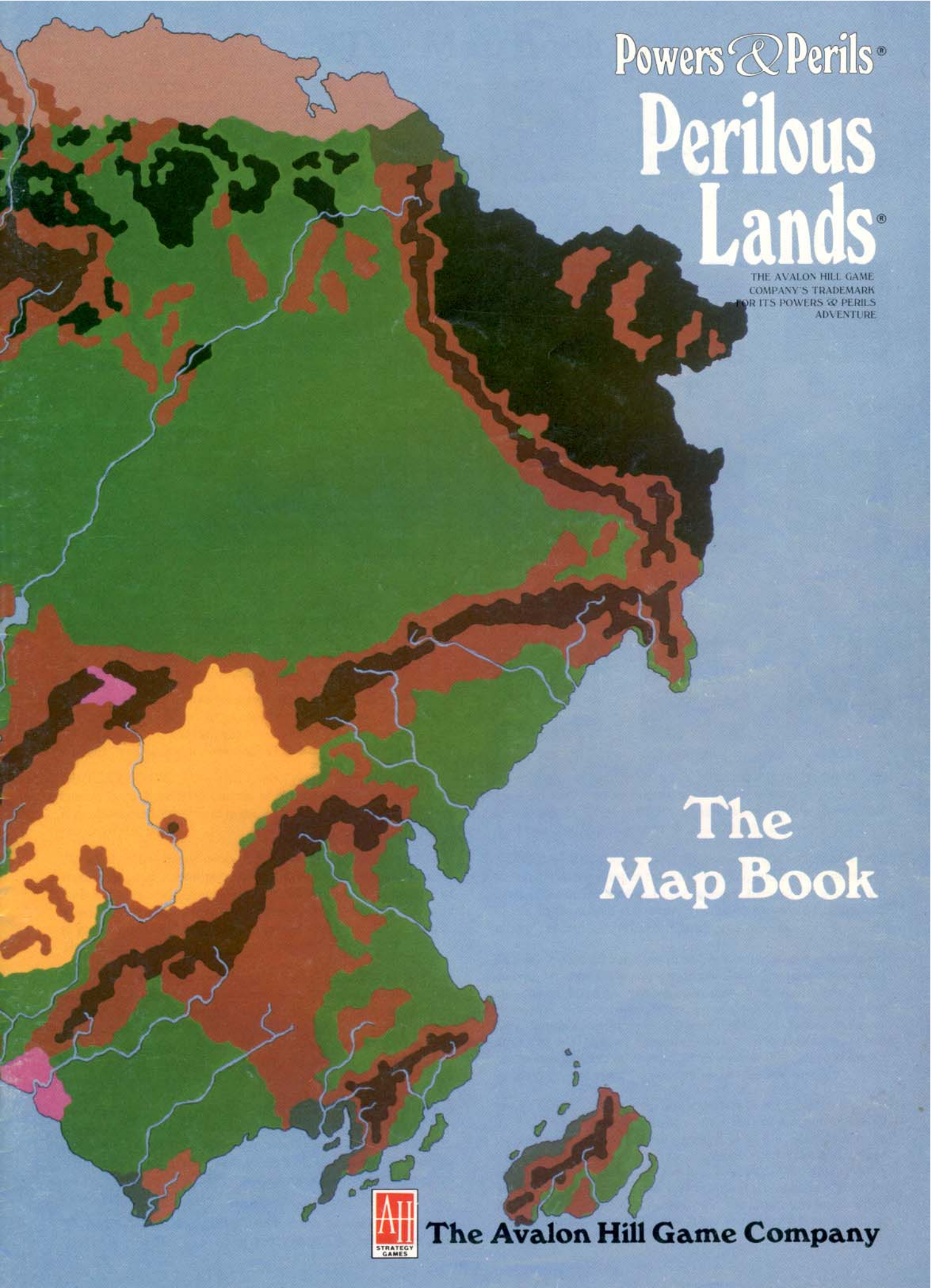




Powers & Perils®

Perilous Lands®

THE AVALON HILL GAME
COMPANY'S TRADEMARK
FOR ITS POWERS & PERILS
ADVENTURE

The Map Book



The Avalon Hill Game Company

The Map Book

INTRODUCTION

The Map Book contains twenty-six full-color maps. Together, these maps form a continent. Each map page in this book contains:

A) The reference number of the map is shown in the upper left-hand corner of the page.

B) A number block in the lower right shows the Referee the relation of the map on that page to neighboring maps. EACH map's reference number is used in the number blocks, in the Culture Book and in the Site Book.

C) The index in the lower left lists each culture found on that map page and specifies the page in the Culture Book that their description is on. It also lists other maps that sections of that nation are on, if any.

TERRAIN

On the maps in this book each terrain type is painted in a different way. The various terrain types on these maps are:

BADLANDS—Arid areas with twisting ravines, rough conditions and unusual geological formations. Badlands are difficult to live in. Examples of this type of terrain are the American Badlands and southeastern Persia.

DESERT—Hot, arid areas. There are two types of desert. The first is arid with scrub vegetation and a good animal population. The other is Sand Desert. Sand deserts have little vegetation, are sparsely populated and are very hard to survive in. An example of the first type of desert is the American Southwest. An example of the second is the Sahara. The maps do not differentiate between the two basic types of desert.

FOREST—Forests have large animal populations and a good deal of vegetation. There are many different types of forest. These maps make no differentiation between them. For purposes of play Forests are easy to hunt in though visibility can be limited. Most have clearings of various kinds within them.

HILLS—Hills are an intermediate terrain type between mountains and other terrain types. In general they are forested, have a good animal population and range in elevation from 2,000 to 6,000 feet. Ravines, gullies and narrow valleys are common in hills.

IRRIGATED FIELDS—This symbol is only used to show the intensive agriculture zone outside of Fomoria (Map 2). This zone is the most productive field in the world, more than supporting the people of the island.

JUNGLE—Hot, humid areas with a large population of insects and reptiles, a good animal population and dense vegetation. Despite their lushness, most jungles are difficult to survive in because of poisonous creatures, severely-limited visibility and the necessity to gather many different foods to provide for basic dietary needs. The Amazon basin is a good example.

MOUNTAIN—Rugged terrain with high slopes, deep ravines and jagged cliffs. Most mountain areas have a mean altitude of 6,000 to 9,000 feet. Larger ranges can have peaks 15,000 to 20,000 feet in height. In general, mountains have a good animal population. They are dangerous because passable areas are limited and tend to leave the party few options. The Rocky Mountains and the Himalayas are good examples of mountain zones.

PLAINS—Flatlands with sufficient moisture to support grass and low-lying vegetation. These areas usually have low, rolling hills and a good animal population, especially herd and pack animals. Visibility is almost unlimited. From a high hill a man can see for miles. Examples of a Plains area are the Russian Steppes and the Great Plains.

SWAMP—Low-lying wetlands with dense vegetation and a great deal of animal life. The swamp zones shown on the map are great



BADLANDS



DARK LANDS
(Forest / Plains)



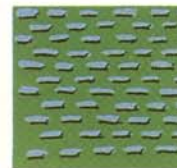
DESERT



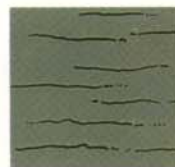
FOREST



HILLS



IRRIGATED
FIELD



JUNGLE



MOUNTAIN



PLAINS



SEA



SWAMP



TUNDRA

swamps with twisting waterways, bogs and other traps for the unwary. Swamps can be a deathtrap for those without expertise surviving in them. Good examples of great swamps are the Everglades, the Louisiana Bayou and the Pripyet Marshes.

TUNDRA—Frigid areas with perma-frost, frigid temperatures and horrible winters. Despite marginal survival conditions, animal life is abundant on the tundra. In the summer, the area has good vegetation. In the winter only scrub vegetation survives. Examples of tundra are northern Alaska, Canada and Siberia.

NOTE—No encounter chart exists for tundra. If your adventurers go into this area you must provide your own. The common animals that can be found are herd animals (deer forms and bovine forms primarily), wolves, bears, tigers, ground nesting birds and eagles. Supernatural encounters possible are Frost Giants, Tonahs and creatures with cold powers. Creatures whose essence is heat or fire will not be encountered in tundra. Its essence is inimical to them. In general, supernatural encounters in Tundra are rare.

WATERWAY—Waterways are important to any area that they are in. Except for very arid climates, the banks of a major waterway support good vegetation and a great deal of life. They tend to be a meeting place for the area, as all animals need water and, where herbivores drink, carnivores can kill. Visibility in these areas varies with the terrain. If the waterway is a river the same is true of the speed of its current. As a general rule, the closer it is to its outlet, the wider and slower the river will be. The closer it is to its source, the narrower and faster.

THE MAP SYSTEM

The continental map is divided into sections to provide the Referee with a map of manageable size to use in play and, if the Referee so chooses, to restrict the party's knowledge of the continent as a whole. Where the maps do not fit your needs, or the world that you wish to run, modify them to do so.

THE MAPS

Each map has a hex grid. Each hex is 20 miles across. This represents, using the basic rule in Powers and Perils, one day's travel by a man on horseback and two day's travel by a man on foot (given a normal movement rate).

MOVING FROM MAP TO MAP

The number block at the bottom of each map page lists the maps that border that map. Where the number box in a given direction is shaded, there is no land in that direction. Where a number is given, it is the number of the adjacent map. In all cases, the large number in the center of the block is the number of the central map for that block.

Each map is drawn such that its border hexes are identical to the border hexes of adjacent maps. Thus, if a party in the northernmost row of hexes on a given map wishes to move north, they are moved to the same relative position on the southernmost row of hexes of the map north of the one they are on. This rule applies for ALL twenty-six maps in any direction that the party can move. The table below lists the basic correspondences:

MOVEMENT

DIRECTION	EDGE ON	MOVES TO
North	North	South edge, northern map
Northeast	Northeast corner	Southwest corner, northeast map
East	East	West edge, east map
Southeast	Southeast corner	Northwest corner, southeast map
South	South	North edge, southern map
Southwest	Southwest corner	Northeast corner, southwest map
West	West	East edge, western map
Northwest	Northwest corner	Southeast corner, northwest map

The table below shows how the maps fit together. An "X" indicates an area without terrain in it. The numbers are the number of each map.

X	X	X	X	X	X	X	X
X	X	X	12	17	22	X	X
X	X	7	11	16	21	26	X
X	3	6	10	15	20	25	X
X	2	5	9	14	19	24	X
X	1	4	8	13	18	23	X
X	X	X	X	X	X	X	X

THE
LAY
OF
THE
LANDS

MAP SYMBOLS

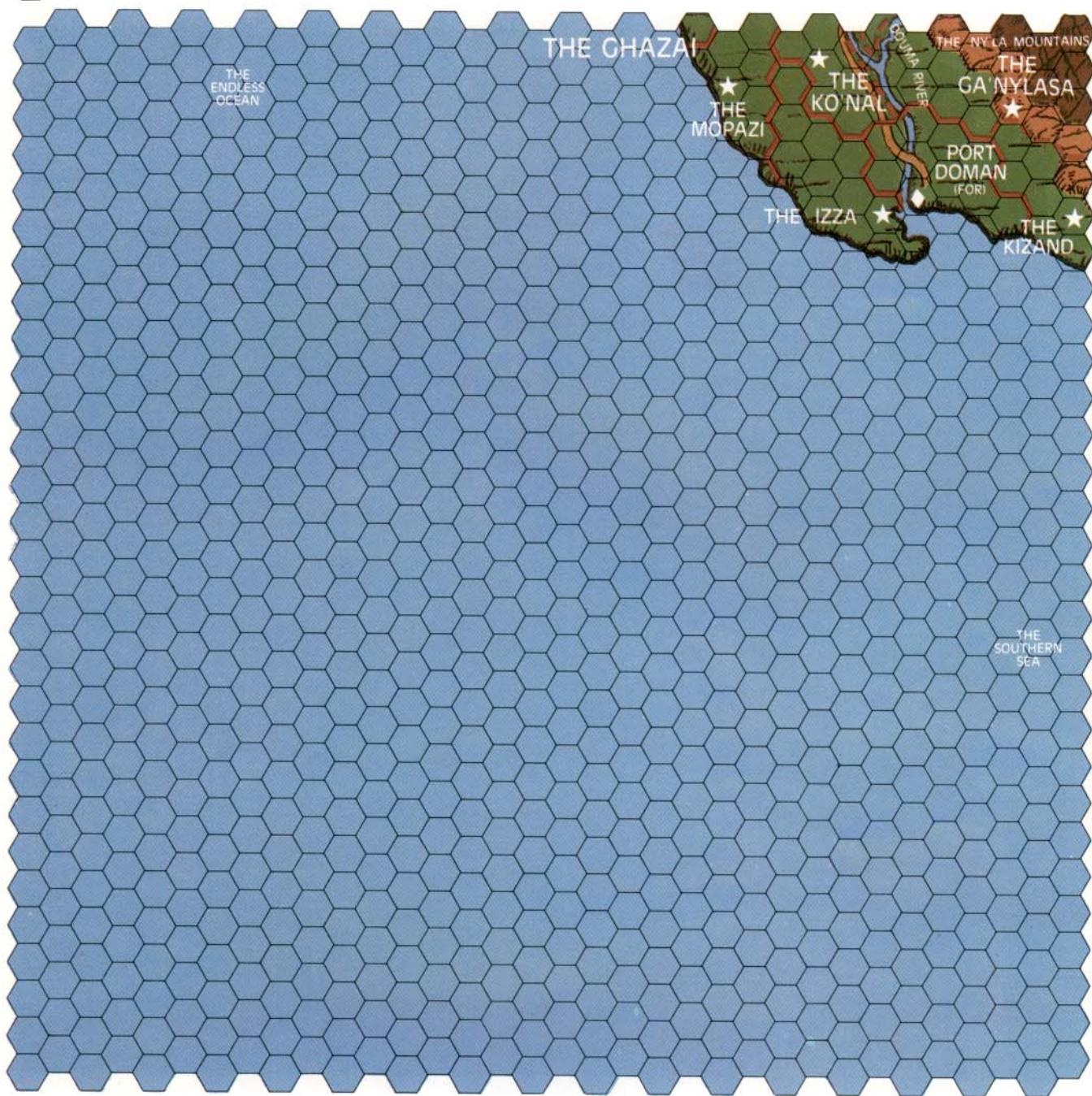
Various symbols are used to indicate national borders, roads, provincial borders, cities, fortresses and tribal centers. The following table explains the meaning of these symbols:

City	
Fortress	
Primary Road	
Secondary Road	
National or Cultural Boundary	
Provincial Boundary	
Special Site	
Bayan Wall	
Tribal Center	

NOTE—National and cultural boundaries, in most cases, serve to define linguistic boundaries for various cultures. Where nations control one or more islands, or have provinces that are isolated from the main part of the nation, the national boundary will not surround every area that it controls. Instead, the owner will be indicated with an identifying code. The nations that have such codes are:

FOM Fomorian*	KOR A'korchu
LEM Lemasa	DJA Djaneshborg
ARA Aratad Confederacy	ROG Rogizini Empire
MAR Marentia	THA Thaliba
CER Cerulean	CLI Clima
CHU Chunrey	BHA Bhamotin
KAT Katai	

*Where the area is a Fomorian possession, it belongs to the closest kingdom. To determine what each kingdom controls, see the Culture Book listing for the Fomorian kingdoms. (If there is only one, the code FOM always indicates that kingdom.)

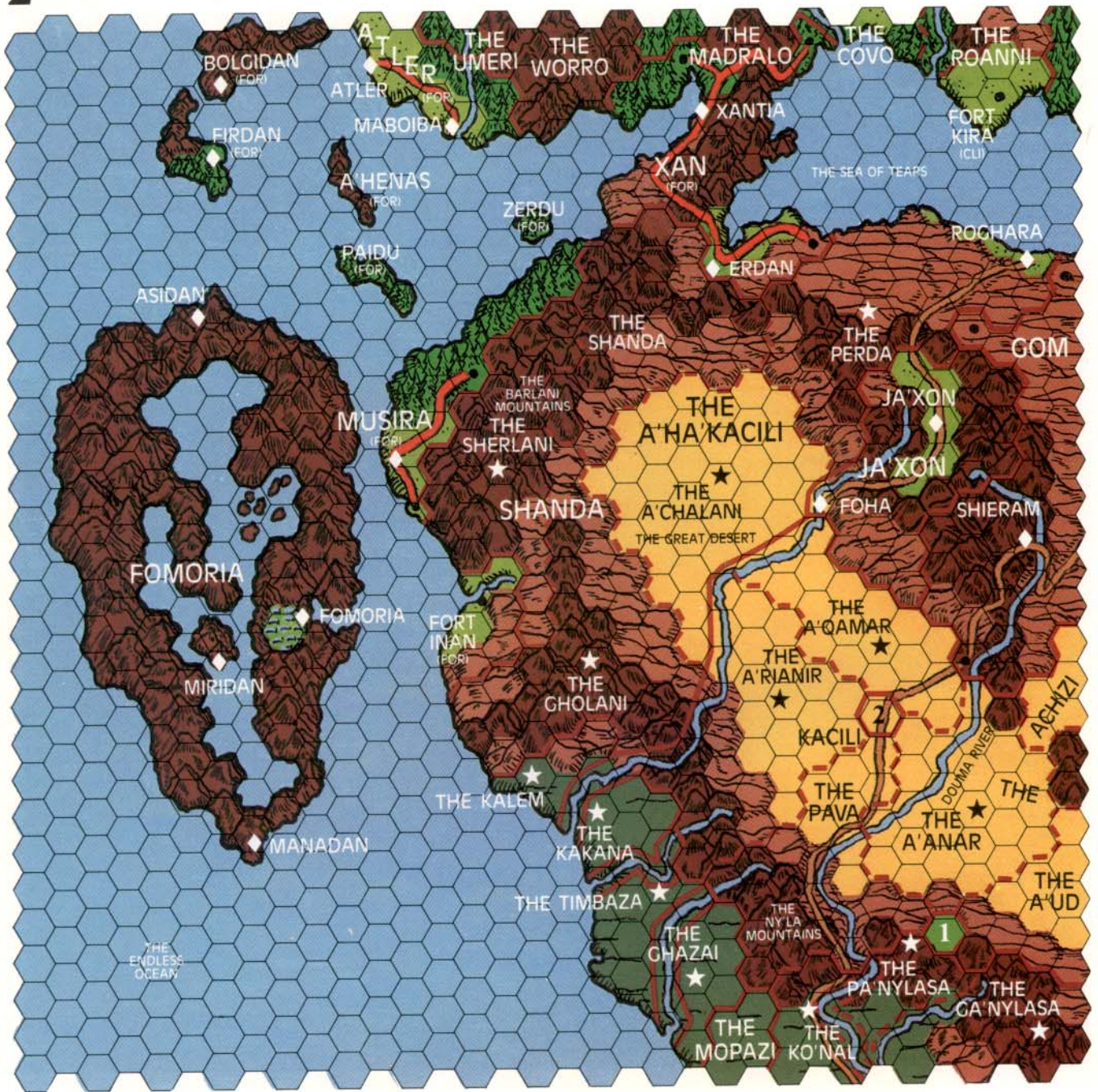


CULTURE BOOK REFERENCE

CULTURE
The Nylasa
Port Doman
The Mopazi
The Izza

PAGE
47
25 + 26
45
32

	N			
		2	5	
W		1	4	E
	S			



CULTURE BOOK REFERENCE

CULTURE	PAGE
The Mopazi	45
The Nylasa	47
The Ghazai	28 + 29
The Timbaza	58 + 59
The Kakana	33
The Kalem	33 + 34
Fomoria	24 + 25
Musira	25
Kingdom of the Islands	25
Atler	22
Xan	27
Ja'xon	33
Gom	30 + 31
Clima	14 + 15
The A'ha'Kacili	4
Confederation of Shanda	15 + 16
The Kolari	39 + 40

	N		
	3	6	
W	2	5	E
	1	4	
	S		



CULTURE BOOK REFERENCE

CULTURE
 The Kolari
 Atler
 Kingdom of the Islands
 Goidan
 A'Korchu
 Dirllar

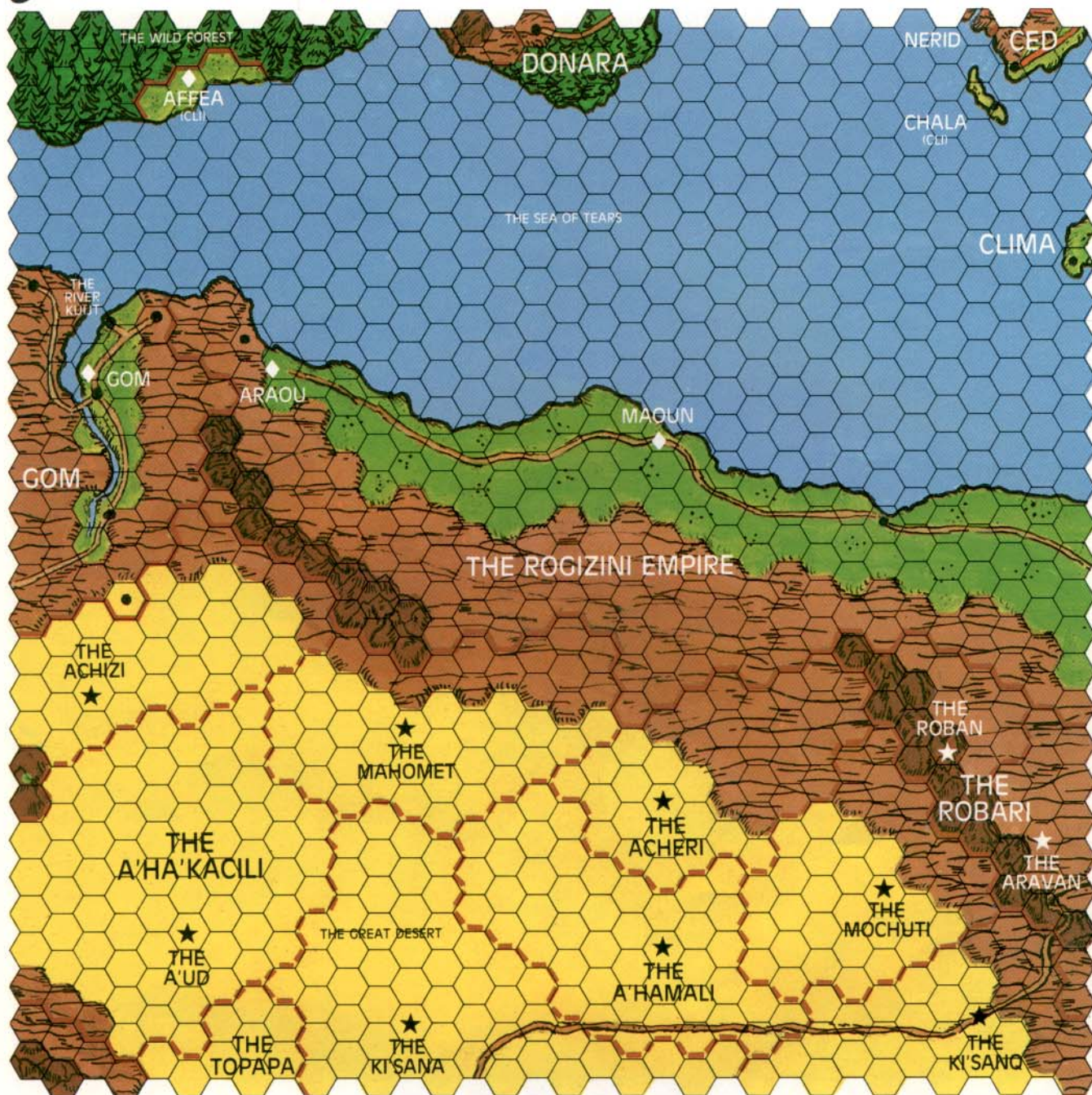
PAGE
 39 + 40
 22
 25
 29 + 30
 4 + 5
 18 + 19

	N		
		7	
W	3	6	E
	2	5	
	S		

CULTURE BOOK REFERENCE

CULTURE	PAGE
The Nylasa	47
The A'ha'Kacili	4
Kirazan	38 + 39
Aredan	22
Shestar	26
Ro'babza	49 + 50
Ma'Helas	43
Shurikal	53 + 54
Ashudan	22

	<i>N</i>			
	2	5	9	
<i>W</i>	1	4	8	<i>E</i>
	<i>S</i>			



CULTURE BOOK REFERENCE

CULTURE

The A'ha'Kacili

The Robari

Gom

The Rogizini Empire

Clima

Donara

Empire of Ced

Nerid

PAGE

4

50 + 51

30 + 31

51 + 52

14 + 15

20 + 21

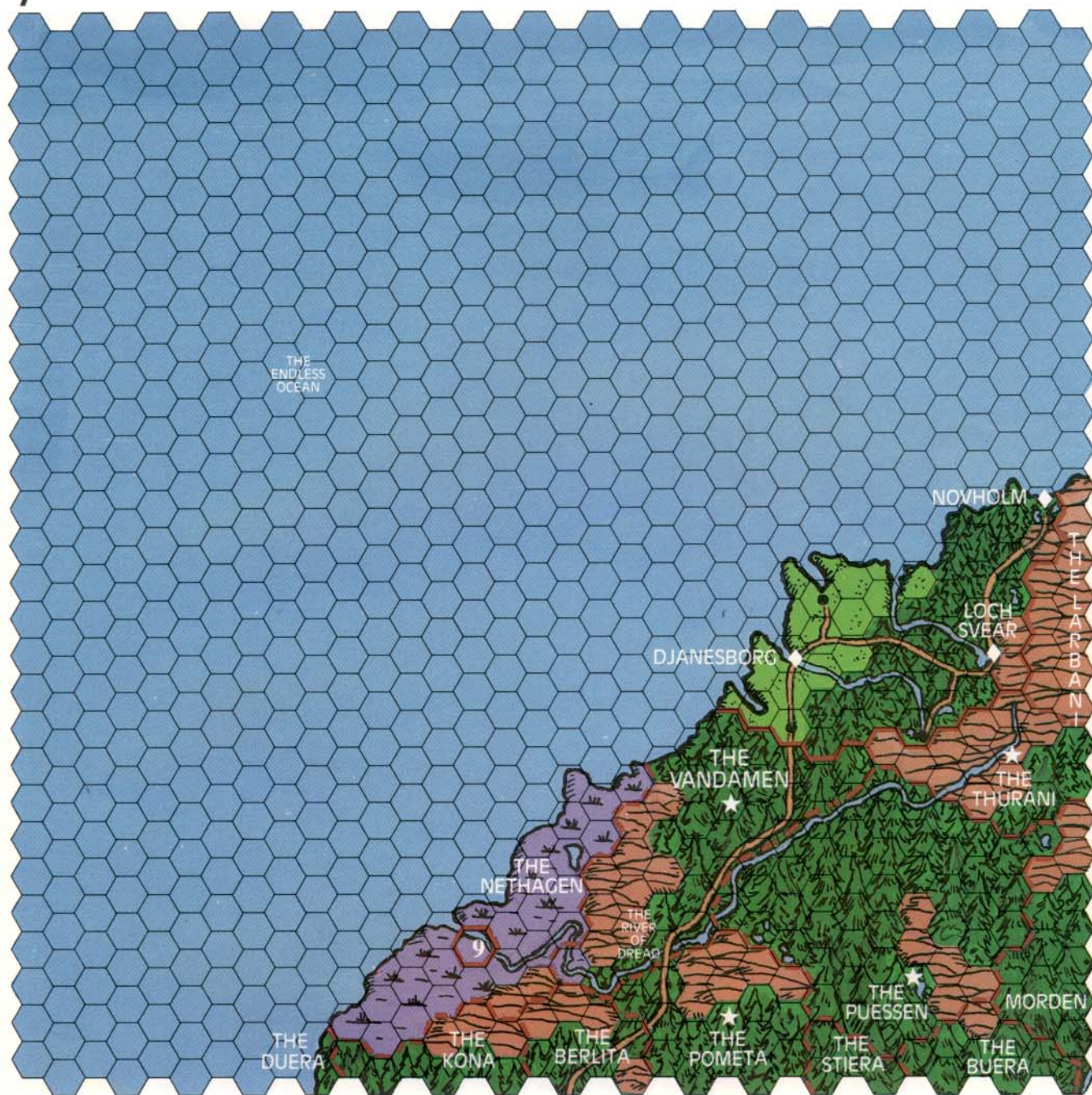
10 + 11

45

	N			
	3	6	10	
W	2	5	9	E
	1	4	8	
	S			

CULTURE	PAGE
Donara	20 + 21
Ticasi	57 + 58
Shiben	52 + 53
Chiros	13
Nerid	45
Empire of Ced	10 + 11
Aratad Confederacy	5 + 6
Caldo	9 + 10
The Zen'da	61 + 62
The Kazi	38
Treaus	59
Dirllar	18 + 19
A'Korchu	4 + 5
The Fierazi	27 + 28

		<i>N</i>	
		7	11
<i>W</i>	3	6	10
	2	5	9
		<i>S</i>	

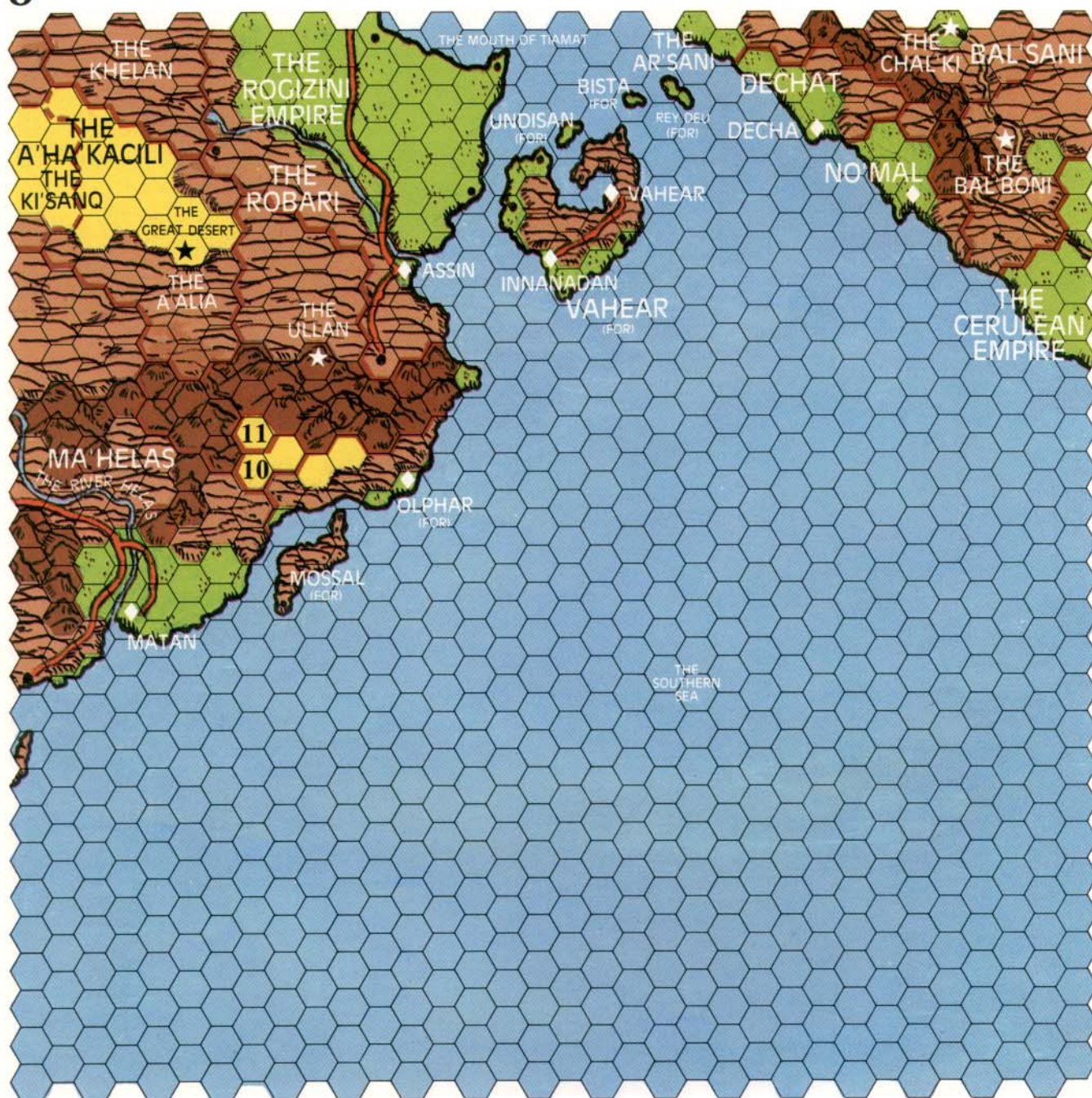


CULTURE BOOK REFERENCE

CULTURE
The Fierazi
Djanesborg

PAGE
27 + 28
19 + 20

		N	
			12
W		7	11
	3	6	10
		S	
			E



CULTURE BOOK REFERENCE

CULTURE	PAGE
The Rogizini Empire	51 + 52
Ma'Helas	43
Vahear	26 + 27
The Bal'sani	7
Dechat	17 + 18
No'Mal	46
The Cerulean Empire	11 + 12
The Robari	50 + 51

	N			
	5	9	14	
W	4	8	13	E
	S			



CULTURE BOOK REFERENCE

CULTURE	PAGE
The Robari	50 + 51
The Rogizini Empire	51 + 52
Clima	14 + 15
Empire of Ced	10 + 11
The Aratad Confederacy	5 + 6
Thaliba	56 + 57
Marentia	43 + 44
Bhamotin	8 + 9
The Cerulean Empire	11 + 12
The Bal'sani	7

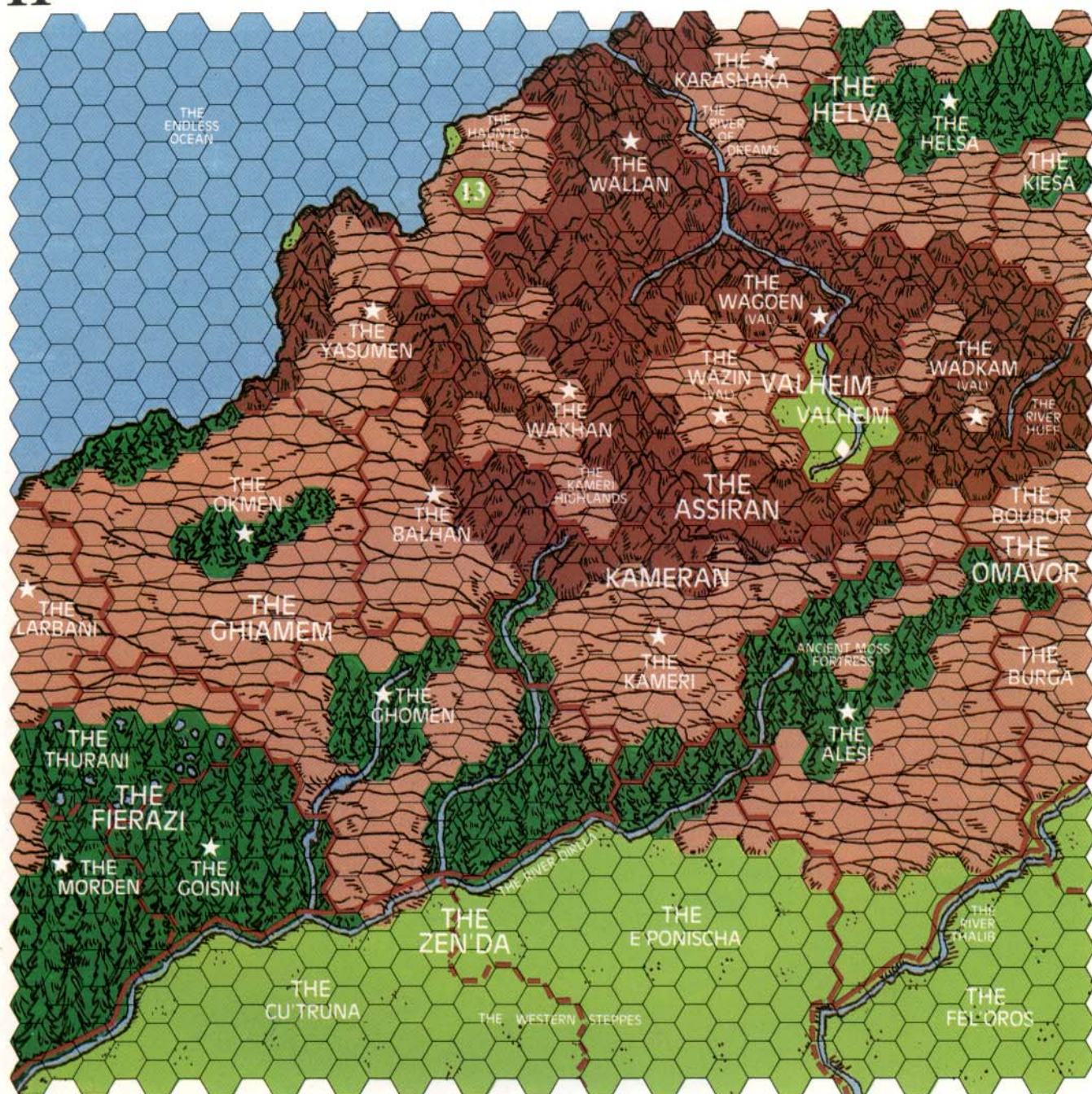
	N			
	6	10	15	
W	5	9	14	E
	4	8	13	
	S			



CULTURE BOOK REFERENCE

CULTURE	PAGE
The Aratad Confederacy	5 + 6
Iravoy	32
Zarun	60 + 61
Thaliba	56 + 57
The Thaliban Tribes	57
Empire of Ced	10 + 11
Marentia	43 + 44
The Zen'da	61 + 62
The Fierazi	27 + 28

	N			
	7	11	16	
E	6	10	15	W
	5	9	14	
	S			

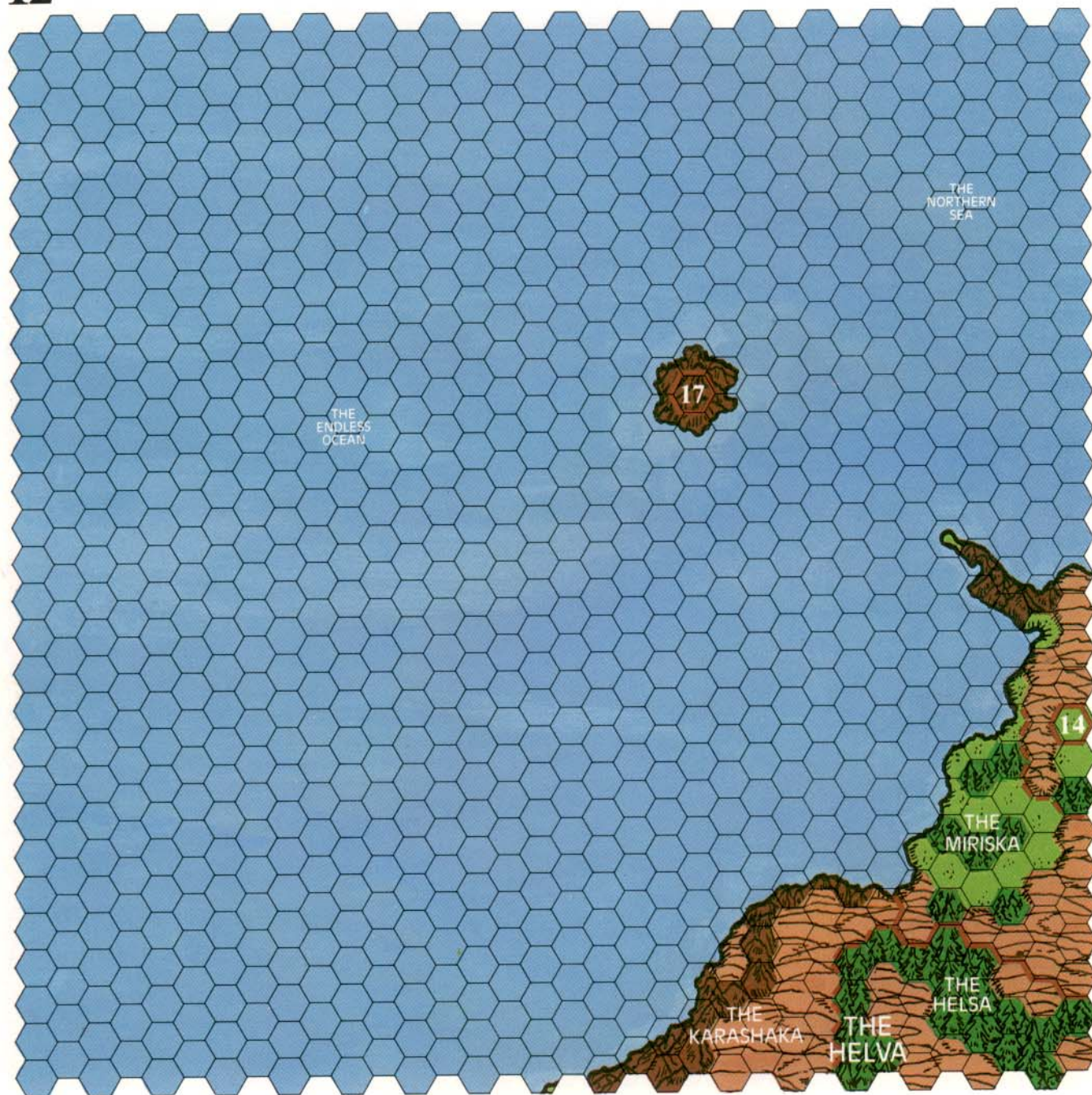


CULTURE BOOK REFERENCE

CULTURE
 The Fierazi
 The Ghiamem
 The Assiran
 Valheim
 The Kameran
 The Helva
 The Zen'da
 The Omaavor

PAGE
 27 + 28
 29
 6
 59 + 60
 34 + 35
 31
 61 + 62
 47 + 48

	N		
		12	17
W	7	11	16
	6	10	15
	S		



CULTURE BOOK REFERENCE

CULTURE
The Rhuselska
The Helva

PAGE
48 + 49
31

	N			
W		12	17	E
	7	11	16	
	S			

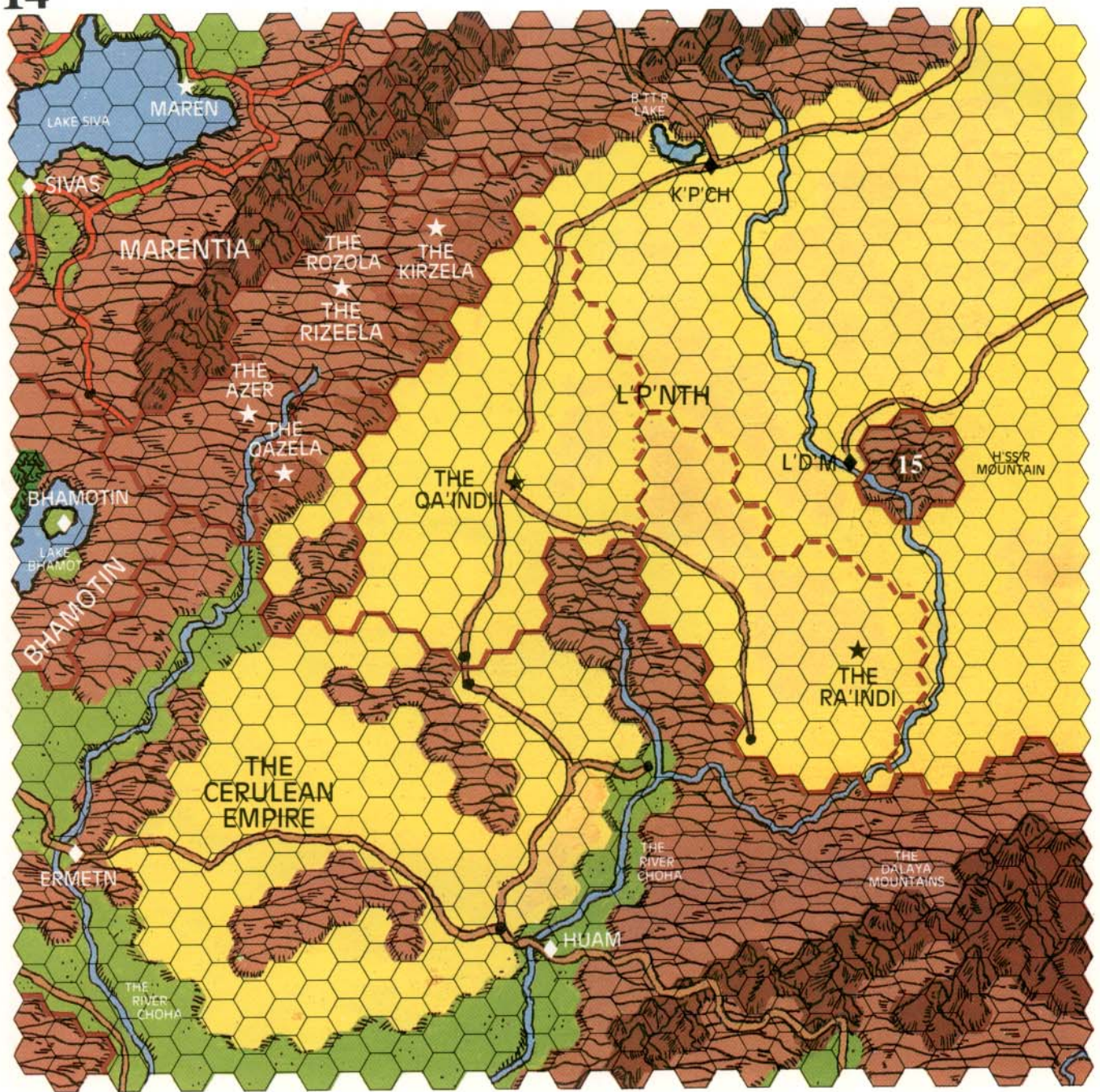


CULTURE BOOK REFERENCE

CULTURE
The Cerulean Empire
Teos
The Bal'sani

PAGE
11 + 12
55 + 56
7

	N			
	9	14	19	
W	8	13	18	E
	S			



CULTURE BOOK REFERENCE

CULTURE
 L'p'nth
 The Cerulean Empire
 Bhamotin
 The Bal'sani
 Marentia
 The Rizeela

PAGE
 42
 11 + 12
 8 + 9
 7
 43 + 44
 49

	N			
	10	15	20	
W	9	14	19	E
	8	13	18	
	S			

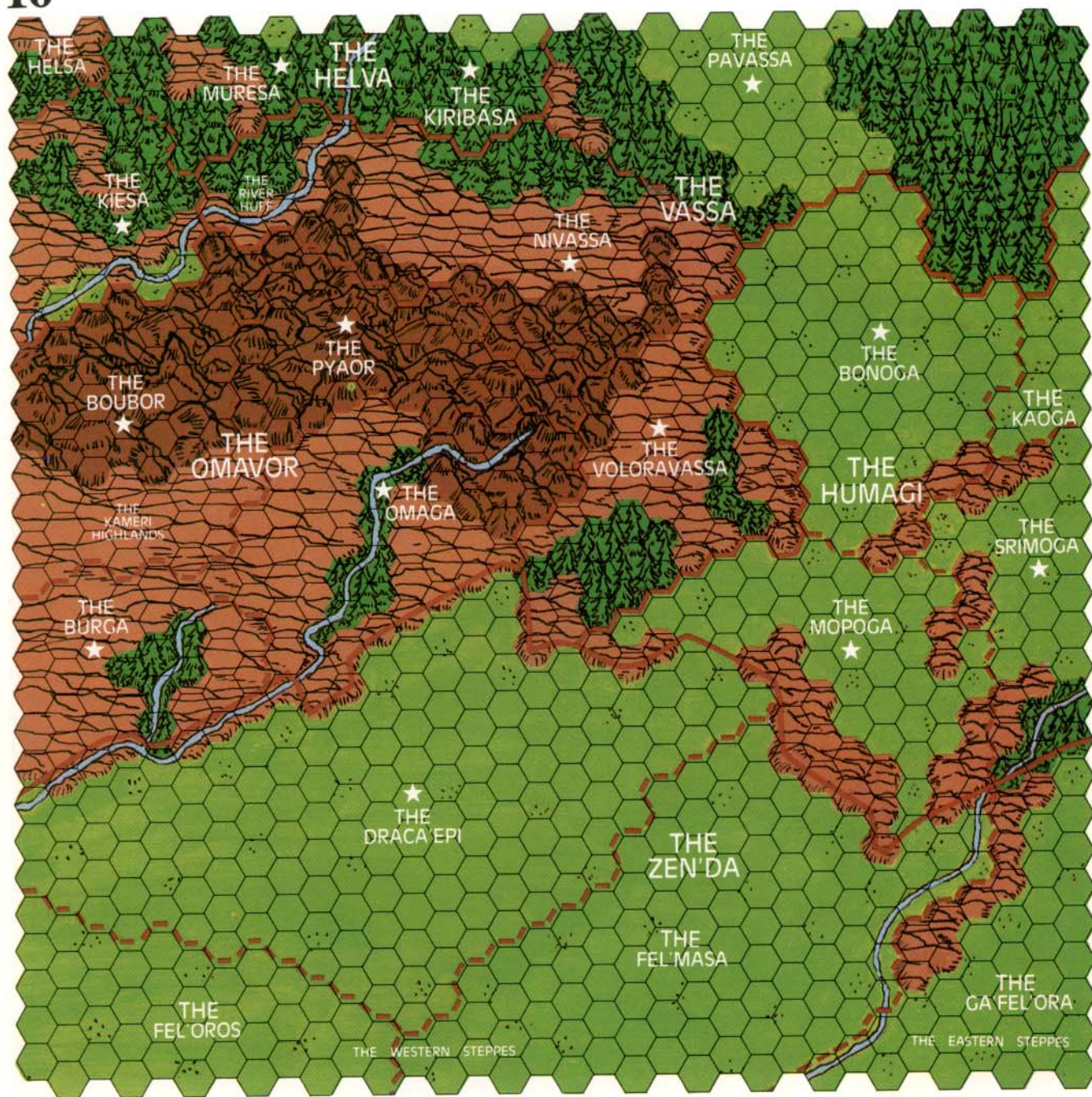


CULTURE BOOK REFERENCE

CULTURE
L'p'nth
Marentia
Ba'Rual
The Zen'da

PAGE
42
43 + 44
7
61 + 62

	N			
	11	16	21	
W	10	15	20	E
	9	14	19	
	S			

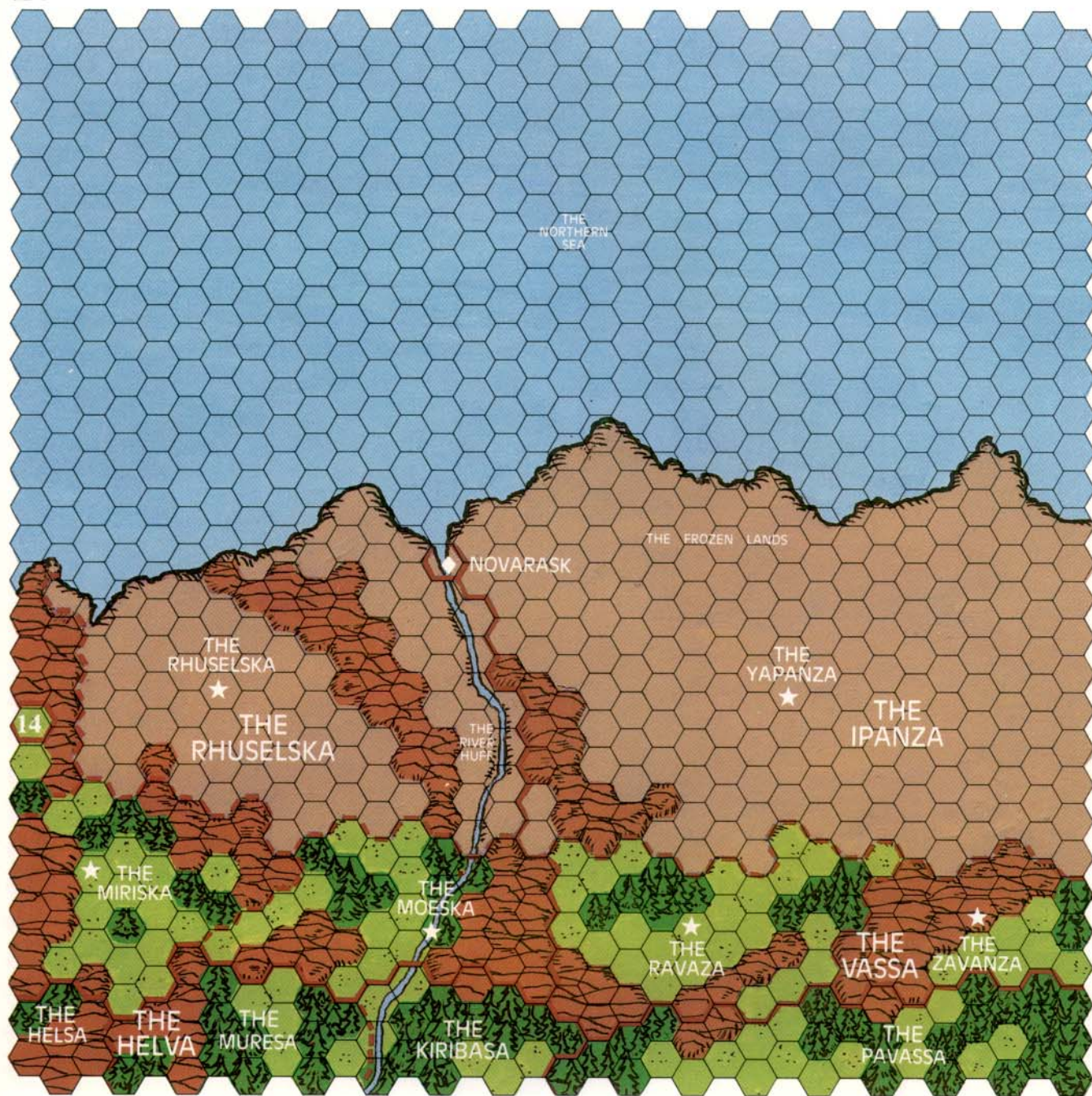


CULTURE BOOK REFERENCE

CULTURE
 The Zen'da
 The Omavor
 The Vassa
 The Helva
 The Humagi

PAGE
 61 + 62
 47 + 48
 60
 31
 31

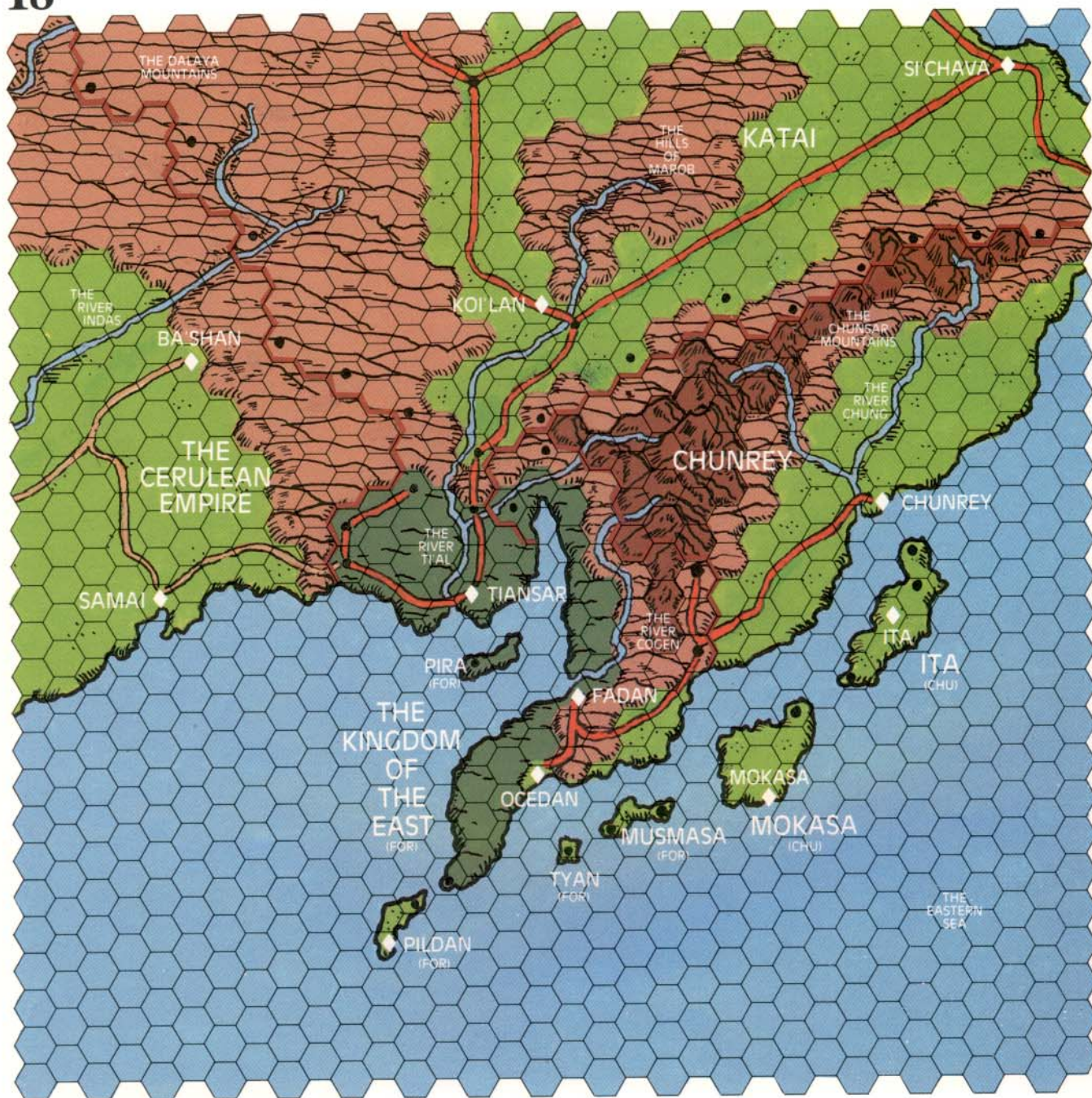
	N			
	12	17	22	
W	11	16	21	E
	10	15	20	
	S			



CULTURE BOOK REFERENCE

CULTURE	PAGE
The Ipanza	31 + 32
The Rhuselska	48 + 49
The Helva	31
The Vassa	60
Novarask	46 + 47

	N			
W	12	17	22	E
	11	16	21	
	S			

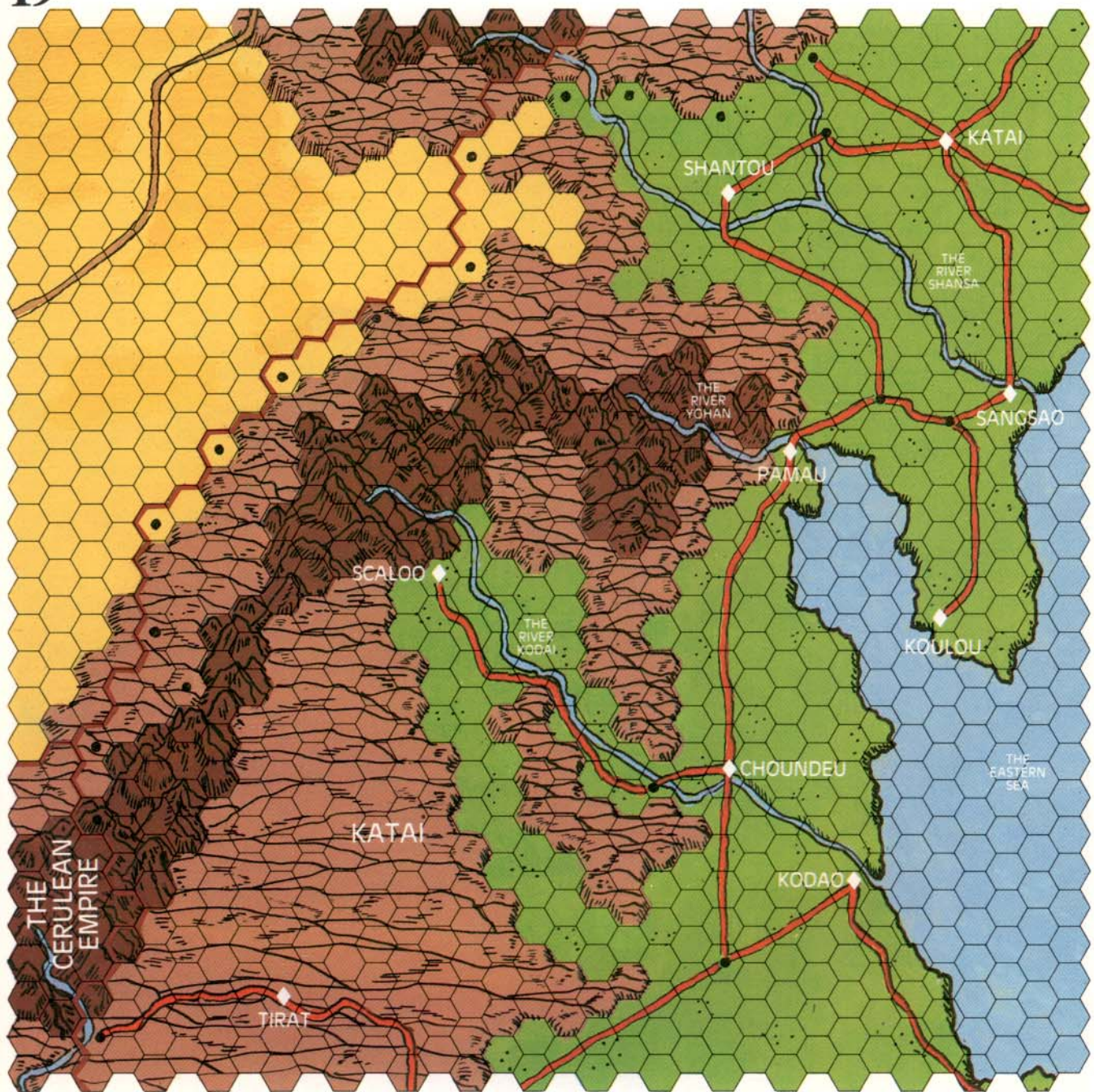


CULTURE BOOK REFERENCE

CULTURE
 The Cerulean Empire
 Katai
 Chunrey
 The Kingdom of the East

PAGE
 11 + 12
 35-38
 14
 23 + 24

	N			
	14	19	24	
W	13	18	23	E
	S			



CULTURE BOOK REFERENCE

CULTURE
Katai
The Cerulean Empire
L'p'nth

PAGE
35-38
11 + 12
42

	N			
	15	20	25	
W	14	19	24	E
	13	18	23	
	S			

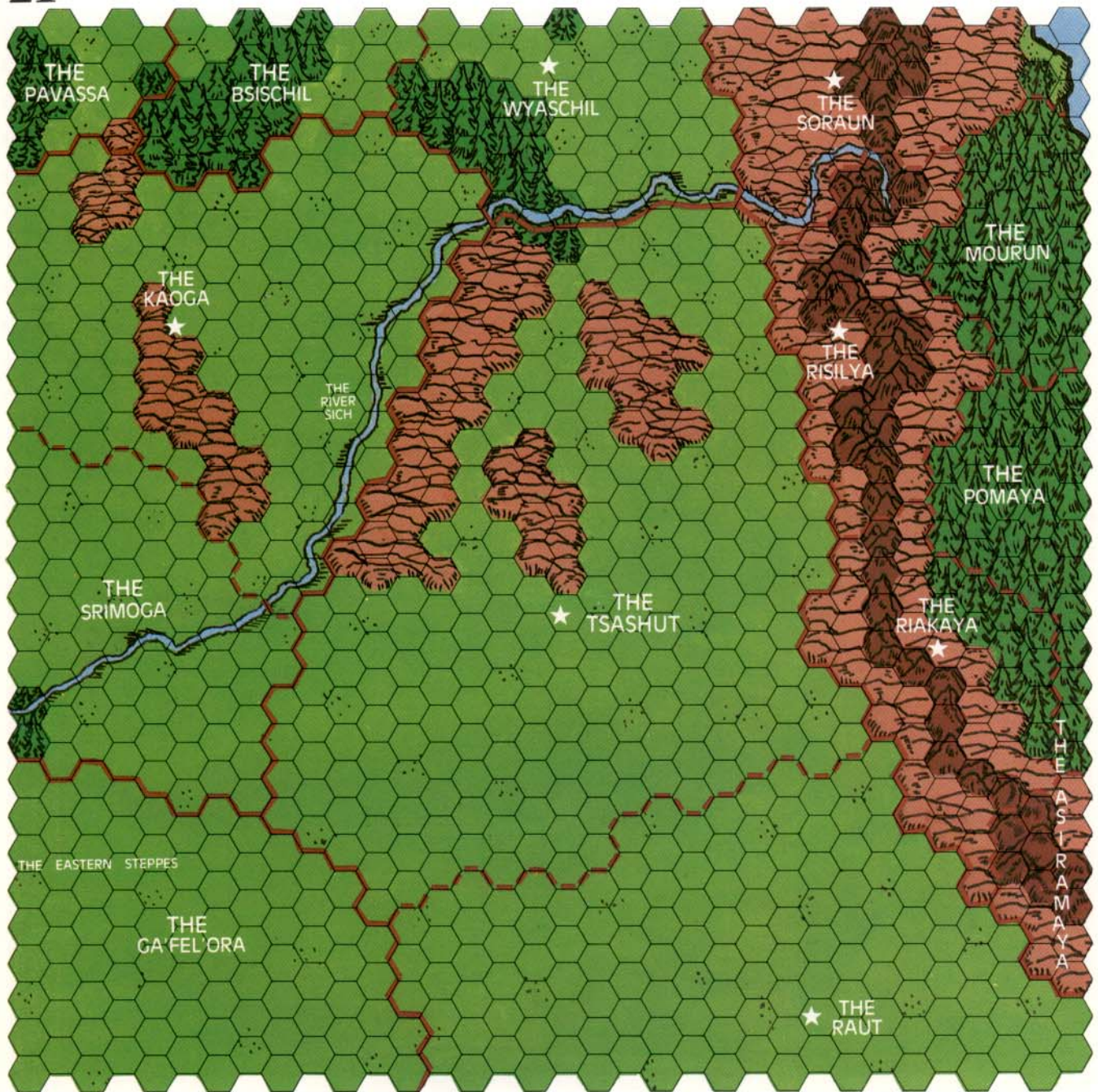


CULTURE BOOK REFERENCE

CULTURE
Katai
The Zen'da
The Sarghut
L'p'nth

PAGE
35-38
61 + 62
52
42

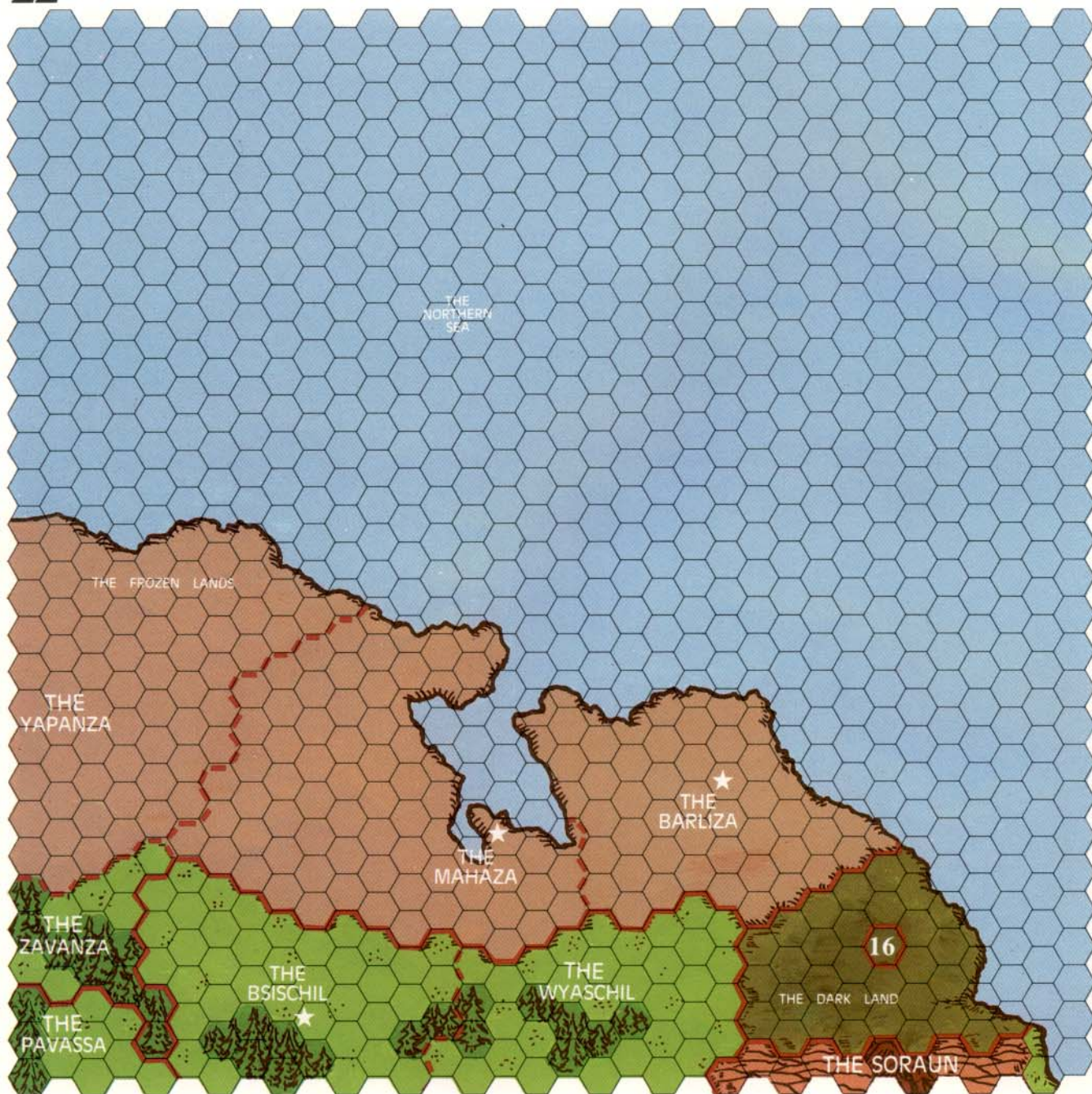
	N			
	16	21	26	
W	15	20	25	E
	14	19	24	
	S			



CULTURE BOOK REFERENCE

CULTURE	PAGE
The Kil'Maun	39
The Djakschil	19
The Vassa	60
The Humagi	31
The Sarghut	52
The Zen'da	61 + 62

	N			
	17	22		
W	16	21	26	E
	15	20	25	
	S			

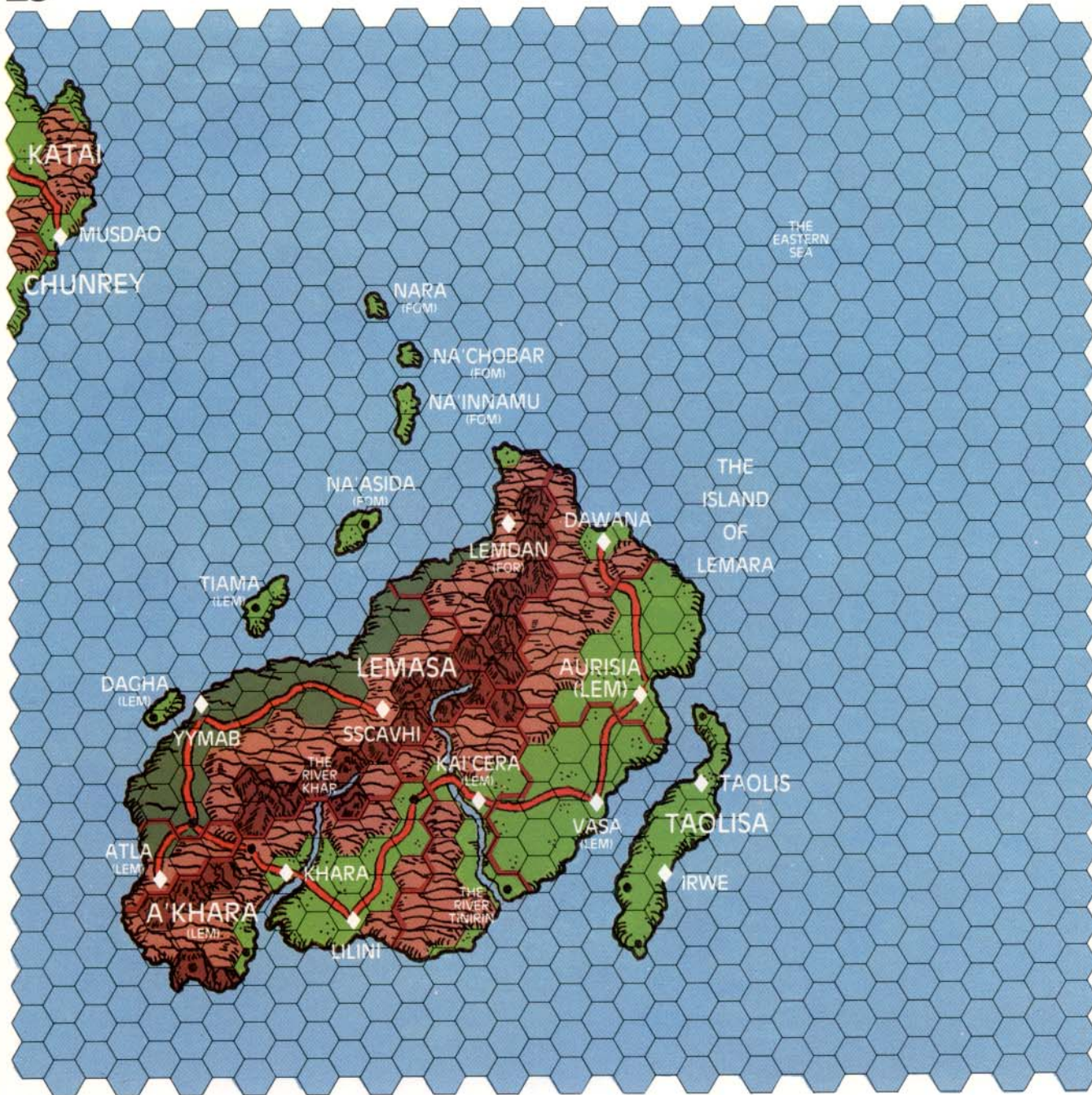


CULTURE BOOK REFERENCE

CULTURE
The Vassa
The Ipanza
The Djakschil
The Kil'Maun

PAGE
60
31 + 32
19
39

	N			
W	17	22		E
	16	21	26	
	S			

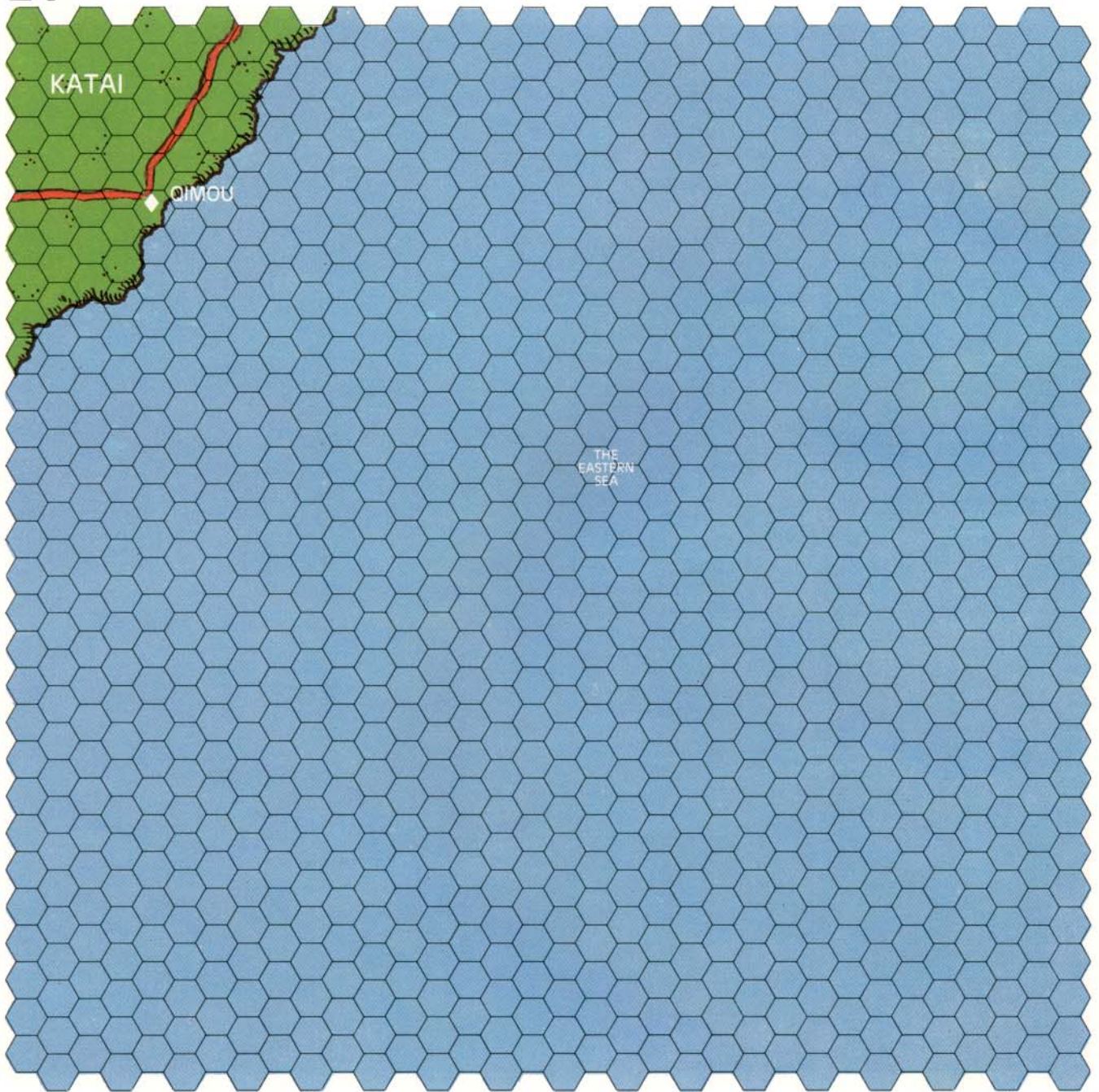


CULTURE BOOK REFERENCE

CULTURE
 Katai
 Chunrey
 Lemasa
 The Kingdom of the East
 Dawana
 Taolisa

PAGE
 35-38
 14
 40 + 41
 23 + 24
 16 + 17
 54 + 55

	N			
	19	24		
W	18	23		E
	S			



CULTURE BOOK REFERENCE

CULTURE
Katai

PAGE
35-38

		<i>N</i>	
	20	25	
<i>W</i>	19	24	<i>E</i>
	18	23	
		<i>S</i>	

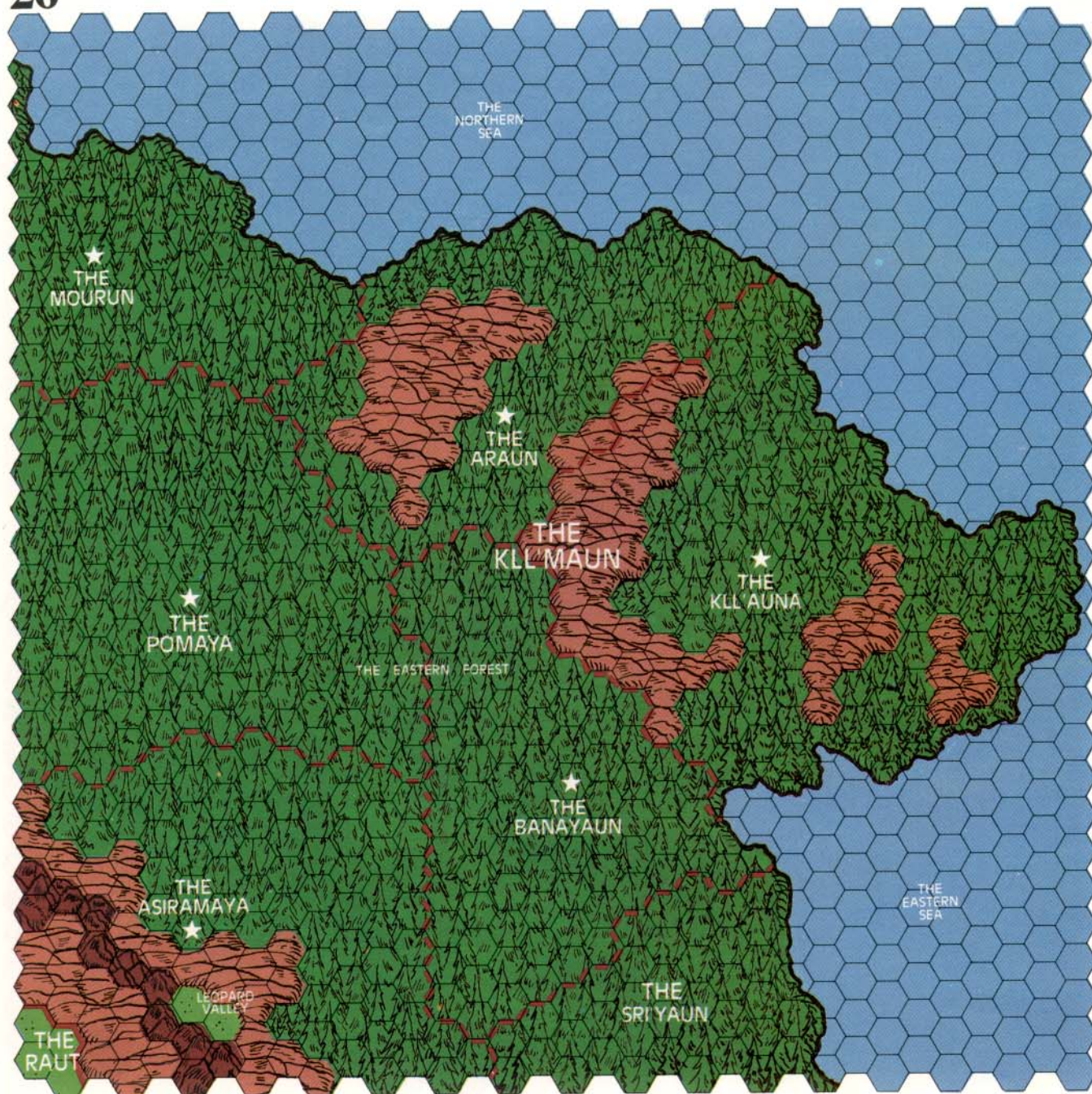


CULTURE BOOK REFERENCE

CULTURE
The Sarghut
Regis Baya
Choshai
The Kii'Maun
Katal

PAGE
52
48
13
39
35-38

	N		
	21	26	
W	20	25	E
	19	24	
	S		



CULTURE BOOK REFERENCE

CULTURE
The Sarghut
The Kll'Maun

PAGE
52
39

	N			
	22			
W	21	26		E
	20	25		
	S			



The Avalon Hill Game Company

©1985 BALTIMORE, MD 21214 Printed in USA

8522002
Y-2257
2/85