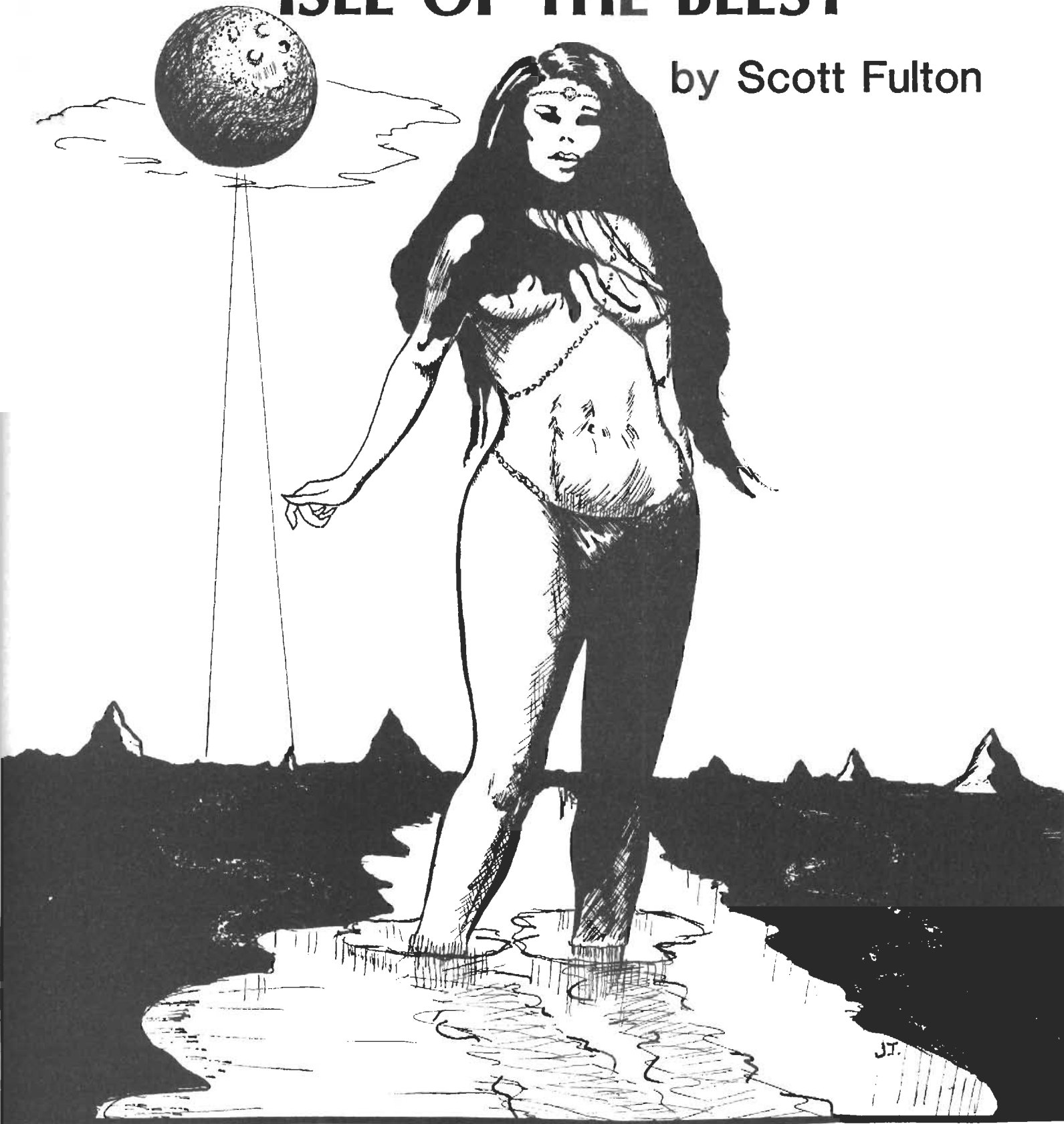


ISLE OF THE BLEST

by Scott Fulton



**CITY STATE
CAMPAIGN INSTALLMENT**

TABLE OF CONTENTS

Isle of the Blest	33
Local Information	33
Enlifan Underlake Society	39
Enlifan Underlake Society Map	40
Isles of the Slain Map	41
Local Information	42
Isles of the Slain	45
Local Information	45
Undersea Temple Map	48
Undersea Labyrinth Map	49
Undersea Labyrinth	51
Temple Complex	52
Room Descriptions	53
Isle of the Blest Map	56
Villages	58
Adventures and Finds	61
Encounter Table	63
Rallu Map	64

by Scott Fulton



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ISLE OF THE BLEST

Long ago, this island was populated by a race of people who worshipped a Moon Goddess, whom they believed spent her days beneath the ocean. The island was nearly destroyed in the uttermost war, with only two areas still having human life. One was a small island off the north coast, and the other was the lake in the center of the island. As the two groups recovered from the supernatural conflict, they began to worship different aspects of the Goddess. The folk on the small island began to make human sacrifices at each full moon to placate the Moon Demon Enlifos. They beleived that silver was evil, and that if the light of the full moon, or water in the moonlight, came in contact with the body it would cause leprosy. Therefore the Priests of Enlifos go out each full moon clothed all in black, with only the narrowest of slits for vision. They then take the sacrificial victim and hang him/her head above the water, so that only his/her head will be underwater when hanging straight down. They then stand back and watch as he/she struggles to keep his/her head up. Eventually the victim will tire, and the head will sink below the water, consumating the sacrifice. The symbol of Enlifos is taken from that of the Goddess, a silver crescent moon. His symbol however has it horns pointing down. Rumor and legend say that Enlifos gives his Priests powers to assure taht people keep placating them. The common greeting of dedicated worshippers of the Moon Demon is, "Speak or die!", because for reasons explained later the religions group maintains strict silence wherever they go.

The group around the lake practice a much purer form of worship. They worship the Moon Goddess Amlifos, which may be the name of the original Goddess, but probably is a corruption of her name. They spend the night of the full moon in prayer to the Goddess. Indeed, only while the moon is up, do they speak. This explains their seeming silence. Even during the moonlit hours, one can lnly speak to his colleagues who serve Amlifos. They beleive silver and water are holy. Thus, their symbol is the Silver Crescent (horns up this time). Initiation into the cult of Amlifos, is by baptism, symbolizing the Goddess's passage into and out of the water each night. Only then may the other cultists converse. In an attempt to ease matters the Priests of Amlifos have developed a sign language which anyone can learn. It is useful only for technical and functional situations, and not for philosophy and jokes. They also have developed the habit of helping everyone who needs it and of being passive and retiring, in attempt to please the Goddess. They constructed their temple area under the Lake of the Gods, which is fortunate, as the Enlifans are much more aggressive than they, and have spread out to fill the entire island. It was the Enlifans who rebuilt the former Island Capital of Rallu. The only area not over run by the Enlifans is that around the lake, for the Amlifans feel obligated to defend their temple. Nevertheless, it would have been destroyed by now, if it were not well hidden. Over the centuries, many people have drifted away from both of these religions and others have been brought in, but these are still the strongest.

Rallu

This city was founded on the site of an earlier ruin, which had been the capital of the island. Indeed, Rallu was built with the idea that it would once again be the capital. However, despite the fact that it contains a significant portion of the islands population, and its only seaport, there is no unity. Therefore Rallu is simply its strongest political unit. This strength is largely wasted, however, as any land movement is cut off by the jungles that surround the city, thus the only method Rallu has of showing her strength is her moderately sized Navy. Thus she exerts some

control over the coastline, but none inland. Rallu has 8725 inhabitants and a civilization level of 8. It is one of the few places where Enlilos is still worshipped in the old ways. Even here these rites are dying out. Lord Danston discourages and derides them, although he does not absolutely forbid them. His attitude has earned him the name "Danston the Merciful", although this is not generally meant as a compliment.

There are five main parts of the city, each named for the type of people who congregate there (save two named for their function). The first area is the seafront area, which surrounds the harbor. In this area are warehouses, customs houses and dives where sailors may drink, gamble, carouse or sleep their money away. Thievery is very common here, and murder hardly less so. The army maintains patrols in this area, but wise people do not enter it unless necessary, and then they go ready and armed. To the east of the seafront is the merchants quarters. The buildings in this area are built like little fortresses, thick walls and narrow, heavy doors protect personal warehouses, and luxuriously furnished quarters. They are almost always protected by 10-40 hired guards. Merchants tend toward neutrality and cowardice. South of the merchants quarters is the general quarter. This area is the home of farmers, unskilled workers and retired military men. The houses are small and crowded and the crime rate is rather high, though not as high as in the seafront quarter (40% chance of mugging as here opposed to 50% at the seafront). The merchants quarters give only a 20% chance. Nearly in the center of town is the marketplace. Here too, the streets are narrow, and the buildings are old. This is one of the oldest parts of the city. Most of its buildings have been converted to shops, with the owners living either in the back or upstairs, although few live in the general quarters. The back alleys and abandoned buildings in this section make it a good spot for criminals, and anyone travelling at night here has a 40% chance of being mugged. The Guild quarter is where one would go to find skilled laborers, such as Masons, Metal Smiths, Jewelers. Clothing makers, etc. Workers in a particular Guild will tend to live Clustered near each other. The proper way to get workers is to go to the Guild Hall and deal with the Guild officials. In all cases the Guild Hall will be a converted house, which will also serve as the Guildmasters home. Anyone who tries to hire workers outside the Guild, and any worker accepting work without going through the Guild will be subject to retribution which may go as far as physical violence. There is a 30% chance of muggers here. About the only two Guilds not located here are the Thieves Guild, and the Assassins Guild, both of which are illegal and underground. The Thieves Guild is located on the waterfront. The Assassins are centered in the market. Both are involved in a mutual bribery situation with city officials. The last area in the city is the Nobles quarters. The southwest corner of this quarter, and of the city is taken up by the grounds of the Lords Palace. The Palace grounds are completely surrounded by a wall, which is continuously patrolled by the palace guard. Anyone found in the palace grounds without permission is executed. This permission is not easy to get as the Lord is a busy man, and has little time for visitors. The rest of the quarter is taken up by smaller estates of various Nobles. These are walled and patrolled by the army, and there is only a 10% chance of a mugging. Indeed, the chance of being arrested for loitering or suspicious actions is greater at 20%. Next to the Lords Palace is the Temple District, where almost all of the religious folk live. A few live in the Nobles quarters as the personal Priest of various Nobles. The only other group in the city not mentioned as to living area, is the military. The Navy is quartered in the waterfront, and the army is quartered in barracks spaced around the outside wall.

Lords Personal Bodyguards

<u>Name</u>	<u>Class</u>	<u>Align</u>	<u>Lvl</u>	<u>HP</u>	<u>AC</u>	<u>Str</u>	<u>Int</u>	<u>Wis</u>	<u>Con</u>	<u>Dex</u>	<u>Char</u>	<u>Weapon</u>
Doblad	Ftr	CN	4	26	5	18	11	15	15	16	12	Shortsword

Tebcuk	Ftr	CN	3	7	5	13	7	5	6	16	14	Broadsword
Ebgyb	Ftr	NE	3	16	5	12	13	9	10	14	11	Broadsword
Apekai	Ftr	NE	1	6	5	16	7	11	16	11	12	2-Handed Sword
Owwak	Ftr	CE	2	6	5	13	11	10	11	11	7	Broadsword
Sepaby	Ftr	CE	3	28	5	15	11	5	11	13	13	Longsword
Fobsa	Ftr	CE	2	20	5	14	8	8	14	12	8	2-Handed Sword
Nibm	Ftr	NE	3	13	5	14	10	12	12	10	13	Broadsword
Zikit	Ftr	N	2	6	5	13	14	8	10	13	10	Bastard Sword

Lord's Bodyguards

These men have been chosen for loyalty, dedication, and fighting ability and represent the best of Danstons former command. Each man is ready to give his all that Danston might live. They are led by Doblal, who has been guarding Danston for years.

Hokm Fisherman "The Waterfront Mangler"

Hokm

Ftr. NE 14 10 11 11 12 9 8 7 Dagger

There is nothing really remarkable about Hokm; generally that is. He is a common fisherman, neither rich or powerful, and most people would pass him by without a second thought. He has a pale complexion, red braided hair hanging to his waist, and a red beard. He is 5'9" tall, weighs 163 lbs. and is 30 years old. He is black eyed, and right handed and also a schizophrenia. About one night a week, he turns into the Waterfront Mangler, a beast responsible for 14 unsolved murders of sailors, prostitutes, and drunks. Hokm has no recollection of the Mangler, and remembers having slept all night. The Mangler is very different from Hokm, he has blue eyes, is left handed, and even has different stats, which are as follows:

Mangler

Ftr. Ncne 4 20 10 18 9 8 14 10 10 Dagger

The Mangler only comes out at night, and will attack until his victim is dead, or he is. He will then clean himself up and go back to sleep. The Mangler is able to back stab as a Thief.

Oluku Court Painter

Oluku

None CE 0 8 10 8 9 8 11 11 9 None

This young man seldom leaves his studio, and never spends time out of doors. As a result, his skin is lily white, and soft as a womans. He has short black hair, with a thin little mustache, and hazel green eyes. His clothing runs to ruffles and lace, and he spends his time simpering and flattering the powerful and noble.

He is not well liked, but paints well enough. He has painted many of the notables in the palace, and is presently working on his second portrait of

Danston. He is a slow worker, having already spent four months on the present project and being only half finished.

Tabé Brother and Heir to Danston

Tabé

Magic User CN 3 7 10 12 14 8 11 11 9 Dagger

Because Danston is not married, and thus has no children his brother, Tabé is heir to the title. Tabé has been ruined by a lust for power. Not only is his brother the ruler, but Tabé is also extremely short, and sensitive about it. He is shorter than most people realize, as he wears special shoes which make him seem 3 inches taller than his 4'7½". His diminutive stature and jealousy over his brother's position have driven him into the study of magic, to find power of his own. It would be a disaster should he become Lord, as he is mentally unstable, and could never stand the pressure. A group of unstable and power hungry men have formed around him, and seek to supplant Danston in the office of Lord. Tabé is 26 years old, with red hair, green eyes, and freckled face; which will not look fierce or threatening no matter how he tries. He runs around in a typical Mage's outfit, and does things he thinks are mystical, but are actually stupid.

Afcohop Master of the Assassins Guild

Afcohop

Assassin CE 8 16 5 12 12 13 9 15 10 Dagger

This expert killer stays alive by his own cunning. He never sleeps two nights in a row in the same place, and habitually wears +3 leather armor. He has no less than six Daggers hidden about his body, and can place them within a handbreath of each other, within twelve seconds, starting with his back to the target. He is a master of disguise and changes his appearance at least twice a day. Thus, no one is sure of his age, size, weight, or even that he is male. The only certain thing about him is that he is ambidextrous.

Ru Captain of the Palace Guard

Ru

Ftr. CE 5 23 4 13 14 9 10 12 14 +1 Longsword

This warrior has attained his high position at the young age of 25 due to his ferocity and skill. He has piercing black eyes and dark skin, and heightens his fearsome appearance by shaving all of the hair off his head. He is almost always seen wearing chainmail and a black robe with his personal symbol of a sword dripping blood embroidered on it. He is Danston's closest friend. They fought together and saved each other's lives many times.

Ult the Harbor Master of Rallu

Ult

Ftr. CE 2 17 8 14 18 17 8 13 14 Longsword

Ult is immediately noticeable in a crowd. He is an albino. Thus he has extremely pale skin, pink eyes and white hair. He uses this to his advantage by wearing dark, usually black, clothing to make his paleness even more noticeable. This serves him well, as seafaring men are superstitious, and are usually afraid of him. He also served under Danston, who recognized his great intelligence and ability to deal with people. Before Ult became Harbor Master, there was almost no control over who came and went, and where they anchored. Now the operation runs almost without a hitch. Ult is 6'4 1/4" tall, weighs 201 lbs. and is 39 years old, and righthanded.

Gudwi - Chamberlain

Gudwi

None NE 0 3 10 8 10 8 18 14 13 None

Danston inherited this gentleman from his father. He is a capable man, if somewhat corrupt. It is well known, for instance, that anyone wishing to see Danston, other than a personal friend, must bribe Gudwi. He also has deals with the Assassins and Thieves Guild. The Thieves Guild receives the same protection in return for refusing any contract on his life. That is quite fine with the Guildmaster of Assassins, because the only time they did manage to poison him, he was not affected at all.

Uzi Master of the Red Hydra Inn

Uzi

M.U. CE 2 7 10 5 12 11 10 15 8 Wand of Frost (96 Charges)

Uzi was forced to retire from the practice of magic, when he lost his right hand in a fight. He sold all of his equipment and bought the Red Hydra. The only thing he kept was a Wand of Frost, since he knew nothing about weapons. He does not advertise his former profession, and has never been forced to use the wand. There is great speculation among his regular guests as to how he lost his hand, since he is too weak and too soft skinned ever to have been a fighting man. When asked, he simply smiles and tells an impossible and often ridiculous story. Needless to say, he is often asked just for the pleasure of hearing the story.

Glazlo Lords Engineer

Glazlo

Ftr. N 1 2 8 11 16 12 7 10 11 Shortsword

Glazlo has held his post for six years, having served as a military engineer for eighteen years before that. He is responsible for all of the building the Lords want built, plus any siege operations the army is involved in. He is so experienced at his job that he can set a catapult by sight and land a rock within twenty yards of the target. The second such shot usually hits. He was never one of Danstons Cronies, but he respects the Lord and trust his judgement. Glazlo is 6' tall, weighs 196 lbs., has red hair and a red beard, both to the waist. He has a dark complexion and blue eyes. He is 43 years old and right handed.

Myexi Master of the Metalworkers Guild

Myexi

Ftr. CE 2 10 10 18 4 15 11 11 15 Hammer

When still an apprentice, Myexi had his hair and beard burned off. The pain affected his mind, and the scars destroyed his good looks. Despite his simpleness, however, he has a native wisdom and a gift of Metalworking which makes him the perfect Master of the Metalworkers Guild. He is likely to ask advice in the most unexpected places, but has the knack of recognizing good advice and taking it. In other words, he has learned to let others think for him, and then to decide himself. He is also the Lords Metalworker and makes or supervises the making of any metal object for the palace.

The Late Ysingo, Furrier

Ysingo

Ftr. CW 1 8 10 13 6 13 6 15 10 Dagger

Ysingo is known as "The Late" due to his well known hypochondria. His shop is open only about every other day, as he spends much of his time lying in bed, waiting to die. To compensate for this he charges rather high prices for work that is only average. He specializes in fur lined vests, cloaks, and gloves. He is 49 years

with a fringe of grey hair around his bald pate, and green eyes. He is 6'4 1/2" tall, weighs 203 lbs., is right handed and has a tooth brush mustache. Unsurprisingly, his fortune of 90 gold pieces is kept under his pillow.

Irneb the Begger

Irneb

Thief

CN 2 7 10 10 16 11 11 15 16 Dagger

Irneb does quite well for himself, for he is a quite convincing Begger, and most people will spare him a copper. Even those not generally known for supporting Beggars have been known to reward him with a gold piece in appreciation for an excellent performance. There will usually be one or two apprentices hanging about, learning the trade from a master. Irneb is 34 years old, 6' tall, weighs 193 lbs., with green eyes, dark blond hair, a brown beard, and a dark complexion. He is left handed. Those who don't wish to give him money, often do anyway, when he picks their pocket. He never steals from those who give him alms.

Gwix the Waggoner

Gwix

None

CE 0 5 10 8 12 9 8 12 12 Dagger or Club

Although still rather young, Gwix has had many troubles. He has worked previously as a fisherman, shipwright and tailor. All of these excellent jobs were lost due to his "Me first, you last" attitude. Now he can only get jobs as an untrained laborer. All in all, he seems destined to be a criminal leader, or a young corpse. He is 25 years old, 6'3" tall, and weighs 206 lbs. He has blue green eyes, blond hair that goes to his shoulder and a short brown beard. His face is deeply tanned and he is right handed.

Snjnom Admiral of the Fleet

Snjnom

Ftr.

CE 10 47 4 13 10 11 4 9 12 Dagger

In his day, this elderly sailor was incredibly strong and healthy. Years at sea have taken their toll, however. His short hair and mustache both have grey mixed in with their natural brown. His bronzed complexion has turned to grey and his 181 lbs. is nearly 30 below his normal weight. His black eyes are dulled with pain and with the drugs he takes to deaden it. Snjnom is afflicted with a crippling case of arthritis, and will never take to the sea again. Indeed, he now never leaves his chair, which is carried around by four husky sailors. No one knows that he always carries a Dagger with him, and is contemplating using it on himself. About the only thing that stops him is the training of his replacement. He will be dead within the year in any case.

Sko Bartender at the Smiling Mermaid

Sko

Assassin

CE 1 2 10 16 12 17 9 11 10 Dagger

The smiling Mermaid is owned by the Assassins Guild, of which Sko is more or less an honorary member. He acts as a go between for those who wish to contact the Guild. The inn also serves from time to time as a meeting place for guildsmen. It is located in the water front section close to the wharves, and is a favorite of the sailors. It provides cheap ale, filling food, inexpensive rooms and willing companions. The girls are not always pretty, but they are cheap. Their faces can't be seen in the dark anyway. Sko is 6' tall and weighs 192 lbs. He has braided blond hair hanging to his waist and a blond beard. He uses his strength well to keep his clients under control, and often breaks up fights by beating all offenders senseless.

Madam Boifs Mistress of the Whores Guild

Boif

Thief

CE 2 8 10 8 10 5 6 11 16 Dagger

Like so many of her girls, Boif is a thief. They are adept at cleaning out a mans purse and sneaking out, while he sleeps. It goes without saying that she has not actively practiced her trade for some time. Although 47 years old, she is still beautiful enough, but her prices have become far too high. Boifs girls are also adept at gathering information, and work closely with the assassins and thieves guilds. Note: However, that unlike the other two, this organization is completely legal.

Baron Urpgal

Baron Urpgal

Pal.

LG 44 28 1 17 9 11 16 12 17 +1 Longsword

Although a Noble of Rallu, Urpgal is a spy for the Priests of Amlifos. He wears +2 Mail and carries a +1 Shield. He makes no secret of his dislike of the worship of Enlifos, and truly supports Danstom. He is not required to lie, for he truly does wish the best for Rallu, desiring only to eradicate what he sees as the Enlifan heresy. He is 5'1" tall, weighs 169 lbs. has green eyes and blond hair to his waist. He is right handed and 44 years old.

Moboe High Priest of Enlifos in Rallu

Moboe

Cleric

CE 12 45 4 10 14 16 6 7 14 +3Mace

Moboe is upset and scheming. He sees his power wilting under Danstons derision, and has decided to overthrow the Lord and set himself up as theocrat. He is, of course, mentally unbalanced. If he were not, he would realize that getting caught would destroy any power that the Enlifos still have. Moboe is 6' 1/4" tall, weighs 225 lbs., has red braided hair and a red beard, black eyes, and an unnaturally pale complexion. He is right-handed and 43 years old.

Ilej Zop Master of the Fishermans Guild

Ilej Sop

Thief

NE 4 18 7 10 18 14 15 14 11 Dagger

The Fishermans Guild is unusual, in that it is not based on the Guildmans quarters. Instead, it is based on the waterfront quarter where its constituents live and work. Despite his rather advanced age, Ilej Sop goes out every day to fish, weather permitting. It is his job to determine if the weather is too bad for sail fishing. He is 49 years old, 6'5" tall and weighs 217 lbs. His black hair comes to his shoulders, and his beard to his waist. He is lefthanded and green eyed.

Enlifan Underlake Society

After the destruction of the island, society had to be rebuilt. Thus, much knowledge was lost, and many things forgotten. The things which did come through were often changed beyond recognition. One of the few things remembered about the old ways of worship was that the original temple had been under water. Thus, when a new Temple was to be built, it was put on the bottom of the Lake of the Gods. A bubble of some kind was formed on the side of an underwater cliff. Then a tunnel was dug down into it. At present no one is sure what the bubble is made of, or how it works, but it obviously takes oxygen from the lake and releases waste gasses. It also glows and erie blue, which takes time to get used to, but provides plenty of light. The glow causes many to think the bubble is some form of energy, but if one ventures to its edge, it will feel as solid as a rock, and cause no shock damage. Also, despite the glow, the bubble is transparent close up and one may look at the wonders of the un-

Enlitan Underlake Society

Plant Beds

Cliff



Force Shield

Exit

Huts

Storage

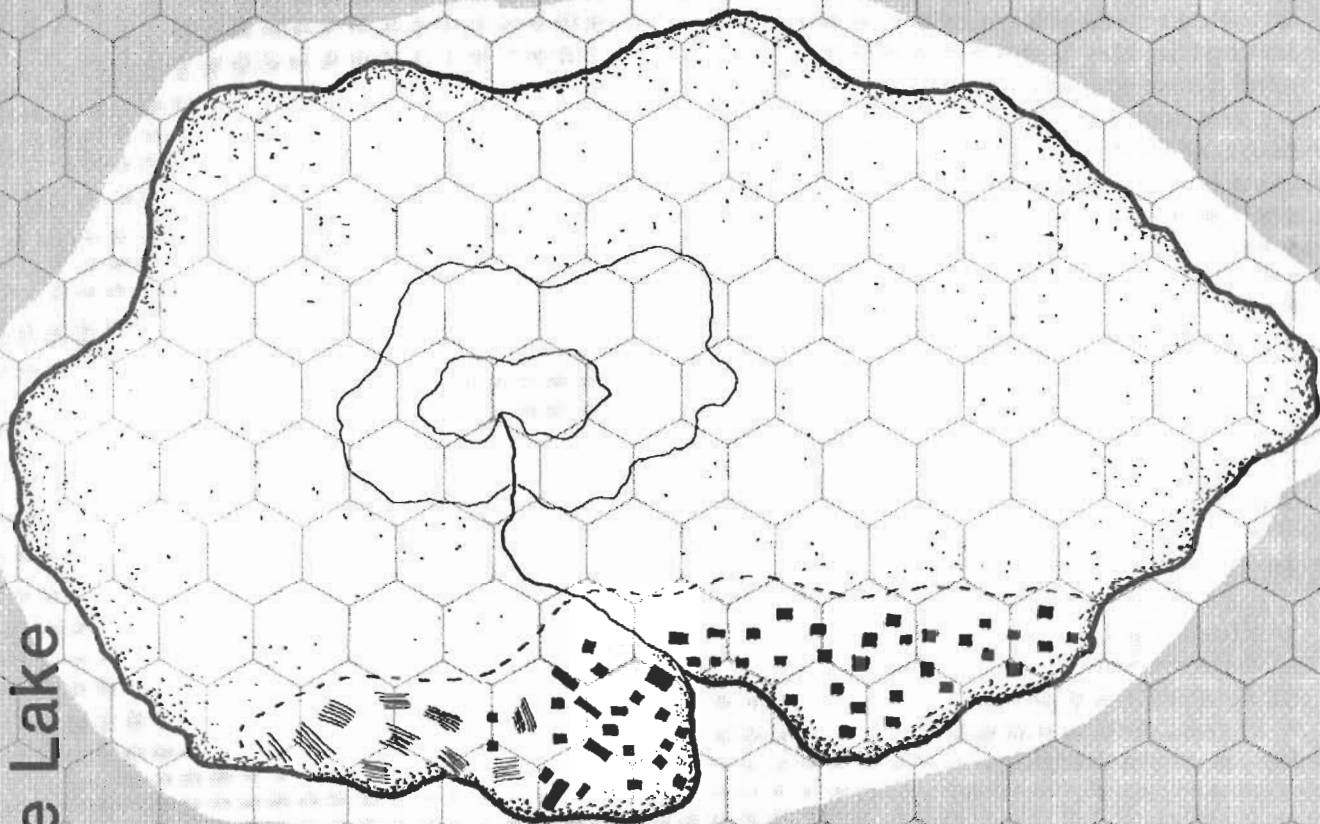
Tunnel

Priest

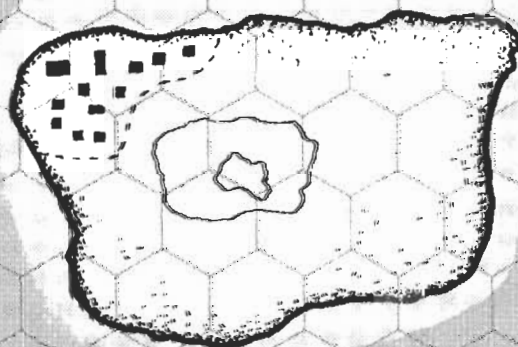
Temple

1 sq. = 20 ft.

Isle of the Lake



Holy Isle



1 hex = .2 mi.

ISLES OF THE SLAIN

der water world. It is impossible to pass through the Dome, or even to harm it, seemingly, except at one point. At about the center of the Dome is a relatively small (about 20' wide) area which one can pass through while wearing a special Silver Helmet which is kept in the Temple. The Helmets will only allow one to pass through in that small area, and somehow allows the wearer to breathe normally underwater. These are used by the inhabitants of the Dome to get out to their farmlands outside the Dome on the map, and are made up of cultivated patches of underwater plants. The helmets also give off a blue glow which makes underwater vision possible. The small squares inside the dome represent 20' square buildings which house an average of two Clerics each. The larger rectangles represent store houses, and the large building to the East is the temple. The connected area is the living quarters of the high priest. Remember that these speak only when the moon is up as indicated by a brightening of the domes glow. During the day they do not speak whatever the circumstances, and never speak to the uninitiated.

Debbek High Priest of Amlifos

Debbek

Cleric	LG	9	45	10	9	10	14	16	6	10	None
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Like all Clerics devoted to Amlifos, Dubbek is Lawful Good, and like all those in the dome, do not use weapons. The only weapons in the dome are some under water Crossbows and Tridents used for hunting by the few low level fighter types who perform that task. Since they are rarely in contact with the outside world, the idea of using these tools on humans would not occur to the dome inhabitants. In case of attack, they would depend on their spell casting ability. Dubbek is 47 years old 6'4" tall, and weighs 217 lbs. He has brown hair to his shoulders and brown eyes. He is right handed.

Hunting Party

Myexi	Ftr.	LG	3	23	8	9	13	14	13	8	10	Trident
Wythaces	Ftr.	LG	2	11	8	12	11	6	13	13	13	Trident
Lhan	Ftr.	LG	2	6	8	13	10	6	9	12	16	Trident
Paft	Ftr.	LG	1	9	8	11	10	11	15	8	5	Trident
J'sr	Ftr.	LG	1	5	8	8	10	13	6	14	11	Trident

These are the men who hunt, and fish for the Dome community. As stated elsewhere, they use Tridents and special underwater Crossbows, but they would never think of using them on another human being. These weapons are stored in the Temple with the Magic Helments. There are 10 of each weapon, along with 200 blots for the Crossbows, and 40 Helmets.

Rany Leader of the Hunting Party

Rany

Cleric	LG	3	12	10	15	16	14	14	9	13	None
--------	----	---	----	----	----	----	----	----	---	----	------

When someone was needed to lead the hunting party Rany was the first person to come to the high priests mind. With that as his only qualification, he has lead the party for 10 years. He is the adventurous sort, however, and has explored almost the entire lake at times, staying out overnight. No one knows that he once performed the unheard of and almost sacreligious act of going up to the surface of the lake. Because of his knowledge of the underwater terrain, the High Priest has put him in charge of evacuating the dome in case of attack. He has appointed his hunters as assistants and laid out routes for each of them to take a group of Amlifans to shore. What he has not thought of is how to get them back together once they reach the surface. Rany is 38 years old, 5'7" tall, weighs 173 lbs. has black hair and a black beard, brown eyes and is right handed. Note: He does not carry a weapon, but is an emergency, might fight barehanded.

Echis

Echis

Cleric

LG 5 17 10 10 7 14 10 8 11 None

This holyman is in charge of training the initiates, teaching them the ways of the cult of Amlifos until they reach second level. After that they must study on their own, although Echis is always available to assist and advise them. Echis has held this post since the old teacher died 5 years ago. He is 43 years old, has black eyes, and red hair to his shoulders. He is right handed, 5'7" tall, and weighs 174 lbs.

Takziyen

Takziyen

Cleric

LG 7 36 10 13 13 18 13 11 13 None

At 64 Takziyen is the oldest and wisest of the Priests of Amlifos, and an inspiration to all his colleagues. Time has dealt kindly with him. Although old, he is still strong and healthy, and goes out each day to work in the underwater fields. His shoulder length hair and his beard are both snow white, and the wrinkles in his face and hands show dignity rather than weariness. He always has a kind word for everyone, and even seems to fascinate the fish, who cluster around him as he works. There is one old catfish who has been coming to commune with Takziyen as long as anyone can remember. Rumor says that they met the first time he ventured out of the dome, and have done so every day since. Takziyen carefully avoids heights and dangerous places as his bones are now very brittle and the inactivity required for a bone to mend would surely kill him. None the less, he enjoys life fully and faces death serenely. He is 5'4" tall, weighs 156 lbs. and has green eyes.

Tum Chief Scribe

Tum

Cleric

LG 5 18 10 15 11 16 7 13 9 None

As Chief Scribe, Tum supervises all of the writing of chronicles and copying of religious works, as well as any other important documents. At 28, he may seem a bit young for such an important position, but he showed an early aptitude for writing and languages, and has the perfectionism necessary to assure faithful reproduction of manuscripts. He also has 15 years of experience as a Scribe. He is 4'8 1/2" tall, weighs 140 lbs., with blond hair, brown eyes and a rather dark complexion. He is right handed and has a brown beard.

Tikrellu the Mason

Tikrellu

Ftr.

LG 2 22 8 14 13 9 17 12 11 None

Tikrellu is responsible for the maintenance of the houses, warehouses, and Temple. The Stone Mason is 38 years old, with short red hair and matching beard. He is 6' 6" tall and weighs 231 lbs. He has brown eyes and is right-handed.

Tikrellu is responsible for the maintenance of the houses, warehouses, and Temple. He does his job by getting a silver helmet, going out and finding the stones he needs and then coming back for them with a work party. He uses ground up clam shells for the lime in his mortar. The stoneman is 38 years old, with short red hair and a matching beard. He is 6'6", weighs 231 lbs. and has brown eyes. He is right handed.

Bakm

Bakm

Cleric

LG 5 10 10 15 14 13 12 11 10 None

Unofficially, Bakm is the leader of the female Clerics of Amlifos. In fact, she is

generally known as "The High Priestess" because she tends to act as though she had final authority under the dome concerning women. No one minds because she is not unpleasant about it. Her authority is tacitly recognized, as Dubbek regularly consults her about matters concerning women. Bakm is 42 years old, with grey hair that would hang to the floor, if unwrapped from her head. Her eyes are green, and her complexion is rather dark for an Amlifan. She is 5'3" tall, right handed, and weighs 115 lbs.

Nuzr Keeper of the Gate

Nuzr
Cleric

LG 3 11 10 8 12 13 11 16 11 None

Nuzr's job is to tend the entrance to the underground tunnel which leads out of the Dome. He will only allow the uninitiated in if they can give some reason of overriding importance to the Dome dwellers. Near the gate is a large gong, which will sound on Nuzr's mental command. If this happens, strangers can expect hostile reactions from all in the Dome. Nuzr is 5'2" tall and weighs 172 lbs. He has 3' long black hair and a black beard. He is right handed, and his eyes vary in color from light blue to dark green, depending on his mood. His complexion is pale.

Jet the Healer

Jet
Cleric

LG 4 26 10 6 12 16 15 14 16 None

Because they seldom see the light of day, the Dome dwellers are very pale. Thus Jet, who is naturally pale anyway, turns out to be absolutely white. He also shows signs of age, for although his hair is bright red, his beard has progressed a long way to being white. Jet is called the healer, because he is gifted in Healing Magic. If anyone is injured he will be around quickly to soothe the pain and repair the damage. No one can cure an illness faster than Jet. If a person can be saved, Jet will do it. Jet looks older than his 47 years, because of all the energy he expends in trying to save the badly injured. It is common practice for the folk of the area around the lake to send out a call for him whenever someone is gravely ill. He is considered as a Saint because of the way he appears seemingly out of nowhere, heals the patient, and then disappears again with no reward whatsoever. He has even on two different occasions managed to raise the dead. This was possible only by Divine Intervention, of course, and was accomplished each time at the cost or incapacity due to exhaustion. Jet has blue eyes, is right handed, 4'8" tall and weighs 164 lbs.

Kup Chief Farmer

Kup
Cleric

LG 3 20 10 10 15 17 14 14 5 None

Kup is in charge of the agricultural workers, having been born a farmer's son and having worked in the underwater fields for 25 of his 52 years. He is an undisputed authority on the plant life of the lake, and knows nearly as much about its animal life. He has not returned to the surface since he first came to the Dome and thus has a very white complexion. He has black hair that hangs to his ankles and a black beard to his waist. He is in the habit of wearing a rope around his chest, to keep his hair and beard from floating up and blocking his vision in the water. He has blue eyes, is right-handed, 5' 10 1/2" tall, and weighs 167 lbs.

Kopkes Midwife

Kopkes
Cleric

LG 1 8 10 12 8 17 14 12 6 None

There are females as well as males under teh Dome, and the Amlifans are not celibate. Thus, there are marriages, and children are born. Kopkes is the Mid-wife. She is not higher in level because she has devoted her life to caring for children. She is 45 years old, 5'6" tall, weighs 128 lbs. has black hair streaked with grey hanging to her waist, is right handed, and has green eyes.

Isles of the Slain

These small islands are the home of the worshippers of Enlifos. They spread out from here to conquer much of the Isle of the Blest. Nonetheless, those who stayed on the island have remained at a low level of civilization. The smaller island, to the west, is inhabited only by the Priests. There are 35 of them, and they are wupported by the flock on the other island. In the center of the island is a moutain, which is actually an extinct volcano. Its crater is about 150' in diameter and could be gotten into, if someone felt like exploring. Most of the island is covered with jungle, with the clearing for the Pristly village on the northeast corner. The temple is about 50' wide and 100' long and is in the most northeasterly part of the village. Jutting into the water nearby is a 30' long and 15' wide Peir, with an 8' high and 12' long boom at the end of, which is used for sacrifices. South of the temple is another large building which is used for storing food and offerings from the other island. There are about 10 other buildings, small huts in which the Priests live. The High Priest lives in a larger building adjoining the Temple. All of the buildings except the temple are huts made from treebranches and reeds. The Temple is of wood, with a thatched roof.

The larger island also has a mountain in the middle. Atop it is a lake, which is rather warm and has a very high mineral content. It cascades down the side of the mountain, and forms a small stream. The village has been built at its mouth, sprawling along the western shore of the island. The northern part of the village area is filled with fields, shich, along with the Fishermen, support the two islands. The rest of the clearing is filled with about 50 huts which provide homes for some 200 people. There are several long thin buildings for storage, and one extra large hut, which houses the village Chief. Several outrigger canoes are pulled up around the inlet caused by the stream. The rest of this island is also covered with jungle. The smaller island is 900' EW by 600' WS, and is referred to by the Enlifans as The Holy Isle. The other island, called Isle of the Lake, is 1900' EW by 2900' NS. The two islands are separated by a mile of water.

Byvm High Priest of Enlifos

<u>Byvm</u>											
Cleric	CE	9	30	8	5	9	15	8	10	12	Wood Club

Despite his position at the head of an evil cult, Byvm is a truly likable fellow. He serves Enlifos because he believes it necessary, not because he enjoys it. He actively seeks outsiders to sacrifice to spare the villagers, and does what he can to make the victims last hours comfortably. Byvm is 54 years old with snow white hair. He has green eyes and a dark complexion. He is 5'5" tall, weighs 153 lbs. and is right handed.

Ywukhyg

<u>Ywukhyg</u>											
Cleric	CE	9	50	8	7	6	12	14	15	16	Wood Club

Yqukhyg is not nearly so kind as Byvm. In fact, he is eaten by jealousy. He is sure he should have been High Priest instead of Byvm. He takes his frustration out on anyone he can, and has a bit of a sadistic bent. He is not openly rebellious, because he knows that Byvm could easily use him for a sacrifice. Nonetheless, he

watches Byvm like a hawk, hoping the High Priest will make a mistake, and meanwhile keeps his eyes open for simple and safe ways of killing him.

Yek Master of Supplies

Yek

Cleric CE 3 16 8 7 15 12 10 12 7 Wood Club

As Priest in Charge of Supplies, Yek has control over the food, and makes sure to save the best for himself. His clothing is also of better quality than anyone else's. In short, he's got his fingers in the till. He supports Yqukhyg's bid for the High Priesthood, because Byvm makes it difficult to help himself. He is certain that Yqukhyg will fail to notice irregularities, if included in the extra rationing. Yek is 5'9" tall, weighs 209 lbs., and his beard is short and scruffy. He has black eyes, dark complexion, and is right handed.

Oda Sovo

Oda Sovo

Ftr. LG 5 30 10 16 14 4 15 11 12 None

Oda Sovo is being held as a prisoner until the next time of sacrifice. He is a follower of Amlifos who came to The Isles of the Slain out of curiosity (see his low wisdom). He had armor and weapons when he came, but these were taken from him and dumped into the ocean. Oda Sovo has no idea why he is being held, and since he is well treated, makes no attempt to escape. He is 5'4" tall, weighs 170 lbs., is 36 years old, and has blue eyes. His braided black hair hangs to his waist, and his beard hangs even lower. He has a healthy pink glow about him, and is equally dextrous with either hand.

Emgyqhi Master of Novices

Emgyqhi

Cleric CE 4 21 8 14 12 16 14 14 Wood Club

With a smooth bald head, black beard and dark complexion, Emgyqhi is an imposing sight, especially to frightened youths who have just arrived to begin their study for the Priesthood. In such a visage, his mild blue eyes are quite incongruous. He truly enjoys his power, and deals out savage punishments for the slightest failure. He is greatly hated, but his methods work. Motivated by fear, the Novices quickly learn the chants required daily to appease Enlifos. Emgyqhi is intolerant of slow learners, and they run the risk of being sacrificed.

Fo Cook for the Clerics of Enlifos

Fo

None CN 0 3 10 9 9 7 8 9 7 None

Besides cooking, Fo provides other services for the Priests who are not too particular. For the rest, a girl or two are brought over from Isle of the Lake about once a month. Fo is nobody's prize. She is 4'10" tall, weighs 124 lbs., she has very short grey hair, blue eyes, and a pale complexion. She is left handed and 56 years old. She became cook for the Priests 13 years ago when the old cook died. She was chosen because her brothers hut, where she was living, had just burned down with no other survivors, and no one wanted to take care of her.

Murety Chief of the Enlifans

Murety

Ftr. CN 5 26 6 14 17 14 7 11 10 None

Murety is an excellent village Chief and looks the part. He has grey hair streaked with black, a similar beard, which comes below his waist, and smokey grey eyes. He has a much wider experience base than most Enlifans, as he traveled to Rallu as a young man and stayed there for several months. He is therefore aware of how backward his people are, and is trying to stimulate a change. The problem is that the Enlifans are happy, and unwilling to change. Fortunately, Murety is smart enough to go about this effort discretely, or he certainly would have been removed as Chief. He is 5'2 1/2" tall, weighs 168 lbs., is 50 years old, and is right handed.

Py

Py

Cleric CE 3 17 8 15 13 13 13 9 11 Wooden Club

The Clerics of the Holy Isle serve on the Isle of the Lake on a monthly rotation basis. Presently, the Cleric serving is Py. He is 4'6" tall, weighs 149 lbs. and is Ambidextrous. He has blonde hair and beard, a pale complexion and green eyes. He is 35 years old.

Village Council

Vic	Ftr.	Ce	3	14	6	14	13	9	10	17	8	Shortsword
Afcohop	Ftr.	CE	2	6	6	9	8	11	10	11	10	Shortsword
Wolgi	Thief	CE	3	10	6	6	11	10	10	12	12	Dagger
Jilah	Ftr.	CE	2	16	6	11	15	7	7	13	14	Shortsword
Kaci	None	CN	0	4	10	9	16	13	14	7	10	Club
Penfasta	Ftr.	CE	2	11	6	13	15	12	10	15	8	Shortsword
Gudwi	Ftr.	CE	2	6	6	11	14	10	11	8	11	Shortword

These are the folk that along with Murety and the Clerical Representative, make the decisions for The Isle of the Lake. Actually, they form the third leg of a governmental triangle, with the Chief and the Priesthood forming the other two legs. The resulting system is fairly stable, and manages to keep control without interfering too much in peoples lives. The preponderance of fighters on the council is due to the fact that most of the males of the village fall into that class, although they will have other jobs, such as farmers or fishermen. Note: These are special characters, and that the average fighter will not have a Sword. Most will have Daggers, with a few Spears.

Obvog Loresinger

Obvog

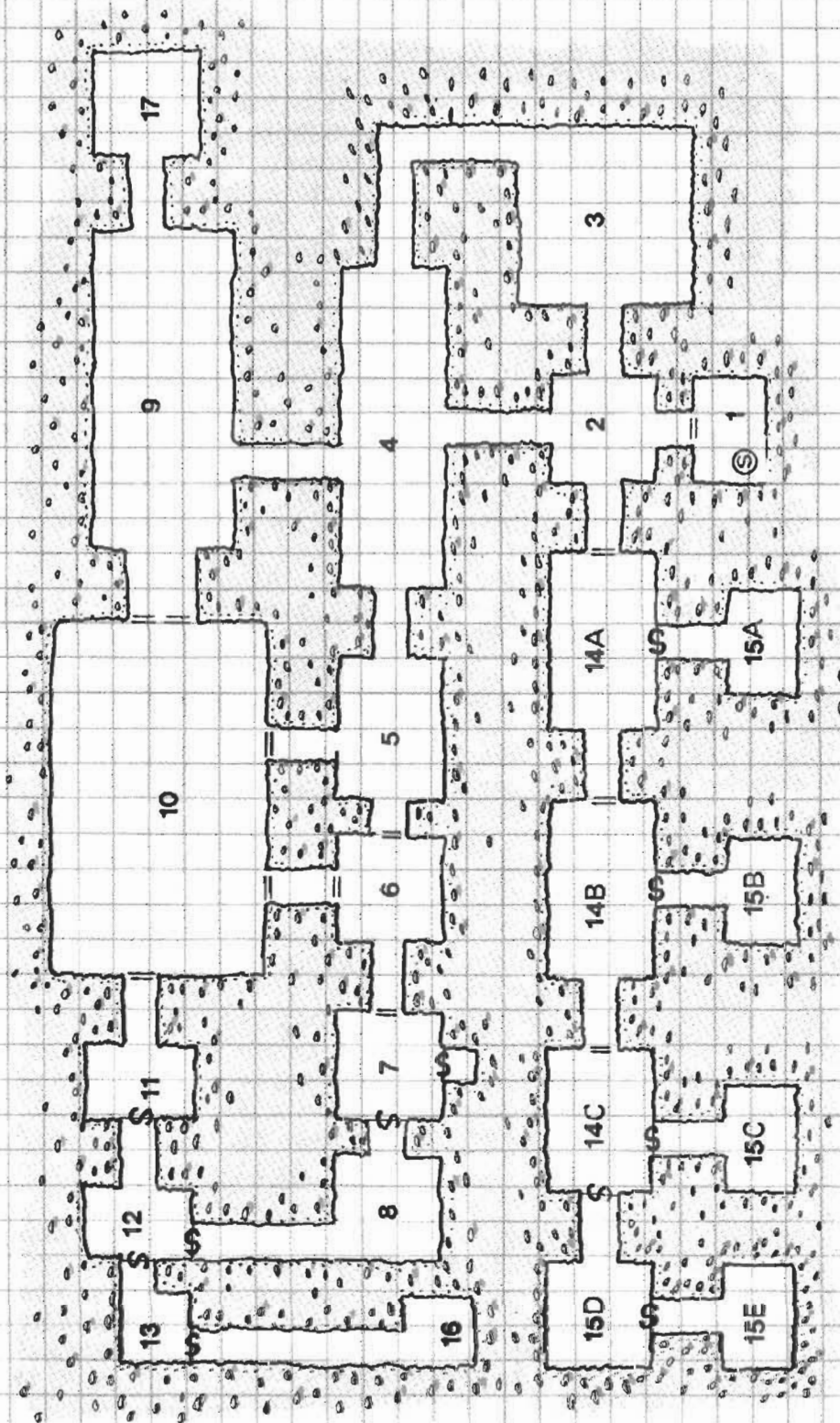
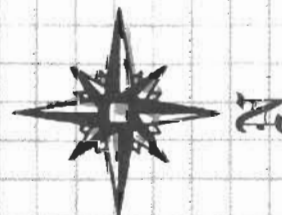
None CE 0 1 10 10 15 11 8 10 12 None

Formerly, Obvog was a Fisherman, well known for his singing of the chanteys used to provide cadence for hauling in the nets. He was often asked to sing at nights for the assembled village. He listened to others sing, and quickly learned all of the

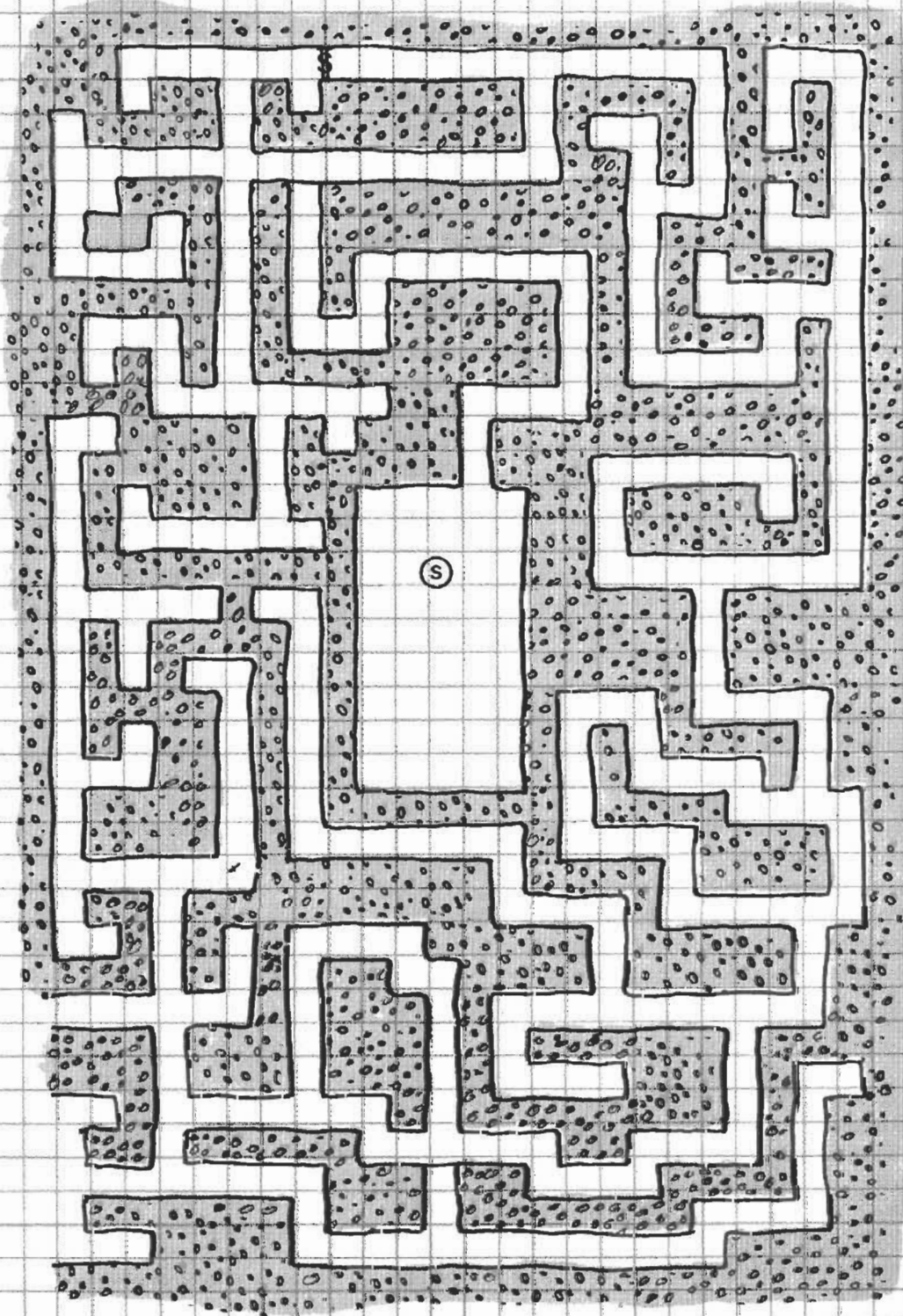
Undersea Temple

1 sq. = 10 ft.

- # Chamber Designation
- = Door
- = Double Door
- Secret Door
- Ⓢ Secret Door, Ceiling
- 1" = 50'



Undersea Labyrinth



1 sq. = 8 ft.

- ⌘ Secret Door
- Ⓢ Secret Door, Ceiling

traditional songs. Finally, as he began to grow too old for fishing, he stayed ashore, teaching the songs to children, and entertaining the village more often. He lives on the contributions of the people, and gets by quite well. Obvog is 55 years old, and has white hair, black eyes, bronzed complexion and is left handed. He is 5'8" tall, and weighs 169 lbs.

Ayt Warleader

Ayt

Ftr.

CE 7 44 5 16 14 14 12 12 9 Broadsword

The Enlifans don't really have an army, but if required, almost all the men can form into a fighting unit. At these times Ayt leads them. Once the tribe has been committed to battle, not even the Chief can over rule him. This is compensated by the fact that until the Council votes to go to war, Ayt has no power whatsoever, and is simply a Fisherman. He is 5'1" tall, weighs 150 lbs., has red hair and mustache. He has green eyes, is right handed and is 42 years old.

Mipjilwy Trader

Mipjilwy

Thief

CE 6 17 10 7 13 15 12 16 11 Dagger

In order to get the best possible deal from outsiders, the Chief has appointed Mipjilwy as the official village Trader. The merchants who come to the village regularly, know that Mipjilwy recognises and accepts a good deal, but they also know that he would not hesitate to cheat them if an opportunity offered itself. He is usually treated with respect, but seldom with friendship. He is 49 years old with blond hair that is turning grey, and a mustache. He is left handed, has green eyes, is 6' 1/2" tall, and weighs 201 lbs.

Onyegif Boatmaker

Onyegif

Ftr.

CE 1 10 10 16 12 14 7 6 13 Dagger

The boats the Enlifans use are dugout canoes with outriggers, and this is the type that Onyegif builds. He does not have sufficient skill to build the more modern types such as Skiffs. He might, however, be able to repair them. He does not have the Dexterity to put fine detail in his work, but his boats are quite sea worthy. Seaworthy enough, in fact, to travel anywhere in the world, if enough supplies can be provided. Onyegif is short, only 4'8" tall, and 140 lbs. in weight. He has short red hair and a bronzed complexion. He is right handed, blue eyed, and 46 years old.

Kycmoz Basketmaker

Kycmoz

None

NE 0 4 10 7 6 8 12 14 14 None

Despite the fact that she is the stereotype dumb blond, Kycmoz still manages to be a useful member of society. She weaves baskets and is good at her trade. These baskets woven by the women of the village are its main trade item. They are so well made as to be nearly water tight. Kycmoz is not the best basket-weaver in town, but she is very good for her age. She is 22 years old, with blonde hair to her shoulders and clear blue eyes. She is left handed, 5' tall, and weighs 107 lbs. As was stated before, a lot of things go right over her head, but every adult male in town dreams about her regularly.

Gminthoc Netmaker

Gminthoc

Cleric

CN 1 4 10 8 13 11 11 11 7 Club

After spending a short period of time on the Holy Esle, Gminthoc decided he did not wish to be a Priest. Thus, he went back to the Isle of the Lakes, and learned his fathers trade of Netmaking. Nonetheless, he retained his small Clerical abilities, and feels himself to be specially dedicated to serve Enlifos, despite his Non-Clerical attitude.

Hofra Leader of the Enlifan Fishing Fleet

Hofra

Thief

CE 1 4 10 13 8 10 8 15 7 Dogger

For the most part, Hofra has developed his thieving abilities in the course of his work. He sharpened his hearing, for instance, by listening for the splash of the water and creak of the net, which reveal so much to the experienced ear. He developed his deft fingers by tying the little knots required to make a large net operate properly. He developed his climbing ability while jumping from boat to boat. The one skill he did develop outside of his work was the ability to pick pockets. This is generally used only as a practical joke. Hofra is 5' 5" tall, with brown hair, a red beard, black eyes, and a bronzed complexion. He is right-handed, and weighs 180 lbs.

Undersea Labyrinth

On the northeastern coast of the island is an ancient well, or at least so it seems. It is partially crumbled and looks to be in danger of collapsing. It is actually the entrance to an ancient holy complex dedicated to the Moon Goddess worshipped before the island was destroyed. For reasons unknown, the Fane was entered through a Labyrinth. This maze is now the habitation of Giant Rats and the Giant Snakes that hunt them. The Temple itself was subject to many strange effects, as will be detailed later.

It is assumed that anyone who is brave enough to have himself lowered into the "well" will discover a tunnel leading off to the east. This tunnel dips sharply downward for several hundred yards, then levels off for about half a mile, then begins twisting and turning and branching without warning. The tunnel and maze are made of dressed stones, although these may be loose or fallen in places. The material the tunnel runs through is solid rock, so there is little danger of a cave in, although the dressed stones may collapse and injure or temporarily hinder the party. There may also be leaks in the roof and build ups of lime. If the leaking water is tasted it will be salty, for after all, it is the sea that the Labyrinth is under. When one gets to the center of the maze, he will find a large (50' EW by 90' NS) room which is completely empty. The entrance to the temple complex proper is through a secret passage in the floor at the spot indicated on the map. For every two turns spent in the maze, there is a 20% chance of an encounter. If an encounter is indicated, roll a D10. A roll of 1-8 indicates an encounter with 1-10 Giant Rats. A 9 or 0 indicates the encounter is with a Snake.

Giant Rats are nasty creatures that infest secluded places, and eat almost anything, including each other. They have one hit die, and do 1D4 Damage, attacking once per turn. They can move up to 90' per turn, and any one bitten by one of these vermin has a 10% chance of contracting a random disease.

The Snakes in the Labyrinth are spitting Cobras, whose main food source is, of course, the Rats. Some of these reptiles get up to 15' long. They have two hit dice and can move 90' per turn. They are called Spitting Cobras because, besides their normal strike, they are able (and 40% likely) to spit poison quite accurately. When doing so they aim for the eyes. Determine if a hit has been made in a normal matter, treating a full helm as plate armor, and anyone not in a full helm as though they were not wearing armor. If a hit is scored, the victim must roll his constitution or less on 3D6 or be permanently blinded. Even if the save is made, the eyes will sting and water

for two combat rounds, usually quite long enough for the snake to make a kill. When striking, the Cobra does 1-6 points of Damage, and injects poison. In this case, if the victim does not roll less than his constitution on 3D6 he dies; but there is no effect if he makes the save. Both Snake and Rat have an Armor Class of 8. Hidden in the ceiling edge at the point marked X is a small box containing a ring of Spell Turning.

Temple Complex

Just as no one can explain what really destroyed the island, it is impossible to say what happened here. Whatever it was, it killed all of the inhabitants without doing any visible damage to the rooms or their contents. In fact, it looks almost as if everything was put away, and the inhabitants left. There is ample evidence that the inhabitants did not leave, however, as their undead spirits haunt the halls and rooms they lived in. These spirits come in two forms. The first group is that made up of those that animate their skeletons. These will seek to attack and kill intruders on sight, not making a sound except the dreadful clacking and clattering of bones. These undead have 2 Hit Dice and move 90' per turn. They will attack with clawed hands and with teeth, doing 1-6 points Damage per hit, and being able to get in all three attacks in one combat round 10% of these creatures will wear Chainmail, while another 10% will wield maces, with yet another 10% having both. Those with maces will use them instead of their normal attacks, doing 1-8 points of damage per strike. Those with Chainmail will have an Armor Class of 4 instead of the usual 6.

The other group of spirits is the Ghosts. From the moment one enters the center room of the maze their piteous groans will be heard. They are Spirits of the Dead, who simply wish to be returned to companionship with those still living. In their normal state, they are invisible, invulnerable, and unable to affect our plane. They are, in fact, ethereal, so any examination of that plane might reveal them. It is impossible to tell which direction their cries come from, as it is from another plane. It seems to come from everywhere. If a player insists on trying to determine direction, roll a D12 with 1-8 indicating points of the compass, 9 being up, 10 being down, and 11 or 12 indicating the fact that they can't even guess a direction. When a living creature comes upon a Ghost, it will materialize, that is become visible, although translucent, indicating that it is only partly on our plane. It will then advance slowly toward the living thing, holding out its arms and emitting horrible cries. It does not seek to harm the creature, it just wants contact with life. Upon being touched, a character will instantly be chilled to the bone, and unless his constitution or less is rolled on 3D6, he will lose a point of constitution. The player need not know this. The Judge should simply ask to see the character sheet, and note down the constitution. All the player need be told is that he feels weakened. If a character reaches zero constitution, he dies, but otherwise, the point loss is temporary. Lost points will be regained at a rate of one per hour of rest. All that will be recognizable on a Ghost will be a face, and two arms, the rest of the body will be too vague to be examined even when looking into the ethereal plane. When materialized, a Ghost can hit and can be hit in return, but only by magic weapons. They have 3 Hit Dice, Move 6' per turn, and are considered to be AC5. It is almost impossible to tell if a hit has been scored, for anything, even magical weapons, will pass through with no resistance, and the Ghost will wail even louder, whether damaged or not. This wailing will end in a final heart rending cry when the creature is banished from our plane, either by weapon damage or by Cleric. Such a creature is not destroyed, only rendered unable to materialize. He will remain in the area, still waiting.

Besides the creature set in various places in the Temple there is a 10% chance for every two turns of a random encounter 80% of these will be with 1-10 Ghosts.

Note: The number of creatures to be randomly encountered is limited to 46 skeletons and 13 ghosts. When these have been defeated, there will be no more random encounters. Also, anyone killed in the Temple who is not blessed will in 1-12 days become a skeleton (80% chance) or a Ghost (20% chance). These will be similar in all respects to those described, save that the skeleton will use and wear what it had with it when it died.

- 1 Guard room: This room is really quite unnecessary, since the entrance is so well hidden, and so hard to get to. It is 30' EW and 20' NS. It is walled with dressed stone, but the floor and ceiling are of solid rock, formerly polished, but now cracked and lime stained in many places. This is true of most of the complex. It is also generally true that the ceilings are 15' tall. Upon entering the room, a party will immediately be attacked by 6 skeletons. When they are dispatched and the party looks around, they will see a table with two Serches beside it, and an oil lamp sitting on it.

In the center of the south wall is a wooden door, once finely made but now warped and cracked. On the wall beside it is a rack, which was made to hold 14 objects. On the floor below are two tarnished mace heads, which still have bits of decayed wood attached to them. On the floor is what appears to be a green carpet. Originally, there was a carpet on the floor, but with time and dampness, it has been consumed by Mold. This Mold is harmless unless eaten but requires a roll of Dexterity or less on 3D6 or fall, if any unusual act is attempted while on it. If eaten it will make the consumer very ill for 1-2 days, with a 10% chance of dying. This Mold Carpet covers the 10' square in front of the door.

- 2 Entry room: This 30' square room is empty, being just an enlarged intersection. To the east, it leads down a 20' hallway to a door, which opens into #14A. To the south it leads down a 30' long passage and through an opening to #4. To the west a 20' passage leads through an opening to #3. The door to #1 is in a 10' square alcove in the middle of the north wall.
- 3 Recreation room: When the Priest were off duty, they were usually to be found here. This 50' square room is where they ate and where they relaxed. It contains several tables with benches, and a few large armchairs. The armchairs are bug and mouse infested, and the other furniture is badly rotted. On one table is a chess board that appears to be in the middle of a game. The pieces are of wood, and will crumble if picked up. On another table is a plate and cup, both made of silver, and worth 10 GP each. They are covered with some sort of Slime, and must be cleaned off. In a cupboard on the east wall are 43 other sets of cups and plates, also silver and worth 10 GP each. All four walls were originally covered with tapestries, but these have fallen to the floor and almost totally rotted. A corridor leads southward from the southwest corner for 40', then turns east, finally leading to #4.
- 4 Sleeping room: This is the first of two rooms that were used as sleeping quarters for the Priests. It is 90' EW by 30' NS, and contained 16 bunk beds. Only two of these still stand, and the top of one has collapsed onto its bottom. Upon entry into this room the party will be attacked by 4 skeletons. In the center of the east wall is an opening which leads through a 20' passage to #5. On the north, the opening leads through to #2, and the south passage leads to #9 after 30'.
- 5 Sleeping room: Like #4, this 40' EW by 30' NS room also contained bunkbeds, 7 in all, but only one remains standing laying in the ruins of one bed, partially hidden, is a leather encased object. When unwrapped will be seen as a Harp. It's excellent construction and storage leave it still usable, although it has no strings. The leather was soaked in animal oil. It would sell for 85 GP as it is not magical. The room is guarded by 7 skeletons.

- 6 High Priests room: One great privilege of the High Priesthood is privacy. While all the other Clerics sleep in bunk beds, the High Priest gets this 30' square room all to himself. In the southeast corner is a large bed, and on the west wall is a desk. On the desk in a full set of writing paraphernalia, and several scraps of parchment with illegible notations on them, and pushed off to one side is a scroll with a silver band around it. It is written in an unknown tongue, but a sage would pay 1000 GP for it. It is in terrible shape. Part of it is already unreadable, and must be treated with the utmost care or it will disintegrate. The silver band is worth 5 GP. There are three doors out of this room. The first leads through the east wall to #5. The second leads to a 20' long hallway which ends in another door. This leads to #10. The final door is at the end of a 20' hallway to the south, and leads to #7. This door is locked, and the key is in the desk. Its is also trapped. If the door is opened without defusing the trap, a needle will shoot out into the hand on the latch. This was originally poisoned but the poison is no longer potent. Instead, the needle is rusty and the victim must roll less than his constitution on 3D6 or contract tetanus. The room is protected by a Ghost.
- 7 Treasury: When the Temple was still in operation, the money was stored in bags of 100 coins each. By now, however, almost all of the bags have fallen to pieces, spilling their contents onto the floor. All of the coins have acquired a uniform cover crud, so each must be scraped to determine its type. There are 1000 copper pieces, 600 silver pieces, and 600 gold pieces. The only exits from this room are two secret doors. The first is in the center of the north wall. It was opened by speaking the proper command word. Since the fall of the Temple, however, the word has been forgotten and the spell has faded. There is now no way of opening the door. Beyond this hidden door, is the real Temple Treasure: 4000 SP, 1700 GP, 10 Rings, and 6 Necklaces. The Rings are worth 30-50 GP, and the necklaces are worth 100-200 GP. The second secret door is opened by pressing a stone above it. This leads to #8. This door is slightly out of alignment and makes a long grinding noise as it opens.
- 8 Artifact room: A secret room was considered necessary for protection of the special and holy items of the Temple, and that is what this room is used for. It is 30' square and holds the following; one 3' tall silver statue, worth 1000 GP as an art object, a large brass bound book, worth 2000 GP to a sage or the covers are worth 5000 GP, a silver belt with inlaid moonstones, worth 750 GP, a pair of silver candle sticks, worth 200 GP each, and a silver headed Mace which is magicked for a #3 to hit and damage. A 40' passage leads south from the southeast corner to #12, by way of a secret door.
- 9 Ablution room: Before any important ceremony, the Priests had to ritually prepare themselves to enter the inner Temple. That was the purpose this 90' EW by 50' NS room served. On its south wall is a basin carved out of solid rock with crescent moons and stars carved around its upper edge. If a catch on the bottom of the basin is pressed, it will fill with sea water. The water will be filled with silt, and after the catch is pressed the third time, it will never operate again. There is no drain in the basin and if the catch is pushed a second time, while it is still filled with water, it will overflow onto the floor. Also in the room is 83 hooks set into the wall. These originally held ceremonial robes, but most have by now fallen to the floor, and all are beyond hope of repair. A 20' wide and 20' long passage leads from the ablution room to a pair of double doors, beyond them is the inner Temple #10. A 20' long (10' wide) hallway leads west to #17. Room #9 holds 1 Skeleton.
- 10 Inner Temple: In its prime this must have been a beautiful room. Silver is to be seen almost everywhere in its 60' EW by 100' NS area. The entire east wall is covered in silver foil, and a 4' tall and 1' thick silver crescent stands atop the altar.

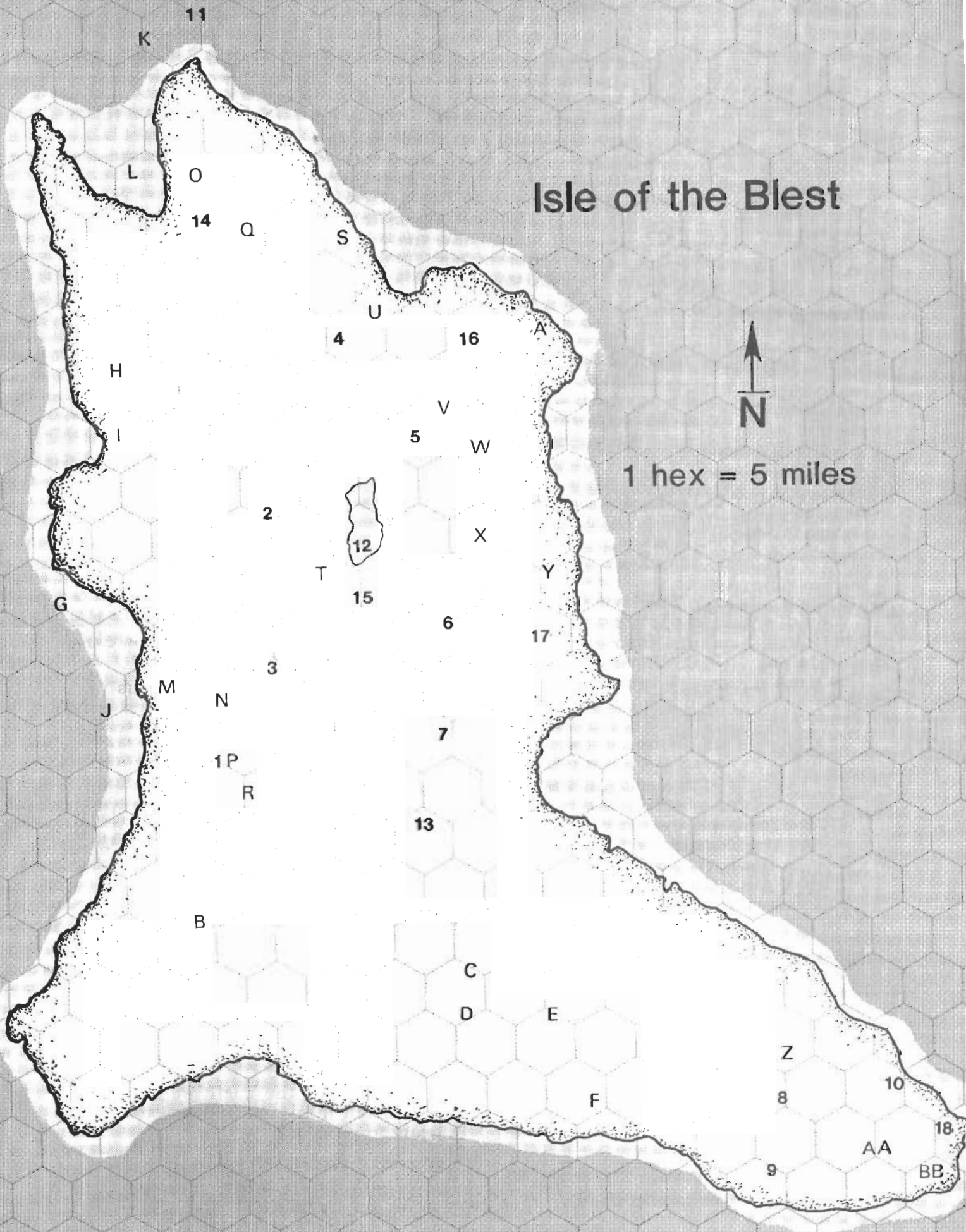
At intervals along the north and south walls are torch brackets also made of silver. All of the door latches to this room are of silver, as are the lintels and hinges. This silver is all blackened now with tarnish, but must have glowed in the torchlight, so that it seemed light came from everywhere. There are ten stone pews in the Temple, each 25 feet long. These originally had silver foil in the carving on the sides, but this has largely disappeared. The north and south walls are covered with rotted tapestries. Although the curtains were an inch thick and closely woven, they now can be torn apart by anyone who has a strength greater than 6. Careful examination will show that these also had silver thread in them. The door equipment is worth about 5 GP for each piece, and the silver crescent is worth 500 GP. The silver foil is worth 1 GP per square foot. There are two doors in the north wall, and a concealed door in the east wall. The eastern door on the north wall leads to #6, and the western on to #5. The door on the east is not hidden, just constructed to be invisible from more than about 20'. This was more for esthetic purposes than to prevent entry into the room beyond. The Temple is haunted by a Ghost who will appear near the silver crescent as soon as the party gets within 30'.

- 11 Library: As might be expected, there are very few works of fiction here. Mainly, this 20' EW by 30' NS room contains religious works with some histories, and a few legendary writings. There are at least 3 alphabets represented, and several more languages. These range from two so old they were unknown when the temple fell, to one that is very close to a modern language. There are 200 of these books and scrolls, in bookcases along the walls. Most are in at least fair condition and would be worth 100 to 1000 GP to a sage. In the center of the east wall is a secret door. When a stone in the floor is pressed, it rotates in a counter clockwise direction, and then closes after 30 seconds.
- 12 Hidden Library: The books in this room are incredibly ancient religious texts, none of which are in good shape. The reason they still exist at all is that special care was taken of them, which preserved them. They would be worth 1000-5000 GP to any N.P.C. Cleric of the 12th level or more. This 20' EW by 30' NS can be excited through two secret doors. One on the east and one on the north. The one on the north opens with pressure on a floor trigger, and leads to room #8. The eastern one opens by pulling out a stone in the wall, and leads to #13. The room is 20' EW by 30' NS.
- 13 The two sets of manacles in the walls of this room are quite obviously old, but show no signs of wear. All things being considered, it is doubtful if this 20' square room was ever used, since it was almost impossible for unauthorized folk to find the Temple, and imprisonment wasn't the Priests style anyway. A secret door in the northeast corner leads to a 60' long northsouth passage which ends in room #18. When a stone in the wall is pressed, the door rotates clockwise. This one must be closed manually.
- 14A Storage: There are three storage rooms, of which this is the first. It is 50' EW by 30' NS and contains food. There were 7 barrels of hard tack which have rotted and the hard tack is molded. The remains of 10 grain barrels also litter the floor, with about a handful from each barrel still edible. There are rat droppings all over the grain area. There were also three barrels which contained some sort of preserved meat. This was all consumed by the rats but one of the barrels remains semi-intact. It will fall apart at the first excuse. To the east is a door at the end of a 20' hallway. A secret door in the center of the north wall opens when the key from the High Priests desk is inserted into what appears to be a natural chink, and turned to the left. It leads to room 15A.
- 14B Storage: Every day items such as shoes, lamp oil, wicks, and ink were kept here. All of it is now gone. The solids have decayed and the liquids evaporated. Nothing in this room is still usable. The room is 50' EW by 30' NS, with a door at the

Isle of the Blest



1 hex = 5 miles



end of a 20' hall in the center of the east wall leading to 14C, and a secret door in the center of the north wall leading to 15B. When a stone on the floor is pressed the door slides to the left, permitting entrance.

- 14C **Storage:** This room might also be called the armory, for its contents are military in nature. It is 40' EW by 30' NS and contains 41 Maces and 17 suits of Chainmail. The balls of the Maces are of silver, and worth 50 GP a piece. Only 14 Maces still have their hafts, and these will break if swung. The Chainmail is iron and almost completely rust, quite useless. This room has secret doors in the east and north walls. The first rotating clockwise when a stone in the floor is pressed and leading to 15D. The northward secret door slides open with a screech when a stone in the wall is pressed, and leads to 15C.
- 15A **Hidden Storage:** This room contains spices, which are hidden because of their rarity. It is 30' EW by 20' NS, and contains 14 boxes. Each with a different spice in it. Two are spices known today, but they are still rare. The rest are completely unknown, and would bring 3000 GP each from an herb specialist.
- 15B **Hidden Storage:** Here are stored extra robes and holy symbols for replacement of those worn out, or for outfitting Novice Clerics. There are 15 holy symbols; silver crescents on silver chains, worth 15 GP each, and an underterminable number of robes. Undeterminable because they have rotted and fallen to pieces. The room is 30' EW by 20' NS.
- 15C **Hidden Storage:** This room contains 8 Maces which are evidently special, or they would not be stored separately. They look the same as far as can be told, for they are intact and useable. Unsurprisingly, they are magical, all but one giving +1 to hit and damage, the last one giving +2. The room is 30' EW by 20' NS.
- 15D **Hidden Storage:** Unlike the rest of the room 15's, this one is 30' square. It contains suits of Chainmail. Once again these are usable, and in fact, in pretty good shape. There are four suits, each with a magical +1 added to its Armor Class. A secret door in the center of its north wall gives access to 15E.
- 15E **Hidden Storage:** The secret door leading to this room no longer opens. There is no way to get in short of battering it down, or something of the like. It also will be prohibitively difficult to find out how it did work. If a party manages to get through this door, the room inside is 20' EW by 20' NS, and completely empty. Unlike the rest of the Temple, this room is in perfect shape. There is no sign of wear, no fallen stones, no water leakage, not even any dust. There is an indefinable feeling of power about the place, but if magic is detected for, none will be found in the room.
- 16 **Wine Cellar:** The placement and size of the room indicate the importance the order placed on moderation in drink. One must go through three secret doors and a locked door, to get to this 20' square room. It contains 44 bottles. All of which are absolutely dry. They are all sealed, but even the vinegar that the wine turned into, evaporated out the bottles.
- 17 **Meditation room:** When problems come or interpersonal relationships got strained, the Priests would retire here. This 30' square room has the remains of dark tapestries hanging on the wall, and three armchairs in various states of disrepair. On a stand next to the west wall are the remains of a book with a silver foil crescent on the front cover. It is completely decayed and unreadable. As soon as this room is entered, two Ghosts will appear near the book and advance toward the entrants.

Villages

NO.	NAME	POP.	TYPE	CIV. LEVEL	ALIGN.	RESOURCES
1	Gormcairn	424	Men	3	Neutral	Market
2	Merkab	116	Men	7	Lawful Evil	Flint
3	Entenwold	305	Elves	7	Chaotic Evil	Copper
4	Abject	396	Men	5	Lawful Good	Silk
5	Lanax	150	Men	3	Neutral	Market
6	Foundation	136	Half Elves	7	Chaotic Good	Tin
7	Praetor	199	Elves	4	Chaotic Good	Rope
8	D'alfang	378	Humans	6	Chaotic Good	Fur, Wood
9	Cordoom	197	Humans	7	Neutral	Pearls
10	Rallu	8725	Humans	7	Chaotic Evil	Market

Villages

- 1) Gormcairn: This is a village of people who have ceased to practice either of the major religions of the island. They are mainly farmers, with a little home industry. Their real economic survival is based on their market, which brings folk in from miles around. The name Gormcairn comes from the fact that a great wizard named Gorm is buried atop nearby hill.

Mabagr

Ftr. Neutral 9th 51 4 13 8 11 13 9 9 Broadsword

Formerly, Mabagr was employed in the armies of Rallu, and when he retired, he wanted to get as far away as possible. He lived by his Sword for awhile. Then finally discovered Gormcairn. The people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people made him Milita Commander, and then Mayor. Mabagr is 5'8" tall, weighs 178 lbs. and is right handed. He has green eyes and braided brown hair that hangs to his waist.

- 2) Merkab: The core of this city was a group of refugees from Viridistan. They left, because they opposed the concept of monarchy and wished to have a representative government. They moved to the then largely uninhabited island, and set up a government of seven elected councilmen. They were educated people and lost little in the way of technology by leaving Viridistan.

Ruathgoth

Bard Neutral 6 33 7 15 11 15 14 18 14 Longsword

Ruathgoth is a local boy who left when quite young to see the world. When he came back his fellow villagers recognized the value of his wider horizons and elected him head of the Council of Seven. A post he has held for 5 years in a row. Ruathgoth no longer practices the religion he was taught as a child, but does not seek to dissuade others from that or any other faith. He is 6'3" tall, weighs 206 lbs. and is 31 years old. He is left handed, has blue eyes and red hair that goes to his waist.

- 3) Etenwold: The Elves of Etenwold are very unusual in that they worship Enlifos. Worship of the Moon Demon is generally restricted to humans, but the village is

under control of the only Elven Cleric of Enlifos there has ever been. Like most converts, they are quite enthusiastic and tend to use any dissenters they find as monthly sacrifices. They are realistic, however, and merchants can visit in relative safety. Their main trade good is the copper they mine out of nearby hills.

Tirunrelei

Cleric CE 8 37 5 10 12 13 17 15 14 Mace

As stated above, Tirunrelei is the only Elf ever to become an Enlifan Priest, and why he did is a mystery. After a long period serving at the Temple in Rallu, he decided to go back and convert his people. To this end, he recruited a large force of Mercenaries and took control by force. After several years, enough of the people had been converted that he was able to lead them in an effort to kill or drive off the Mercenaries who were beginning to ignore Tirunrelei, and do as they pleased. Needless to say, human Swordsmen are unwelcome in Etenwold. Tirunelei is 4'4" tall, weighs 122 lbs., has blue eyes, is right handed, and 87 years old, with a dark complexion. For some unknown reason, he shaves his head.

- 4) Abject: The people of Abject are about the finest dressed villagers you will ever see, because their main industry is making silk, and they generally wear clothes made of that material. They also send a tithe to the Underlake Temple of Amlifos, and all of the ceremonial clothing there is of silk. In fact, they own the High Priest as their Liege and their leader reports to him regularly.

Cakjak

Pal. LG 9 79 4 14 14 16 9 11 17 +2 Broadsword

Besides being the Mayor in proxy of Abject, Cakjak is also Champion of Amlifos and Knight Marshall of the Amlifan Defence Force, Agrandoise name given to the combined militias of Abject and Foundation. The last two titles are mainly honorary, but there is enough friction with the Enlifos spread about the island that he gets plenty of fighting practice. He wears +1 Chainmail.

- 5) Lanax: Rather than people running away from anything, this village simply grew out of a need for mutual protection. Just as there was no intention to create a village, so the drifting away from the old religions was not planned. There was no religious leadership available, and the people simply drifted out of the habit of worship. Lanax serves as a market for the entire Northeastern Section of the island.

Vishantr

Monk Neutral 9 37 10 13 9 15 15 13 11 Hands

Vishantr learned his art from an elderly gentlemen who came to Lanax when he was a child. This elder Monk recognized Vishantr's knack for philosophy and quickness, and taught him all he knew. To this day, Vishantr exercises for four hours a day, and spends a further two in meditation. The result is frighteningly effective.

- 6) Foundation: Originally, Foundation was a village of men, but when Etenwold was taken over by Tirunrelei, about half of the refugees came here. The two groups intermarried, until virtually all of the people in the village have the blood of both races. The Elvish philosophy of living has prevailed, although the people still worship Amlifos. The majority of the villagers make their living by digging tin out of the surrounding hills.

Nybotha (half Elven)

Ftr. LG 9 54 5 15 11 15 9 13 12 Longsword

Nybotha was chosen by the Anlifan High Priest as his Proxy in Foundation because of his trueness to the precepts of the Anlifan religion. He cuts a rather dashing figure with his shoulder length black hair and his calvarymans mustache. He is slim, wiry and tall, at 6'2 1/2" and only 158 lbs. His brown eyes are pertetually full of

humor. He is right handed.

- 7) Praetor: This is where the other half of the refugees from Etenwold went. They were forced to fight for survival, and forgot many of the mechanical and industrial techniques they had known before fleeing. They eventually made contact with the people of the Foundation and are friendly with them. One of the few secrets they have kept is how to make light but strong rope. Many of the villagers are involved either in growing the plants, or weaving the rope.

Khurdland

Elven MU Neutral 10 16 10 12 16 16 12 12 10 Fireball Wand (43 charges)

At 5'6", Kurdland is very tall for an Elf, and thin and pale. He is not ill, but the Elven body just isn't designed to be that tall. It is equivalent to a human at 7' 1/2" tall. None the less, Kurdland survives and carries his height well. He weighs 129 lbs. and has short red hair with a brown mustache. He is left handed and has blue eyes. He rules in Praetor mainly because no one challenges him. Even though he has ruled well, he is sure that challenge is coming soon and he is worried.

- 8) D'alfang: Since it is in the jungle, it is not surprising that this villages main products would be animal skins and lumber. The isolation the jungle provides also frees them from the influence of the Enlifan religion, and they pretty much live their own life.

Brandon

Ftr. CG 9 56 5 16 13 10 12 12 13 Broadsword

Brandon has lived in D'alfang all his life and more or less inheiried the post of Mayor from his father. He is 48 years old, 6'3" tall and weighs 219 lbs. He has short black hair, and a beard to the waist, green eyes, a dark complexion, and is right handed.

- 9) Cordoom: Because it is on the coastline, this village is controlled by the Navies of Rallu. The people are not forced to worship Enlifos, but a representative of the Lord of Rallu is in command of the local Garrison. The people of Cordoom make their living out of oyster fishing, consuming the shellfish, and trading the pearls for their other needs.
- 10) Rallu
- 11) Isles of the Slain
- 12) Anlifan Underlake Society

Free Holdings

- 13) Kix

Ftr. LE 5 46 5 15 13 15 16 14 7 Bastard Sword

It would not be true to say that Kix is handsome, but neither is he ugly. His low Charisma is due to his badly scarred visage. He has a scar from his left cheek up to the corner of the eyebrow, and the top of his right ear is missing. He is hard to defeat in battle, however, as he is ambidextrous, and randomly shifts from fighting right handed to left handed to two handed and back again.

He has light blonde hair, a thin blonde mustache and green eyes.

- 14) Ifpah

MU CE 6 16 10 11 13 12 12 12 11 Dagger

Ifpah is only 45, but looks older. His hair is snow white and hangs to his waist.

His skin is wrinkled and darkened. This is the result of dealing with powerful magic. He originally came from the Isles of the Slain, but left when the Priest of Enlifos began to get suspicious of his power. He has 73 men with him as bodyguards. He is 5'4 1/2" tall, weighs 185 lbs. is right handed, and brown eyed.

15) Bagonl

Ftr. CE 4 24 5 16 9 14 16 7 14 2 Handed Sword

It was the idea of the late Lord of Rallu to build a castle here. He felt it would be useful to keep an eye on the Amlifans and also to use as a base when the time came to wipe them out. It was also a shrewd move on his part to send Bagonl, for despite the fact that he is a good leader of men, he personally is not much of a fighter. He is in fact obese at 224 lbs. and only 5'1" tall. Thus he does not look too impressive and the Amlifans are not likely to have too much close contact with him. His habit of wielding a two handed Sword which he is much too clumsy to handle properly, tends to make people overlook his leadership ability. Also with a force of 104 men, he should be able to tie up and kill large numbers of Amlifan soldiers if attacked and possibly survive until Rallu can send aid. All in all, the Enlifans can hardly lose in the present situation. Bagonl has red hair, a brown mustache and black eyes. He is right handed, 41 years old, and has a bronzed complexion.

16) Fykhajaw

Cleric LE 7 91 5 9 12 17 16 13 8 Mace

Five years ago, Fykhajan came to the island with the idea of showing its inhabitants the joys of Mer Shunna. He has not been very successful in this mission. Most of the people either have a religion or don't want one. Now Fykhajaw and his 61 men spend most of their time finishing off his castle, which is only two thirds completed. He is 6'6" tall, weighs 192 lbs. and is 31 years old. He has blonde hair, a blonde beard which hangs to his waist and a dark complexion. He is right handed and his eyes are vary from black to light brown, depending on how tired he is.

17) Vivgapy

Cleric N 6 22 5 15 11 14 9 15 13 Mace

Vivgapy came to the island six years ago with the same idea, but with the religion in question being that of the Tempters of the Spider Goddess. He was no more successful, although the people roundabout are more friendly. With some help from the natives, his castle is 90% completed. He has 44 men. He is 6'4" tall, 38 years old, and weighs 208 lbs. He has short brown hair, a brown mustache, and a healthy pink complexion. He is right handed and blue eyed.

18) Dexaipyc

MU CE 7 19 10 11 15 10 10 10 12 Dagger

As a Noble of Rallu, Dexaipyc is entitled to a home in the city. He chose to live on a deserted coast so that he might not be disturbed in his research. Nevertheless, he maintains his contacts in the city and tries to visit several times a year. His stronghold is built on the ruins of an ancient fortress, overlooking the sea. Thus, he is quite safe with only 50 retainers. He is 33 years old, 5' 1/2" tall, weighs 176 lbs., has black hair to his shoulders and black eyes. He is right handed.

Adventures and Finds

- A) Ancient undersea maze and Temple (entrance).
- B) At one time there was a palace at this spot, but it was a casualty of the Amlifos/Enlifos conflict. It was burned down. It is thought to be the lair of a Wolfpack,

as passersby have reported howls coming from it at night.

- C) This is the home of a witch, who spends all of her time tending a boiling cauldron. There are hundreds of frogs around her house, for she is in the habit of polymorphing anyone she sees.
- D) This area is being terrorized by four Ankhegs. The inhabitants will richly reward anyone who destroys these monsters.
- E) A tribe of 194 Gholls live on the riverbank. They will insanely attack anyone they see, but will not go out onto or into the river, as they have an unreasoning for it.
- F) Two Druids live among the trees. They seek only to be left alone, but will punish anyone who brings harm to "their" jungle.
- G) 13 Sunken Galleys lay just off the coast. Among other treasures there is a full operational Optical Range Finder on the smallest ship.
- H) An abandoned Silvermine uses Dinosaur bones to shore up its sides. Deep below is an abandoned Digging Machine whose power supply is exhausted.
- I) Ten Stone Huts are stacked to form a Pyramid. This is evidently a warning from some powerful creature, as the Huts must be held together with magic for the trick to work.
- J) Baying Island, home of a Giant Wolf who howls at the moon. Anyone hearing him must roll Wisdom or less on 3D6 or do everything in his power to flee the island. His cry carries for 3 miles.
- K) This island is completely surrounded by Coral Reefs and Wrecked Ships.
- L) This island is infested with Land Sharks.
- M) Two Hydra's inhabit a cave halfway up a mountain.
- N) An abandoned Manor House. In the Ante room is a large Silver Skull. A Crossbow is rigged to fire if it is moved.
- O) Tribe of 51 Pixies. They will plague anyone in the hex, and do Malicious Mischief if attacked.
- P) The Cairn of Gorm, a neutral Wizard stands atop a hill near the town of Gormcairn.
- Q) Three Black Dragons lair in a mountain top cavern. They are friendly with Ifpah.
- R) This mountain is haunted by 5 Specteres, which gives it its name Specter Mountain.
- S) 5 Were Rats live on the coast. They attract victims by posing as shipwrecked sailors.
- T) Ring-Tail, an abandoned city. Before the destruction, it was the second largest on the island, after Rallu. Many Artifacts might be found here. Especially religious ones.
- U) Troll Hills, 4 of these creatures live here.

- V) South of the mountain are 20 Giant Granite Blocks in a line with 200' between them. Inorganic Matter placed on the northern rock during a waning moon, will be teleported to the Southern Stone. These are an Artifact from before the destructor.
- W) 10 Blink Dogs lurk on the plains. They will stalk anyone who attacks the Amlifan Underlake Temple.
- X) Cairn of a Dead Wizard. This is from before the destruction, and people fear to enter it. The Blink Dogs from "W" will protect it also.
- Y) The jungle is full of very Lifelike Statues, for this is the home of Four Basilisks.
- Z) 23 Apes live in a Rudimentary Tree Village. One to pressure from D'alfang. They will attack Humanoids on sight.
- AA) Two Bronze Dragons live in the deep jungle. A reward of 5000 GP each is offered for their heads in Rallu.
- BB) At the bottom of a cliff are a broken pair of Wooden Wings with feathers glued to them. One of Dexaipyce's assistants thought that he had enchanted them to fly.

Encounter Tables

Monster descriptions are not given, as they are available elsewhere. The two exceptions are Underwater Plants and Tangleweed. Underwater Plants are fairly self explanatory. The encounter will be with a large patch which may obscure vision, and or entangle swimmers. If Underwater Plants are called for, roll again, as this is a favorite hiding place for aquatic creatures. Tangleweed is a life form that straddles the barrier between plant and animal. It is semi-sentient, and will try to entangle living creatures with plantlike fronds. Its victims are brought to a mouth on the lake bed, and fed upon. Each plant will have 10-20 fronds, taking 1-3 Hits each. Attacking the mouth area does not greatly harm it. The only way to defeat it is to sever the fronds. For random encounters on the surface of the sea, any general sea table will work. The seas around the Isle of the Blest is not unique enough for it to require its own table.

Jungle

01-02	Ankheg	47-49	Leopard
03-04	Ape, Carnivorous	50-52	Lion
05	Ape, Gorilla	53-59	Men
06-12	Baboon	60-66	Ogre
13-15	Basilisk	67-73	Shreiker
16-18	Boar, Giant	74-75	Snake, Giant, Constrictor
19-25	Boar, Warthog	76-77	Snake, Giant, Poisonous
26-32	Boar, Wild	78-80	Spider, Giant
33-35	Ceratosaurus, Dinosaur	81-82	Tick, Giant
36-37	Harpy	83-85	Tiger
38-40	Hydra	86-87	Treant
41-42	Jack a 'Were	88-94	Troglodyte
43-45	Jaguar	95-97	Troll
46	Land Shark	98-00	Will-o-the-Wisp

RALLU

1. Lords Street

2. Landgate Street

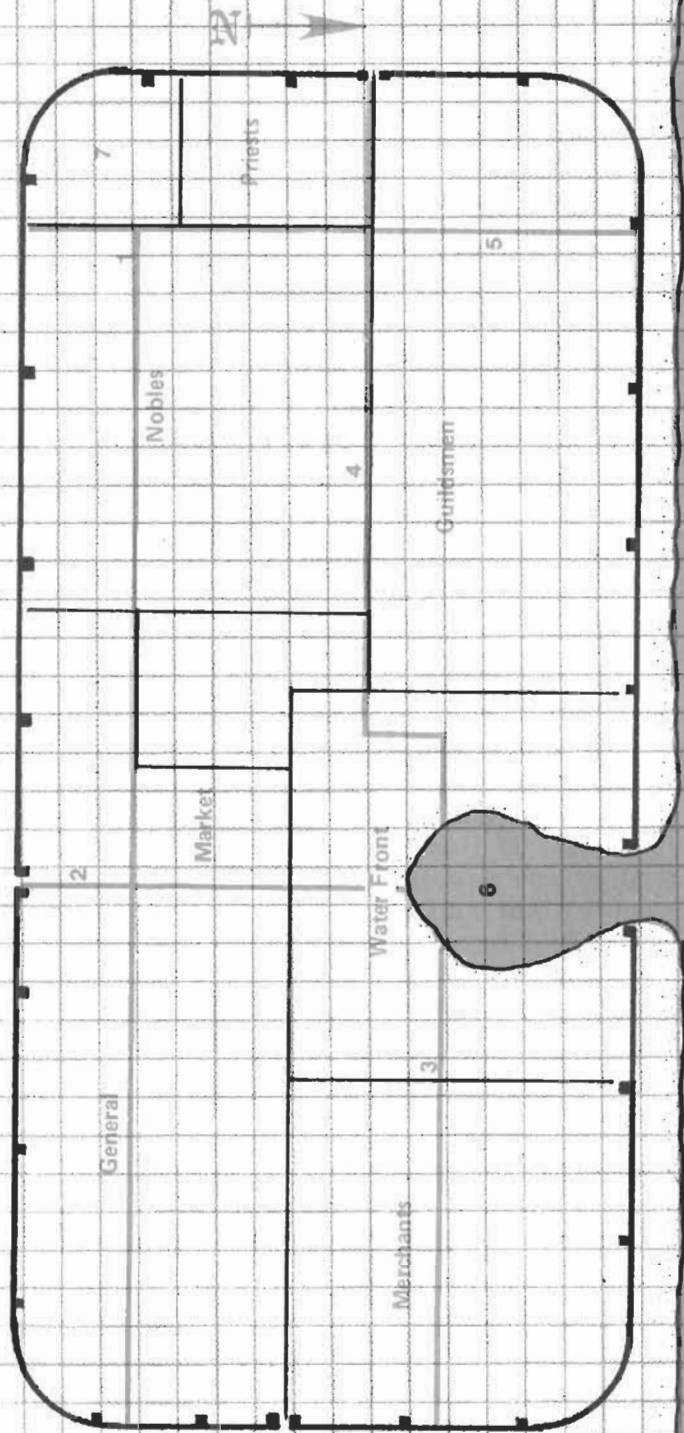
3. Merchants Street

4. Guildsmen Street

5. Seagate Street

6. Harbor

7. Lords Palace Guards



1 sq. = 200 ft.

Open

01-02 Ant, Giant
 03-04 Ape, Carnivorous
 05-06 Ape, Gorilla
 07-12 Baboon
 13-14 Blink Dog
 15-18 Boar, Giant
 19-24 Boar, Warthog
 25-30 Boar, Wild
 31-34 Buffalo
 35-40 Dog, Wild
 41-46 Elephant, African
 47-50 Elf
 51-52 Elf, Half
 53-58 Herd Animal
 59-62 Horse, Wild
 63-64 Land Shark
 65-70 Men
 71-76 Ogres
 77-82 Ostrich, Flightless Bird
 83-88 Rhinoceros
 89-92 Tiger
 93-94 Treant
 95-00 Wolf

Hills

01-02 Ant, Giant
 03-06 Boar, Giant
 07-12 Boar, Warthog
 13-18 Boar, Wild
 19-24 Dog, Wild
 25-26 Eagle, Giant
 27-32 Giant, Hill
 33-34 Harpy
 35-38 Hydra
 39 Land Shark
 40-43 Leopard
 44-47 Lion
 48-53 Men
 54-59 Ogre
 60 Pegasus
 61 Psuedo Dragon
 62-63 Ram, Giant
 64-65 ROC
 66-69 Snake, Giant, Poisonous
 70-75 Spider, Huge
 76-79 Tiger
 80-83 Troll
 84 Vampire
 85-88 Wight
 89-94 Wolf
 95-98 Wolverine
 99-00 Wolverine

Lake

01 Beaver
 02-03 Crab, Giant
 04-11 Crayfish, Giant
 12-31 Crocodile
 32-42 Crocodile, Giant
 43-44 Eel, Electric
 45-46 Gar, Giant
 47-66 Men
 67-68 Otter, Giant
 69-70 Pike, Giant
 71-72 Snake, Giant Water
 73-80 Turtle, Snapping, Giant
 81-00 Underwater Plants

Undersea

01-02 Crab, Giant
 03-09 Crocodile
 10-13 Crocodile, Giant
 14-20 Dinictys, Dinosaur
 21-23 Dolphin
 24 Eel, Electric
 25-27 Eel, Giant
 28 Eel, Weed
 29-30 Hippocampus
 31-33 Lamprey
 34-35 Lamprey, Giant
 36-38 Masher
 39-41 Mermen
 42-43 Nixie
 44-45 Octopus, Giant
 46-48 Ray, Manta
 49-50 Ray, Pungi
 51-57 Ray, Sting
 58-64 Seahorse, Giant
 65-67 Sealion
 68-74 Shark
 75-76 Shark, Giant
 77-79 Snake, Water, Giant
 80-81 Squid, Giant
 82-88 Tangleweed
 89-90 Triton
 91-93 Turtle, Sea, Giant
 94-00 Whale