

The Misty Isles



**DUNGEON MASTER'S KIT NUMBER
THREE
THE MISTY ISLES**

A WEE WARRIORS PRODUCTION

**Produced by Pete & Judy Kerestan
Cover Work Morno**

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DUNGEON MASTER KIT NUMBER THREE - THE MISTY ISLES

Use of Kit:

The Misty Isles describes persons and events on an island chain. While not particularly rich in material items, it provides adventure and inter-related intrigue for fantasy gamers.

Main items or people/events are listed for each hex. The referee should decide in advance where in the hex the action will take place and can fill in related experience for the rest of the hex. IT IS ADVISED THAT YOU READ THE ENTIRE BOOKLET BEFORE STARTING TO PLAY. Many items will relate to other islands and people and will help shade the action of the play.

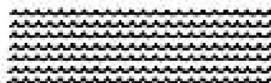
MOVEMENT:

On Land - 1/4 inch = 1 hour foot travel

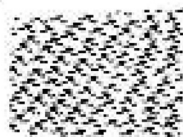
On Sea - 1/4 inch = 1/2 hour travel

TERRAIN FEATURES:

SEA



MOUNTAINS



SWAMP



A description of each of the nine islands is provided as well as maps and hex-by-hex descriptions.

This kit is designed to be usable with various existing rules sets.

DWARVISH ISLE OF OUTCASTS

Long has the Isle of the Outcast Dwarfs existed in the isle chain. First established by dwarf traders, it grew to expand into an empire, taking in all the islands of the chain. But as all things must, the Dwarvin Glory, as it was known, fell due to the inner quarreling of the Dwarf Princesses as well as the arms of invading races. The Dwarfs of the island of Baylor have little to do with the outcasts due to the excessive violence to which they have given over since the decline of the empire. Even the remaining Dwarfs are still at war among themselves. Since Arman defeated the Orcs last year, the remaining Dwarf Nobles have been making deals to gain his support for their clan. Mercenaries are, of course, eagerly sought and paid well. But the journies between the population areas is fraught with danger. Recently discovered in the area of the City of Gayth (Hex 17) is the underground entrance to a vast tunnel. Within it, rumors say, are many rooms with mighty and magical weapons. This is, of course, a rumor, and is being regarded by the other cities as a propoganda tool. E'Nock, leader of Gayth, is on constant guard to keep the underground his secret. Other cities are willing to pay well for devices from the underground or for evidence that will reassure their position of equality on the island.

ISLE OF THE WARRING WIZARDS

This island was once used by many to study the magical arts. Then, one day, a struggle began between two magical factions, one who sought to open the portals to the forces of Evil, and another who constantly struggles to keep those powers in check and not disbalance the fabric of the world. The land is charged with magic, both good and evil, and, as of late, it has gotten out of hand. There is so much in the way of spells and counter-spells and devices scattered about, still clutched in the hands of their dead users, that travel is a dangerous and often deadly thing to do. Once the land had peasants, now there roams many undead and controlled skeletons and animated objects of all types.

Sung, leader of the lawful force (Hex 11) has trained his followers in the martial arts and all are fully capable of fighting in the strange way of Monks. They often combine this with their spells to provide a very effective fighting force out of only a few men.

The head of the force of evil magic users is a female called Shana, and is rumored to be the most beautiful of all women, no doubt by magical means, for the war has raged for over fifty years and she is known to have been in the City of The Gate from the start (Hex 8). Since the entrance to the underground is within the City, it has been called the City of The Gate. Some believe it has some connection with the underground of the Isle of the Priests, but no evidence can be found to support this belief. Shana has also seen to it that her followers are well trained. She has taught all of her followers the art of matter conversion.

The waters of the island are guarded by magical creatures and are very deadly.

ISLE OF THE NON-HUMANS

Perhaps the most unknown of islands in the chain is this one. Legend says that long ago, when the Dwarvin Glory was at its height, there came from the sky beings who were as Dwarfs and Men, yet were not of Men or Dwarfs. They were not Gods, for they bled when wounded, but yet possessed weapons with power undreamed of. Many Dwarf hosts were lost in attempting to dislodge them from the island and, in the end, the cost became too high to pay. The island was left to them and contact between them and the rest of the islands was never established.

All that is known of them is legend, and that legend speaks of beings most war-like in battle who killed without emotion. Yet hurt or wounded animals were befriended by them. After a battle the wounded were cared for and sent back when healed with only a part of their memory impaired. Their weapons are rumored to be able to cut through any armor and the swords

they used were glowing like light with length being variable. Few traders have returned from the island. Those who came back spoke of the beings living at peace with the animals and plants of the island. The awesome weapons are rumored stored away in a vast underground in which work on a great metal ship is underway. The truth of the matter is yet to be learned, and many nobles of the other islands would pay greatly to possess such weapons.

ISLAND OF BEAUTY AND DEATH

An island of beautiful plants and sparkling brooks. A land where green grass and shade trees sway in peaceful quiet. The only problem with this setting is the disturbing absence of humans on the island. Here the plants have an intelligence and mobility unknown in any other part of the world. They killed the native Dwarf population and have been able, by sheer numbers, to resist any human attempt to re-take the island.

Controlled by large Tripid plants, every blade of grass can be used to entangle and hold a man while the larger Tripid plants move into a position from which they can enfold a human into their digestive pod. Death is very quick.

The appearance of the Tripids coincided with the landing of a great meteor (Hex 15) which formed the great breeding center. The Tripids soon swarmed over the land, destroying the people, and after repeated attempts at confinement, the land was placed off-limits by mutual agreement of all the people. To visit the island and remove, possibly spreading, a Tripid plant, is a crime punishable by death on any of the other islands. Yet the lure of riches in the two Dwarf cities now laying in ruin is great. Much of value was left behind, and is still as it was left.

REFEREE NOTE: In the intervening years, the plants, which are intelligent forms of life from space, acquired the ability to shape a pod into the form of a human. If the human the pod

is molded after were to come into physical contact with it, his memory and intelligence is transferred to the pod, which becomes his exact duplicate. Only the death of the pod-being will release the individual from a mind-blank coma. Already this technique has been used with captured adventurers. The Tripids plan to seed the entire island chain and destroy all human life. Plans to kidnap and replace key humans has led to some adventurers being freed to carry out the kidnap with promises of great wealth from the cities as their reward. A Tripid never keeps a promise to a human. Communication is possible through Tripid Duplicates or a Druid.

ISLE OF SHE WHO HOLDS THE STONE

An island steeped in mystery. The one who holds the stone is rumored to be a Wizardess of great power with the ability to speak with the Gods by means of magic. She has been blamed for much of the violence of the surrounding islands, for many believe that she is amusing herself by changing the destiny of mortals. Not even the Wizards of the Wizards Island dare her power. She will speak with those who survive the trials she sets for them to overcome. But be warned that hers is a cruel and often ironic nature. To place a party under a geas is her often-used ploy. After compleating the geas, the party often finds itself rewarded by rigged or faulty magical devices. Her great magic and many devices keep her safe from mortal danger, but due to a pack taken a year ago, the Wizardess may never leave her underground realm. Her minions serve her in the upper land of the island.

ISLE OF THE DESPOILERS

This most foul and dismal island, home once for proud Dwarf warriors, is at present inhabited by a mixed lot of bandits, pirates, slavers, thieves, etc. They have settled throughout

the island and the only order to be found is by way of guild alliances and strong warriors who meet in the great council at the Red City (Hex 15). This island is a most dangerous undertaking, but the treasures are many. There is rumored to be a great hoard of treasure kept in the underground of the Red City. And, as if the hands of humans were not enough, the island has the largest concentration of man-controlled animals of the entire isle chain. There is a most cruel and deadly sport of the despoiler leaders - all but the most valuable of possible slaves are ritually sent out into the marsh area without weapons to be hunted by teams of men and beasts. The object is to wager on the leader who will find the prey and have his beast kill the unarmed victim. The bands take great pride in outdoing each other in savgery.

ISLE OF THE PRIEST

Revered for its beauty, the island of the Priest has existed as a place of refuge and holiness for many different orders of priests. Here, except for their clothing, one cannot tell if an individual is of a Lawful or Chaotic order. Co-existence is the order of the island and the harmony has been undisturbed until last year. This is not to say that the priest cities are weak. Only last year the remains of Mor Toc and the Orc horde tried to settle here and was forced to leave the land. Some of his force was left behind, but so long as they do not upset the harmony of the total they will be left alone. Though no ruler exists for the island, there are elected spokesmen for each city who control trade and daily life within their own city. It is only in the city of Ban de Fay (Hex 1) that strife has recently begun. Here the Chaotic priest K'thong has refused to leave his post as city spokesman and has imposed a state of repression among the Lawful orders of priests and people. Since the city is so cut off from the rest of the island, the other cities have had mixed feelings on the matter. Some have moved to use armed force, others have taken a wait and see attitude. Many have argued that since Ban de Fay is closest to the underground, there may be favor granted them

by a deity of the underground. Others have urged that the sake of the total harmony of the land cannot be imperreled. It is feared that if one of the Gods gains so much power there shall be an upsetting of the balance and great changes might occur. The holy underground is there, and many would like to know if the God or Gods of it are influencing the city of Ban de Fay.

THE ISLAND OF BAYLOR

The island of Baylor is the largest in the island chain of the Isle of Baylor. It hosts the city of Ar Toe, a city of some 8,000 people. To the west is the newly established city of Mor where last year the forces of King Armanmet and defeated the Orc leader, Mor Toc. To the east is the city of Kor Bay, a trading center of some 3,000 people. The rich forest to the east and south of the island provide income for local peasants. The only area of fear is in the island swamps and surrounding mountains. It was through this area that Mor Toc came, and it has been used for years as a route of invasion. The people of the island love their King and his is a gentle and kind rulership. His only problem at present is from the Vampire Queen. Her dark servants have ranged further and further in their search for blood. Even King Arman's daughter has been stolen from Ar Toe only a short time earlier. The King would pay well to be rid of this source of trouble.

THE ISLAND OF MOR TOC

Mor Toc Island, up to a year ago, was the home of She who holds the Stone. After Mor Toc was repulsed from the island of Baylor he turned here to reform his forces. Finding the island deserted except for food animals, he set up his camp and sent word for reinforcements to his various tribes. His camp of earth and wood is compleat and he waits for the time when he may sail forth again and attack the other races of the islands. His vanity is his weakness and has been used by others to sway him into intriguing

with others for the total destruction of Ar Toe and Arman.
(The Lord of Kor Bay seems to be the chief plotter with Mor Toc)
Though the entrance to the underground of the former ruler of
the island has been found, only the first level has been settled
by the Orcs. It has proven to be loaded with magical barriers
and devices. Their present small numbers have made it too
risky to waste Orcs in exploration. 27 ships remain of the fleet
and they have been refitted and stand ready to sail with reinf-
orcements when they arrive.

THE ISLAND OF
SHE WHO HOLDS THE STONE

1	Empty
2	A spell guards this hex which causes a repulsion of any vessel trying to enter the hex. No entry to the island can be made from or through this hex.
3	When a ship has entered this hex, a spell takes effect which draws the light of star or sun and causes the ocean's surface to act as a great reflector which will cause blindness to any who are on deck at the time of the triggering of the spell. The blindness will last for 2-8 days. If all the crew are blind, the ship will move in a random direction. No saving throw is allowed as this is a physical effect and not a magical attack.
4	A giant stone Triceratops able to withstand 50 pts of damage. Acts as an animated guard. Magic will not effect it.
5	A fog of magical nature which appears as a normal fog but any magic users with the party must save vs. spell with a -2. Failure to save will cause the magic user to suffer amnesia and he or she will forget all magical learning, even to the reading of runes from scrolls. Elfs will not be effected. The save must be made for each turn in the hex.
6	A sweet, heavy fog hangs in the air and causes discord among player characters. The characters become more and more irritated with each other, to the point of physical combat. A saving roll is made for each character per turn spent in the hex. Beginning at 10% chance, it goes up 5% for each turn spent in the hex. Berserkers begin at 20% and go up 10% per turn. If players can block the breathing of the vapor, it will cease effecting them.
7	The surface of the water is covered with wedge-shaped steel boxes of about 4x5 ft. They are solid steel but can magically float on the water. A ship entering the hex will be attacked by them. They attack the hull of the ship as a ram but will not attack living beings. Due to their great numbers, a dispell magic will not work to get rid of them. They may be stopped by putting a barrier between them and the

placing a barrier between them and the ship's hull, i. e. logs to float around the ship and absorb the impact of the attack.

8 Three iron animated Minotaurs, able to take 38 pts of damage each. They act as a guard force and will pursue any party until they catch them and hack them apart.

9 A blind Cockatrice, empowered by magic to see infra-red. The power comes from a jewel worn around the neck. Able to take 22 pts damage. The jewel is worth 1,000 gold coins.

10 Entrance to the underground of She Who Holds the Stone. A giant steel gray Dragon guards the entrance. It has the power of magnetic attraction and repulsion. All steel is effected by this power. Impervious to attack, it may be countered by a dispell magic or a magic shield, but will still be able to attack normally. The caster of the spell was 20th level. It can take 80 pts of damage before being killed and its skin is as a metal plate.

11 A flock of 30 Harpies will mill about in the air. They have been given the power of total regeneration, as if a Troll, but will be totally destroyed if touched by fire.

12 A light fog which gives a feeling of restoring of strength and youth, but actually is costing the player character 1 pt from one of his characteristics (random die roll) per turn spent in the hex. Points lost may only be restored by a remove curse.

13 A magically guarded area. Any ship entering the area will be duplicated along with all characters and weapons. The ship will close and attack the original ship. Only after their counterparts are killed will they dissappear. The duplicates will be as the originals with all attack bonuses, weapons, etc.

14 A large bed of floating wood-rot-foam. See Isle of Mor Toc for details.

15 A guard flock of Gargoyles, skin as if chainmail, and each able to take 16 pts damage. They carry a special potion on their claws. A successful hit by their claw will shrink a person 1 ft in height as well as do normal damage. Note should be made as to the height of the character with each hit as weapons, armor, etc. will become harder to manage as the

person becomes smaller. A growth potion will counter the shrinkage.

16 | A dense fog which causes random movement of the ship. During this time each character is polymorphed into another being (referee choice or random roll). May be countered only by a dispell magic and remove curse given at the same time.

17 | A ship entering this area will cause the long dead bones of drawned seamen to rise up and board the ship (random % roll for number appearing in each turn, treat as skeleton attack). Holy water in the ocean and a dispell magic will calm the area back to normal.

18 | Empty

19 | Empty

20 | Empty

21 | Empty

NOTES

THE ISLAND OF

MOR TOC

2 A fleet of ships just being outfitted for movement. They are 27 fast light raider type vessels with a total on board strength of 100 Great Orcs bearing sword and mace, wearing leather armor. All are 2nd class warriors with one 3rd level Commander in charge. There are also 135 Goblin archers wearing light leather jerkins, all of 1st level experience. They are awaiting the remainder of their fleet, which will arrive with reinforcements (number of ships 1-100, random roll with 40 Orc crew per ship).

7 8 Mermaids beckon to travelers (saving roll of the ship's Captain permitted vs. spell). If the Captain fails to save, he will steer to the maidens with a possible wreck of the ship occurring on a roll of 1 on a 6-sided die per turn spent in the hex. The Mermaids will flee if attacked, but only a female can successfully attack them (males find their song and beauty too pleasing to harm them).

8 Mor Toc, the 10th level leader-lord of the Orc tribes, waits here for the reinforcements of the fleet to arrive. He wears his plate armor and is guarded by a band of 80 2nd level Great Orcs who all carry large maces and wear fine suits of chainmail and carry the large shield bearing the mark of their leader. An additional 300 Great Orcs guard the wood ramparts with 500 Goblin archers, all in leather armor with only 4 3rd level leaders around to keep them in line.

9 A patrol of 40 Great Orcs bearing swords and wearing chainmail and shield guard against any unwanted visitors. One 3rd level leader is with the group, but they are all in the mood for a fight and control will be a very difficult problem for the commander who, himself, wishes to take no prisoners.

10 A roving patrol of 20 wolf riders and 25 foot archers. All wear leather armor and only one 3rd level leads them. The rest are of 1st level, and have been involved in much

merrymaking the night before and all are suffering from hangovers (a -1 is made from all their attacks due to blurred vision).

11] A loathsome Giant Squid waits for any passing ships. Its skin is as tough as chainmail, but due to lack of food it can only take a max damage of 12 pts in hits. If it can grab one on board person, it will leave to feast on him and not return to the ship.

15] The town holds 100 Great Orcs of 1st level. They wear chainmail and carry two-handed swords, a 3rd level leads them. Outside the town patrols 40 Goblin archers in leather and 20 wolf riders. The wolf riders are all 2nd level veterans and a 3rd level Goblin leads them. He is not very smart and is given to foolish attacks even if outnumbered.

16] A bed of dread sea-rot-foam floats upon the water's surface. It will attach to any passing ship and eat away at the wood of its hull. Once the hull begins to go, it will lose its watertightness in one 12-sided die roll worth of movement turns. Nothing has been found to be able to kill off the foam except to dry the hull with the heat from fire. This will stop further damage.

NOTES

THE ISLAND OF

NON-HUMANS

This is a referee anything-goes island. Founded by peoples and things from outer space, it can be shaped to the Game Master's liking and personal taste. If the game is played without a Game Master, treat this island as if it were deserted or use a random encounter table as if the aliens have blasted off and the island is up for grabs, thus just about anything can be found.

NOTES

THE ISLAND OF

BAYLOR

1 A 10-man patrol from the city of Mor (Hex 8) wearing chainmail and swords. They are all 1st level with one 3rd level leader. They carry 10 gold coins each and are a bit heavy-handed with strangers they encounter. They will attempt intimidation for gold from any group they run across.

2 A patrol of 10 mounted archers from the city of Mor. Wearing leather and carrying bows and short swords, they have no gold with them and are of the City Lord's picked troops. All are 4th level and are above bribing. They will "escort" a party to the city of Mor, but will demand the surrender of weapons before the trip begins. To refuse is to openly disobey the law and will call for a "lesson" to be made of one of the party members.

3 3 Giant Leeches with leather-like skin lurk in the foul waters. They can take 9 7 11 pts of damage and act as an early warning since they guard the entrance to the underground

4 15 man patrol from the city of Ar Toe (Hex 10) wearing chainmail and shield, carrying short spear and long sword. 14 are 2nd level and 1 is 3rd level leader. They carry a total of 80 gold coins between them and are a group prone to gambling, liking to do a little wagering with groups they meet. Mostly the betting is on a duel which is fought between their best man and the party's best man. All such duels are for subduing and a kill is a serious offense treated as if a murder.

5 4 peasants carrying firewood. They are 1st level peasants and a bit nervous about strangers since they carry only their small axes and have no body protection.

6 2 very large axemen. Both are 3rd level and very drunk. They carry 75 gold coins each and are looking for a fight. Their weapons are a two-handed axe and a dagger each.

7 5 merchants wearing highly decorated suits of chainmail carry a potion of healing to the city of Mor as a gift to the City

Lord. They are 3rd level personages who have retired to merchant life after serving for 20 years as King Arman's guards. They carry 4 daggers each and a sword. Each has an automatic +6 to hit an opponent. 300 gold coins are carried by each.

8 Within the City of Mor, 17 3rd level and 283 2nd level fighters stand guard of the new city. The City Lord is newly appointed by King Arman and is eager to keep everything orderly. Fighting and such within the city will bring stiff fines and jail terms. The City Lord is above bribes and totally loyal to King Arman.

9 A band of bandits, 40 men strong, all wearing chainmail and carrying great swords are led by a 4th level evil individual. The leader carries all the gold and gems of the band. He has 700 gold coins and 4 large gems. A +2 Chaotic sword is also carried by the leader. His usual trick is to get a payment of safe passage from a party and then have his men cut them down as they fumble with their purse strings to get out the payment. His head will bring 1,000 gold coins if he is taken to the city (Hex 10) dead or alive.

10 4,000 2nd level warriors guard the city of the King. All wear the chainmail and shield of the city. They carry swords and throwing spears. The King is loved by all in the city for the peace he has brought to the land. A city entrance tax is required by all newcomers to the city, usually a % die roll times their level. All newcomers are required to meet the King for some friendly questioning concerning their purpose on the island. The King is most kind and only harsh with liars and enemies of his people. He is also very perceptive.

11 A red robed priest quietly walks the pathway. He is sworn to a vow of silence for a month and will not speak with the party. He is a 5th level warrior doing penance for speaking out against the lord of Kor Bay(Hex 18). He carries 100 gold coins and wears under his robe a suit of fine plate armor with a short sword and dagger strapped to his side. His pride is hurt by this vow he was forced to take, and will not tolerate much questioning from the party.

12	A pack of wild white apes roam the land looking for food. They feed on flesh and number 6 individuals, each taking 10 points of damage. One ape has a ring (of undead control) with runes upon it. The ring is stuck on his finger and must be cut off.
13	A 15-man mounted patrol from the city of Mor (Hex 8). They wear chainmail and carry lances and swords. All are 2nd level with 1 3rd level leader. They are not so much interested in gold or fighting, but female party members had better watch it. Put on a punishment patrol a month ago, the patrol is looking for a few good females to help them "relax". They carry 140 gold coins between them but prefer taking to paying. They will try to intimidate a party into giving them anything they take a fancy to.
14	A slaver with 20 1st level guards. All guards are in leather and are leading a group of 5 female slaves for delivery to the lord of Kor Bay (Hex 18). He has 1,000 gold coins and will be outwardly friendly to the party but will try to take them for slaves if he outnumbered them. His guards carry throwing spears with their edges coated with a potion of sleep, takes effect upon hit, no saving throw.
15	A troop of Royal Guards from Hex 10. They are seeking an outlaw and his bandit band (actually in Hex 9). The guards are in light plate armor and are on horseback. They carry lance and short sword and are all 3rd level with a 4th level leader. Are friendly and courteous.
16	A Royal Hunting Party of 50 mounted 2nd level warriors and the Lord of Kor Bay, 9th level. All are in chainmail and carry lances and swords. The Lord is most evil and seeks the death of King Arman so that he may take over the island. He is looking for an assassin to use against the King. Though he promises great wealth for the deed, he will not pay and will seek to kill any successful assassin using it as a cover to gain public support for himself.
17	Empty

- 18 | 600 2nd level warriors guard the city of Kor Bay. All strangers are taken before the City Lord to pay a visitors tax, usually a %die roll times a 6-sided die. Failure to pay gives a legal excuse for the imprisonment of the individual. The City Lord takes any such individuals and has them put to work in the arena as a gladiator (6 successful fights and you are free). Magic Users and priests are allowed to fight animals with dagger and mace respectively. An anti-magic field covers the area and by use of a device gained from the Island of the Warring Wizards, a magic user user's power (even scroll reading) may be drained. His power is transfered by the device to the City of the Gate on the island of the warring wizards. This device is always on and is carried by the Lord of Kor Bay at all times.
- 19 | A pack of 30 wild rabid wolves roam the countryside. They are flesh eaters and people to them are just like sheep. The area is infested with disease with a 40% chance of malaria malaria being contracted each turn spent in the area.
- 20 | Empty villiage with several dead (a raid by slavers).
- 21 | A band of 35 1st level priests (all are trained monks) seeking to reach the city of King Arman to gain his help in the trouble they are having on their own island. They are friendly and carry only 40 gold coins between them. By the law of the Island of Baylor, the killing of any priest is a crime of murder punishable by slow roasting. If attacked and any are allowed to escape, the patrols of the city will be watching for the party and will take them into custody for trial.

NOTES

THE ISLAND OF TRIPIDS

1 | A school of Giant Flying Manta Rays. 20% chance of landing on ship. Any that land on shipboard will fight defensively and try to regain the water. Roll one 12-sided die for number appearing and then a % roll to see if any land on shipboard, a 12-sided die for number that land on shipboard.

2 | A Plesisaur, with chainmail-like skin, patrols the waters. It takes 38 pts of damage and is in a hungry mood. Its bite is good for 4-36 pts damage.

3 | Empty

4 | A party of 80 Orcs, all wearing chainmail and shields, they carry swords and have as their leader the youngest son of Mor Toc (ref. Mor Toc Isle). Their ship is wrecked and they will be seeking transportation. Being a spoiled Orc, the young Mor Toc will prefer taking by force the transportation he needs. If his force is bested in battle, he will bargain for his life with his father's wealth (his father could care less what happens to him, but the others don't know this). Area is mostly tangle and creeper-type plants.

5 | Wreckage from a ship covers the surface and many items of Orc appearance dot the wreckage (ship of party in Hex 4).

6 | Empty

7 | 5 Tripid guards and a female (actually a Tripid Duplicate who has a maximum of looks and charm), area is burned out and salted. Nothing grows in the area, and the Tripids are leading the female to an area where humans have been spotted. They want to pass her off as a shipwrecked girl needing transportation to the human islands. She has Tripid seeds hidden on her person which she will plant at any island she goes to. Tripids take 20 pts of damage and are treated as leather armor. They have two attacks with their razor-like leaves (1-6 pts per attack) and may ingest a human whole into their digestive pod (death within 1-4 turns, and the acidity of their fluid is such that even steel corrodes). They average 6 6-sided die for their damage points and can call on any local plants to entangle an enemy and hold him.

8 The city of Graybeard, mostly burned. The Tripids have 12 warrior Dupes and a captive Druid in the city. All treasure has been removed to the breeding crater to lure humans deeper into the island. The Druid was being taken for duplication when the party runs across them. Dupes give damage as a Tripid, Take damage as a Tripid, however, if they are in human form, they fight with a sword.

9 A team of Tripid Dupes acting as a reclamation team. They are replanting and de-poisoning the land. They claim to be shipwrecked and are trying to grow food plants. They have 80 baby Tripid plants. Dupes may still control plants mentally.

10 A swamp area with thousands of controlable plants. 8 Tripids are in the area and pulling a chest (contains a bowl from which a water elemental may be called and controlled). They are taking it to the breeding crater to add to the treasure.

11 A dying warrior with 5 turns of life left when party reaches him. He knows the secret of destroying the Tripids (with salt and water) and will try to tell party that large stores of salt are still in the ruined city (Hex 14). He carries 4 gold coins on him and has a +4 Lawful sword.

12 Several dozen small bottles with small plants in them (an experiment at sending young plants to other islands in sealed bottles). Possession of a Tripid plant is a death sentence on any island.

13 A burned over area. 8 3rd level adventurers (normal Humans) armed with swords and wearing chainmail are seeking to find riches and adventure. They will join the party if the price is right.

14 A barren area of salted soil.

15 Partly burned and salted area. The breeding crater is at the edge of the swamp and is patrolled by bands of 25 Tripids. If attacked, the plants can call on the other 800 plants in the crater for additional help. In the crater is the total wealth of the two Dwarf cities. In gold value it would be between 300-500,000 GP. Magic items and such may be by random die roll.

- 16 | The city of Lee 'Moth. Mostly burned, the city has had its treasure items removed to the breeding crater. A large herd of 700 cows roam the area (they are used as food additions for the plants which may feed by sunlight or by digestive means). Many salt sacks dot the area.
- 17 | An experimental band of 30 cows (Tripid Dupes). Will behave as cows until a chance to capture the party arises. They will use hoofs to strike and subdue and then use the captive humans for the dupe process at the breeding crater. Cows will follow a party, once encountered. They still have the normal Tripid hit die for damage they can give and take and are treated as leather for protection.
- 18 | Nothing
- 19 | A ship appears to be leaving the area quickly and is almost beyond sight as the party appears. May seem mysterious but is merely a vessel which discovered what island it was near and is trying to get out of the area.
- 20 | A burned out area with great heaps of salt bags (a commercial salt plant is now in ruins and the area appears as a salt production area). Several Dwarf-size skeletons dot the land.
- 21 | A small ship of 40 Orcs. 39 are 2nd level with 1 3rd level leader. They are looking for the son of Mor Toc and will only fight if provoked. They carry throwing spears, swords, throwing daggers and wear leather armor.

NOTES

THE ISLAND OF
THE DESPOILERS

1	Empty
2	A Sea Dragon with plate-like skin and able to stand up to 60 pts damage. Its death would bring a reward of 10,000 gold coins from the city in Hex 8.
3	Empty
4	A herd of 10 Griffins of 24pts each are resting (they are personal creatures of the one known as She Who Holds The Stone). They are about to fly back to her island, but will defend themselves if attacked. The death of even one will bring a magical curse (referee's choice) to the attacker.
5	A deserted boat rides at anchor. It bears the markings of the city of Kor Bay.
6	Dangerous reefs make this area almost impassable. Each turn a ship spends in the hex, a % die roll is made with a 25% chance of the ship hitting a reef and sinking. The current runs towards the shore, so survivors will be washed towards the island.
7	A long ship with 89 2nd level fighters and a 4th level leader. All carry swords, daggers, and are wearing leather armor. There are 30 bows and 150 arrows on board. The ship belongs to the Pirate Chief in Hex 8 and is returning from dealing with Mor Toc, the Orc leader. They carry a chest which contains the signed agreement between Mor Toc and the Lord of Kor Bay and the Pirate Chief of the island of the Despoilers (King Arman would pay well for such proof of a plot against his reign).
8	The stronghold city of Kelly the Cuthroat. Leader of 290 2nd level fighters, 30 3rd level fighters, all outfitted in leather armor and carrying swords and daggers. The city storehouse has a little over 70,000 gold coins in it. A spell was placed upon the storehouse which will cause any but Kelly to have a great fear and hallucinations if they attempt to enter it. The fear causes a person to attack the nearest other

person (the character must save both against fear spell and fantasy - to fail one is to fail to save). The fear lasts for a full day and may effect an unlimited number of characters. Kelly is fairly decent for a pirate and will generally allow strangers to pay all of their belongings for the courtesy of being his guest. Any captives are taken to the Isle of the Wizards and turned over to the City of the Gate for ritual sacrifice in exchange for gold.

9 A group of merchants traveling to Hex 15 under the guard escort of 75 men from Hex 15. All carry swords and bows and are wearing leather armor. All are 2nd level with a 3rd level leader. Merchants are bringing a new high-power crossbow model and examples of the new low-carbon steel swords that the lord of Kor Bar is supplying his friends. They will be bringing back the signed contract that the ship in Hex 7 is waiting for.

10 A thick forest area. A group of 15 3rd level fighters carrying swords and bows, wearing chainmail and the sign of the King of Baylor. They have been sent to gain proof of the plot that the Lord of Kor Bay, Mor Toc and the Despoilers have in the works. They will help the party.

11 A bandit village lead by Nick No-Nose. He has 200 2nd level fighters armed with swords and bows. They wear leather and part of the force is in the 2 long ships that ride at anchor off the coast. Nick lost his nose fighting Dwarfs and has a mis-guided feeling that it was the Dwarf's fault. He is thus singularly nasty to Dwarfs. His favorite sport is to have strangers coated with oil and then he hunts them with his men, firing flaming arrows at them. He uses a tar-based oil and it is not easily removed, but is easily set aflame. A hit on a victim by his arrow will cause 1-6 pts damage per turn from burns but no arrow damage is inflicted. Usually hunts in the area of Hex 10 & 11.

12 A dying person, clinging to driftwood, will live long enough to tell party about the "sport" that the village in Hex 11 plays. Note he is covered with a tar and has had much of his body burned.

13	Empty
14	Hunting ground used by the Despoilers from Hex 8. Teams of animals and men run down prisoners that have been released, stripped of personal items (referee choice of man/animal teams), the hunts occur when there is no profit in selling the captives to the Island of the Wizards. Natural animals of the area are wild dogs, boars, and an occasional White Ape.
15	Stronghold of the strongest leader of the island. Captain Spit and Chew leads a force of 300 2nd level fighters and 40 3rd level. They are all armed with throwing daggers, swords, and short bows. They wear leather armor with the 3rd level leaders wearing chainmail. The area is the main bartering area of the island. The Captain likes to pit his skill against strangers in contests of skill of arms. He wears a chainmail suit under his leather armor and fights with a +6 sword and dagger. His opponents are allowed no armor and fight with a wood sword doing 1pt damage per hit. The Captain takes 28 pts to kill. If the captives are too strong, he will simply call for a hunt and take them to Hex 20 to be released without weapons and chained in pairs. He and his men then hunt them down from the backs of a group of 20 Centaurs. Bow fire is most often used although lance attacks have been made in the past. Magic users are kept gaged and arms bound.
16	Empty
17	A beautiful young girl, actually a Succubus, seeks the aid of the party to go to the Isle of Wizards and kill the keeper of the gate, Shana. If a party will help her, she will help them and offer her weight in gold for the aid (she is weightless and ethereal). She has her own, personal reasons for wanting to kill Shana. Females in the party will feel a distrust of her, but males will have to save against charm if they wish to refuse. If the party does refuse to help her, she will claim the handsomest of the group and spirit him with her to the ethereal plane for a year.

18 | A merchant ship of Kor Bay rides at anchor off the coast. It is deserted but has a cargo of 400 crossbows and 300 swords. These are for the pirates of the island from the Lord of Kor Bay.

19 | Empty

20 | The hunting swamp of Captain Spit and Chew. Native animals are boars and snakes. A 30% chance of malaria exists for each turn spent in the swamp.

21 | Pirate village of Ernie Iron Fist, leader of 180 1st level fighters and 30 2nd level. They are armed with swords and crossbows and wear leather armor. Ernie lost his hand for stealing in the market place of Kor Bay and has no love for the Lord of Kor Bay. He was caught stealing from an Elf and in his mind has twisted the event around so that now he hates all Elves. His hand may strike like a mace or be used with a sword. He likes to hunt captives in Hex 16. He usually uses teams of crossbowmen to wound his prey in the legs then he personally closes to use his iron fist to finish them off. Elves he is a bit meaner to (having a potion bottle of endless potion for bringing back the dead, he often tortures Elves to death then revives them to repeat the process several times). He may be paid off with arms and gold and his aid may be enlisted if the prospect of actually getting rid of the Lord of Kor Bay is raised.

NOTES

THE ISLAND OF
THE WIZARDS

1 A magical barrier of floating glass spheres float upon the water's surface. If they are touched by a living being the sphere will act to teleport the person to inside the sphere. Ships from the island periodically check the spheres for captives. Beings trapped in the sphere are kept alive and will til magically freed. One sphere will trap one being.

2 A marshland area of many snakes. There are four giant Spitting Cobras (who have been magically altered to hypnotize any creature looking directly at them, save vs. hypnosis allowed). One of them is a matter conversion guard Magic user from the City of the Gate. Treat as 4 6-sided die creatures for damage they can take. Matter conversion guard may change shape at will.

3 Bogs and quicksand pits cover the area. 8 Trolls stand guard hidden in the mire. Victims are usually grabbed in pairs and taken down into the Troll lair which is beneath the bog. Lying about in their lair can be found 800 gold coins, 7 large gems and a silver bell (used to signal the city. It may be small but its toll is almost deafening in volume). The Trolls use the bell to signal the city that an item of magical interest has been found, and the city then dispatches a patrol to come and claim the item.

4 A group of warrior magic users from the city of Sung. There are 12 of them and all are 2nd level Monk-class fighters. They are searching for a young girl stolen from the village by a band of Zombies. They carry only torches and daggers.

5 Phantasmal traps abound in the area. Most are of some type of Dragon, but there is one true Dragon (a young Green Dragon which is the pet of Lord Sung of Sung city) which roams roams the area.

6 A patrol of 20 warrior magic users from Sung city. They carry teleport wand for dispatching hostile parties to the

lower cell chambers of Sung City. They are carrying daggers and fight as 3rd level monks.

7 5 guard magic users from the City of the Gate. 3 3rd level and 2 4th level. They have the power of matter alteration by force of will. This calls for full concentration to be effective. They usually enjoy sporting with strangers by altering weapons to various useless other forms (referee's choice). Any party captured by them is taken to the city for use in the human rituals of the city.

8 City of the Gate. Ruled by the great Wizardess Shana, Champion of the Dark Forces. The city holds 500 trained magic user warriors having limited matter altering powers. Shana is believed to be a 26th level magic user and her age is not known for sure, but her beauty is such that she may charm with but a smile and a gentle word. Beneath her private chambers is located the entrance to the underground (this leads to the Isle of the Priests). Shana seeks to unbalance the power of the Gods and has been battling Sung for years to the great delight of the Evil Gods. She does not want to totally destroy followers of the other Gods, and uses her magic to keep things in a state of chaotic disorder. Within the city vaults are 173 magical weapons, 310 scrolls and 86 magical items (random roll for characteristics). In Shana's private study is to be found all the known and written spells of the world. Protected by runes of summoning, if an individual handles the books, he or she is teleported directly into Shana's presence. Hidden in the walls of her chamber is a treasure trove of 100,000 gold coins, but several illusionary treasures have been planted which are iron bars that appear to be pure gold and will appear so until removed from the city. The grassland strip from Hex 8 to 14 is a zoo area with enchanted and magical beasts. Carnivorous Unicorns, wild cats able to transform from kitten size to pony size, etc.

9 A marshland battle area that has been so charged by the magical forces that any magic used in it will take a reverse effect. 40 Zombies roam the area searching for victims to

take to the City of the Gate for transfer to the Isle of the Priests for ritual use. They carry a young girl with them.

10 | A village refuge. It contains 300 people, mostly merchants and craftsmen. They are under the protection of a treaty neutrality, bothered by neither Shana or Sung. But due to an increasing need for victims for the Priests on the Isle of Priests, Shana has, of late, been raiding the village. A girl was stolen from here recently and the people are in an ugly mood towards strangers.

11 | Sung City sets in the tranquil grasslands. 400 trained warrior magic users are in the city. Sung, ruler of the city is a man of peace and will do anything to keep Shana from disbalancing the fabric of existance. He is a 25th level and knows the ways of monk fighters and has trained his guards in both the ways of magic and hand-to-hand fighting. Within his private chambers are many books of magical knowledge (protected by a Major Demon). 200 magical items are maintained in an armory next to his chambers. A force of 5 Lawful Ogres stand guard there. They have been magically altered to allow them to split into two every 10 combat rounds. Fire will easily take care of them. Sung will assist a party which is truly seeking to fight against Shana.

12 | A force of 30 warrior magic users from the City of the Gate on a raid to Hex 18, or so they will claim. 6 females with them are to be turned over to a contact in Hex 18 for training to be used as assasins by the Lord of Kor Bay. The females are 5th level monk-type fighters who have been bribed with much gold. They will resist rescue attempts.

13 | 10 Skeletons carry spheres of entrapment which they hurl at individuals as if missles. To touch one is to become encapsulated within it. The Skeletons are moving towards Hex 8.

14 | A Liche wanders the area seeking magical items to take to the City of the Gate. He was once head of the city till deposed by Shana. He is now all but powerless and must do her bidding. He will aid a party seeking to enter the city.

15	Nothing
16	A force of 10 warrior magic users from Sung city. They seek a girl taken from Hex 8 and are in an extremely hostile mood. All are of 4th level in monk fighting skills and would like nothing better than to show a party of strangers just how good they are - they do not strike to subdue.
17	An area of many magical items. It is a dumping ground for all burned out magical weapons and malfunctioning devices (referee may have a field day of mis-functioning magic).
18	A trading center, recently established by the city of Kor Bay. It is an effort to expand their economic base, or so they say. 200 picked warriors pretend to be merchants as they gather magic items from Shana to aid the Lord of Kor Bay in his attempted overthrow of King Arman. Treated as neutral ground, no magic or magic devices are allowed, openly that is. Punishment for breaking this law is most severe, usually a 6-month hard labor sentence.
19	The Village of Ceaseless Dying. Magically cursed, this area has a % die roll of undead wandering about fighting with any living beings they encounter. Any being killed here is revived as an undead and cursed not to leave the area, but to engage in ceaseless killing and dying, reviving to kill again. A remove curse will allow the character to die and stay dead. Creatures killed (undead types) return to their lifeless killing ways in 1-6 turns. A % roll is made for every turn the party travels in the Hex.
20	Empty. Forbidding fog and stillness hang over the ocean.
21	A few merchant ships and two warships of Kor Bay ride at anchor off the coast.

NOTES

THE ISLAND OF THE PRIESTS

1 City of the Old Gods. Controlled now by the priest K'thong, the city of Ban de Fay has been renamed for the Old Gods who are now worshiped and served by the Chaotic forces of the city. Ever since returning from the holy underground, K'thong has become unstoppable. His own followers flourish while his opposition is befallen by disaster. 130 priests follow K'thong and act as guards of the city. They carry large maces which are used without restraint to uphold the law. Heavy fines and many mysterious disappearances have occurred in the city. Secret ceremonies are carried out in the private temple under K'thong's chambers. The guards of the city are not really priests, but bandit warriors from the Island of the Despoilers, who are in the employ of K'thong. All are 3rd level and carry several throwing knives as well as a short sword under their robes. Most wear chainmail as well, but keep the fact hidden. K'thong himself is totally insane and has been driven mad by a pact he made with the Gods of Old. A human must be killed every other night for a year or the soul of K'thong is forfeit to the Gods. In exchange for the souls, the Gods have given K'thong the power of mental control over others. His power increases as the year and number of victims increases. Soon he will have total will-control of any and every person on the island. A saving throw against spell is possible since he is only at 80% of his power. He has been running low on humans for his rituals lately and has entered into agreement with others for lesser powers in exchange for humans.

2 A forbidding swamp of quicksand pits and disease. 40% chance of malaria per turn. Animals of the area are mostly flyers and 4 Peradactyl fly hungrily about. Their hide is like leather and they may bite for 2-16 pts of damage. Each can take from 5 to 30 pts damage.

3 A wandering group of bandits (seeking the city for employment, or so they say) which will befriend a party until the chance to get at the party's gold comes along. There are 14 of them, all wearing chainmail and carrying short swords and throwing daggers. All are 2nd level fighters and one is carrying a ring, the symbol of the City of the Old Gods, which gives safe passage into and through the city.

4 A party of 25 Priests, from Hex 11. They carry small maces and wear full plate armor. 24 are of 2nd level and are led by a 4th level. They are going to the underground in Hex 1. They will attempt to induce the party to join them, but will take no offensive action on their own.

5 An old man (a God in disguise) wearily stumbles along under a very heavy burden. If he is helped with his load he will grant the person helping him a wish. If the wish is not selfish, the God will deem the person good and allow him to call upon once more in the future for aid in times of trouble. But if the wish is selfish, the God will be disappointed in the nature of the person and will grant his wish in a way that is the most troublesome to the individual, i. e. , a wish for great strength will be granted at the loss of all of a character's dexterity, etc. If attacked, treat as the God Zeus, and teach the attacker what it means.

6 Empty

7 Giant Sea Turtle (Armor Class II) Capable of 20 hit die damage. He tends to bite ships in half if provoked, but otherwise will not harm anything

8 Swamp area with many poisonous snakes. An ancient Dragon wanders the area (1,000 years old). He is sweet and charming and will talk your ear off if given a chance. He has lost his treasure (absent-minded) and his person is protected by the Gods. Harm to him will bring lightning bolts down upon the attackers.

9 Grassland area with pack of 20 Satyrs whose gentle pipes (save vs. charm) will seduce any female party members. Others will fall into gentle sleep. Satyrs are paid to bring captives to city in Hex 1. They are not normally armed and will flee combat

10 | 4 Priests (actually Brigands from Hex 1) on a pilgrimage to Hex 16. Will fight only to defend. They have been sent to assassinate the Oracle in Hex 16. They are Captain Spit 'n Chew's men from the Island of the Despollers

11 | City of Kan Fol. 800 Priests and Monks go about their business in the city. Strangers are allowed to stay if they surrender their weapons and take an oath not to employ magic while in the city. A breach of the oath within the city is punishable by public stoning. The city has posted a call for an expedition to the underground in Hex 1. Any group taking the Council's offer will be outfitted without cost. They must take an oath to return to the city with what they find.

12 | Empty

13 | Male clinging to floating driftwood. He has 8 turns of life left after being found. On his person he has an Onyx idol. He was a freebooter and has been to the underground, but has amnesia which will last as long as he lives. Any person taking the idol will suffer amnesia, lowering IQ, Combat Bonuses, etc. to 1.

14 | Empty

15 | City of Yir, pop. 500, controled by the Priest Maygor, open to all. The Priests disdain all forms of violence but are well trained and have a habit of proving how much they hate it by punching out anyone who uses violence against them. (Violence begets Violence) They are in disagreement over the power of Ban de Fay and will send no expeditions into the underground

16 | Band of 30 2nd level Orcs armed with Shortsword and Bow, wearing chainmail. They appear to be peacefully strolling through the area, and are, having sworn an oath to the City of Yir. They have been allowed to stay as long as they remain passive. They will attack if attacked, but will not be offensive. They serve the Oracle, and to harm them would outrage all the Priests on the island. A small shack is in the center of the hex, the home of the Oracle. He is very accurate if a person can understand what he is saying (he speaks in obscure rhymes) He has no outside power to defend himself

17 | Empty

18	Longship rides at anchor. Markings are those of a Despoiler. The crew has been taken aboard another ship since this ship will sink (45% chance per turn at sea)
19	Empty
20	30 Mermen armed with Tridents and Nets. Will try to intimidate any passing ships, allowing passage only if paid. They will trail any ship paying them and attempt to get more money later. Any ship that fights will be left alone if the crew outnumbered the Mermen
21	Empty

NOTES

**THE ISLAND OF
THE DWARVEN OUTCASTS**

1	Empty
2	6 abandoned ships ride frayed anchor lines on placid waters. Once part of the Dwarf trading fleet, they are in disrepair and have not been used in many years. All are in bad shape and an open sea trip would break them up in two d days
3	Empty
4	A run-down ship with clothing hanging all over it. An excessively drunken Dwarf lives on the ship. He was once a Captain on the trading fleet and has not become an offensive drunkard and tells the wildest stories for a bottle of wine - some of them are true but most are not
5	The area is infested with lice and fleas which cause discomfort to everyone and cannot be removed without a strip-down of all persons and equipment. They carry a fever (10% of the time) which will attack 2 days after leaving the hex. A few days rest will restore the person to health. The eggs (not effected by washing) will hatch 3 days after leaving the hex, causing the same problems
6	The hulk of a once-proud city sits in the clearing. Ravaged by war and neglect, the city now holds 300 Dwarfs under the leadership of Wallace of the Mighty Mattock. He is a fopish individual, but honored as hereditary ruler. He is always seeking warriors to send against other Dwarf cities. The wealth of the city has been melted into a 17,000 pound blob of gold which is impossible to move. Wallace has always made good any promises he made and deals with strangers honestly. He does have a fondness for males with exceptional appearance scores.
7	20 2nd level Gnome Thieves, armed with daggers and shortswords. They seek employment and are willing to work if paid in advance. The first evening they will attempt to steal the purses of the party and, successfull or not, they will desert after the first night or the first fight, whichever comes first

8	The ruined City of Chainmail Charlie, a city renowned for its armor and built by the skill of a single great blacksmith. His chainmail was always +3 for defense and weighed the same as leather. At present 280 2nd level Dwarfs inhabit the city. The city is under the leadership of Hamley the III. Its wealth is in the form of 12 suits of chainmail made of gold, which are not used for combat because of their weight. All the Dwarfs wear the +3 chainmail and carry spear and shortbow. Hamley is paranoid about strangers and has killed those who stop overnight
9	Empty
10	A Dwarf in plate armor challenges all to a friendly joust. A second Dwarf acts as his second and betting is encouraged. While the joust is in process, 25 2nd level Dwarf Brigands come from hiding and attempt to rob the party at bowpoint. All wear leather
11	Hut with a single old Dwarf. He is a Profit (yes, we spelled it right) and will answer one question per party member if paid well. His answers will be what the person wants to hear, not necessarily the truth
12	War band of 30 Dwarfs, 2nd level, carrying swords and wearing chainmail. The leader carries a 38 caliber machine pistol and can work the weapon, but only has 3 shots left. They will attack anyone encountered
13	Manticora glides overhead and will make one pass to fire his spines at the party. Anyone killed by the spines will be carried off
14	2 Dwarfs locked in duel, both land killing blows and fall simultaneously. One has a +3 war hammer, the other a +3 shield. They have no gold
15	A group of 6 magic-user Dwarfs are encountered chanting within a circle. If they are disturbed or the circle is broken they will be consumed by fire and a Lord Demon will appear. He will be grateful to be free and will offer his aid to the party for one time in the future

16	Coastline is littered by dozens of empty wine bottles
17	City of Gayth, ruled by Enoch the Watchfull. 290 2nd level Dwarfs live in the city. This city guards the underground and claims have been made that strange weapons are there. (A lot of automatic rifles and pistols, but very little ammunition.) Enoch will trust no one and only a picked handful of his men are allowed to carry the weapons
18	Swamp area infested with cat-size mosquitos, 1 hit each, that are dangerous because they carry yellow fever (25% chance per bite)
19	Empty
20	A ship bearing the markings of Baylor. The ship is manned by 80 2nd level Dwarf warriors sent by King Arman to inquire about the rumored weapons from the underground. The expedition is neutral and will not aid or hinder the party
21	Empty

NOTES

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NOTES

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NOTES

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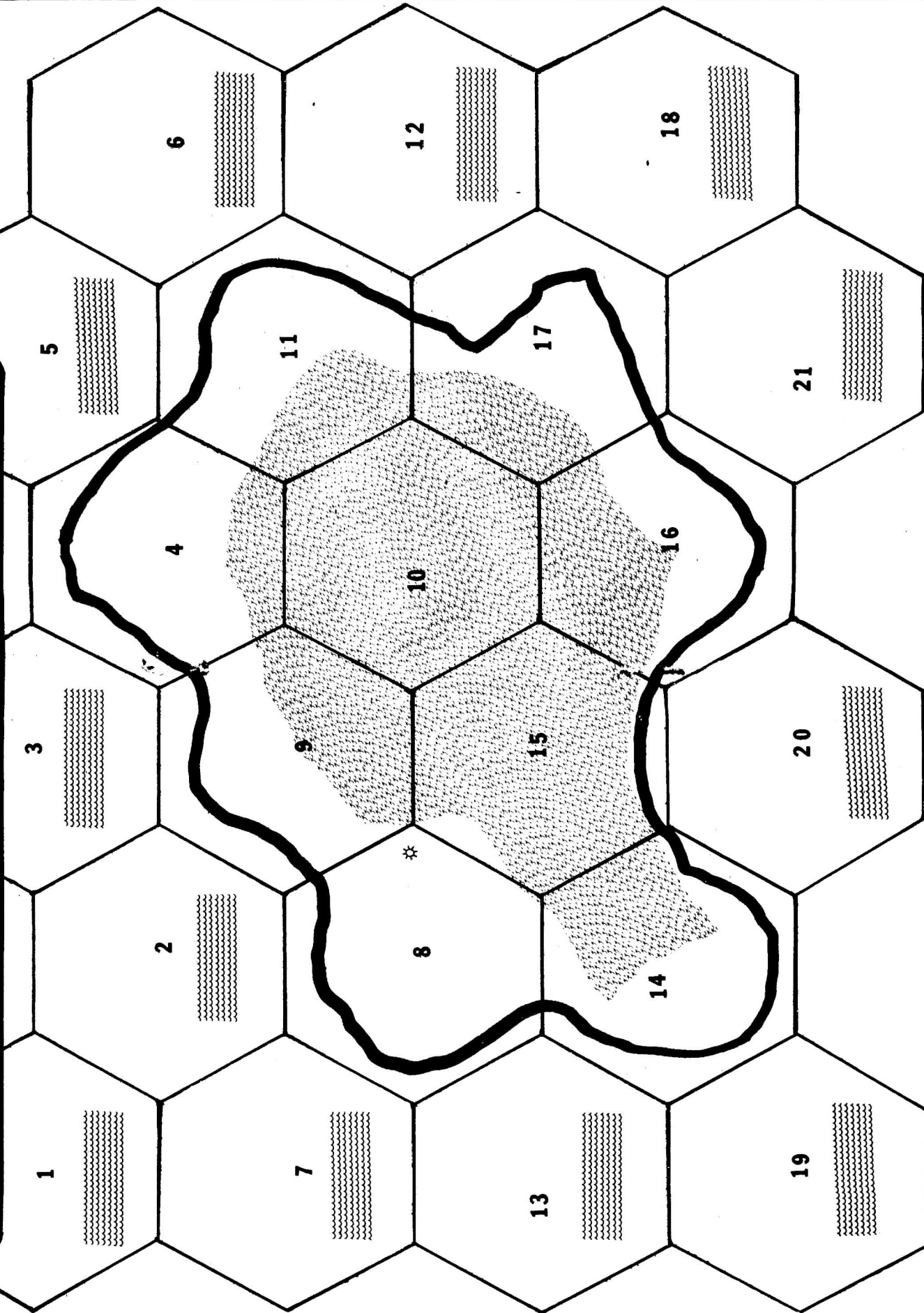
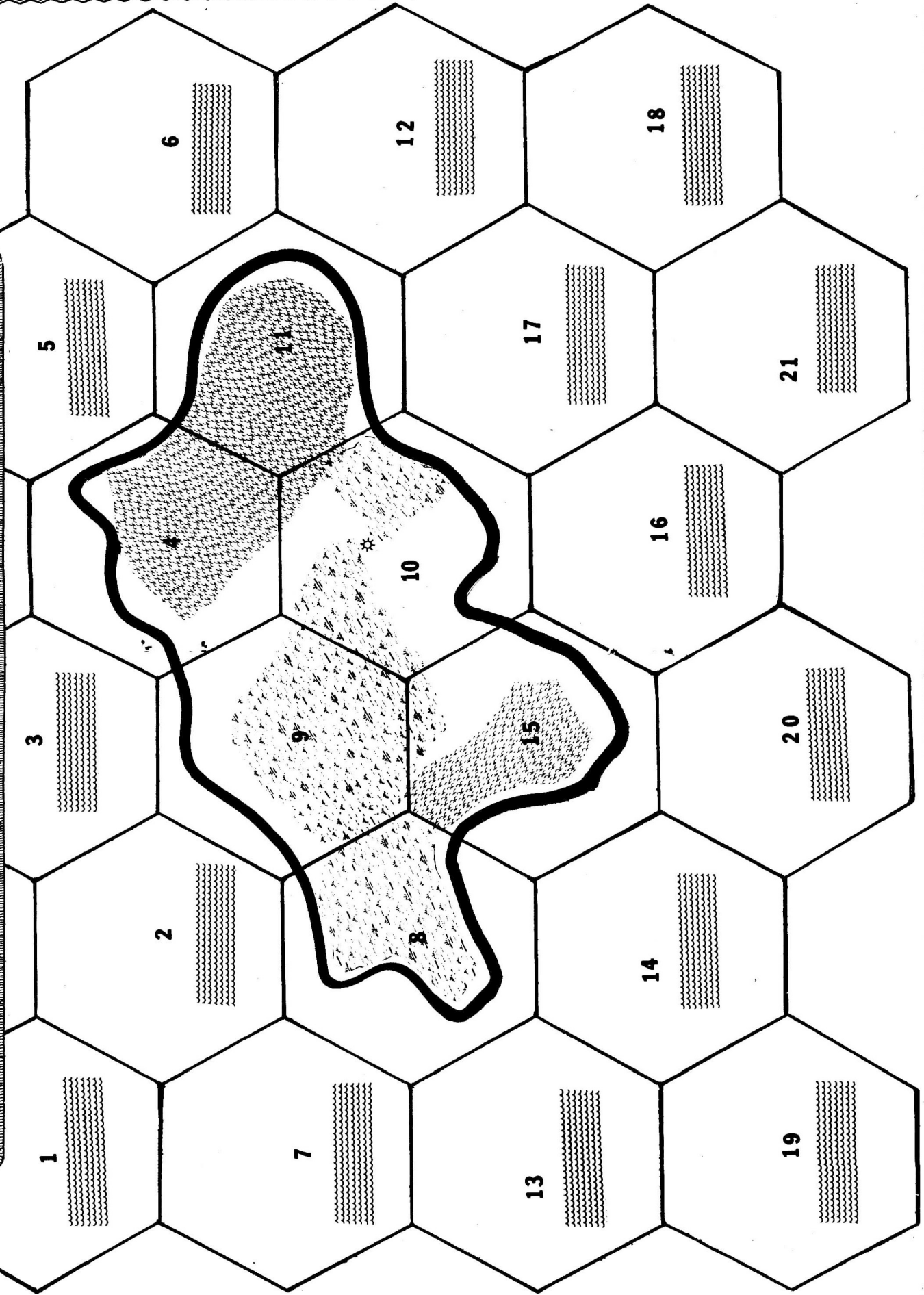
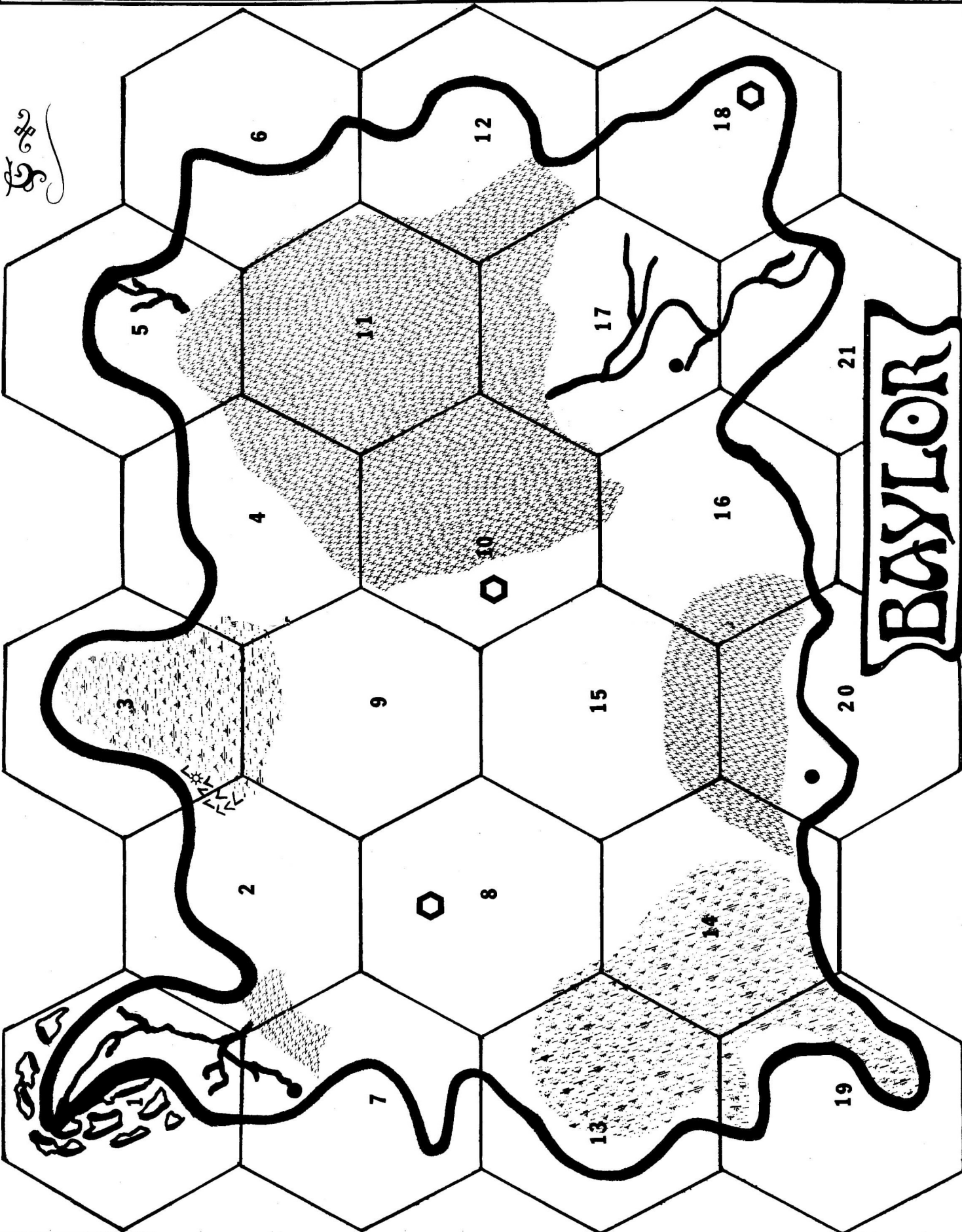


Table of Starfish Folds





BAYLOR

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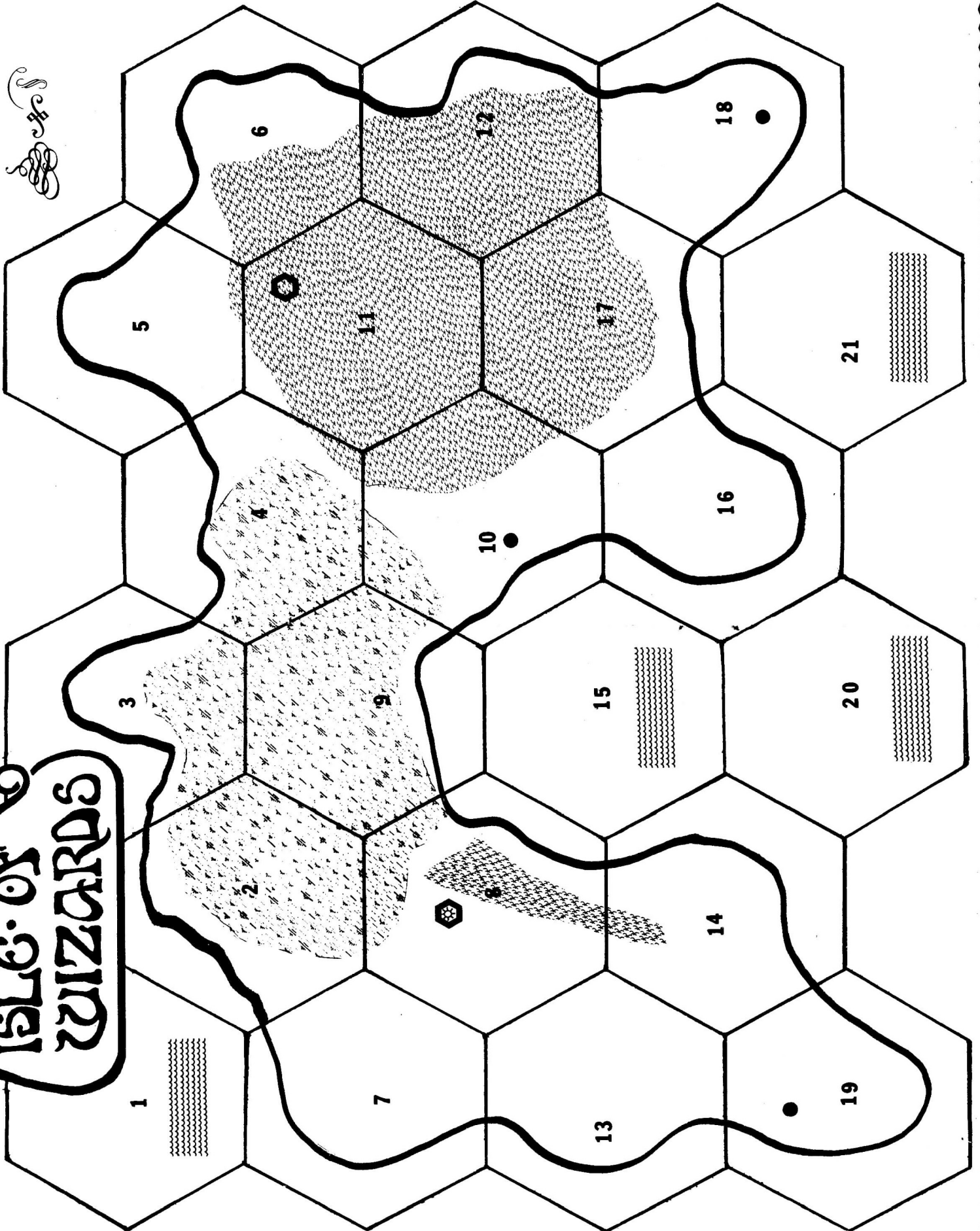


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ISLE OF WIZARDS



MOR·TDC·ISLG



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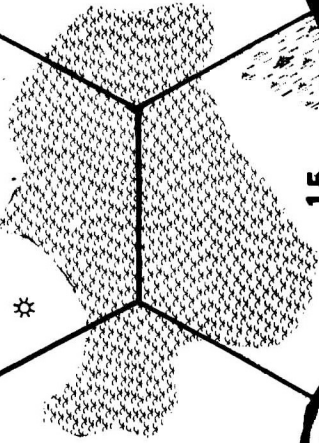
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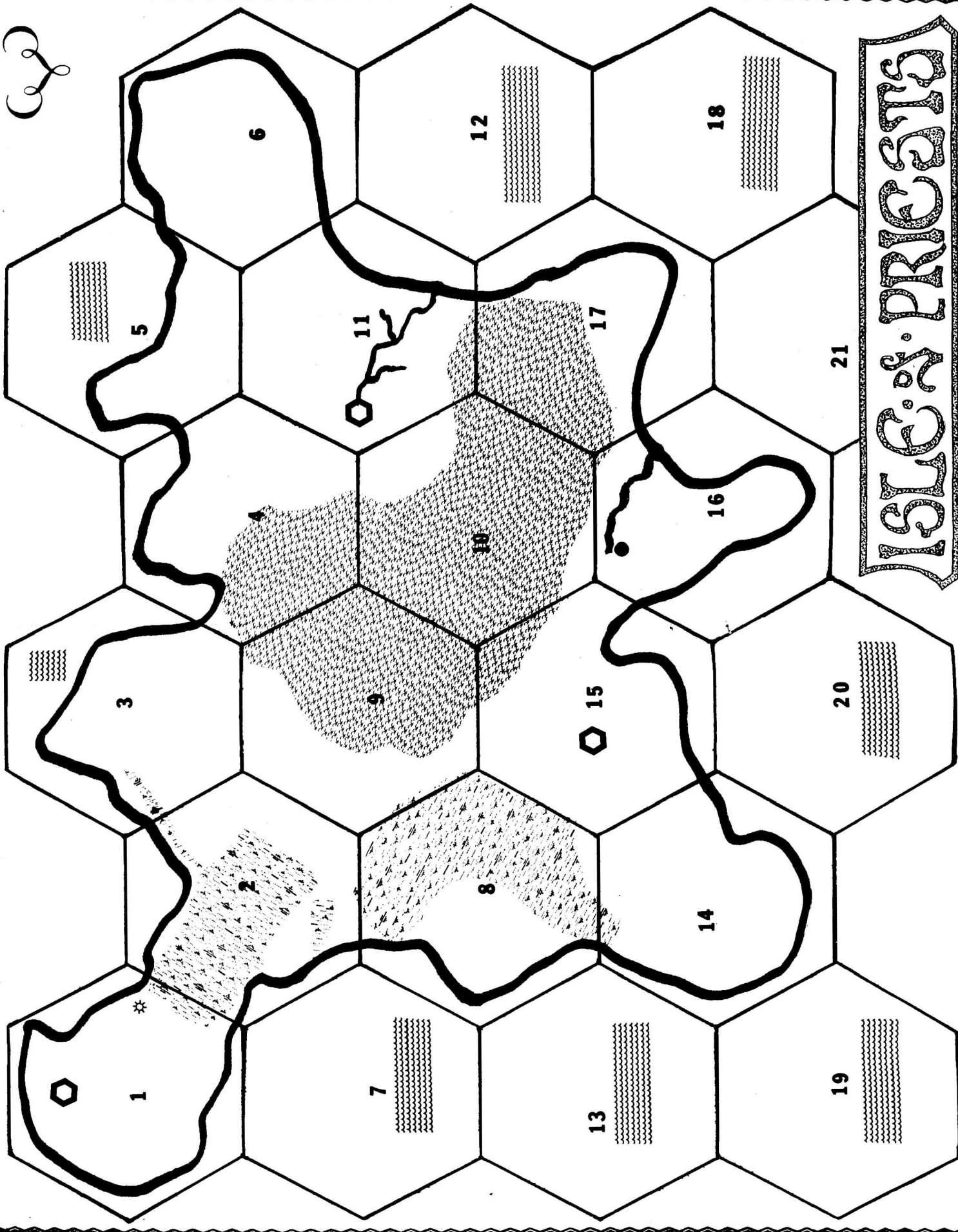
21



ISLES OF DESPOILERS

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The image shows a 21-cell hexagonal grid. A central island is shaded with a stippled pattern and is outlined in black. The island consists of cells 9, 10, 11, 12, 13, 14, 15, 16, 17, and 18. The remaining cells are numbered 1 through 21. Cells 1, 2, 3, 4, 5, 6, 7, 8, 19, 20, and 21 contain a wavy line pattern. Cells 9, 11, 15, and 21 contain a small hexagonal symbol. The entire grid is enclosed in a decorative border.



ISLE OF ICELAND



TRIPID-LALE

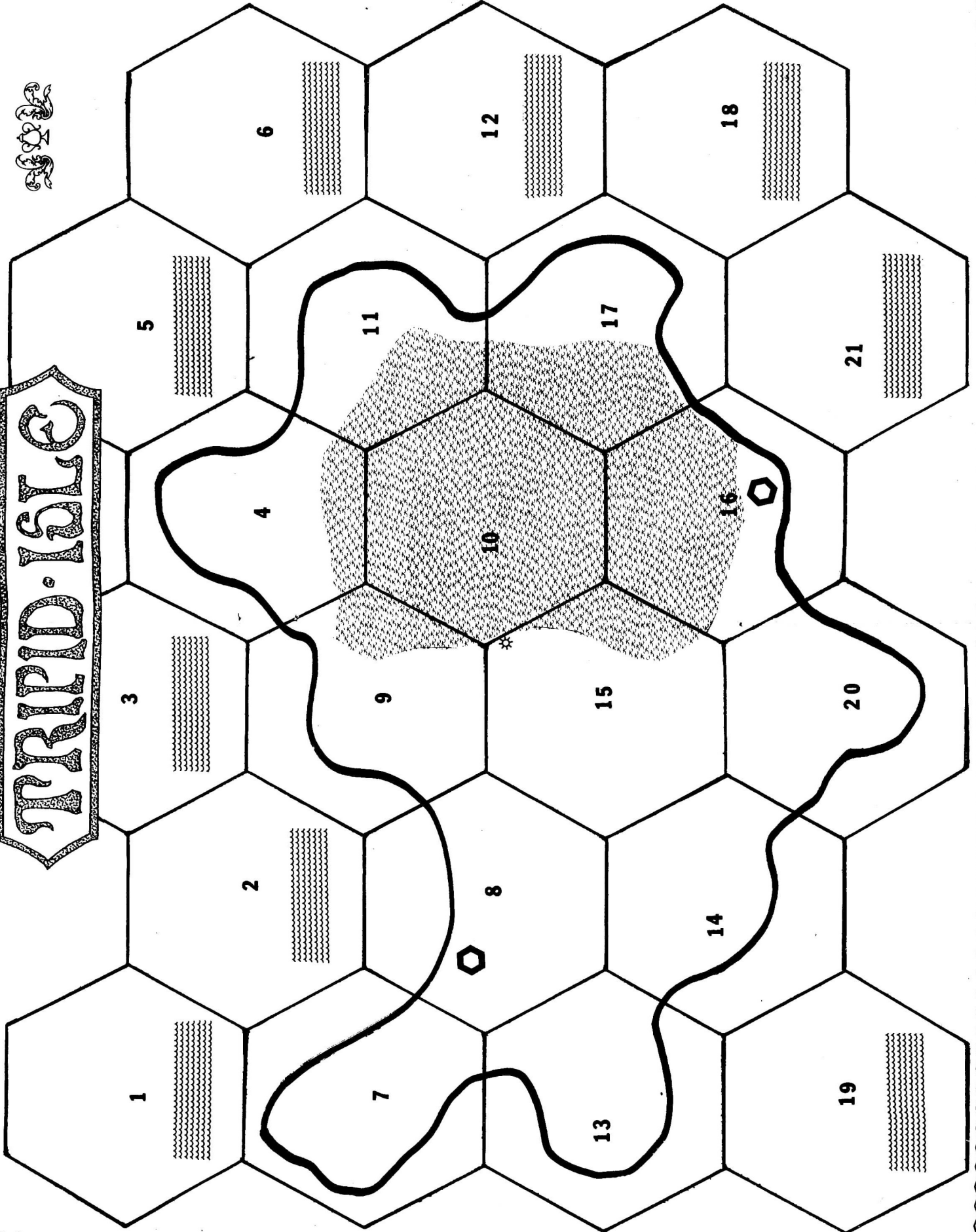


Table of Outcast Dwarves

