

PLAYERS' INFORMATION SHEET

Karameikos

You are in the Grand Duchy of Karameikos, a wild and untamed area ruled by Duke Stefan Karameikos III from the southern, coastal city of Specularum. Outside Specularum, the Duke's control is very limited and large tracts of the Duchy are rumoured to be home to evil humanoids and monsters. You have recently travelled north along the river from Krakatos to the town of Kelven.

Kelven is a thriving frontier town that has grown up rapidly, following its establishment at the point where the rivers Windrush, Shutturga, and Volaga meet. Much timber passes through Kelven on its way to Specularum where it is used to build ships and houses, or else exported to neighbouring states. Merchants following the trade routes from Specularum to Threshold and distant Selenica regularly travel through Kelven ensuring plenty of trade for the town.

You have not been in Kelven long before a red-haired man approaches you with an offer of work...

The World of Wilderness Adventuring

If you have not played a wilderness adventure before you will find it very different from exploring a dungeon — detached from the rest of the world, where practically every place you see and every creature you meet is a part of the adventure.

Adventures above ground are set in the midst of a "real" world filled with a multitude of people, places and creatures. As well as defeating monsters and people who threaten you, you will also have to interact with the many non-player characters who are not directly part of your adventure.

These people are simply going about their everyday business, intending you no harm, but they can still be important. It is they who can sell you armour and weapons, serve you in inns, or provide you with useful pieces of information. Speaking to them can be fun and informative, but beware, some people may mean you no good — thieves may pick your pockets, thugs may waylay you in dark streets or chaotic magic users may cast spells at you. Dealing with these people is similar to dungeon encounters, but recognising them

before they strike can be difficult. Even so, if you treat everyone as a potential enemy you are unlikely to make any friends, and attacking people without good cause is a sure way to earn the enmity of the local authorities.

Just as people should be treated with respect and care in the outside world, you should avoid treating houses, inns and so on as if they were just rooms in a dungeon — most buildings belong to someone. They are private homes or places of work and their inhabitants will not take kindly to adventurers looting them.

The Passing Days

Unlike dungeon adventuring, where playing time is almost entirely spent exploring underground passages, wilderness adventuring places you in a more realistic situation. Everyday matters such as travelling long distances, finding food and shelter, and so on, need to be taken care of. Because of this, recording the passage of time is very important for both players and DM. A calendar is provided for you on the reverse of this sheet, and your DM will tell you when to start marking off the days. If, after every night's rest, you remember to mark off a day, you will have no difficulty in keeping track of time.

Scale

In a dungeon, feet are used as the basic measure of movement and range. In the wilderness it is easier to move quickly, there is more open terrain and your vision is not hampered by poor lighting conditions. As a result, movement rates are read not as feet but as yards. For example, a character who moves 120' per turn in a dungeon moves at 120 yards per turn while outdoors, similarly the distance moved in a combat round is read as yards not feet. Missile and spell ranges are also read as yards in wilderness, but *the area affected by a spell is never read as yards*. Therefore a **sleep** spell has a range of 240 yards, but still only affects creatures within a 40 foot square area.

Wilderness Survival

Surviving in the wilderness can be difficult, as danger can come at you from more quarters than in a dungeon. While travelling, it is advisable to be ready for an

attack at any time. A marching order should be set up and maintained until you reach a place of safety.

If it is likely that you are to be in the wilderness for an extended period, you must carry sufficient provisions (rations and missiles) with you. Water is not usually a problem (unless in a desert), as it is easily found, but be alert to the dangers of poisoned or otherwise polluted sources.

Travelling in the outdoors can be a problem in other ways. Rain can soak bow and crossbow strings, making them useless. If it is raining, it is best to put all bows and bowstrings in a dry place.

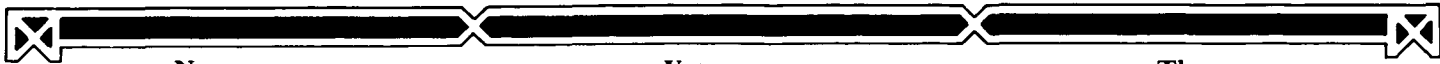
Making Camp

Often in the wilderness, you will find that you have to camp out at night, since there is no civilised place to stay. Many predators and humanoids are active at night so it is best to be prepared for the worst. Whether or not to light a fire is a difficult choice. While a fire is useful for light, warmth and scaring off wild animals it is also likely to attract humanoids and other intelligent monsters. The camp site should be chosen with an eye to defence, if possible, allowing only one or two lines of approach, which should ensure that you are not attacked from all sides at once. At least one character should be on guard at all times during the night, to watch if anything approaches the camp and to alert the other adventurers if it does. In order to avoid exhausting those on watch, it is usually necessary to share the task between your group, with 3-4 changes of watch being a good number. Do not forget that spellcasters need to get enough sleep to regain their spells in the morning.

Animals should always be tethered at night, as they may wander off, and should you be attacked, they are likely to bolt.

Healing Wounds

As well as healing wounds by means of spells it is also possible to regain 1 hit point per day by resting. In order to regain a hit point, your rest must be undisturbed both during the day and the night. Any strenuous activity such as fighting or travelling more than a very short distance will stop you from healing. When resting to regain hit points it is advisable to do so in a safe place where you are secure from attack.



Nuwmont

Lunadain		7	14	21	28
Gromdain	1	8	15	22	29
Tserdain	2	9	16	23	30
Moldain	3	10	17	24	31
Nytdain	4	11	18	25	
Loshdain	5	12	19	26	
Soladain	6	13	20	27	

Vaterrmont

Lunadain		4	11	18	25
Gromdain		5	12	19	26
Tserdain		6	13	20	27
Moldain		7	14	21	28
Nytdain	1	8	15	22	
Loshdain	2	9	16	23	
Soladain	3	10	17	24	

Thaumont

Lunadain		4	11	18	25
Gromdain		5	12	19	26
Tserdain		6	13	20	27
Moldain		7	14	21	28
Nytdain	1	8	15	22	
Loshdain	2	9	16	23	
Soladain	3	10	17	24	

Flaurmont

Lunadain		5	12	19	26
Gromdain		6	13	20	27
Tserdain		7	14	21	28
Moldain	1	8	15	22	29
Nytdain	2	9	16	23	
Loshdain	3	10	17	25	
Soladain	4	11	18	26	

Yarthmont

Lunadain		4	11	18	25
Gromdain		5	12	19	26
Tserdain		6	13	20	27
Moldain		7	14	21	28
Nytdain	1	8	15	22	29
Loshdain	2	9	16	23	30
Soladain	3	10	17	24	31

Klarmont

Lunadain	1	8	15	22	29
Gromdain	2	9	16	23	30
Tserdain	3	10	17	24	
Moldain	4	11	18	25	
Nytdain	5	12	19	26	
Loshdain	6	13	20	27	
Soladain	7	14	21	28	

Felmont

Lunadain		6	13	20	27
Gromdain		7	14	21	28
Tserdain	1	8	15	22	29
Moldain	2	9	16	23	30
Nytdain	3	10	17	24	31
Loshdain	4	11	18	25	32
Soladain	5	12	19	26	

Fyrrmont

Lunadain		2	9	16	23
Gromdain		3	10	17	24
Tserdain		4	11	18	25
Moldain		5	12	19	26
Nytdain		6	13	20	27
Loshdain		7	14	21	28
Soladain	1	8	15	22	29

Ambyrrmont

Lunadain	1	8	15	22	29
Gromdain	2	9	16	23	30
Tserdain	3	10	17	24	31
Moldain	4	11	18	25	
Nytdain	5	12	19	26	
Loshdain	6	13	20	27	
Soladain	7	14	21	28	

Sviftmont

Lunadain		5	12	19	26
Gromdain		6	13	20	27
Tserdain		7	14	21	28
Moldain	1	8	15	22	29
Nytdain	2	9	16	23	30
Loshdain	3	10	17	24	31
Soladain	4	11	18	25	

Eirrrmont

Lunadain		2	9	16	23
Gromdain		3	10	17	24
Tserdain		4	11	18	25
Moldain		5	12	19	26
Nytdain		6	13	20	27
Loshdain		7	14	21	28
Soladain	1	8	15	22	29

Kaldrrmont

Lunadain	1	8	15	22	29
Gromdain	2	9	16	23	30
Tserdain	3	10	17	24	31
Moldain	4	11	18	25	32
Nytdain	5	12	19	26	
Loshdain	6	13	20	27	
Soladain	7	14	21	28	

