

Another **DragonQuest** Accessory

Frontiers of Alusia

ADVENTURE MAP

A Full Size 22" x 34" Full Color Wilderness Depiction

SUITABLE FOR USE WITH

ALL FANTASY ROLE-PLAYING GAMES



1. INTRODUCTION

The Frontiers of Alusia is the first in a series of adventure maps designed for use with SPI's *DragonQuest*. The enclosed map was developed to fulfill the functions outlined in 77.3 of the *DragonQuest* rules, and the enclosed folder describing the features on the map is keyed to those rules. *The Frontiers of Alusia* is fully compatible (with some alteration) with all currently available Fantasy Role-Playing games, but it is not a stand alone product. You *must* have *DragonQuest* or some other FRP game to use the map.

The area portrayed in *The Frontiers of Alusia* is a semi-explored border area between the Confederated Baronies to the north and the ancient and decadent kingdoms of the south. To the east lies the great Sea of Grass, a vast steppe inhabited by savage nomads, and to the west is the limitless Alusian Ocean. Subsequent maps in this series will portray these areas and will connect directly with the map showing the frontiers. Eventually, SPI hopes to portray an entire continent in this manner and to include in future booklets information on the history, religions, economies, political systems, and social structures prevalent on that continent.

The complete *Frontiers of Alusia* package contains these rules printed on the coversheet, a Travel Guide comprising descriptions of the areas portrayed on the map, and the map of Alusia itself.

2. HOW TO USE THE MAP

The map included in this package is designed for use by a GM to plan out his campaigns and adventures in a semi-settled and vaguely civilized portion of a fantasy world. These rules and the descriptions in the enclosed folder provide a general framework describing that area and include significant details on some better known features, but much of the land portrayed can be presumed to be *terra incognita* (named, but not really explored, let alone settled). Accordingly, the GM has been left a great deal of latitude in determining the actual nature of many areas of the map. While an effort has been made to provide all manner of terrain typical to a fantasy world, there is certainly nothing to prevent a GM from placing lost cities in appropriate places, locating previously undiscovered fords, ferries, or footbridges (which may have been left by the same people who built those lost cities), populating forests and mountains with all manner of horrible and/or exotic entities, etc., etc., etc.

[2.1] Who should see the map

Clearly, player characters entering the frontier area for the first time would have no way of knowing much about the frontier. It can be presumed, however, that some information would be available in the form of old diaries of the first settlers or explorers, rough maps, and so on. Bearing these points in mind, GM's are advised not to show the enclosed map to the other players, but to provide them with the names and descriptions of known features provided in this folder as they would normally acquire such knowledge in the course of the adventure. Further, GM's may wish to roughly sketch out certain areas on a sheet of scratch paper and make these unscaled sketches available to the players to represent the sort of primitive maps of the frontier which might be available to the characters.

Players whose characters attain the use of the limited research facilities at a major holding (Castle Chilton and Castle Brastor being the only such holdings actually portrayed) might be given a look at the part of the GM's map most likely to be well known at that holding. For example, a player who visits Castle Chilton would probably obtain fairly accurate information concerning Carzala, Swithan's Roughlands, part of the Fastness of Girwyllan, The Sweet Riding, part of the Wilderlands of Gilarni (as far east as, say, Finn's Waste), part of the Artusian Hills, and Ildrisholm and the Brastor Holding. These areas of the map might be shown by backfolding the map against the creases to show only two of the eight panels formed by the folds and by covering with pieces of paper any part of the panels shown which the GM wished to keep secret.

[2.2] Using the Danger Table

The enclosed 4-page folder, the Travel Guide, contains a description of each of the areas shown on the map. Each description contains a summary of the area's salient characteristics in five main categories followed by a short text detailing what is generally known (or believed) about the area. The five categories shown are all derived from the Danger Table (Section 63.1) in the *DragonQuest* rules. They include: **Terrain Type** (the basic type of terrain or feature prevalent in the area); **Danger Level** (a one-word description of how much danger of an unpleasant encounter the characters face in the area); **Encounter Frequency** (the average length of time between Encounter Checks in the area); **Encounter Chance** (the percentage chance of experiencing an encounter of some sort

during an Encounter Check); and **Encounter Table Modification** (a number which is added to the chances of an encounter when using this package in conjunction with the *DragonQuest* rules).

[2.3] Area Borders and Multiple

Terrain Features

In most cases, the map makes it clear where one area ends and another begins. In those cases where two areas or types of terrain infringe on each other, the GM should feel free to call the hex in which the two meet either one or the other. Alternatively, he may wish to average the characteristics of the two areas to reflect the fact that terrain classifications and area borders tend to be arbitrary at best and usually a gradual change is experienced when moving from one type of terrain to another.

[2.4] River Encounters

River encounters should occur only when characters are actually near a river, not when they occupy a hex containing a river but are some miles from that river. The same is true (though less important) in the cases of oceans and lakes.

[2.5] Terrain Key

(see back of coversheet)

3. THE GENERAL REGION

The region portrayed in *The Frontiers of Alusia* is a thinly settled, semi-explored wilderness. The only significant population centers are the Brastor Holding and the Barony of Carzala, which conduct trade with each other via the Sweetwater (downriver to Carzala) and across the Sweet Riding (upriver to the Brastor Holding). The Castellan of Brastor is bound by fealty to the Baron of Carzala, and the two form a single economic and political unit.

The remainder of the region is thinly settled by humans along the coast and the more accessible stretches of river. Small tribes of Fairy Folk, Earthdwellers, and Giants are also scattered throughout the frontier, and the area abounds with all manner of game (including many fantastical creatures). The Wilderlands of Gilarni are lightly populated by small family groupings of Elves, and the Hills of Aldri are generally considered sacred to their kind, but no major Elf kingdom exists in the region covered by this map.

From the Third Book of DragonQuest

[63.1] DANGER TABLE

DANGER

LEVEL	Low	Small	Moderate	High	Extreme
Frequency	168	72	24	6	2
Cavern	-	10%	20%	30%	45%
Crypt*	2%	17%	27%	37%	52%
Field	25%	40%	50%	60%	75%
Marsh	5%	15%	30%	40%	55%
Plain	-	10%	20%	30%	40%
Ocean	-	10%	25%	35%	55%
Rough	-	3%	13%	25%	40%
Ruin	-	10%	25%	35%	50%
Waste	-	5%	15%	25%	40%
Woods	-	15%	25%	40%	50%
Encounter	-25	-10	+5	+10	+25

KEY: *Danger Level* = The relative chance of an encounter with potentially hostile NPC's or monsters, given in five increments in ascending order of danger from Low to Extreme. *Frequency* = the frequency (in hours) with which the GM must make an Encounter Check depending upon the Danger Level of the area occupied by the characters. *Cavern, Crypt, etc.* = The 10 major terrain types in which the characters may adventure. The percentage found by indexing the terrain type with the Danger Level is the Base Chance of any encounter (of any type) occurring when the characters are in that type of terrain. *Cavern* includes all caves, tunnels, natural caverns, and other underground areas which are not part of an inhabited dwelling. *Crypt* includes all barrows, crypts, burial mounds, graveyards, and other places of internment of the dead. *Field* includes all cultivated fields, vineyards, moors, heaths, etc., (usually near inhabited areas). *Marsh* includes all swamps, meres, ponds, etc. In addition, small streams and rivers are included herein, but 10 is subtracted from the Base Chance if checking for an encounter as a result of a stream or river crossing when other terrain of this type is not present. *Plain* refers to all plains, steppes, and other more or less open and flat or rolling terrain. *Ocean* includes oceans, seas, and large lakes. If the adventurers are on a lake the Base Chance for this type of terrain is reduced by 10. *Rough* refers to both hills and mountains, but 20 is added to the Base Chance if the characters are in mountains instead of hills. *Ruin* includes all abandoned dwellings (cities, castles, monasteries, villages, etc.). *Waste* includes all deserts, wastelands, salt flats, etc., where life is not likely to be found in profusion. *Woods* refers to all wooded glens, forests, brush land, etc., where large amounts of common wildlife are likely to be found and where few humanoids dwell. If the area is deep forest, add 10 to the Base Chance of an encounter. *Encounter* = The number added to the dice roll on the Encounter Table which is used to determine exactly what type of NPC or monster is encountered. *#%* = The Base Chance of an encounter in the terrain type the adventurers occupy at the current Danger Level. - = No chance of an encounter occurring in this type of terrain at this Danger Level. **NOTE:** Inhabited dwellings, cities, towns etc. have not been included on this chart, since the GM will almost always prefer to inhabit these with Monsters/NPC's of his own choice. *Double the base chance of Crypt encounter at night.

The region to the north, separated from the mapped region by the Wilderlands of Gilarni, includes the Kingdom of Elfholm, with which little commerce is held, and the Confederated Baronies, of which Carzala is the southernmost. The human settlers of Carzala conduct a brisk sea trade with their northern neighbors, and most adventurers are likely to begin their forays on the frontier from the riverport of Seagate, the southern terminus of Confederation trade.

South of the region portrayed on the map are the kingdoms of Shorapur, Izmiraldi, Ajepbar, Kirkuhl, and Sukhekorum, the fabled "Five Sisters," most of whose history has been lost in the mists of time. Rich and decadent, the Five Sisters have refrained from expanding northward during the last millennium mainly out of a cultural malaise, but also because the vast Gatar Depression forms a barrier against the march of large armies.

To the east lies the Sea of Grass, the westernmost marches of which appear on the map. Popular legend has it that the sea goes on forever, but old maps show mountains and forests almost a thousand miles inland from Panjari, though no man except the savage nomads has penetrated that far inland since the great city fell 1200 years before in the Wars of the Kinslaying. The Brastor Holding is the major contact point between the Confederation and the tribes of the interior, and there is an annual spring trade festival at the Chapel Crossing on the Swan where the Horsepeople come to trade furs and buffalo hides for tools and weapons of cold iron. At other times of the year, the Castellan's Borderers patrol the Choth Gap to keep small bands of nomad raiders from reaving in the Brastor Holding, and at these times the way into the Sea of Grass is closed.

West of the frontier is the Alusian Ocean, which is sailed by only the bravest men since it is a wide gray sea subject to sudden storms that can last for weeks. Like the Sea of Grass, the Alusian Ocean is said to be endless, though myth says that beyond the ocean is the birthplace of man.

Detailed descriptions of each of these areas are provided in the enclosed Travel Guide.

NOTE: To locate a particular hex on the map (e.g., hex **39-095**), read *straight* across the hex row (indicated with a **bold** numeral) and read *diagonally* down the hex column (indicated with an *italic* numeral) to the intersection of row and column.




Another **DragonQuest** Accessory

Frontiers of Alusia

ADVENTURE MAP

- ★ **22" × 34" full color original adventure map**
- ★ **Map instructions and four-page Travel Guide**
- ★ **Suitable for use with all fantasy role-playing games**

KEY TO THE MAP FEATURES

 Plain	 Fields	 Town	 Marsh	 Stronghold
 Oasis	 Forest	 Forested Hills	 Hills	 Mountainous
 River/Stream	 Brush	 Woods	 Ruin	 Cliff/ Escarpment
 Lake/Pond	 Reef/Shoal	 Beach	 Island	 Bridge
 Ocean	 Ferry	 Ford	 Rapids	 Waterfall
 Road	 Trail	 Wasteland	 Low Mana Region	 High Mana Region

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Travel Guide for the Frontiers of Alusia ADVENTURE MAP

THE SWEETWATER RIVER

TERRAIN TYPE: River
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 5%
ENCOUNTER TABLE MODIFICATION: -10

Named for its unique taste, the Sweetwater is said to run from the very center of the Sea of Grass all the way to Confederation Bay. It is fed within the region portrayed by the Swan, the Wandle Rithe, the Gilder Rithe, the Champion, and Rithe Regar. Over a mile wide through most of its course, the Sweetwater is uncrossable except by ferry or at one of the few fords where a horse can be swum across. The old maps show the Sweetwater as the Schilkarsi River with its origin in a mountain chain deep in the interior of the continent.

THE SWEET RIDING

TERRAIN TYPE: Plain
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 20%
ENCOUNTER TABLE MODIFICATION: +5

This wide valley of fertile grassland is the main communications and trade route between the Brastor Holding and Carzala and is used by the Barons of Carzala as an open range on which graze large herds of the famous Carzala Beeves and much smaller (but infinitely more valuable) ramudas of Artusian Warhorses.

THE ARTUSIAN HILLS

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 13%
ENCOUNTER TABLE MODIFICATION: +5

Outlaws inhabit these rugged hills through which travelers must pass between the Brastor Holding and Carzala unless they go by river. The outlaws survive by raiding trade caravans moving through the hills and sometimes even by raiding into the Sweet Riding for horses and beeves. The GM should modify the Encounter Table so that all humans encountered in the hills will be either Merchants, Soldiers, or Brigands.

CARZALA

TERRAIN TYPE: Fields
DANGER LEVEL: Low
ENCOUNTER FREQUENCY: 168
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: -25

The Barony of Carzala is bounded on the east by the East Warding, a series of low wooded hills which give into the Wilderness of Gilarni, in the west by the Fastness of Girwyllan and Swithan's Roughlands, in the north by Confederation Bay, and in the south by the Sweet Riding. The Barony is an area of rich pastures and fruitful plowed fields which has grown up around the market town of Seagate and the Castle Chilton. In all, about 12,000 people make their homes within the Barony, 3000 within Seagate and the Castle itself. The largest towns outside of Seagate are Stonesboro (pop: 1100), Monck's Corners (pop: 1400), Seacroft (pop: 1300), Crystal Spring (pop: 1200), and Venture (pop: 900). Slippery Rock, Arn's Ferry, Bolton, Southgate, Northfield, and Gugnir's Hope each have a population of 400-600. Castle Chilton is strongly built, moated and garrisoned by about 400 Housecarls and 60 knights. Regar's Keep is, if anything, even stronger, being built high on an open hill with an excellent view of the surrounding countryside. The Keep is served by 150 men-at-arms and a dozen knights drawn in rotation from Castle Chilton. It is a base for mounted troops who patrol the Sweet Riding and the Artusian Hills as protection against brigands. A series of foot paths connect Regar with the rest of Carzala through the Fastness of Girwyllan and lead to a number of secret caves which have been provisioned and fortified in case of pressing need. The Encounter Frequency for Carzala does not include encounters with peasants and soldiers. On the average, such encounters will occur every 2 hours.

THE EAST WARDING

TERRAIN TYPE: Rough
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 3%
ENCOUNTER TABLE MODIFICATION: -10

The East Warding has been lightly settled by retired men-at-arms from Carzala who eke out a precarious existence by homesteading the hills under a grant and subsidy from the Barony. Since the Warding has long been cleared of most

hostile entities who might be a threat to Carzala, all encounters with humanoid non-humans should be changed to -10 Human encounters.

FASTNESS OF GIRWYLLAN

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +10

The Fastness is a semi-mountainous area from which originates the fast running Rithe Regar and the Unicorn River. High in the fastness above remote Tiana Falls is an area of High Mana which has never been thoroughly explored due to the ruggedness of the terrain. Here, as in all rough areas, the presence of actual mountains in a hex increases the Encounter Chance by 20.

SWITHAN'S ROUGHLANDS

TERRAIN TYPE: Rough
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 3%
ENCOUNTER TABLE MODIFICATION: -10

First explored by the famous Ranger, Swithan, the Roughlands have long been maintained in a virgin state by the Carzalas as a hunting preserve. The coastal brushland which makes up the eastern part of the Roughlands abounds in Wild Boar while the wooded hills of the main Roughlands offer some of the best stag hunting in the Confederation. The ghost of Swithan, who disappeared in the region 125 years ago and has never been found, is said to travel the Roughlands assisting lost hunters and travelers.

CONFEDERATION BAY

TERRAIN TYPE: Ocean
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +5

The Bay extends off map to the north and is the main means of communication with the Baronies to the north. The water is smooth here and the Bay suffers few storms even in winter. Confederation Bay is not inhabited by Merfolk, and all encounters with them should be changed to encounters with Confederation merchant ships.

THE PLAIN OF DESAI

TERRAIN TYPE: Plain
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 20%
ENCOUNTER TABLE MODIFICATION: +5

This great plain was first explored by Branden Ab Lyr a century before the settling of Seagate. Branden named the plain for his wife, Desai, who accompanied him on the expedition. Most of the surrounding features were also named by Branden either for himself or his relatives. The Forest of Arlynn was named for a daughter; Bolton Bay for his first-born son; the Ford of Girwyllan and the Fastness of Girwyllan (which blocked his attempts to explore eastward) after his brother who accompanied him as a captain; Lyr's Crossing after Branden's father; and, of course, Mount Branden and Loch Branden after the great man himself. The Carzalas maintain a path between their holding and the Plain of Desai and have, on occasion, hunted on the plain, but have shown no real interest in exploring the area more thoroughly.

THE PALLISADES

TERRAIN TYPE: Rough
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 13%
ENCOUNTER TABLE MODIFICATION: +5

The Pallasades are a chain of hills which bound the western shore of Alusia, often dropping a sheer 300 feet or more to the ocean. They have never been explored, though Branden did name the highest point of the region, which is visible for scores of miles, after his wife. At the foot of these hills is Loch Branden, a deep clear lake which is believed to originate from a spring-fed stream on Mount Desai. The portion of the shore which is not part of the Pallasades is marshy and covered with a curious spongy moss. The Pallasades are bounded on the north by Swithan's Cove and on the south by Bolton Bay, both of which provide gentle shingle beaches for landings and sheltered anchorages.

ISLE OF GARAX

TERRAIN TYPE: Rough
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 22
ENCOUNTER CHANCE: 3%
ENCOUNTER TABLE MODIFICATION: -10

The island was once an outpost of Panjari, but has long since been haunted by some horrible menace which seems to appear regularly, according to some mystical or magical instruction. Recently, the island has become the abode of a reclusive Illusionist and his daughter. The Illusionist's household servant makes infrequent appearances at Seacroft to purchase supplies, but is unwilling to answer questions or supply information concerning the island or his master.

THE HILLS OF THE HALFBORN

TERRAIN TYPE: Rough
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 25%

ENCOUNTER TABLE MODIFICATION: +10

Like the Pallasades, these are coastal hills with some semi-mountainous areas. These hills are inhabited by an ancient tribe of neanderthal-like cannibals who will stalk and eat trespassers.

FOREST OF ARLYNN

TERRAIN TYPE: Woods
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +5

As per *DragonQuest*, add 10 to the Encounter Chance for all hexes which are Forest instead of Woods. The Forest of Arlynn is only lightly explored by men and is a trackless wilderness said to be inhabited by large numbers of Unicorns. All rolls of 100 or greater on the Encounter Table should lead to encounters with Unicorns. Within the forest is a pond known for its color as the Ruby Waters. This pond is said to have healing properties, and knights and their ladies often come from Carzala to bathe in its waters. Rising out of the forest to the north is Mount Branden which, curiously enough, is snowcapped year round. The Unicorn River which flows through the woods is a small wild river which can be navigated only with great difficulty along most of its length.

THE WILDERLANDS OF GILARNI

TERRAIN TYPE: Woods (Forest)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +10

The Wilderlands of Gilarni is a vast, heavily timbered area separating Carzala and the frontier from the Confederation proper. The Forest hexes in the area have an Encounter Chance 10 greater than the Encounter Chance for the Woods hexes. All Human encounters in the area should be changed to Elf +20 encounters since the Wilderness is claimed by Elves and generally inhabited mainly by them. Included in the region are a number of High Mana areas and one Low Mana area, Finn's Waste. The Waste is held by the Arkanians, an obscure religious sect, to be consecrated ground, and they hold quarterly festivals there lasting several days. Lake Gordon, on the fringes of the Wilderness, is a favorite camping area of the Castellan's Borderers and the place they hold induction ceremonies for new recruits.

THE HILLS OF ALDRI

TERRAIN TYPE: Rough (Forest)
DANGER LEVEL: Extreme
ENCOUNTER FREQUENCY: 2
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +10

Much of the Hills of Aldri is a High Mana area which is sacred to the Elves and is accessible only from their kingdom via established paths. All encounters with non-animals in the hills should be read as encounters with Elves +20. The Wandle Rithe and the Gilder Rithe both originate in these hills and feed the Sweetwater, which is said to

partake through these feeders some of the magic of the hills.

THE LESSER SYLPHS

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 3%
ENCOUNTER TABLE MODIFICATION: -10

These hills are inhabited primarily by Sylphs (from whence comes their name) who are vaguely allied with the nearby Elves as well as the monks of Ildrisholm. Results on the Encounter Table should be modified so that all encounters with Humans are encounters with -6 Sylphs and all other humanoid encounters are +10 Elves.

THE BRASTOR HOLDING

TERRAIN TYPE: Fields
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: -10

Established three score years before, the Brastor Holding has prospered beyond all expectation as both a trading center and a farming area. Running for 70 miles along the Champion River, the Holding is home to 5000 souls, 1200 of whom reside in Brastor Landing, which serves as the point of origin for all river trade with Carzala. Charity, Emmitsburg, Lewiston, and Hugler's Ferry each have populations of 600-700. Tobintown, Westgate, and The South Lending are lesser towns with populations of less than 400 each. A small garrison of 120 men-at-arms and five knights is always assigned to Castle Brastor. In addition, an elite unit of 90 Rangers (the Castellan's Borderers) under a captain are stationed in The South Lending in a trio of log barracks. The Rangers have the responsibility for patrolling the Eastmarch, an open plain between the Holding proper and the Swan River, and for keeping nomad raiders out of the Choth Gap. They maintain small, irregularly used encampments by Lake Cordon, at the Chapel and Pardeau Crossings, and in the South Downs. They also maintain a barracks in Tobintown as a base for expeditions against the brigands in the Artusian Hills, though they are seldom called upon to mount such operations. A vigorous militia usually does a passable job of guarding the Holding and the grasslands of the Westmarch from rustlers and thieves.

ILDRISHOLM

TERRAIN TYPE: Rough
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 3%
ENCOUNTER TABLE MODIFICATION: -10

Named for one of the greatest mages of the College of Air Magics (and a heroine of the Sylphs), Ildrisholm is a region of rugged hills (partially forested) and cliffs. A small monastery housing a sect of Air Magicians and known to the locals as "the Cloister" is located high in the hills and may be reached

by a trail through the Greenwood. A small amount of commerce passes along this trail from the Brastor Holding. The Cloister and most of the immediate vicinity (including a mountaintop reached by footbridge across the gorge of the Sweetwater) is a High Mana area donated to the sect by the Sylphs in memory of Ildris.

THE GREENWOOD

TERRAIN TYPE: Woods
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 15%
ENCOUNTER TABLE MODIFICATION: -10

THE SOUTH DOWNS

TERRAIN TYPE: Rough
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 30%
ENCOUNTER TABLE MODIFICATION: -10

EASTMARCH

TERRAIN TYPE: Plain
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 10%
ENCOUNTER TABLE MODIFICATION: -10

All Human encounters should be with soldiers.

WESTMARCH

TERRAIN TYPE: Plain
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 10%
ENCOUNTER TABLE MODIFICATION: -10

CHOTH GAP

TERRAIN TYPE: Plain
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 20%
ENCOUNTER TABLE MODIFICATION: +5

THE SEA OF GRASS

TERRAIN TYPE: Plain
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 30%
ENCOUNTER TABLE MODIFICATION: +10

All Human encounters in the Sea of Grass should be with Reavers. The Reavers dislike all Woods and are especially afraid of the Thornewood, and they will not enter it willingly.

THE THORNEWOOD

TERRAIN TYPE: Woods
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +10

The wood is named for the large number of Thorneapple trees which grow throughout it, making passage difficult for anyone not on foot.

THE ANGARWOLD

TERRAIN TYPE: Woods
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +5

VALE OF MORIN

TERRAIN TYPE: Plain
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 30%
ENCOUNTER TABLE MODIFICATION: +10

Nestled in the Vale at the foot of the passes through the Mountain Wall from the Gatar Depression are five ruined outposts (Pariegos, Angbar, Resmaldi, Korsepolis, and Jungbar) which formerly served to guard the trade city of Sumaldi from the depredations of the Horsepeople. But that was a millennium past, when fair Panjari still stood and furs from the north were carried through the desert to grace the bodies of noblewomen in the cities of the Five Sisters. Now, only broken stones remain, and the Vale itself is said to be haunted by the ghosts of generations of soldiers who perished in the wars against the Horsepeople. Even the Horsepeople today shun the area. Treat all Human encounters in the Vale as encounters with ghosts.

THE MOUNTAIN WALL

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +10

The Mountain Wall is a jagged barrier wall of naked stone which drops hundreds of feet into the Gatar Depression. It is barely habitable, and all non-animal encounters in this area (and in the nearby Mountains of Marbak) should be re-rolled.

THE MOUNTAINS OF MARBAK

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +10

See **The Mountain Wall**.

THE GATAR DEPRESSION

TERRAIN TYPE: Waste
DANGER LEVEL: Low
ENCOUNTER FREQUENCY: 168
ENCOUNTER CHANCE: 1%
ENCOUNTER TABLE MODIFICATION: None

Once a lowland sea, the Gatar Depression is now an arid waste of sand and salt flats cut by a small number of trails which follow gravel beds and ridge lines. Three oases are shown in the part of the Depression on the map: Tuath's Rest, Korvin's Wells, and Sumaldi. The first two are nothing more than small seasonally dry springs which permit a small amount of vegetation. The last is a major area of greenery in the desert and contains the ruins of the once great trading city of Sumaldi, the northern terminus of the caravan routes from the Five Sisters. The ruins are generally uninhabited except for animals and Undead. All non-animal encounters should be treated as encounters with an Undead of the GM's choice. Above Sumaldi is Argon's Watch, a towering pinnacle of stone from which one can observe the surrounding desert within a radius of almost 120 miles. The now disused caravan routes to the south pass beneath the shadow of the watch.

THE EAST BOUNDERS/ THE WEST BOUNDERS

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +10

The Bounders (both East and West) are composed of massive limestone hills and mountains heavily spotted with caves which serve as nesting areas for Gryphons. All humanoid encounters in either of the Bounders should be read as encounters with Gryphons instead.

GRYPHON VALLEY

TERRAIN TYPE: Plain
DANGER LEVEL: Extreme
ENCOUNTER FREQUENCY: 2
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +25

This shallow valley is named for the beast which inhabits it in such large numbers that men seldom go there despite its fertile soil and pleasant fruitfulness. All non-animal encounters in the region should be read as encounters with Gryphons. The pass known as Gryphon's Gate is a part of this valley and subject to the same treatment.

THE MUCKLANDS

TERRAIN TYPE: Marsh
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +10

The River Miramar, which wends its way through Gryphon Valley, eventually spreads out into a score of channels which twist through the low-lying Mucklands producing a fertile (but lethal) delta and two areas with a particularly evil reputation: Insel Garsi (reputed home of a band of particularly vicious Suarime) and the Tarn of Sarsh (home of an unnamed horror). Gryphons prowl the area from the valley to the north and all humanoid encounters (except Suarime) should be read as encounters with Gryphons.

VALE OF AVOCA

TERRAIN TYPE: Plain
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 30%
ENCOUNTER TABLE MODIFICATION: +10

The Vale, like Gryphon Valley and the Mucklands, is a nesting and hunting ground for Gryphons and is avoided by men (except for other adventurers). Accordingly, all non-animal encounters should be read as encounters with Gryphons unless they involve other adventurers.

THE FILGISO FOREST

TERRAIN TYPE: Woods (Forest)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +10

The Filgiso is a dark and unpleasant place which has never been explored. Since it is trackless forest for the most part, players should never see a map of the Filgiso.

SUPERSTITION MOUNTAINS

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: Low
ENCOUNTER FREQUENCY: 168
ENCOUNTER CHANCE: 1%
ENCOUNTER TABLE MODIFICATION: +10

Formed of huge slabs of limestone, the Superstitions are almost impassable except by boat through the gorges of the Rumble, Snake, Thunder, and Loflar Rivers. A single path does run through the southern reaches of the mountains near the Barren Hills.

THE BARREN HILLS

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 3%
ENCOUNTER TABLE MODIFICATION: -10

The soil in the area is unusually dry and lifeless, much like the Barrens of Sith and probably for the same reason that the Barrens exist.

SITH'S REVENGE

TERRAIN TYPE: Marsh
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 5%
ENCOUNTER TABLE MODIFICATION: -10

Once a fertile plain containing the rich trading city of Panjari (a colony of Shorapur), Sith's Revenge was created during the Kinslaying when the wizard Sith punished the inhabitants of the city for rebelling against their lord by sinking much of the plain. Now Panjari is a rotting ruin surrounded by a stinking marsh. All Human encounters should be read as Suarime for this area.

THE BARRENS OF SITH

TERRAIN TYPE: Waste
DANGER LEVEL: Low
ENCOUNTER FREQUENCY: 168
ENCOUNTER CHANCE: 1%
ENCOUNTER TABLE MODIFICATION: None

The Barrens of Sith were created by Sith in the cataclysm which destroyed Panjari. Once a forested valley, only a few broken game trails remain in the wasteland created when Sith wrought his great magic.

KESTREL RIDGE

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 13%
ENCOUNTER TABLE MODIFICATION: +5

THE ROCKLANDS

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +10

The Rocklands are a spur of shale, scree, and giant boulders (some as large as houses) which descend from the Kestrel Ridge to form Lareth's Reef at the mouth of the Bay of Brunei. The region is an extremely High Mana area and all encounters with Humans should be read as encounters with some form of Fantastical Monster or Avian.

THE HILLS OF SKOSHI

TERRAIN TYPE: Rough (Mountainous)
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 13%
ENCOUNTER TABLE MODIFICATION: +5

FOREST OF KARSHARAK

TERRAIN TYPE: Woods (Forest)
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 40%
ENCOUNTER TABLE MODIFICATION: +10

As in the case of the Filgiso, the Karsharak (sometimes rendered as Harsharak) has never been explored. The Encounter Chance for Forest should be 10 higher than for Woods in this area.

RIVER RUNNING

TERRAIN TYPE: River
DANGER LEVEL: High
ENCOUNTER FREQUENCY: 6
ENCOUNTER CHANCE: 35%
ENCOUNTER TABLE MODIFICATION: +10

The same numbers apply to all feeders for River Running, including the Snake, Thunder, Rumble, Loflar, and Wolf Rivers.

DOLPHIN BAY

TERRAIN TYPE: Ocean
DANGER LEVEL: Small
ENCOUNTER FREQUENCY: 72
ENCOUNTER CHANCE: 10%
ENCOUNTER TABLE MODIFICATION: -10

The Bay is fairly calm except where the reef called the Surf borders the south shore. It takes its name from the fact that large schools of Dolphins (attracted by the calm waters) congregate there. All Human encounters should be read as Dolphin encounters.

THE ROOKERIES

TERRAIN TYPE: Islands (Rough)
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 13%
ENCOUNTER TABLE MODIFICATION: +5

These five islands take their name from the large number of birds which make their home in the caves and beneath the tumbled boulders of the coastline. The area between the islands is a shallow bay known as the Sweetbread Passage after a famous mutiny that began in that bay two centuries ago over the quality of shipboard food. Three of the five islands are entirely uninhabited except by birds. The Isle of Songs has never been explored, and most sailors (being a superstitious lot) refuse to go ashore on it due to the mysterious and achingly beautiful singing which can be heard from it. Goldry's Island is populated by a small tribe of fishermen, descendants of the mutinous crew that sank their ship in the Sweetbread Passage. One curious element of the island is that the natives tend to live two to three times as long as normal human beings. This fact is attributed to the High Mana level present on the island.

M'NOR

TERRAIN TYPE: Island (Rough)
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 13%
ENCOUNTER TABLE MODIFICATION: +5

Also known as the Standing Island, M'Nor is unexplored, and no one has yet found a landing site on it. The steep-sided cliffs are a haven for seabirds who nest in the caves.

THE ALUSIAN OCEAN/ THE GULF OF BRUNEI

TERRAIN TYPE: Ocean
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +5

The Alusian Ocean is actually more dangerous from the standpoint of storms than random encounters, and there is a 20% chance that anyone sailing the ocean will face a storm of some duration once every 168 hours. The storm will last for D-2 days at least. There are no major differences between the Alusian Ocean and the Gulf of Brunei.

THE UNICORN RIVER

TERRAIN TYPE: River
DANGER LEVEL: Moderate
ENCOUNTER FREQUENCY: 24
ENCOUNTER CHANCE: 25%
ENCOUNTER TABLE MODIFICATION: +5

All random encounters with non-humans should be with Unicorns which have come to drink at the river.

CHUB'S BAY/HAVEN/LANDFALL

TERRAIN TYPE: Ocean
DANGER LEVEL: Low
ENCOUNTER FREQUENCY: 168
ENCOUNTER CHANCE: 1%
ENCOUNTER TABLE MODIFICATION: None

These areas are sheltered enough to be largely unaffected by storms (though Landfall is less sheltered than the others) and there will be few random encounters here, but Haven's Peril, the Spithead Needles, and Lareth's Reef will be dangers to navigation.

FRONTIERS OF ALUSIA DESIGN CREDITS

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Map of the Frontiers of Russia

