magic items. She understands the ways of magic better than most first Level characters, and is allowed to handle a magic item has a relatively small chance of bringing disaster on herself or on others.

Apycmax, Lumberman/Gnome

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Thief | 2nd | LE    | 11 | 8   | 15  | 9   | 11  | 13  | 16   |

Brown eyes  
White hair to shoulders  
Dark complexion  
Black moustache and beard to knees  
Age 68  
2' 4"  
54 lbs.  
Right handed

When Apycmax came to Revelshire, he was suspicious of everyone, and may have been on the run. As soon as he discovered that no one cared about him, he settled down, and was soon employed as a lumberman. His job is to chop the lesser branches from downed trees. He uses a hand Axe to do this, swinging it like a Battle Axe. He uses this same weapon in battle. He is never without Leather Armor and a Dagger.

Remviz, Keeper of the Tower/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Rgr   | 2nd | NE    | 14 | 16  | 12  | 9   | 10  | 15  | 10   |

Blue eyes  
Short, black hair  
Black moustache and beard to waist  
Age 95  
4' 6"  
125 lbs.  
Right handed

As his title suggests, Remviz is the Keeper of Revel Tower. This is essentially a meaningless job, with only sleeping quarters as payment. He also tends the hedge around Revel Green, the area around Revelroot and Revel Tower, and spends much of his time around Revelroot. He is the only person besides the mayor that the Treant knows by name.

Omk, Messenger/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Thief | 3rd | NE    | 16 | 12  | 8   | 11  | 5   | 16  | 12   |

One blue eye, one brown eye  
Red hair to shoulders  
Bronzed complexion  
Age 114  
4' 6"  
130 lbs.  
Right handed

This small individual boasts that he can get to any point in Revelshire faster than anyone else, and quite rightly so. This is because he does not use the established walkways between living areas, but leaps through the branches like a monkey. His high dexterity, and long experience at this, make it fairly safe, but he has come near disaster on several occasions. Nonetheless, he continues his reckless course, earning his money by taking messages from place to place. It is not unusual to see him go swinging past, and the local folk no longer comment upon it. Despite his continual rush, he will usually stop to warn any child he sees that what he is doing is dangerous, even with experience, and positively suicidal without it. Despite this, the possibility that someday some child will be hurt trying to imitate him is always in the back of his mind, but he keeps on doing what he enjoys most, and is best at.

Flokoc, Tree Surgeon/Halfing

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Rgr   | 6th | LE    | 40 | 15  | 12  | 12  | 10  | 9   | 14   |

One black eye, the other varies from green to brown  
Short black hair  
Ruddy complexion  
Age 38  
3' 1"  
86 lbs.  
Left handed

Tree Surgeon is a highly respected and important profession in the community. The folk live for the trees, therefore anyone who can heal them is important. The lumber production of the half-elves is quite low, because they may cut only the trees that Flokoc and his colleagues indicate need to be removed for the good of the Forest.

Fuhot, Sage/half elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| None  | --- | LE    | 2  | 9   | 16  | 13  | 9   | 4   | 11   |

Blue eyes  
Short white hair  
Age 162  
4' 4"  
134 lbs.  
Right handed

This little fellow is the halfelfen version of the stereotypical professor. He is very short, with a wisened face and piercing blue eyes. He wears his short, white hair cut close to the head, for ease of handling, and is dreadfully absent-minded. His pipe is almost always in his mouth, even when he is talking, because he forgets to take it out, but this pipe usually has not been lit, or has gone out without his noticing. Should he discover that it is unlit, he will look absently about for a tinder-box or fire. If either is available, he will have the paraphernalia all set to light it before he remembers that he has mastered the trick of lighting it by magic. Unsurprisingly, his area of study is Herb Lore, with a specialization in the use of trees and Treants. He has a 50% chance of answering any question on plantlife, or a 60% chance on trees or Treants. These probabilities can be adjusted up or down, depending on the difficulty of the question.

Mistress Ojes, Jayor's Wife/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Rgr   | 1st | LN    | 6  | 14  | 13  | 7   | 8   | 6   | 13   |

Brown eyes  
Black hair to waist  
Bronzed complexion  
Age 154  
5' 2 1/2"  
142 lbs.  
Left handed

Unlike her husband, this lady likes to get out into the woods surrounding Revelshire, and explore. Actually, "explore" is not quite the word for it, as she knows the area like the back of her hand. She also knows more than most folk about woodlore. She is by no means an expert, since she has never been forced to learn, but in the area around Revelshire her skills are formidable due to her intimate knowledge of the area. (Treat her as three Levels higher.)

Oka, Tailor/Elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 3rd | LE    | 19 | 13  | 15  | 6   | 10  | 7   | 15   |

Eyes vary from blue to green  
Red hair to shoulders  
Pale complexion  
Age 113  
3' 10"  
97 lbs.  
Right handed

For many years, the Elves had only clothing made of local plant fibers, and skins, and only natural colors, such as green or brown. With the opening of the trade route, silk and linen became available in bright colors, and quickly became popular. This is the type of clothing Oka deals in. He is meticulous, and saves his finest creations for himself. As a result, his clothing is always colorful and impractical. He is well off, and has 134 GP hidden behind a knothole in one of the branches which form the walls of his shop/home.

# Pogpu, Fisherman/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Assn  | 2nd | NE    | 10 | 14  | 6   | 14  | 13  | 16  | 11   |

Blue eyes  
Brown hair to waist  
Dark complexion  
Brown beard to knees  
Age 67  
5' 7"  
147 lbs.  
Right handed

The folk of Revelshire do not generally have much to do with the river, but Pogpu makes his living from it. He has a small dugout canoe which he floats out into the river, with a line attached to the bank. When he is finished fishing, he simply hauls himself in with the line. He makes a good living selling his fish. The fish are unusually delicious, because the waters of the river are not polluted, and, thus, the fish are in fairly great demand. Pogpu fishes with a hook and line.

# Geok, Retired Sailor/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| MU    | 2nd | N     | 7  | 12  | 13  | 8   | 11  | 14  | 10   |

Eyes vary from green to black  
Braided brown hair to waist  
Bronzed complexion  
Beard to waist  
Age 160  
5' 7"  
173 lbs.  
Left handed

This gentleman chose to retire to Revelshire, after serving on a ship that regularly visited the port. After retiring, he took up the study of magic, but has never progressed past 2nd Level because he is unwilling to expend the necessary effort. He mainly uses his ability for entertainment purposes.

# Dibla, Bowyer/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 3rd | LE    | 17 | 11  | 15  | 12  | 9   | 12  | 14   |

Blue eyes  
Bald  
Ruddy complexion  
Black beard  
Age 109  
3' 5"  
172 lbs.  
Left handed

Dibla mainly makes composite Bows, as dead wood of the type needed for Bows is not readily available. Most of the Bows in Revelshire (and there are many) are of his make. Due to the demand, his Bows are slightly more expensive than most.

# Ovhill, Mayor's Hunter/Elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Rgr   | 3rd | LN    | 27 | 15  | 9   | 11  | 10  | 18  | 12   |

Black eyes  
Brown hair to shoulders  
Dark complexion  
Age 114  
3' 9"  
108 lbs.  
Right handed

This individual hunts game for the Mayor's family. He will usually hunt with several assistants, and often with Wale along to field dress the kill. He is an excellent archer. (Add +3 to all Bow shots.)

# Uzaah, Customs Collector/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 2nd | LN    | 7  | 12  | 8   | 10  | 4   | 10  | 12   |

Eyes vary from blue to brown  
Red hair  
Pale complexion  
Age 153  
4'  
126 lbs.  
Right handed

Uzaah is obviously not well; he is small and sickly-looking. Anyone who tries to put one over on him, however, quickly discovers that his bodily afflictions don't affect his mind. He is tough-minded, and does not accept excuses. The customs must, and will, be paid, or the merchandise will be impounded. There are no exceptions.

# Yafind, Merchant/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ill   | 1st | LE    | 4  | 13  | 12  | 8   | 9   | 10  | 9    |

Green eyes  
Short, red hair  
Pale skin  
Age 101  
5' 7"  
169 lbs.  
Left handed

Yafind inherited his merchant business upon the death of his Human father, who had moved to Revelshire because it was an important point on the trade route. He taught his son, Yafind, well, and the business is making a good profit.

# Wale, Butcher/Dwarf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Thief | 3rd | N     | 12 | 16  | 6   | 9   | 8   | 12  | 9    |

One blue eye, one brown eye  
Brown hair to waist  
Beard to waist  
Age 152  
2' 11 1/2"  
84 lbs.  
Right handed

Revelshire has no domestic animals, so Wale's main job is cutting up game into meal-sized portions. He also sometimes goes along with hunting parties to do the field dressing.

# Adpa, Undertaker/Dwarf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Assn  | 1st | LE    | 3  | 9   | 13  | 12  | 18  | 11  | 13   |

Blue eyes  
Blonde hair  
Bronzed complexion  
Blonde beard to the ground  
Age 92  
3' 7"  
93 lbs.

Adpas' assassin abilities come directly from his job as undertaker. The job has given him the opportunity to study the humanoid body, and to discover its vulnerable spots. He does not advertise, or make use of, the fact that he knows no less than 20 ways to kill a humanoid without using a weapon. He does not go around killing folk, because the citizenry would not allow him to live peacefully if he did, but he has, on occasion, done in a human who was causing him trouble, although always in such a way that no suspicion was attached to himself.



## Gekhax, Scribe/half-elf

| CLASS  | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|--------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Cleric | 2nd | LE    | 8  | 10  | 17  | 13  | 13  | 10  | 15   |

Blue eyes  
Red hair to shoulder.  
Ruddy complexion  
Age 108  
4' 5"  
138 lbs.  
Right handed

Gekhax not only acts as scribe, but also as a sort of notary public, since he has been designated to draw up any official documents by the Mayor. As a result, while many of the people can write, they must still go to Gekhax. He is also well known among the Human merchants who trade at Revelshire, and a document with his seal on it is accepted without hesitation.

## Urk, Longshoreman/Elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Assn  | 2nd | NE    | 8  | 14  | 11  | 10  | 10  | 11  | 11   |

Brown eyes  
Short, sandy hair  
Ruddy complexion  
Red moustache and beard to waist  
Age 45  
4' 8"  
104 lbs.  
Right handed

Urk is another tough guy, not above stealing what he wants from Humans. He is also an Assassin for hire. His favorite method of killing is to throw a stolen knife from a hidden spot. He does not always kill, but he has never been caught.

## Oakhu, Boat Builder/Human

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Thief | 2nd | NE    | 8  | 13  | 11  | 15  | 5   | 12  | 9    |

Blue eyes  
Blonde hair and beard  
Dark complexion  
Age 30  
5'  
180 lbs.  
Right handed

Oakhu was a sailor, but fell in love with a local girl, and settled in Revelshire. The only other skill he has, which is useful here, is the building of boats. Some of these boats are bought by trading ships, and a smaller number are bought by the local folk. Actually, there is not a great demand for boats, and he doesn't get much work.

## Quelm, Woodcarver/Elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 6th | NE    | 34 | 16  | 16  | 16  | 11  | 10  | 8    |

Green eyes  
Blonde hair  
Age 149  
3' 10"  
92 lbs.  
Right Handed.

Quelm, the artisan, works on both functional and decorative pieces, and, indeed, the two usually overlap. Quelm is not content to carve a plain bowl, he decorates it with foxes chasing rabbits, or deer drinking from a stream, or some other natural motif. He is also an expert with dyes and colors, painting his carvings in such natural colors that they nearly need to be touched to ascertain that they are, indeed, only carvings, and not real. This can be very bothersome to an outsider because many of the local folk have chosen to decorate their homes with his work. It is common to see a tree frog, crouching rabbit, or skunk which is actually carved wood, but the first time one assumes an animal to be carved, it will turn out to be real! He has carved a crouching Panther for the meeting hall. Animals and plants are the only subjects he carves. Quelm's fighting ability and Wisdom make him a trusted advisor to the Mayor.

## Boguvy, Harbor Master/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Thief | 2nd | LN    | 8  | 15  | 12  | 10  | 13  | 13  | 18   |

Green eyes  
Short grey hair  
Ruddy complexion  
Black beard below waist  
Age 49  
4' 8"  
128 lbs.  
Right handed

Boguvy is tough. Basically, he acts as Foreman for the longshoremen, and deals with the Sailors. Anyone in that kind of job must be tough, and it is a tribute to that toughness, as well as his Charisma, that the Harbor rules as set up by the Mayor are enforced without even a Navy to back him up.

## Egoju, Teacher/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| None  | --- | N     | 2  | 10  | 17  | 12  | 9   | 7   | 10   |

Green eyes  
Black hair  
White complexion  
Beard and moustache to waist  
Age 183  
5' 11"  
171 lbs.  
Right handed

This gentleman undertakes the teaching of the children of the city. The schooling includes reading, writing, history, and just a little bit of science. By modern standards, this is not a complete education, but it is above average for this level of civilization.

## Tedbu, Bridge Guard/half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 4th | LN    | 23 | 14  | 4   | 11  | 6   | 10  | 11   |

One black eye, one green eye  
Red hair to waist  
Red beard to knees  
Age 30  
4' 10"  
181 lbs.  
Right handed

Tedbu is paunchy and friendly, but not too smart. He simply follows orders, such as "If you are not sure whether someone should be allowed to cross the bridge," (and he often isn't), "don't let them cross until you check with the Mayor. If they insist, cut the rope when they are halfway across." These orders make it fairly clear that Tedbu lives in the lone tree on the south side of the Sandy River. His family has lived there for several generations, guarding the bridge. The eldest son inherited the job upon his father's death.

## Bigulryu, Jeweler/Elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Thief | 2nd | LE    | 7  | 10  | 12  | 12  | 13  | 10  | 11   |

Blonde hair to shoulders  
Pale skin  
Blonde moustache, and short beard  
Age 165  
4' 10"  
115 lbs.  
Left handed

Bigulryu takes advantage of his light hair and skin by always wearing white clothing. The effect is striking. He also prefers to work with silver and diamonds, but he does work with other metals and gems, as well. It is simply that 90% of his stock will be in silver, and he will pay slightly over the normal rate for silver or diamonds.

## Inn Guards

Tydhbyu, half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 6th | N     | 23 | 11  | 14  | 10  | 13  | 12  | 10   |

Spizo, half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Assn  | 4th | NE    | 19 | 12  | 9   | 9   | 14  | 12  | 11   |

Yuisep, half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 1st | LE    | 10 | 8   | 11  | 11  | 12  | 11  | 5    |

Gu, half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 2nd | LE    | 18 | 13  | 5   | 10  | 9   | 10  | 8    |

Rheb, half-elf

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 3rd | NE    | 20 | 12  | 14  | 15  | 14  | 13  | 17   |

Loj, Halfling

| CLASS | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|-------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Ftr   | 1st | LE    | 7  | 9   | 9   | 15  | 9   | 11  | 12   |

Guk, Elf

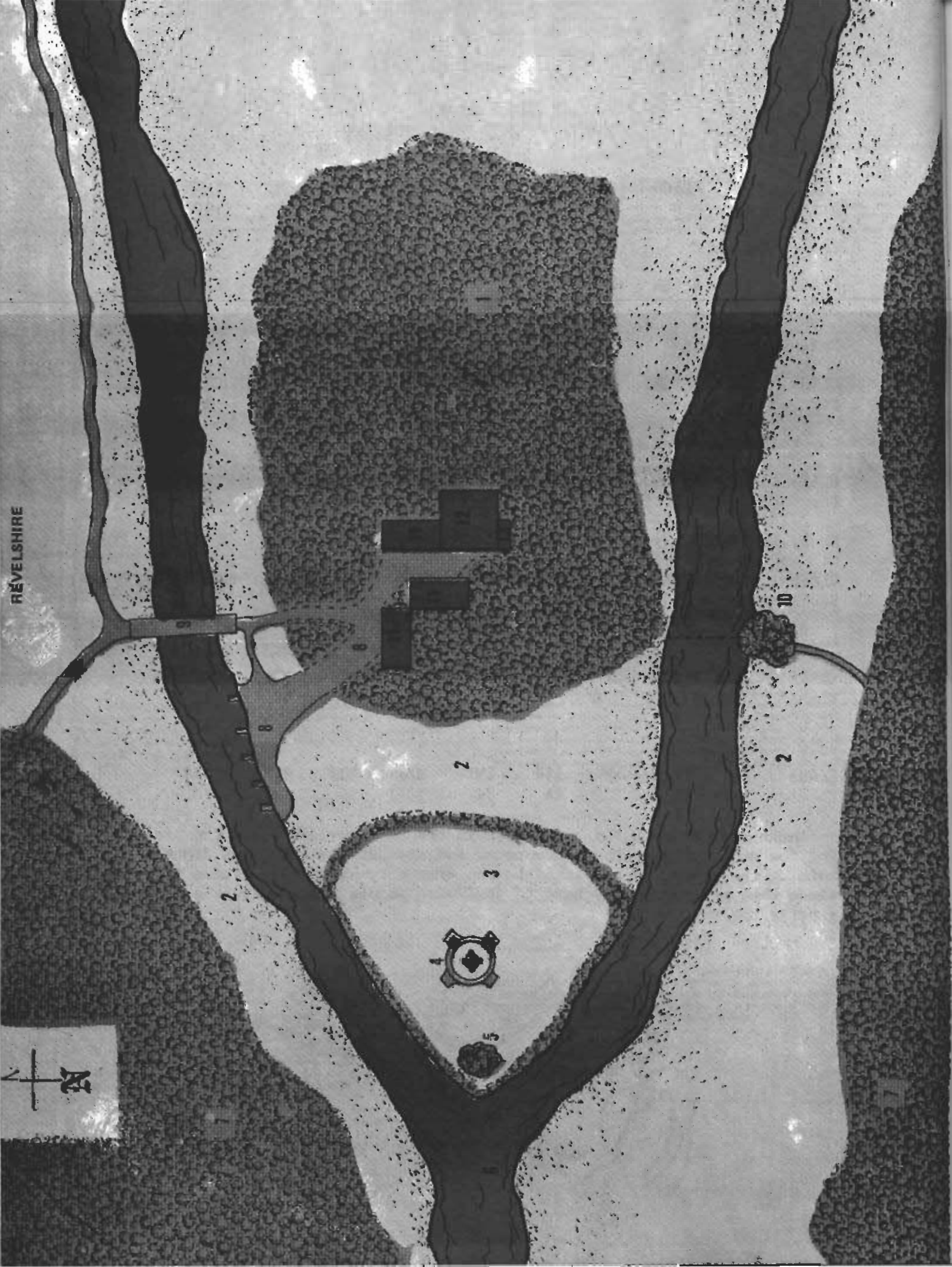
| CLASS  | LVL | ALIGN | HP | STR | INT | WIS | CON | DEX | CHAR |
|--------|-----|-------|----|-----|-----|-----|-----|-----|------|
| Cleric | 1st | LN    | 3  | 14  | 11  | 11  | 11  | 10  | 18   |

These are the folk who keep order in the Inn provided under the trees for the Humans. They act as bouncers, and prevent those who get drunk from harming the trees, or getting into the tree-city. They have little trouble, since they generally only have to deal with people who are drunk and inexperienced with weapons.

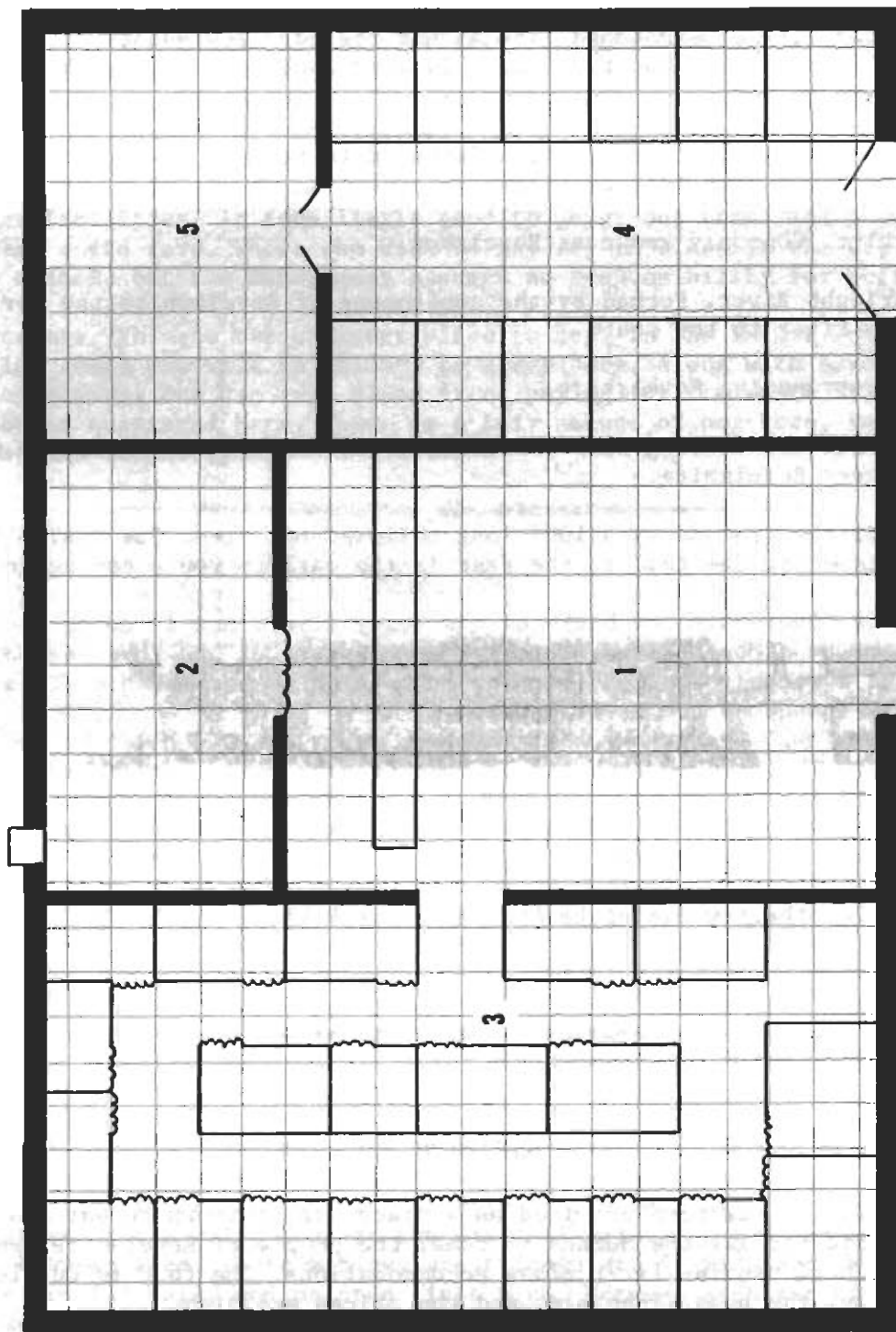




REVELSHIRE







REVELSHIRE INN

## Key to Area Map

1. Tree city of Revelshire
2. Open ground
3. Revel Green. The crosshatched line around the edge represents a 10' thick and 20' high hedge around the Green. It will admit only those who know the proper command word.
4. Revel Tower. A small fortification intended to protect Revelroot, and built more for beauty than for function.
5. Najelsthirt. Commonly known as Revelroot.
6. The Starlight River. Formed by the confluence of Revelrun to the north, and the Sandy River to the south.
7. Forests surrounding Revelshire.
8. Docks. Built for trading ships, including the road therefrom to the warehouses under Revelshire.
9. Covered Bridge. Formed by a 100' long hollowed-out tree. The inside is about 20' in diameter. The road to the east is the caravan route coming in.
10. Large Tree. Overhangs the banks of the Sandy River, and is connected to Revelshire by a rope bridge. This bridge consists of one rope for walking upon, and a second, about 3' higher, to hang on to for balance. This is regularly inspected and maintained.
11. Warehouses. The goods brought in by ship or pack animal are stored here.
12. Inn. This Inn not only provides food and drink, but also a sleeping place for visitors to Revelshire.
13. Stables. For the few riding beasts that come here.

---

## Revelshire Inn

Revelshire Inn has been provided as a place for visitors to eat and sleep. Since they did not ask the Humans to come, the people of Revelshire feel under no obligation to provide first class accommodations. The food is edible, the Ale drinkable, the beds sleepable, and the prices are high.

1. Common Room. The Common Room seats about 20 customers, and serves only ale, fish, and hard tack. Fruits or vegetables can be bought at exorbitant prices, and the workers will cook nearly anything you bring in yourself at a minimal cost.

2. Kitchen. Those who have no money can earn the price of a meal and a flaggon of ale by doing the cooking. This would still leave the worker to sleep outside.
3. Sleeping Area. There are 22 separate sleeping compartments, each with a crude cot in it. The walls are very thin, and the openings are covered with curtains made from animal skins. Some rooms are big enough for more than one person, but no extra cots are provided. There are also no blankets, no sheets, and no pillows.
4. Stables. The prices charged for quartering horses are quite high, as there are few facilities. It does little good to point out that riding animals are also quite rare. Those who wish to may try to sleep in the stall with their animal, but the Management assumes no responsibility for accidents.
5. Hay Storage. This is the cheapest place to stay in the entire Inn. At a very low cost, you will be allowed to sleep here, along with anyone else who so decides. One can even sleep free, paying for the space by feeding any horses quartered here. There is a fair amount of hay here, for feeding horses, and for sleeping.

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## REVEL TOWER

Level One: The main part of this tower is 30' in diameter, with a pair of 5' doors on the east side. (This 5' is the width of the doors at the bottom; the doors taper to a point 20' above, forming a triangle.) In the center of the room is a 5' wide ladder, which ascends to the next level through a hole in the ceiling. The hole is circular, and just wide enough to let the ladder through. The ceiling is 25' high. On the north side of the door, which opens out, is a rack of gardening tools, including spades, hoes, trowels, grass shears, and hedge trimmers. The wall has been painted with an incredibly lifelike woodland scene, with birds, animals, and even insects depicted going about their daily business. One must look closely to see many of them, because the blending of their natural camouflage with their habitat is accurately depicted. The walls, ceiling, and floor of this room are all of stone, as is the entire tower. 15' from the outer walls on the northeast, northwest, southwest and southeast side are the bases of four 7½' thick buttresses, which curve up to join the main part of the tower 20' above.

Level Two: At 40' in diameter, this area is larger than the one below, because of the buttresses. The ladder coming from Level One leads through a 5' hole in the floor, and up to a 5' hole in the ceiling. There are eight windows in the wall, four at the cardinal points of the compass, and four between them. These windows are triangular, 5' wide and 7½' tall. The walls are 15' tall, and painted light blue. Between each set of windows is a bookcase, each shelf containing books on a different subject. The subjects represented are: Botany, Zoology, Astronomy, Philosophy, History, Languages, General Science, Navigation, and Shipbuilding.

Level Three: Once again, the ladder comes through the floor and continues through the ceiling, through 5' holes. The room is 30' in diameter, and

10' high. It has four triangular windows, which are set 45 degrees away from the cardinal points of the compass. The wall is painted a pastel green. Set at a height of 3' above the floor all the way around the wall is a rack containing Arrows. The rack breaks only for the windows. The Arrows are stored 120 to a rack to a total of 480 Arrows. This is once again an example of beauty over efficiency, because about ten times as many Arrows could be stored by bundling them, rather than racking each one. Both Arrows and racks are intricately carved, and well finished, including stain on the Arrow shafts.

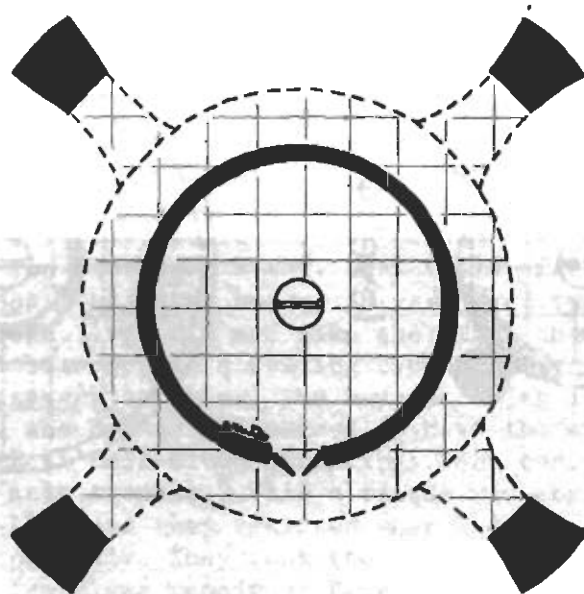
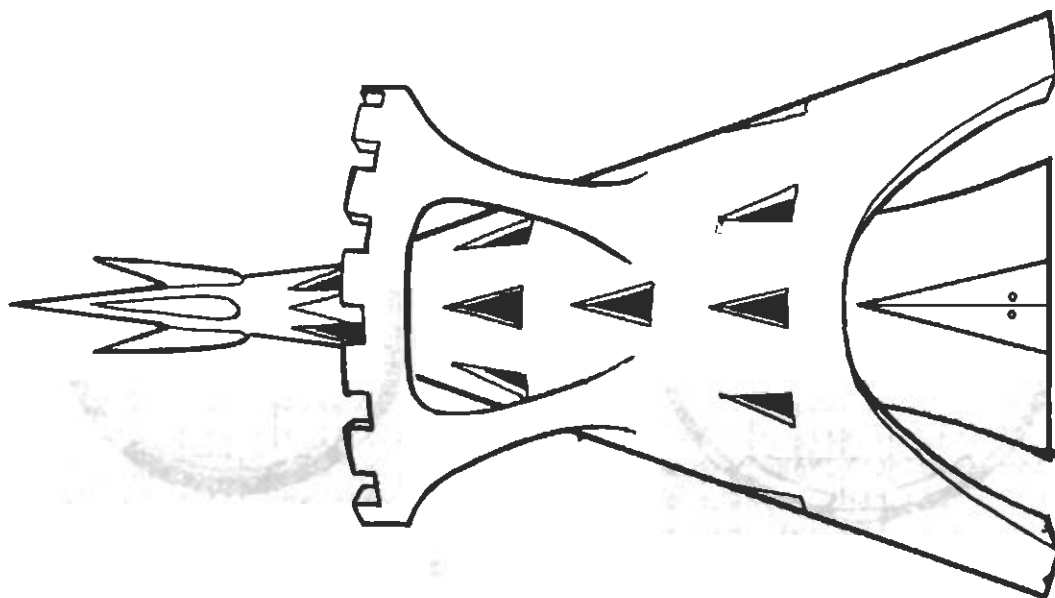
Level Four: This area is the smallest yet, only 20' in diameter. The ladder goes from floor to ceiling, as usual, and the holes in the center of the room are still 5' in diameter. The walls are lemon-yellow, and 15' tall. There are four of the triangular windows, once again at 45 degree angles from the cardinal points of the compass. The four extensions on the cardinal points are the beginnings of the buttress for the parapet on the next level. The walls of this level also have carved and stained racks, these holding Bows. The Bows are also carved and stained, but this does not affect their usefulness. Each Bow has its bowstring wrapped around it in a leather wrapping. There are sixty Bows per rack, and four racks, for a total of two hundred and forty bows. This is another case of beauty over function, for this is far too many Bows for the number of people who could man the tower.

Level Five: There is a 5' hole in the floor of this room, but the ladder stops just after passing through it, for this is the top floor of the tower. It is 10' in diameter and 15' tall, with pastel pink walls. Laying on the floor somewhere in this room will be a bedroll, tied with a leather thong. The level has four triangular windows, which give access to the parapet. This is 15' wide, and goes all the way around the tower. Around the outside is a 2½' thick wall. It is 2½' tall, with eight 2½' high, and 5' long crenellations atop it. These are arranged so that the spaces between them are at the cardinal points of the compass and also halfway between them. The Keeper of the Tower sleeps on the parapet, using the bedroll inside the tower. If the weather is bad, he sleeps inside level five. The outside wall of the tower comes to a point about 22' above the ceiling of level five. Four horns extend from the ceiling of this level, pointing north, south, east, and west. These curve upward for 15'.

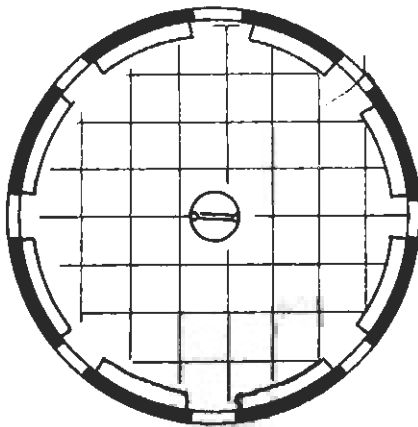
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Northwest of Revelshire is a crumbling tower, which is the home of Cima, a 15th Level Wizard. He is not usually given to socializing, but presently he is looking for companions. About 10 miles south of the city, he has discovered the home of a long-dead Sage, and he wishes to recover as many of the books as possible, a task rendered somewhat difficult by the twelve Ghouls that live there. The Wizard already has three companions, but wants more. The three are a husband, wife, and son, all Werebears. These folk live alone, far from all contact with intelligent creatures. They have been treated with such suspicion and contempt that they chose to move to an uninhabited area. They are willing to help the Wizard because he has treated them kindly, and helped them. The inhabitants of Revelshire are unwilling to assist him because they are busy with their own pursuits.

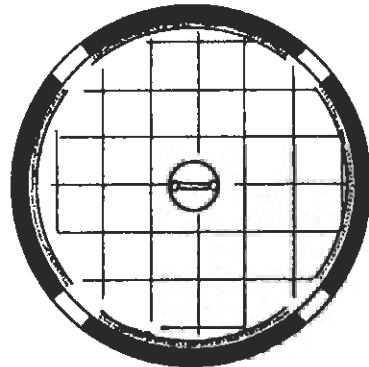




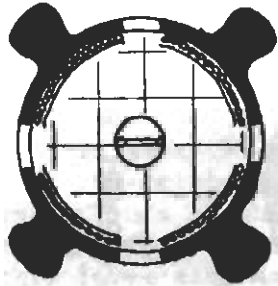
level 1



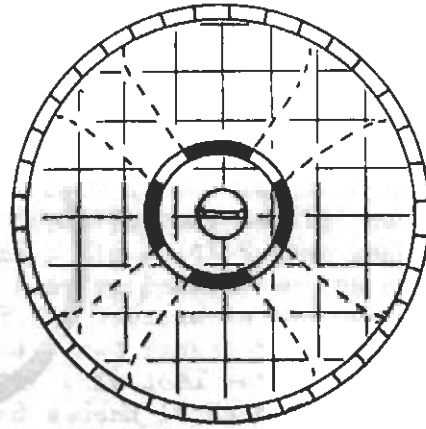
level 2



level 3



level 4



level 5

REVELTOWER



## Revelshire History

Revelshire was founded due to the desire of the people to be near, and to protect, Najelsthirt, a Treant, whose name means "Revelroot" when translated into the Common tongue. They built graceful Revel Tower to protect him, as well as the city. This is no normal city: it is in the treetops, for the original builders were Elves, and tree lovers. They caused the trees to grow especially tall and large for this purpose, and formed their homes and shops from the living branches. They also caused an impenetrable hedge to grow around Revelroot and Revel Tower. This was important, for Revelroot has now become almost completely immobile, and is rarely awake enough even to talk.

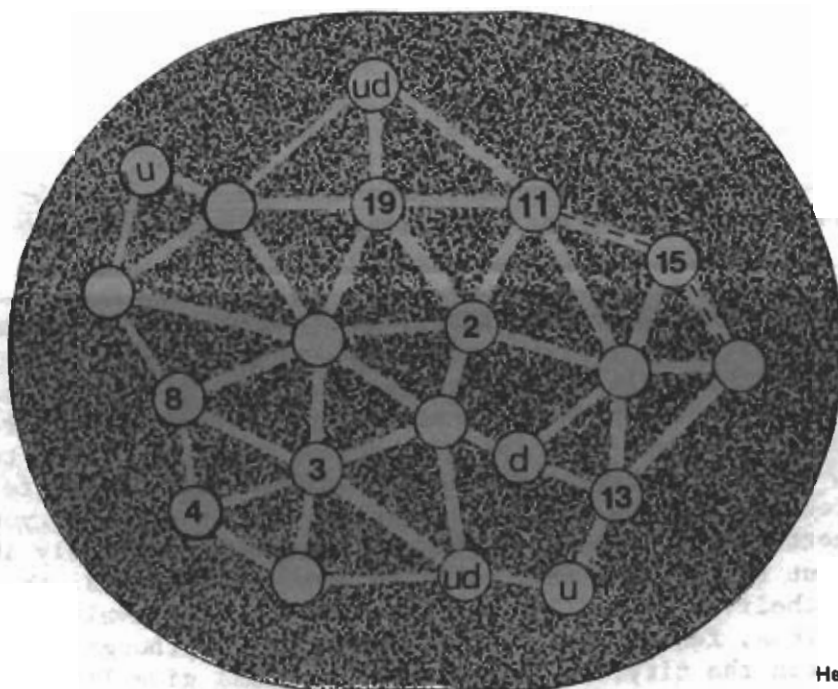
Revelshire is built at the confluence of the Sandy River and Revel Run, where they form the Starlight River. Many years after the founding of Revelshire, the Starlight River became an east-west trade route for the Humans. Although the Elves did not like the idea, they were forced to accept it. Soon Revelshire became a trading center where goods were transferred from animal caravans to ships. The Humans coming in began to interbreed with the Elves. The Humans all seemed to have the same motto, with which they infected their half-Elven offspring: "Get everything you can get, without getting into trouble." This attitude was completely abhorrent to the Elves, but by the time they realized what had happened, they were outnumbered in their own city. They took the only course available to them, and moved out. Thus, few Elves remain in Revelshire, although its former owners still watch the city. The halfelven folk still give lip service to the old Elves' precepts, and still care for the trees and for Revelroot, in fear of Elven retribution. Only a very few still know the words which will cause the hedge to let them through to Revelroot and Revel Tower, and fewer care. The halfelven folk have taken advantage of the demand for timber, weeding out old, sickly, dying and dead trees. The Elves have not decided what to do about this, as it does help the Forest.

Revelshire is located in Hex 4512 on Campaign Map 13. 70% of the inhabitants are halfelven, 20% are Human, 5% are Elven, and 5% belong to other species.

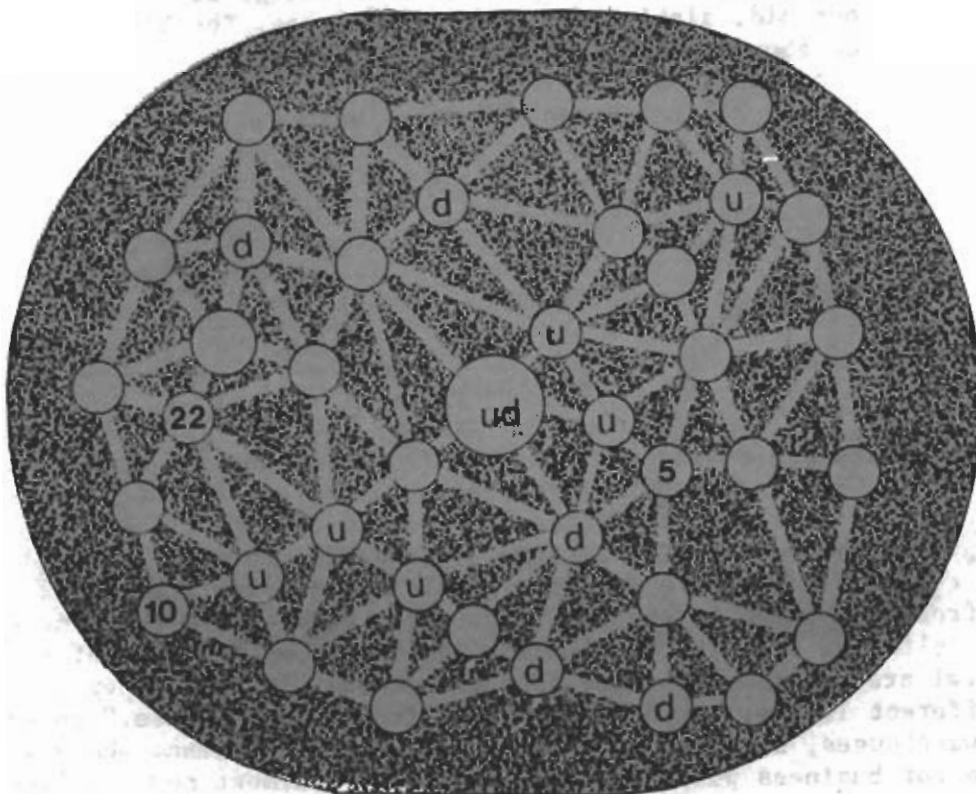
## Revelshire City Map

The city of Revelshire is in a grove of trees; not on the ground, but in the branches. The dark outlines represent the extent of the branches. The blank circles represent the various living areas, and the dotted lines are the main travel routes. The letters "u" and "d" represent ladders up and down, respectively. There are four levels of the city labelled 1 through 4, going from the bottom to the top. Each area represents a three-meter (about 9') slice of the city. It should not be assumed that all of the areas on one level are the same distance from the ground. Instead, they are almost all at different levels, but happen to fall in the same "slice." Under the city are warehouses, sleeping rooms and an Inn for the Humans who visit Revelshire for business purposes. These Humans are almost never allowed in the city.

# level 1



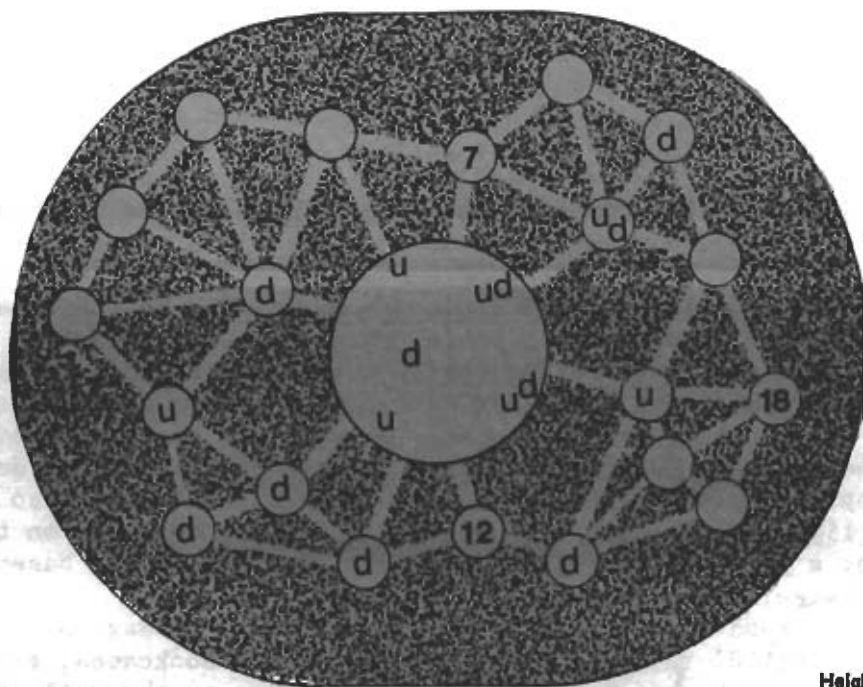
Height = 10 - 13 meters



Height = 14 - 17 meters

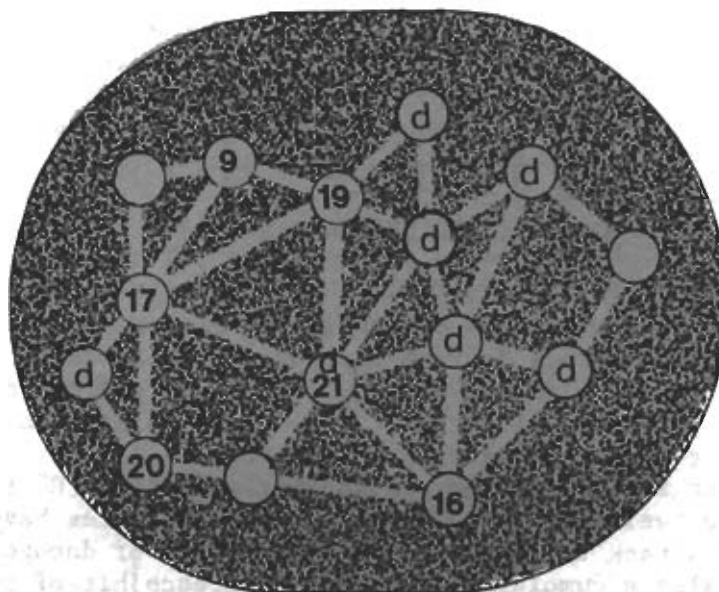
¼ inch = 50 feet

# level 2



Height = 22 - 25 meters

level 3



Height = 18 - 21 meters

level 4

1/2 inch = 50 feet



## Sage's Retreat

The map shows the Sage's home as it would have looked had it had regular maintenance. The outside walls are of stone, with door, roof, floor and shutters of wood. It is in a clearing in the woods, with a few trees and bushes growing around it, and a garden to one side. Due to a lack of maintenance, the path to the front door is almost completely overgrown, the door is off the hinges, the roof is sagging, and the garden has grown wild and tangled.

After entering the front door, one will be in what appears to be living quarters. The room is 40' square, and 15' tall, with a door directly across from the one just entered; and two shuttered windows in the north and east walls. The floor is badly warped, but will still hold a reasonable amount of weight. Approximately in the center of the west wall is a fireplace, holding a mass of wood fibers, leaves, and two mouse nests. The hearthstone is cracked. Directly before the fireplace is a table, which has warped, split, and collapsed, and a fairly intact-looking chair, which will crumble as soon as any weight is put on it. In the southeast corner of the room are the remains of a bed with a feather mattress on it. This mattress is badly decayed, and infested with bugs. The floor is generally covered with leaves and forest debris, and there are fungi and plants growing in a few places. There are also several places where light can be seen through the roof. Near the bed, on the floor, and covered by a pile of leaves, is a trapdoor leading to the basement. The trapdoor is rotten, and will collapse if stepped upon.

Through the second door in the living quarters is the Sage's library. It is 40' square, and 10' tall. It contains five wooden bookcases, each containing four rows of books. Two of the bookcases are on the wall, but the rest are free-standing, and have shelves on each side. Originally, these held nearly 2500 books and scrolls, but less than 800 remain in readable condition. These books can be taken from their shelves and looked at, with care, but there is a 10% chance for each such examination that the book or scroll will disintegrate. The books and scrolls can only be transported if very strenuous precautions are taken, and each scroll or book would still have a 25% chance of falling apart.

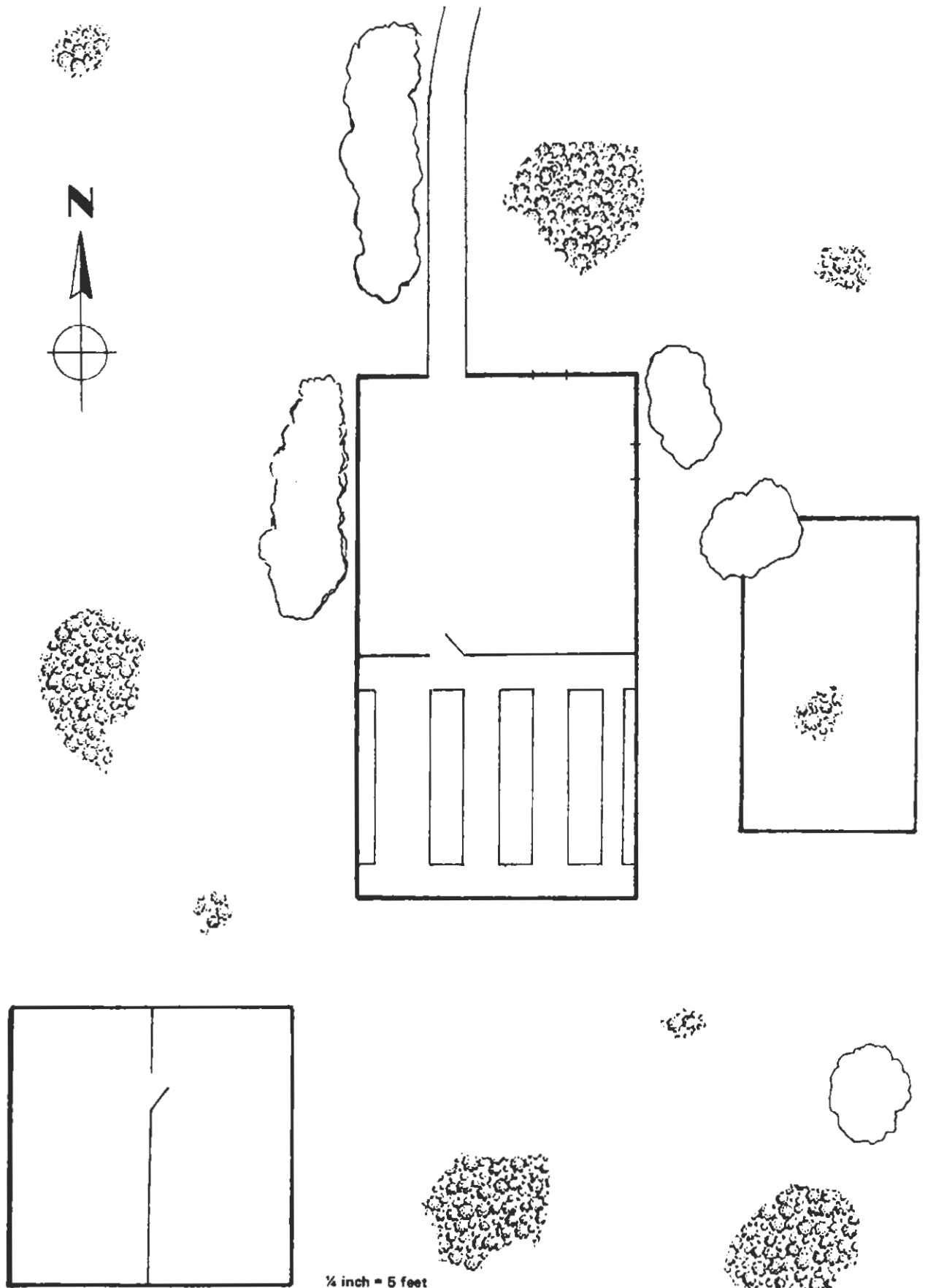
This particular Sage dedicated himself to the study of the Undead, and it is the subject matter of all his books. The books and scrolls are arranged according to type of Undead. Going from west to east, the bookcases contain books about Wraiths, Ghosts, Skeletons, Ghouls, Liches, Vampires, and Zombies. Vampires were the Sage's specialty, and one bookcase is filled on both sides with information about them.

Below the trapdoor in the living quarters is a set of wooden steps leading to the basement. Each of the twenty risers has a 10% chance of breaking each time it is stepped on. If someone falls through the trapdoor, there is a 5% chance of the entire staircase collapsing. The steps lead to a 40' NS by 20' EW room, with a door on the west wall. At least it used to be that large a room; most of the north wall has now collapsed, taking about 10' off the north end of the wall. The floor is dirt, and the walls are of stone. The room has no recognizable contents.

Through the door in the basement is another 40' NS by 20' EW room, which is the lair of the twelve Ghouls. These fearsome creatures have an AC of 8, and HD of 3. They attack twice a turn for 1-6 points of damage for each attack. There is also a cumulative 2% chance for each hit of contracting a randomly chosen disease. These creatures move 9" per combat turn, and attack without fear. They will hear any movement in the house, and immediately attack. The room is filled with bones, and the bodies of partially-eaten creatures. Incidentally, the Sage's Treasure of 250 GP is buried in the northwest corner of this room.

level 2

# SAGE'S RETREAT



## Encounter Tables

When in the woods, roll once each hour for an encounter, a roll of 0 on a D10 indicating that one has occurred. Also, roll once every six hours of travel to see if the party wanders off in a random direction. This is indicated by a 1 on a D6. If they do become lost, roll another D6. A 1 indicates that they travel in the direction they are presently going, 2 indicates a direction 30% to the right, etc., up to a 6, which indicates a direction 30% to the left. If a party is lost, roll every six hours anyway, to indicate an unplanned change of direction. Remember that the party need not be told they are lost, although sunsets, sunrises, and, possibly, star positions might give notice to the fact.

For river encounters, roll only once every three hours with a 1 on a D8 indicating an encounter. These encounters will be with creatures in, or on, the water, as appropriate. If the "Roll on Woods Table" result is rolled, the creature(s) rolled there will be on one bank or the other.

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### Wood Encounters

|       |              |       |                         |
|-------|--------------|-------|-------------------------|
| 01-02 | Badger       | 61-62 | Lion                    |
| 03-13 | Bear, Brown  | 63    | Men                     |
| 14-15 | Bear, Cave   | 64-73 | Ogre                    |
| 16    | Bees, Giant  | 74    | Pegasus                 |
| 17-18 | Boar, Wild   | 75-76 | Satyr                   |
| 19    | Centaur      | 77-78 | Snake, Constrictor      |
| 20-29 | Deer         | 79-80 | Snake, Poisonous, Giant |
| 30    | Deer, Irish  | 81-82 | Spider, Giant           |
| 31    | Dryad        | 83-84 | Tiger                   |
| 32-43 | Elves, Half- | 85    | Treant                  |
| 43-53 | Elves, Wood  | 86-87 | Troll                   |
| 54    | Gnomes       | 88    | Unicorn                 |
| 55-56 | Goblins      | 89    | Wight                   |
| 57    | Halfling     | 90-99 | Wolf                    |
| 58-59 | Horse, Wild  | 00    | Wolf, English           |
| 60    | Little Folk  |       |                         |

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### Water Encounters

|       |               |       |                        |
|-------|---------------|-------|------------------------|
| 01-05 | Eel, Electric | 29-33 | Nyads                  |
| 06-11 | Elves, Half-  | 34-38 | Snake, Water           |
| 12-17 | Elves, Wood   | 39-43 | Snapping Turtle, Giant |
| 18-22 | Frogs, Giant  | 44-00 | Roll on Woods Table    |
| 23-28 | Men           |       |                        |

### Badger

No. Appearing: 1-8  
AC: 6  
HD: 2  
Attacks: 3 (Claw/Claw/Bite)  
Damage/Attack: 1-3/1-3/1-6  
Move: 6" (3" burrowing)  
Semi-intelligent  
Size: S (2½')  
Alignment: Neutral

These creatures are non-aggressive, and slow. They attack fiercely, however, if bothered. When encountered, they will be a family group of Male, Female, and partly grown young. Their hides are worth 1-4 GP each. The adults fight at a +2 to hit if defending the young.

### Brown Bears

No. Appearing: 1-6  
AC: 5  
HD: 6  
Attacks: 3(+1) (Paw/Paw/Bite/(Bear-hug))  
Damage/Attack: 1-8/1-8/2-12/(1-10)  
Move: 12'  
Semi-intelligent  
Size: L (9')  
Alignment: Neutral

Brown Bears are quite bad-tempered, and will attack at the slightest provocation. If taken as a cub, however, one makes an excellent pet. They are quite single-minded in their attacks, and are unlikely to be driven off. They show little sign of serious damage, until they suddenly drop dead on reaching 0 HP. They are willing and able to climb trees. If they hit with both paw attacks on one turn, they also automatically get a bear hug attack. This extra attack is shown in parentheses. Each turn thereafter, until it is broken, the bear hug damage is automatically rolled for, in place of the two paw attacks. A person gets a 10% chance

of breaking free, plus 2% for each Strength point over 15. A group of Bears will consist of one or two adults with partially grown cubs. Adults will fight at a +2 to Hit while defending the cubs.

### Cave Bears

No. Appearing: 1-3  
AC: 3  
HD: 9  
Attacks: 3 (+1) (Paw/Paw/Bite/Bear-hug)  
Damage/Attack: 2-12/2-12/2-12/(2-20)  
Move: 12"  
Semi-intelligent  
Size: L (12')  
Alignment: Neutral

These animals are very different from Brown Bears. They are larger, stronger, and meaner. They will probably attack on sight. They also show no impairment until death, and score a Bear hug as the smaller bears do, although the chances of breaking it are halved. If three are present, the third will be a cub.

### Bees, Giant

No. Appearing: 20-200  
AC: 4  
HD: 4  
Attacks: 2 (Jaws/Sting)  
Damage/Attack: 1-8/1-4  
Non-intelligent  
Size: S (3')  
Alignment: Neutral

The numbers given are for in the hive; 90% of the encounters will be outside of the hive, with 1-10 workers being present. In the hive, 95% will be workers, 5% will be drones, and there will be one queen. Drones are identical to workers, except that they cannot fly. A queen will have 6 HD, but cannot move, or attack. She will be semi-

intelligent, and 6' long. If a bee hits with its sting (50% chance of trying, each turn), it will die in 1-4 turns. Also, the Victim must Save vs. Poison, or die. This stinger is barbed, and will remain in the wound. An additional 0-2 points will be done removing it. Bees outside the lair will not fight with the party unless attacked. Those in the lair will fight until the queen is killed, and then wander off.

### Wild Boar

No. Appearing: 1-8  
 AC: 6  
 HD: 4  
 Attacks: 1 (Bite) (or by weapon type)  
 Damage/Attack: 3-18 (or by weapon type)  
 Move: 15"  
 Semi-intelligent  
 Size: M (3' tall)  
 Alignment: Neutral

Boars also have a very bad disposition, and will usually attack. They fight until dead. They are omnivorous, usually eating plants, but they will eat meat when they can get it.

### Centaur

No. Appearing: 4-40  
 AC: 6  
 HD: 3  
 Attacks: 2 (Hands) (or by weapon type)  
 Damage/Attack: 1-8/1-8 (or by weapon type)  
 Move: 18"  
 Low Intelligence  
 Size: L (8')  
 Alignment: Neutral Good

These half-men-half-horses are simple and shy, but friendly. 10% of the males will speak Elvish, but no other tongue, save their own,

will be known to them. If 10 or less are encountered, they will all be males in a hunting party. Otherwise, 60% will be females and children, who will fight only if absolutely necessary. 75% of all males will be armed, 25% with Clubs, 25% with Spears, and 25% with slings. These creatures are so strong as to get +2 to damage on all weapon hits.



### Deer

No. Appearing: 4-32  
 AC: 8  
 HD: 3  
 Attacks: 1 (Antlers)  
 Damage/Attack: 2-12  
 Move: 24"  
 Semi-intelligent  
 Size: L (5' to shoulders)  
 Alignment: Neutral

The Statistics given are for Stags, who will make up 25% of the herd. Of the other 75%, 50% will be does, and the rest will be fawns. Does have no horns, and will fight only if cornered. They have three attacks, two hooves, and a bite, for 1-3 points each. The does have only 2 HD.



## Irish Deer

No. Appearing: 1-8  
AC: 6  
HD: 5  
Attacks: 2 (Antlers)  
Damage/Attack: 2-12  
Move: 24"  
Semi-intelligent  
Size: L (8' to shoulder)  
Alignment: Neutral

Once again, these Statistics are for Stags, with the same ratios applying as for normal deer. Indeed, except for size, they are normal deer. The Stags get two attacks because their antlers are spread far enough apart to use on two opponents. The does have 3 HD, and score 1-6 points for each of their three attacks.

## Dryad

No. Appearing: 1  
AC: 8  
HD: 2  
Attacks: 1  
Damage/Attack: 1-4  
Move: 15"  
Highly Intelligent  
Size: M  
Alignment: Neutral

These beautiful, female-appearing creatures are tree spirits. They are the embodiment of one particular tree, which will usually be an oak, always large. Dryads speak the languages of the Wood Elves and the Little Folk, and can speak with any plant. If threatened, the Dryad will step into any tree, and, thereby, magically return to her own tree. If her tree is destroyed, the Dryad dies, and vice versa. To prevent this, the Dryad will use her inherent ability to Charm the aggressor(s), who will then become Dryads themselves.

## Half-elves

No. Appearing: 1-20  
AC: 7  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 12"  
Above Average Intelligence  
Size: M (5')  
Alignment:

Any half-elves encountered will probably be a group from Revel-shire. There is a 10% chance of a character greater than Level 0, whose Statistics should be determined randomly. Most will be armed with Longsword and/or Bow, with Leather Armor, and a Shield. They will speak both Wood Elvish, and the Common tongue.

## Wood Elves

No. Appearing: 1-100  
AC: 8  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 15"  
Highly Intelligent  
Size: M (4½')  
Alignment: Neutral

These folk are simple and rustic, preferring nature to any technology whatever. They live a semi-nomadic existence, sometimes staying long in one place, but never building homes. Only 20% will speak the Common tongue of mankind, but fully 40% will know the language of any Forest creature. They can pass almost undetected through the Forest, and do nearly whatever they want with plants. Most will fight and do magic at the first Level, but one in ten will be second Level in each, and one in fifty will be third Level. There is also a 5% chance for

every group of ten to include an Elven Druid of 2nd-4th Level. These shy folk will usually do all they can to avoid contact with outsiders. They wear Leather Armor, but never use Shields. Their armament ratio is: Longsword and Longbow, 10%; Longsword and Spear, 10%; Longbow and Dagger, 20%; Longsword, 30%; Spear and Dagger, 30%.

### Gnomes

No. Appearing: 1-100  
AC: 6  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 9"  
Above Average Intelligence  
Size: S (2')  
Alignment: Neutral Good

Like the Wood Elves, these small folk are non-technological, but unlike the Elves, they have permanent homes, which are burrows or holes in rocky hills. They speak only their own language, with 20% also speaking Elvish. One in five will be a first Level Fighter, and one in twenty will be second Level. One in fifty will be third Level. There is also a 5% chance for every ten Gnomes, of a 2nd to 4th Level Cleric, and a 2% chance per ten Gnomes of a 2nd to 4th Level Magic User. The Gnomes will wear Leather Armor, with no shield, and will be armed as follows: 25%, Clubs; 25%, Picks, 25%, Hammers; 25%, Axes. The higher AC is due to their small size.



### Goblins

No. Appearing: 1-100  
AC: 7  
HD: 2  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 12"  
Average Intelligence  
Size: M (4)  
Alignment: Lawful Evil

Goblins are the "bad guys" of the area. Few of them speak any language but their own, and few of the Forest folk speak the language of the Goblins. They are vicious, and cruel, and delight in killing for killing's sake. They wear Leather Armor, and use shields. 25% use Maces, 25% use Shortsword, 25% use Spears, and 25% use Shortbows and Shortswords.

### Halflings

No. Appearing: 4-40  
AC: 7  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 9"  
Very Intelligent  
Size: S (3')  
Alignment: Neutral Good

Of all the Forest folk, these are the most technologically advanced. Their clothes and tools are either purchased from, or copied from, Humans. They live in the trees, underground, or in buildings, and 30% of them are able to speak the Common tongue, and 50% are able to speak Elvish. One in five will be second Level, One in twenty will be third Level, and the rest first Level Fighters. There is a 10% chance for every five Halflings of a 1st-3rd Level Cleric, and a 5% chance for every five of a 1st-3rd Level Magic User. They wear leather Armor, and use Shields. 25% of the

Halflings use a Spear. The rest carry Shortswords; 25% of them also have a Shortbow, and another 25% have a Sling.

### Wild Horses

No. Appearing: 3-30  
AC: 7  
HD: 2  
Attacks: 3 (Hoof/Hoof/Bite)  
Damage/Attack: 1-4/1-4/1-3  
Move: 24"  
Low Intelligence  
Size: L  
Alignment: Neutral

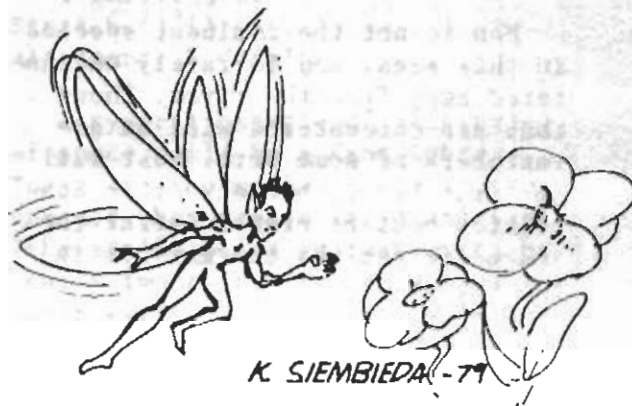
Of all the Forest animals, the Wild Horse is one of the smartest. Indeed, the lead stallion of each herd will be able to outthink many members of the so-called intelligent species. He will also have 3 HD, and be able to travel at up to 27"/turn. These horses are shy, and run away at the slightest provocation, but can be tamed. Indeed, most will consent to bear an Elf, if he is in a hurry, and, possibly, stay to defend the Elf in an attack, if his Charisma is high enough.

### Little Folk

No. Appearing: 1-100  
AC: 1  
HD: 1/2  
Attacks: 1  
Damage/Attack: 1-3  
Move: 12" (24" flying)  
Very Intelligent  
Size: S (6")  
Alignment: Chaotic Neutral

The unusually high AC that these folks have is due to their size, and to the fact that they can become invisible at will. They wear no Armor. These creatures are mischievous, though shy, and will often play jokes which may or may not be funny. They can cause Con-

fusion on touch, cast Illusions, and fly. They do not attack unless their home is disturbed, in which case they are still more likely to snatch important items and hide them than to do battle. Such disturbing of their home is quite likely to be accidental, as the homes are almost impossible to find. Few of the folk will speak any language but their own.



### Lions

No. Appearing: 2-12  
AC: 7  
HD: 5  
Attacks: 3 (5) (Claw/Claw/Bite/  
(Claw/Claw)  
Damage/Attack: 2-8/2-8/3-12/(1-10/  
1-10)  
Move: 15"  
Semi-intelligent  
Size: L  
Alignment: Neutral

These great beasts are more common on the plains, but also live in the Forests. If less than five are encountered, they will be females hunting for prey. Otherwise, 50% will be female, 25% male, and 25% will be cubs. If the pride is attacked, all the adults will defend it, but otherwise, the males are unlikely to do any fighting. The parenthesized attacks are rear claw rakes, and are only possible if both front claws hit.

## Men

No. Appearing: 1-10  
AC: Variable  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 12"  
Intelligence: Variable  
Size: M  
Alignment: Variable

Man is not the dominant species in this area, and is rarely encountered away from the river. Those that are encountered will be adventurers of some sort. Most will be first Level, but any other Statistics must be created after the Judge decides why the men are in the Forest.

## Ogres

No. Appearing: 2-12  
AC: 6  
HD: 3  
Attacks: 2 (or by weapon type)  
Damage/Attack: 1-6/1-6 (or by weapon type)  
Move: 9"  
Low Intelligence  
Size: L (8')  
Alignment: Neutral Evil

These creatures are stupid and vicious, and are likely to kill any creature they see, eating it only if hungry at the time. The only clothing they wear is uncured hide, and they use only the crudest of weapons. Nevertheless, they are so strong that they get a +2 on damage rolls with weapons. 25% of the Ogres use Clubs, 25% use Spears, 25% use stone Axes, and 25% use nothing at all. They speak only their own rudimentary language.

## Pegasus

No. Appearing: 1-4  
AC: 7  
HD: 5  
Attacks: 3 (Hoof/Hoof/Bite)  
Damage/Attack: 1-8/1-8/1-6  
Move: 24"/(28" by flying)  
Very Intelligent  
Size: L  
Alignment: Chaotic Good

If a miracle happens, and one is able to capture a Pegasus, it will prove to be untrainable. It will never accept rider, saddle, or bridle. On the other hand, if a Good character makes friends with a Pegasus, it may consent to carry him, and will then remain loyal for life, although still not accepting saddle or bridle. It will, however, make sure that the rider does not fall off accidentally. Pegasi are shy and hard to find, and, as flying creatures, harder to catch.

## Satyrs

No. Appearing: 1-6  
AC: 6  
HD: 3  
Attacks: 1 (Bite) (or by weapon type)  
Damage/Attack: 2-8 (or by weapon type)  
Move: 15"  
Very Intelligent  
Size: M (5')  
Alignment: Chaotic Neutral

Generally, these horned, goat-legged creatures are content to frolic in the woods, without outside contact. They do not actively avoid contact, and are friendly enough when met, but most likely will be unable to communicate, being unable to speak only their own language. 40% will carry Slings, 10% will carry Spears, and 10% will carry both. The remainder will be unarmed.

## Constricting Snakes

No. Appearing: 1-2  
AC: 6  
HD: 4  
Attacks: 2 (Bite/Crush)  
Damage/Attack: 1-4/3-12  
Move: 6"  
Semi-intelligent  
Size: L (22' long)  
Alignment: Neutral

These great snakes seek to kill their prey by wrapping their coils around the prey and squeezing it to death. They can also bite for a limited amount of damage. Upon killing the prey, the snake will swallow it. The largest constrictors will be able to engorge a smaller species, if not a Human. A Constrictor will sleep for 2-6 days after making a kill.

## Giant Spider

No. Appearing: 3-30  
AC: 4  
HD: 4  
Attacks: 1  
Damage/Attack: 2-8  
Move: 12"  
Semi-intelligent  
Size: L (5')  
Alignment: Neutral

These large arachnids spin their webs between trees, and close to the ground, to catch Forest creatures. The spiders will then drop upon the entangled prey, and bite them, injecting poison. If the Saving throw is missed by less than four, the Victim will be paralyzed for 1-6 hours. If missed by more than four, or by exactly four, the Victim dies. After paralyzation, the Victim is trussed, and hung up for later consumption. There is a 2% chance per Spider of 1-10 such Victims. Types should be rolled for on the Encounter Table. These webs are highly adhesive; a character

as a 10% chance for each point over 14 of pulling loose.

## Poisonous Snake, Giant

No. Appearing: 1-6  
AC: 4  
HD: 3  
Attacks: 1 (Bite)  
Damage/Attack: 1-8  
Move: 12"  
Semi-intelligent  
Size: L (12')  
Alignment: Neutral

A typical example of this type of snake would be a King Cobra. These are the coil-and-strike type. Because they are so large and fast, (the strike being so fast as to be nearly impossible to see with the Human eye), they are extremely dangerous. They are also dangerous in that their poison requires a Save at -3 against Poison. This poison will be usable for the first 3-12 hits.

## Treant

No. Appearing: 1  
AC: 2  
HD: 8  
Attacks: 4 (Hit/Hit/Kick/Kick)  
Damage/Attack: 2-12/2-12/3-18/3-18  
Move: 15"  
Highly Intelligent  
Size: L (15')  
Alignment: Neutral Good

For eons before the coming of other intelligent species, the Treants were tree-heroes. As the other species arose, they began to become less and less common, and to fall into a strange slumber. Fully 60% are now fully asleep. 25% are in a partial slumber, and will not often respond to efforts to contact them. 10% are immobile, but easily awakened, and only 5% are fully alert and mobile. They are peaceful and easy-going, but unfightable

when angered. A Treant will have a good chance of knowing the native language of any creature that speaks to it. When motionless, they are almost indistinguishable from trees, and often use this to avoid contact.

### Tiger

No. Appearing: 1-4  
AC: 6  
HD: 6  
Attacks: 3 (5) (Claw/Claw/Bite/  
(Rake/Rake))  
Damage/Attack: 1-6/1-6/1-10/(2-8/  
2-8)  
Move: 18"  
Semi-intelligent  
Size: L  
Alignment: Neutral

Unlike lions, all of these great cats hunt, and their camouflaging stripes make them very hard to see. If a Tiger scores 2 claw hits, he will be eligible for the two raking attacks in parentheses.

### Troll

No. Appearing: 1-10  
AC: 6  
HD: 3  
Attacks: 3 (Claw/Claw/Bite)  
Damage/Attack: 1-8/1-8/1-6  
Move: 9"  
Low Intelligence  
Size: L (7')  
Alignment: Neutral Evil

These loathsome creatures are strong, fearless, and voracious. They will eat anything they catch. They are truly dangerous, because they heal at the rate of 3 HP per round, until they are dead, and any severed parts continue to fight. The only ways to permanently injure a Troll are with fire, or with acid.

### Unicorn

No. Appearing: 1-3  
AC: 1  
HD: 6  
Attacks: 4 (Hoof/Hoof/Bite/Horn)  
Damage/Attack: 1-6/1-6/1-4/1-12  
Move: 30"  
Highly Intelligent  
Size: L  
Alignment: Lawful Good

These highly magical horned horses are even rarer than Pegasi. They are extremely shy, and will have nothing to do with anyone who is not Lawful Good, except to attack them, if necessary. Even a Lawful Good character may not be able to come near a Unicorn. Only those who are completely pure will be allowed near, and the Unicorn will know. Such a person has a chance of the unicorn becoming a friend, and serving loyally until death. Unicorns will usually escape, if chased, due to their speed and maneuverability. If this fails, they will become invisible, and race away. If captured, a Unicorn will die immediately. Due to the highly magical nature of the creature, a Unicorn's horn will be able to hit any creature, no matter how much magical protection it has. A Unicorn gets a +2 to hit on creatures which do not require magic to hit. The horn loses all magical properties when the Unicorn dies.

### Wight

No. Appearing: 1-8  
AC: 6  
HD: 3  
Attacks: 1  
Damage/Attack: 1-8  
Move: 12"  
Low Intelligence  
Size: M  
Alignment: Chaotic Evil



These are the Undead bodies of those who died in the Forest, and were not buried or eaten. These corpses have reanimated to take their vengeance on all intelligent life. They do this by attacking on sight, and draining one point of CON each time they hit. If a Saving throw versus magic is not made, the loss is permanent. Otherwise, lost points are regained at a rate of one per day of rest. This Saving throw should be made separately for each hit. If a person reaches zero CON, he will die, and become a Wight in 1-8 hours. Wights cannot be hit by non-magical weapons.

### Wolf

No. Appearing: 1-20  
AC: 7  
HD: 2  
Attacks: 1  
Damage/Attack: 2-8  
Move: 18"  
Semi-intelligent  
Size: M (4')  
Alignment: Neutral

Wolves specialize in pack fighting, and are quite strong. They are 60% likely to go for the throat, and such an attack will almost certainly kill, if successful. Another

favorite tactic is hamstringing, or biting through the Achilles' tendon at the back of the lower leg. If found, the cubs can be raised and trained as though they were dogs.

### English Wolf

No. Appearing: 1-10  
AC: 3  
HD: 6  
Attacks: 1  
Damage/Attack: 3-12  
Move: 18"  
Low Intelligence  
Size: L (8')  
Alignment: Neutral

Although larger and smarter than normal Wolves, these fierce creatures are also rarer. The cunning of these beasts is unbelievable, and the Forest animals stand little chance against them. Even the weapons-using creatures are hardly a match for them. In battle, they usually go for the jugular vein, or the Achilles' tendon, as regular Wolves do. Their cubs are also trainable. They are so strong, that it would be possible for one of the smaller species of animal or Human to ride one of these great beasts.

## Water Encounters

### Electric Eel

No. Appearing: 1-4  
AC: 7  
HD: 2  
Attacks: 1 (Bite)  
Damage/Attack: 1-4  
Move: 12"  
Semi-intelligent  
Size: M (6')  
Alignment: Neutral

These creatures are called "electric" because they can deliver a shock which will affect anyone in

the water around them. This shock does 20 points of damage, -1 for every foot from Eel to Victim. This ability is usable only once an hour.

### Half-elves

No. Appearing: 1-20  
AC: 7  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 12"  
Above Average Intelligence  
Size: M (5')  
Alignment: Lawful Evil

These will be similar to those chronicled in the Woods Table, but in boats. The boats may be regular small boats, dugout or animal-hide canoes, or, rarely, small sailing ships. They will almost certainly be going to or from Revelshire.

### Wood Elves

No. Appearing: 1-20  
AC: 8  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 15"  
Highly Intelligent  
Size: M (4½')  
Alignment: Neutral Good

These also will be similar to those described in the Woods Table. They will usually have an animal-hide canoe, or, rarely, a dugout. They will probably not be going to or from Revelshire, but will be intent on their own business, and will prefer to be left alone.

### Giant Frogs

No. Appearing: 1-8  
AC: 8  
HD: 4  
Attacks: 3 (Claw/Bite/Tongue)  
Damage/Attack: 1-2/1-4/1  
Move: 9" (on land or in water)  
Semi-intelligent  
Size: L (8')  
Alignment: Neutral

Due to their coloration, and their habit of hiding in the water with all but their eyes submerged, these creatures usually surprise a party. Their main form of attack is to wrap their tongues around their Victims, and pull them into their gaping mouths. The tongue of a Giant Frog can hit targets up to 20' away, and will pull in any creature of up to twice the Frog's weight. If a creature is close enough, the Frog can claw once per

round, and if the Victim is still struggling, will try to crush it with his toothless jaws. The tongue itself does 1 point of damage per hit, and one per round in which the person is wrapped up in it. Once the person is inside the Frog, he has only four rounds to get out, or he will suffocate. If a person has a weapon shorter than 2' in hand, it may be used to attack the Frog from the inside. Longer weapons cannot be used, due to space restrictions. The Frog's tongue is made of thick muscle, and has an AC of 1. It will withstand up to ¼ of the creature's HP, and then release the Victim, retracting into the Frog's mouth. On land, Giant Frogs can leap up to 30', reaching a height of 15', or leap 25' straight up. If it lands on someone, and this will be accidental, it will do 4D8 of damage, and will capsize any vessel up to a small sailing ship.

### Men

No. Appearing: 5-20  
AC: Variable (usually 8 or 10)  
HD: 1  
Attacks: (by weapon type)  
Damage/Attack: (by weapon type)  
Move: 12"  
Variable Intelligence  
Size: M  
Alignment: Variable (usually Neutral)

90% of these encounters will be with Merchants and/or Sailors who will be on a small sailing ship or a raft. They will be Level 0 Fighter, lightly armed and armored, and usually of Neutral Alignment. The other 10% of encounters will be with a party of adventurers, and must be determined randomly.

## Nyads

No. Appearing: 1-3  
AC: 8  
HD: 2  
Attacks: 1  
Damage/Attack: 1-4  
Move: 15" (30" in water)  
Highly Intelligent  
Size: M  
Alignment: Neutral

These aquatic spirits are cousins of the Dryads, but are tied to the river, rather than to a tree. They will not fight unless attacked, and will usually simply swim away. If a Nyad sees a handsome male, she may seek to *Charm* him (as the spell). If successful, she will swim away with him, and he will live underwater with her for 1-12 months, during which time, she will cause him to be able to breathe under water. This *Charm* can also be used by the Nyad as an offensive weapon, by not providing underwater breathing.

## Water Snake

No. Appearing: 1-2  
AC: 6  
HD: 4  
Attacks: 2 (Bite/ Crush)  
Damage/Attack: 1-4/3-12  
Move: 12" swimming, 6" on land  
Semi-intelligent  
Size: L (20' long)  
Alignment: Neutral

These large creatures closely resemble Constrictors, for their main form of attack is to wrap themselves around the foe. Unlike the Constrictors, however, they then seek to drag the Victim underwater, drowning it. They will often capsize canoes and small boats during an attack, but this is not intentional.

## Giant Snapping Turtle

No Appearing: 1  
AC: 3  
HD: 8  
Attacks: 1  
Damage/Attack: 4-24  
Move: 3" on land, 6" in water  
Semi-intelligent  
Size: L (10-20')  
Alignment: Neutral

These large creatures are stubborn and dangerous. They will often hide just below the surface, and shoot forth their heads to grab a person from a boat or small ship. If that person is not killed immediately, he will drown in two rounds. The Turtle will often capsize a canoe or boat in the same manner as the Water Snake. The Snapping Turtle is very stubborn, and will fight without a pause until dead. Even when dead, the jaws will not release if clamped on something, but must be cut away. Turtle meat is quite edible, and the shell can be used to make shields.



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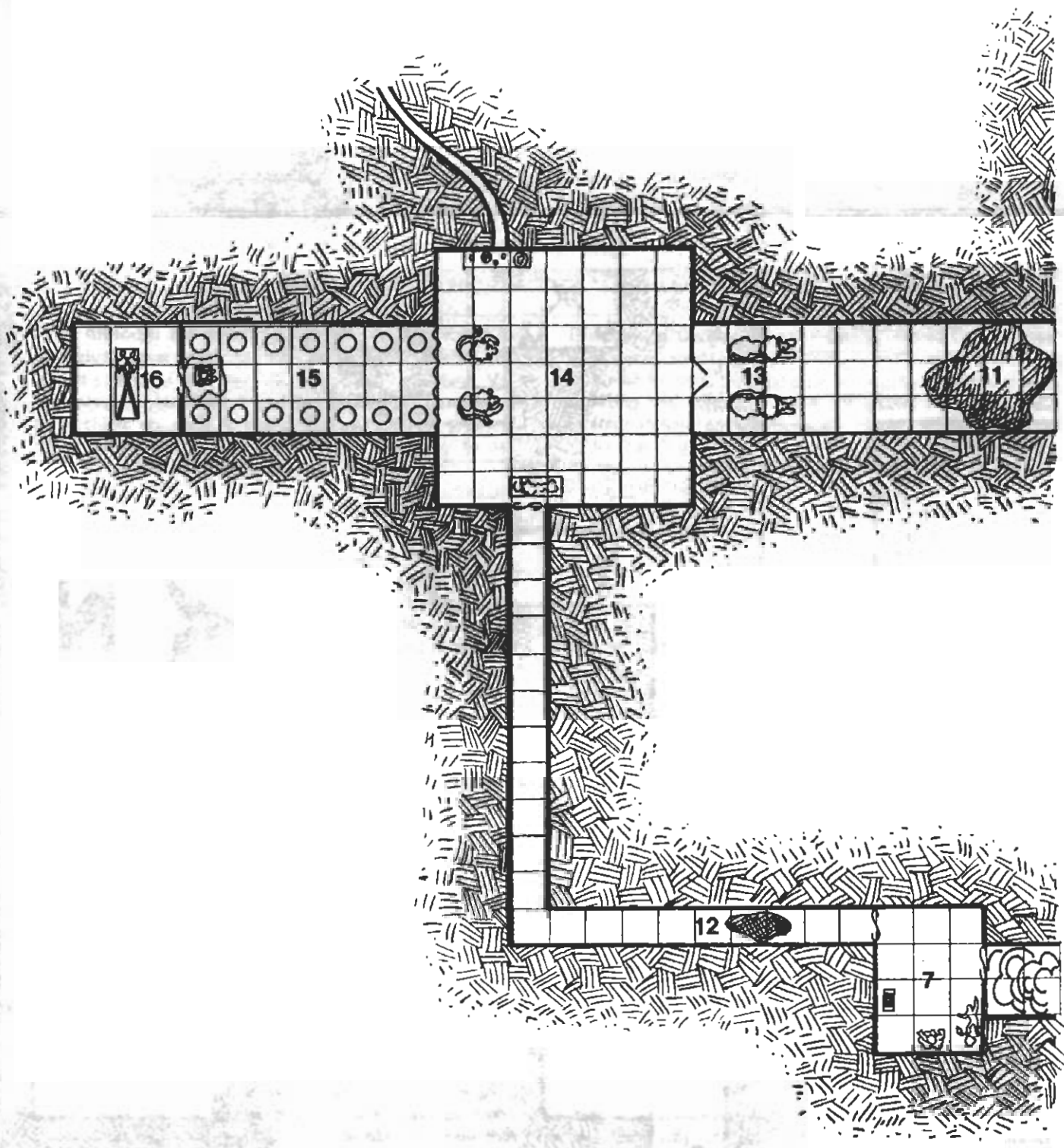
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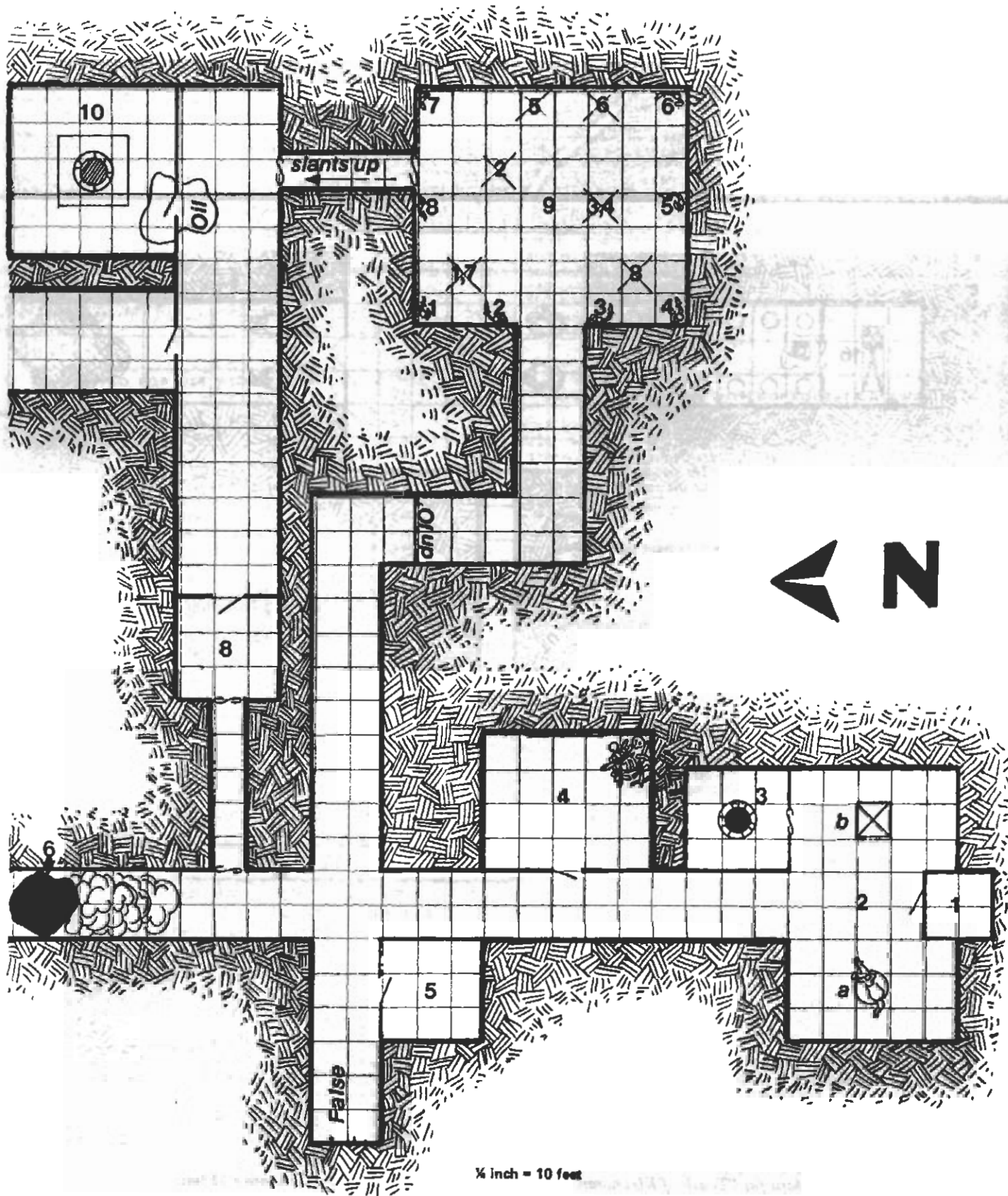
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Maps for "Tomb of Kixandran"

1/4 inch = 10 feet





1/4 inch = 10 feet