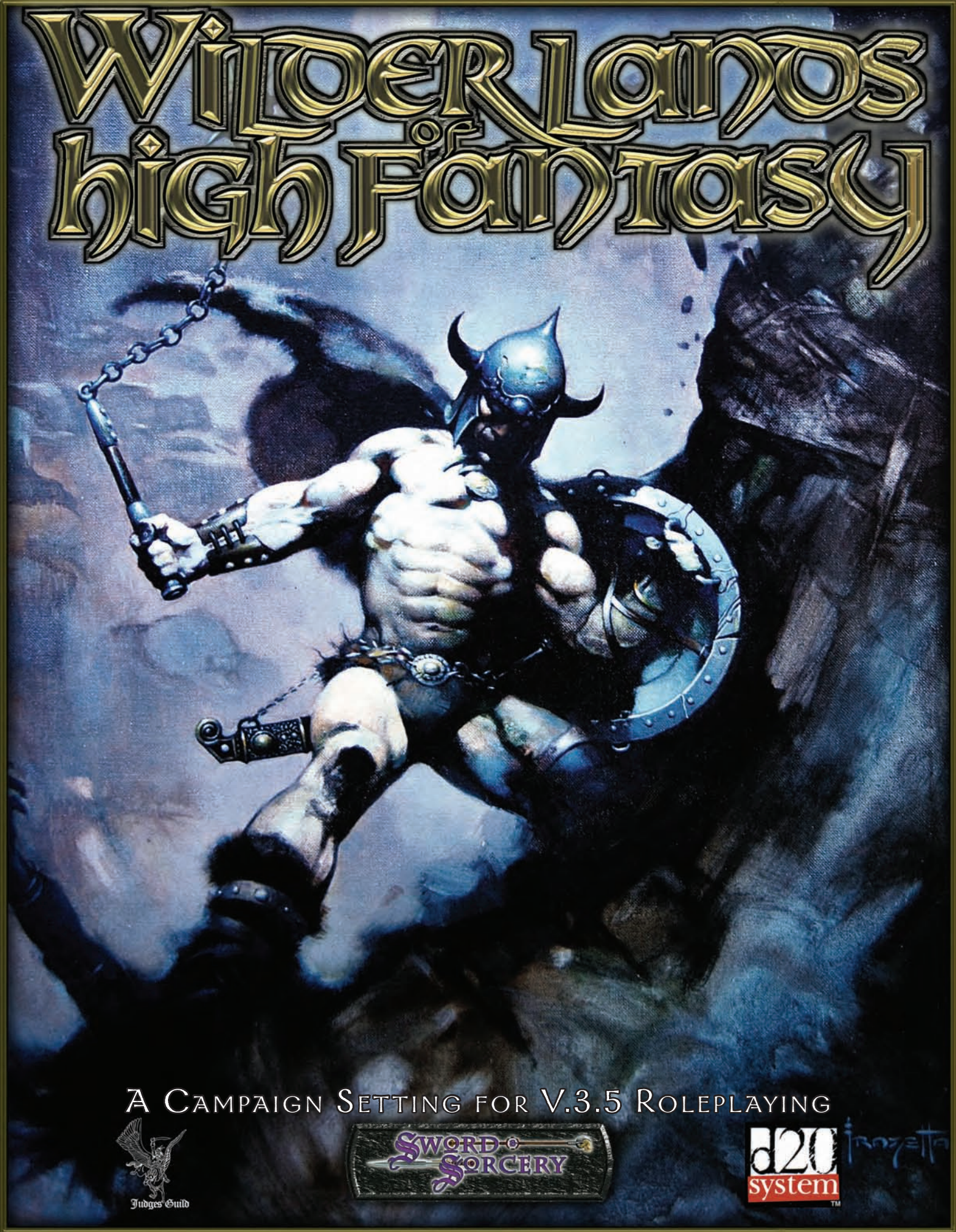
Wilderlands of High Fantasy



A Campaign Setting for V.3.5 Roleplaying

Judges Guild

Sword & Sorcery

d20 system™

Trazeta

Wilderlands of High Fantasy

A CAMPAIGN SETTING FOR V3.5 ROLEPLAYING

Judges Guild

Sword & Sorcery

d20 system™

Wilderlands of High Fantasy™

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Special Thanks from Bob Bledsaw:
To all the loyal fans of Judges Guild over the years for keeping the dream of epic, heroic roleplaying in the classic tradition alive!

Boxed Set Product Update Password: *Bledsaw*

This product requires the use of the
Dungeons and Dragons® Player's Handbook,
published by Wizards of the Coast®.
This product utilizes updated material from the v.3.5 revision.

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Introduction

Welcome to the *Wilderlands of High Fantasy Campaign Setting Boxed Set*!

This product is truly like no other. This boxed set contains 18 maps detailing a campaign setting approximately the size of the Mediterranean Sea in 5-mile hexes, with each city, castle, geographic feature, lair, ruin, island, citadel and special location noted and detailed in these two accompanying map booklets.

Whether you are a veteran Judges Guild fan or a new DM just now discovering the Wilderlands, this *Campaign Boxed Set* provides you with the ability to run a detailed and extensive campaign in the Wilderlands setting.

Our design goal was to provide you, the DM — or "Judge" as we call them — with detailed information while at the same time allowing wide latitude for customization and providing evocative details that inspire further adventure. You should flesh out the details given here with your own ideas, creating a setting that is uniquely your own.

We invite you to use these maps and the accompanying map booklets as a springboard for adventure in the Wilderlands of High Fantasy!

The Wilderlands Setting

From the otherworldly Great Race and the draconic First Men and their dragon allies to the evil and mysterious Markrabs who engulfed the world in the Uttermost War; from the Ancient Kelnorian Empire, the Orichalan Dragon Lords and the very gods themselves who immersed the lands in the War of the Pious and Philosophers to the current struggle between Viridistan and the emerging city states, the Wilderlands is a place of conflict, fallen empires and disparate cultures and races. The feel is one of a world in decline or new rebirth, filled with ruins and ancient mystery. In many places, civilization is just beginning to return. It is the perfect backdrop for high fantasy adventure focused on your player's characters.

This setting is different from many popular published settings in four key ways.

First, though there are powerful individual NPCs in the Wilderlands, the setting is designed to focus on the actions of the player characters. There are no secret groups of high powered meddlers to control the destiny of the world or save the day as in some published settings. The PCs are not pawns in a greater game, they are the game. No other setting has as much flexibility for the PCs to be heroes, to carve out strongholds, to lead armies, to become kings in their own right, to establish major temples and churches, to become the most powerful of wizards, to unite the barbarian tribes, become a legendary pirate captain or to found their own cities. The possibilities are endless and the materials needed to run such campaigns are all fully detailed here in these books.

Second, unlike many current published settings where everything has been discovered and most of the world is known, the Wilderlands are largely unexplored and overland travel — often an overlooked portion of game play in other settings — is in this setting both crucial and dangerous. Much of the setting is wild and unknown, riddled with the ruins and relics of many past empires. Civilization is but a candle in the dark. In fact, much of the mystery and fun of the setting is the exploration of the wilds.

Third, the setting is designed to be truly high fantasy, encompassing many varied classes, races and settings. From the ice wizards of Valon, secluded in their shimmering silver and gold towers or using weather mastery to propel their ships over the Uther Pentwegern Sea to the red-skinned barbarians of Altanis carving out history with their bloody

axes; from the Pirates of Tarantis, in league with the Tarantine Merchants, pillaging the shipping lanes of the Winedark Sea to the fierce Amazon Warriors, wearing little or no armor, accompanied by their saber-toothed tigers, bringing death with their shining swords; from the rangers of Dearthwood, battling the vicious Orcs of the Purple Claw, ever searching for their foe's stronghold, to the dragons that have retreated to their weirs in the Valley of the Ancients, where lurks races and ruins of even greater age and mystery; the Wilderlands is a place of high adventure.

Fourth, the setting is designed to be inclusive and flexible. Judges Guild products have always encouraged the use and adoption of other products and rules. If you like psionics, include them. If you like rules or monsters from other supplements or publishers, feel free to incorporate them. You never need to fear that some "official" supplement will trump your ideas or design. This setting exists for you, not the other way around. And if you wish to put your favorite fantasy city or dungeon in the Wilderlands, you should feel free to do so.

What This Campaign Setting Boxed Set Contains

This *Boxed Set* contains these two map booklets (with pages consecutively numbered for convenience) as well as 18 campaign maps. Each map is detailed in full in its own chapter and the use of those books is detailed in the "Using the Map Booklets" chapter. The chapters correspond to the 18 divisions of the Wilderlands as depicted in the Regions map on the facing page.

The map booklets describe the setting in minute detail but still leave the setting very flexible. Taken together, the maps and map books — and the seeds of adventure contained therein — should provide years of high fantasy adventuring.

What You Need To Run A Wilderlands Campaign

In addition to this *Boxed Set*, two books by Necromancer Games — the *Player's Guide to the Wilderlands* and the *City State of the Invincible Overlord* — are useful in running a Wilderlands Campaign.

The Player's Guide to the Wilderlands

The *Player's Guide to the Wilderlands* is designed to work in conjunction with the *Wilderlands of High Fantasy Campaign Setting Boxed Set*. Where this *Boxed Set* describes the Wilderlands in minute detail, dividing the Wilderlands into 18 different maps and detailing each map hex by hex and providing all the information a Judge needs, the *Player's Guide* remains crucial to running a campaign in the Wilderlands for both players and Judges. It contains overview material on the history of the Wilderlands and character creation rules for the unique classes, races, and gods of the Wilderlands. It also provides an overview of the important cities and geographic features of the Wilderlands, detailing them in terms that a character in the Wilderlands would know or could easily learn with little investigation. It also contains a "guided tour" of the City State of the Invincible Overlord, a city that is commonly the focus of many campaigns set in the Wilderlands, as well as a number of monsters unique to the Wilderlands setting.

The City State of the Invincible Overlord

In addition to the *Player's Guide to the Wilderlands*, Necromancer Games has published a revised v.3.5 edition version of the classic Judges Guild product *City State of the Invincible Overlord*. That book also incorporates content from the rare and hard to find *Wraith Overlord* product from Judges Guild. The *City State* book contains some new Wilderlands specific rules, including Social Level, as well as several new Wilderlands-specific classes, including the Beggar and the Black Lotus Assassin. Because of the importance of the City State to any Wilderlands campaign, this product is quite useful though not mandatory.

Supplemental Downloads

You can also check *www.judgesguild.com* for additional resources, including Wilderlands-specific character sheets, downloads of dungeons, downloads of revised material detailing the city of Modron and the fortress of Thunderhold, lesser races of the Wilderlands, blank campaign hexagon maps and a number of official and fan-created adventures. None of this is necessary to run a Wilderlands campaign, but you might find it useful.

Source Material From Old Judges Guild Products

In creating this Boxed Set, we have incorporated information from all of the old and out of print classic Judges Guild products so that no old Judges Guild products are needed to run a Wilderlands campaign. Have no fear. You don't need to scour ebay for those products to run a Wilderlands campaign. We have included references in the text of the map booklets to refer readers to some of the classic products as an added bonus for those who want to see the classic source material. Unlike some published settings where you feel you have to buy 100 supplements just to understand the world, with the Wilderlands if you have this *Boxed Set*, the *Player's Guide* and, possibly, the *City State of the Invincible Overlord*, you have everything you need. A bibliography of classic Judges Guild products is provided at the end of this Introduction for the curious fan or collector.

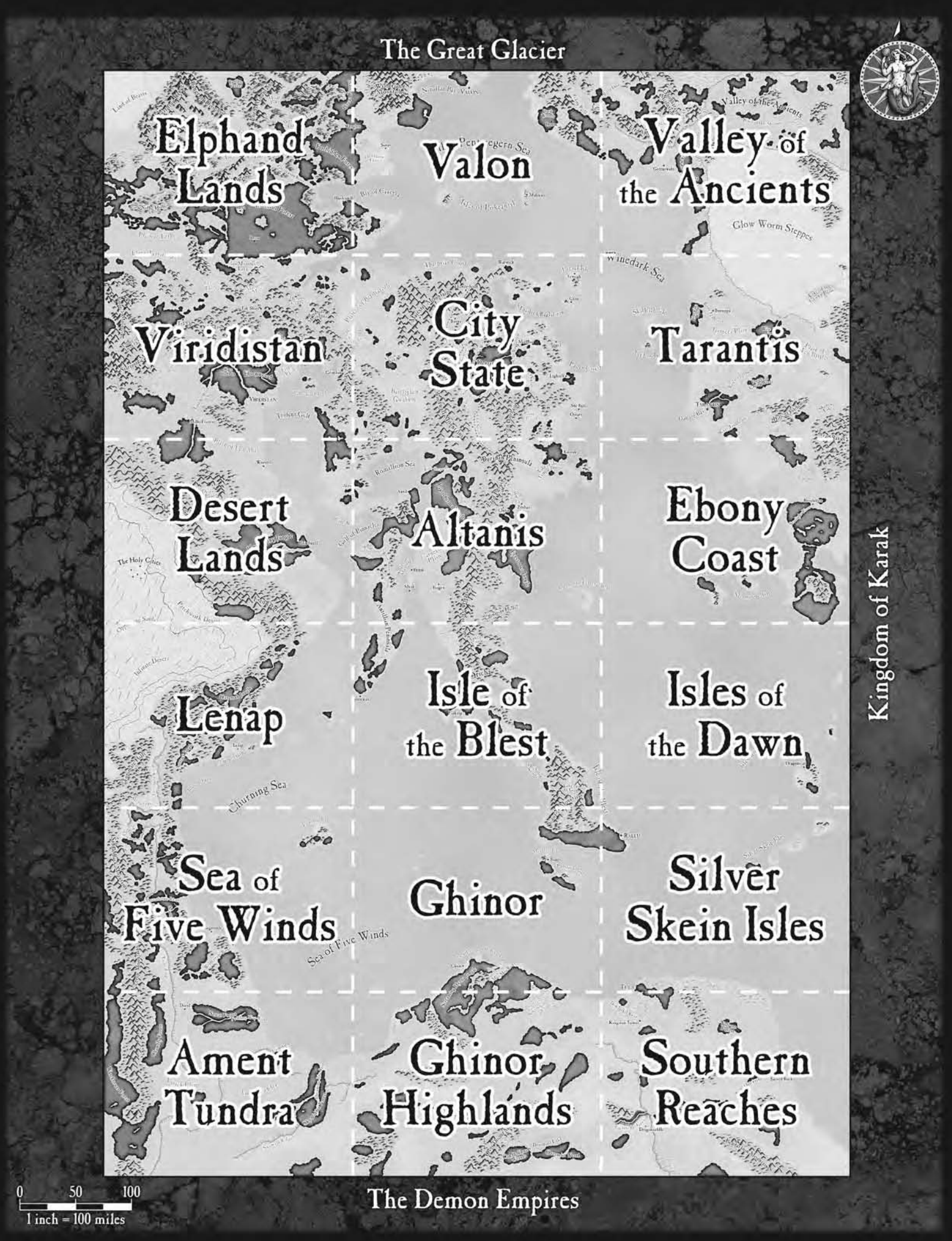
If you do decide to track down any of the old classic Judges Guild products, the two that might provide most useful (and which are the most detailed) are the *City State of the World Emperor*, which details the city state of Viridistan, and *Tarantis*, which details that city state.

Campaign Maps

The core of the Wilderlands setting — and the thing that makes it unique from any other setting — is the level of detail of the maps. Each of the 18 regional maps breaks the setting down into 5-mile hexes.

Hex Size and Distances

Each hex covers an area 5 miles across. At this scale, each regional map covers an area approximately 170 miles by 260 miles. Taking all 18 maps together, in 6 rows of 3 maps each, gives


The Great Glacier
Elphand Lands
Valon
Valley of the Ancients
Viridistan
City State
Tarantis
Desert Lands
Altanis
Ebony Coast
Lenap
Isle of the Blest
Isles of the Dawn
Sea of Five Winds
Ghinor
Silver Skein Isles
Ament Tundra
Ghinor Highlands
Southern Reaches
Kingdom of Karak
The Demon Empires
0 50 100
1 inch = 100 miles

a total mapped area of about 780 miles wide by 1020 miles long — an area that is approximately the size of the Mediterranean Sea and its surrounding lands from the Straights of Gibraltar to near the bottom of Italy's "boot." For reference, England (not including Scotland) is about 300 miles high by 300 miles wide.

Here are some distances in the Wilderlands and their comparable distances on Earth, to give some perspective to the size of the setting:

Distance	Miles	Approximate Equivalent*
City State to Thunderhold	125	Los Angeles to San Diego or Rome to Naples
City State to Viridistan	210	Berlin to Prague or London to Paris
City State to Tarantis	240	Los Angeles to Las Vegas
City State to Valon	275	Paris to Amsterdam or El Paso to Albuquerque
City State to Greenwax or Damkina	325	Berlin to Vienna
City State to Holy Cities	375	Los Angeles to Phoenix
City State to Lenap	425	Chicago to Minneapolis
City State to Rallu	475	Dallas to Kansas City
City State to Tula or Tlan	600	Indianapolis to Washington, DC or London to Berlin

**Note:* The equivalent is overland straight line distance not necessarily equivalent travel time.

Campaign Hexagon System

The system of mapping of the Wilderlands is referred to as the "Campaign Hexagon System." Blank copies of the Campaign Hexagon System maps can be found in this chapter as well as for free download at *www.judgesguild.com*. Permission is granted to photocopy the blank Campaign Hexagon System map for your own personal use.

In the Campaign Hexagon System, each campaign map is detailed in 5-mile hexes. This is known as the "Grand Tactical" map, since it shows the world on its largest scale.

Using the provided blank Campaign Hexagon System maps, each 5-mile "Grand Tactical" hex can be further broken down into 625 smaller hexes, each of which are 0.2 miles (1,056 feet) across and contain 22.2 acres (967,032 square feet). This level of detail is useful for detailed overland wilderness travel.

Using the same system, each 0.2-mile hex can be further subdivided into 625 smaller hexes, each of which are 42.24 feet wide. This level of detail is appropriate for villages, towns, strongholds, castles, lairs and ruins.

Note that the very useful Judges Guild *Village Books*, *Castle Books*, *Island Books* and *Temple Books* all use this Campaign Hexagon System of mapping, as do the Wilderlands Module Series. See the Bibliography provided at the end of this chapter. These books can be obtained in electronic format from *www.drivethrurpg.com* with some samples being available on *www.judgesguild.com*.

Old Judges Guild Map Numbers

Originally, the Wilderlands setting was released in four installments, each detailing a set of maps, plus the City State of the World Emperor, which detailed that city as well as the map that contained it. The maps were numbered in order of their release, not necessarily in any logical order from a map standpoint. Many old Judges Guild products refer to "Map Numbers" rather than the names of the actual maps. To reduce confusion, in this version of the Wilderlands setting we refer to maps by their geographic name and we have arranged the map chapters not in their old map number order but in order from left to right, from top to bottom as the maps themselves fit together (for more see the "Using the Map Booklets" chapter). The following table is provided to help new users interpret old "Map Number" references in older Judges Guild products. The following list also includes the name of the original product that contained the map.

Old Map Number	Current Map Name	Original Product
1	City State	*Wilderlands of High Fantasy*
2	Altanis	*Wilderlands of High Fantasy*
3	Valley of the Ancients	*Wilderlands of High Fantasy*
4	Tarantis	*Wilderlands of High Fantasy*
5	Valon	*Wilderlands of High Fantasy*
6	Viridistan	*City State of the World Emperor*
7	Desert Lands	*Fantastic Wilderlands Beyonde*
8	Sea of Five Winds	*Fantastic Wilderlands Beyonde*
9	Elphand Lands	*Fantastic Wilderlands Beyonde*
10	Lenap	*Fantastic Wilderlands Beyonde*
11	Ghinor	*Wilderlands of the Magic Realm*
12*	Isles of the Blest	*Wilderlands of the Magic Realm*
13*	Ebony Coast	*Wilderlands of the Magic Realm*
14	Ament Tundra	*Wilderlands of the Magic Realm*
15	Isles of the Dawn	*Wilderlands of the Fantastic Reaches*
16	Southern Reaches	*Wilderlands of the Fantastic Reaches*
17	Silver Skein Isles	*Wilderlands of the Fantastic Reaches*
18	Ghinor Highlands	*Wilderlands of the Fantastic Reaches*

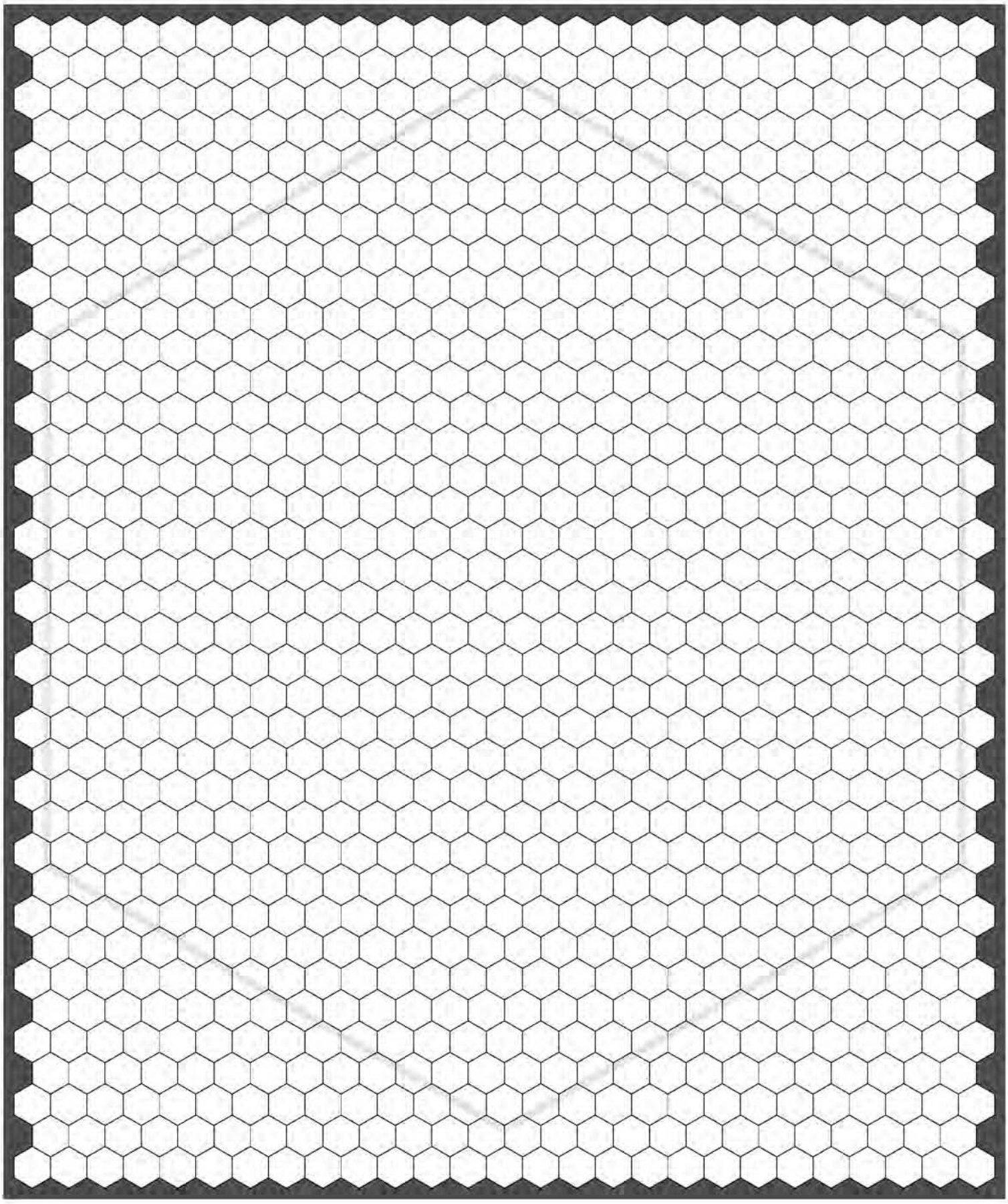
Note: In some overview maps in old Judges Guild products, Map 12 was erroneously labeled as the Ebony Coast and Map 13 was erroneously labeled as the Isles of the Blest. They are listed correctly here.

Overland Travel

The Wilderlands is a dangerous place. Unlike some settings, simply getting from point A to point B in the Wilderlands can be an adventure in itself. As such, any Judge running a Wilderlands campaing should familiarize him- or herself with the Overland Travel rules in the v.3.5 *Player's Handbook* and the v.3.5 *DMG*. In this setting, the true value of druids and rangers will be quickly revealed once the characters leave the confines of the village or town.

Judges should familiarize themselves with the Survival and Knowledge skills from the Skills chapter of the v.3.5 *Player's Handbook* as well as the Knowledge skills specific to the Wilderlands setting as detailed in the Characters chapter of the *Player's Guide to the Wilderlands*. Judges should also familiarize themselves with the "Mounts and Related Gear" and "Transport" sections of the Equipment chapter of the v.3.5 Player's

Area Mapped



Handbook and should pay particular attention to the "Overland Movement" section of the Adventuring chapter, including Table 9-5 and 9-6, in the *Player's Handbook*, which detail overland movement rates. Judges should review the "Wilderness Adventures" section of the Adventures chapter of the v.3.5 *DMG*. Some of this information is reproduced or expanded here.

PHB Table 9-3: Movement and Distance

This table determines the amount of overland movement per hour or day. Note that this movement rate is still modified by terrain type as well as actions of the party, as noted in Tables 9-5 and 9-5(a), below.

	Speed			
	15 ft.	**20 ft.**	**30 ft.**	**40 ft.**
One Hour				
Walk	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
*Run**	—	—	—	—
One Day				
Walk	12 miles	16 miles	24 miles	32 miles
*Hustle**	—	—	—	—
*Run**	—	—	—	—

**Note:* PCs may not *run* for an hour and may not *hustle* or *run* for a day.

The distance listed for one day's movement assumes movement for a period of 8 hours on foot. For mounted movement or forced march (moving for more than 8 hours), or for more on these specific movement types, see the "Movement" section of the Adventuring chapter of the v.3.5 *Player's Handbook*.

PHB Revised Table 9-5: Terrain and Overland Movement

This table expands on and supercedes the table given in the *Player's Handbook* by giving a specific movement modifier for all of the terrain types. This modifier is applied to the hourly and daily movement rates listed in Table 9-3, above. This modifier only considers the average impact on movement due to the general difficulty of the terrain and does not take into account specific obstacles or other conditions such as poor visibility or weather which may further reduce movement.

Terrain	**Highway**	**Road or Trail**	**Trackless**
Desert, Tundra	x1	x3/4	x2/3
Desert, Rocky	x1	x3/4	x1/2*
Desert, Sandy	x1	x1/2	x1/2
Forest, Sparse	x1	x1	x2/3
Forest, Medium	x1	x3/4	x1/2
Forest, Dense	x1	x2/3	x1/3*
Hills, Gentle Hills	x1	x3/4	x2/3
Hills, Rugged Hills	x1	x3/4	x1/2*
Marsh, Moor	x1	x1	x3/4
Marsh, Swamp	x1	x3/4	x1/2*
Mountain, Alpine Meadow	x3/4	x3/4	x1/2*
Mountain, Rugged	x3/4	x2/3	x1/3*
Mountain, Forbidding	x2/3	x1/2	x1/4*
Plains, Farmlands or Grasslands	x1	x1	x3/4
Plains, Battlefield	x1	x1	x2/3

*In these terrain types, mounts must be led unless the rider succeeds at both a Ride check (DC 15) and a Handle Animal check (DC 15) for each hour of travel. The rider may not take 10 or 20 on these checks. If either roll fails, the mount must be led for that hour. See Table 9-5(a), below.

Roads: In general, the Wilderlands is a place of few roads. Other than those near the main city states, most of the terrain in the Wilderlands is considered *Trackless* for purposes of figuring overland movement as detailed in Chapter 9 of the v.3.5 *Player's Handbook*. Other than perhaps Rorystone Road that runs between the City State and Thuderhold, the major roads within the provinces surrounding Viridistan, the road to the Holy Cities and south to Grindwell, which could be considered *Highway*, all other roads, such as they are, are no better than *Road or Trail* on Table 9-5 in the *Player's Handbook*. Even the majority of the Old South Road that runs from the City State south to Onhir is at best a *Road or Trail*. The many roads crisscrossing Barbarian Altanis, while once great Kelnoran highways, are so cracked and ruined as to be considered *Trackless* for purposes of movement rate, though they do provide clear indicators of direction and nearly remove any chance of getting lost when following them.

PHB Additional Table 9-5(a): Other Modifiers to Overland Movement

The following modifiers are applied in after the modifiers to movement due to terrain listed above. Each applicable modifier is applied.

Action	**Modifier**
Foraging for food using Survival while moving	x1/2
Actively searching for a location while moving	x1/2
Moving through Giant terrain*	x3/4
Poor visibility due to fog, darkness, rain or snow	x1/2
Difficult specific terrain or obstacle	x1/2
Cold or Hot climate*	x3/4
Leading a mount	x3/4

*At the Judge's discretion, some of these modifiers may be eliminated with a successful Survival skill check (DC 15), but a check must be made each hour of movement.

Obstacles: Judges may instead present the characters with the specific obstacle or terrain difficulty and if they can get around it using skills or abilities the Judge might not penalize their movement.

Leading a Mount: In more difficult terrain, mounts cannot be ridden and must be led unless the rider succeeds at both a Ride check (DC 15) and a Handle Animal check (DC 15) for each hour of travel. The rider may not take 10 or 20 on these checks. If either roll fails, the mount must be led for that hour. Though they still offer the benefit of being pack animals,

PHB Table 9-6: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Cart/Wagon*	2 miles	16 miles
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.)	4 miles	32 miles
Light warhorse (231–690 lb.)	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.)	3-1/2 miles	28 miles
Heavy warhorse (301–900 lb.)	3-1/2 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.)	3 miles	24 miles
Warpony (101–300 lb.)	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.)	2 miles	16 miles
Mule (231–690 lb.)	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.)	3 miles	24 miles

*Requires a highway or track or trail; cannot be used in trackless terrain.

DMG Expanded Table: Getting Lost

Use the following table in place of the table provided in the "Getting Lost" section of the Wilderness Adventures portion of chapter 3 of the v.3.5 DMG. See the "Getting Lost" section of the DMG for handling all other aspects of getting lost and regaining one's bearings.

Terrain/ Situation	Survival *DC/Modifier
Desert, Tundra	12
Desert, Rocky	12
Desert, Sandy	14
Forest, Sparse	10
Forest, Medium	15
Forest, Dense	18
Hills, Gentle Hills	10
Hills, Rugged Hills	12
Marsh, Moor	10
Marsh, Swamp	12
Mountain, Alpine Meadow	10
Mountain, Rugged	12
Mountain, Forbidding	14
Plains, Farmlands or Grasslands	10
Plains, Battlefield	8
Map	-4
Poor Visibility	+4 (also prevents use of map)

*Note: A PC may use her Survival skill or her Knowledge (Local—Region) skill for this check, whichever is higher. See the Player's Guide to the Wilderlands for more on regional knowledge.

travel when leading a mount is computed using the movement rate for the person leading the mount as opposed to the mount itself and this rate is reduced by the above listed modifier. See Table 9-5, above, for which terrains require mounts to be led. Leading a mount requires a DC 10 Handle Animal check for each mount led for each hour of travel. A failed check means that the particular mount refuses to move or is so troublesome as to prevent significant movement for that hour. Characters trained in Handle Animal may take 10 on this check unless they are pressured, such as needing to move quickly to escape an encounter or if distracted such as by also searching or foraging while leading a mount. Characters using the skill untrained may not take 10 to lead a mount. Note that a led mount may never travel faster while being led than its speed per hour or per day as listed in Table 9-6 in the Player's Handbook. A person leading a mount is limited by the mount's maximum movement.

Synergy Bonus: A PC that has 5 ranks in Survival and 5 ranks in Knowledge (Local—Region) for the relevant region also gains a +2 synergy bonus to the check to avoid getting lost, in addition to gaining the benefit of being able to make the check using the higher of the two skill bonuses.

Sea Travel

Travel on water is one of the primary modes of transportation in the Wilderlands. Though not without danger, sea travel in many areas is safer than overland travel.

Here are some distances by sea, following most logical path of sea travel, not straight line distance:

Sea Travel	Miles	Days By Sail*
Tarantis to Mouth of Roglaroon	225	4.5
Tarantis to Warwik	275	5.8
Tarantis to Ossary	125	2.6
Tarantis to Valon	400	8.3
Tarantis to Viridistan	950	19.8
Tarantis to Rallu	450	9.4
Tarantis to Lenap	750	15.6
Tarantis to Tula	575	12
Tarantis to Mysk	600	12.5
Viridistan to Mysk	425	8.9
Viridistan to Mouth of Roglaroon	975	20.3
Viridistan to Valon	1175	24.5
City State to Modron	95	1.98
Modron to Mouth of Roglaroon	30	0.625

*Note: "Days by Sail" presumes a movement rate of 2 miles per hour for a Sailing Ship in open water and also presumes average sailing conditions. This does not include delays for stops at ports, bad weather, encounters, etc, which would increase travel time. Times could be faster under very favorable conditions.

Keelboats with a movement rate of 1 mile per hour would take twice as long, though Longships with a movement rate of 3 miles per hour would take less time. Note that Warships and Galleys are not seaworthy crafts and must stick to the coast. See the Player's Handbook, chapter 7, under the "Transport" section for more on sea travel as well as chapter 9, Table 9-6: Mounts and Vehicles.

Table 9-6(a): Sea/Water Vessels

Vessel	Per Hour	Per Day
Rivers or Lakes		
Raft or barge (poled or towed)*	1/2 mile	5 miles
Keelboat (rowed)*	1 mile	10 miles
Rowboat (rowed)*	1-1/2 miles	15 miles
Coastal Travel		
Warship (sailed and rowed)	2-1/2 miles	60 miles
Galley (rowed and sailed)	4 miles	96 miles
Open Water		
Sailing ship (sailed)	2 miles	48 miles
Longship (sailed and rowed)	3 miles	72 miles

Note: The above travel speeds presume Calm seas and successful Sail checks.

*Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Coastal Travel: These vessels are not sea worthy and cannot travel in open water for extended distances. They must generally stay within one hex of the shore and must weigh anchor in areas of Calm seas or protected inlets.

Open Water: These vessels are sea worthy and can travel in open water for extended distances. Note that some keelboats can make limited open water voyages in Calm water.

Types of Ships

There are many types of vessels in the Wilderlands, but most fall within the broad categories outlined in the *Player's Handbook*:

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail. In its many configurations, including biremes and triremes, this is the primary military vessel for most of the city states of the Wilderlands, including the City State, Tarantis, Tula, Rallu and Valon, though each city state has its own unique configuration.

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. Galleys can be fitted with a ram and castles with firing platforms fore, aft, and amidships. Due to these military fixtures, this ship cannot make sea voyages and sticks to the coast. The non-military galley is still primarily a coastal vessel, but it can make short trips over open water to nearby islands. It moves about 4 miles per hour when being rowed or under sail. The navy of Viridistan has many war galleys of this type as well a few that are actually sea worthy. The other city states have several of these vessels as flagships, but nowhere near as many as Viridistan which is what makes the Viridian navy so feared.

Sailing ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour. This ship, in its many configurations, is the primary seagoing merchant ship in the Wilderlands. Though they may have many names, all moderately large sailing ships that are meant for cargo and are not galleys are considered sailing ships. Most pirate ships are sailing ships that have taken some modification to add some military hardware such as ballistae or a firing platform.

It is believed the Sea Kings of Rallu are developing a small, squat, two-decked, three-masted, lateen-rigged caravel that allows 2-1/2 mile per hour movement and greater sea worthiness with exceptional cargo space. This ship, with it's lateen rigging (a key advancement in sailing), will eventually come to dominate the sea traffic of the Wilderlands and will speed the demise of the oared galley and lead to the invention of the carrack and galleon, though as of now there are no more than 2 prototypes.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail. The longship includes, most notably, the knarrs and drakkar dragonships of the Skandiks.

Encounters

Providing detailed random encounter tables for all of the geographic features of the Wilderlands would be impossible. Judges should be guided by the sample tables provided in the "Wilderness Adventures" section of Chapter 3 of the version 3.5 *DMG*. Conveniently, many of the default terrain type ELs listed in the "Using the Map Booklets" Chapter correspond with the sample encounter tables provided in the *DMG* for the respective terrain types. Those tables can be used as a starting point for building your encounter tables for the Wilderlands.

You should check for encounters as indicated in the v.3.5 *DMG*. Many Judges also like to check for encounters whenever a new hex is entered on the Grand Tactical map.

Creating Encounter Tables

We suggest creating your own unique encounter tables. To do so, follow these steps.

1. **Determine the EL of the area.**
2. **List the area's creatures.** Don't limit yourself to creatures that match the EL of the area. Make a list of creatures equal to the area's EL, another list of creatures 1-4 below the EL, another list of creatures 1-4 points above the EL and a final list of creatures that

are 5 or more points above the EL. Also make a list of simple animals that can be encountered.

3. **Add 2 or 3 events, obstacles or occurrences** that are unique to the area. This can be strange weather; encounters with patrols; fallen logs or ravines that cross a path; finding a unique flower, plant or substance; or any other event or occurrence you come up with.
4. **Divide 100 points up among your lists.** A good rule of thumb is 40 points for the Equal EL list, 30 points for the Below EL list, 15 points for the Above EL list, 5 points for the High EL list, 5 points for the simple animal list and 5 points for the Events and Obstacles list.
5. **Compile the master list.** The points you assigned to your lists now become the percentage chance of encountering the various creatures.

Things to Remember For Encounters

Here are a number of suggestions to keep in mind when you are creating encounter tables:

Don't forget animals: animals and dire animals are a key part of the Wilderlands. An encounter with 3 lions is very difficult. "Encounter" doesn't have to mean "monster."

Use Wilderlands-specific monsters: perytons, winged apes, cavemen, dragon-headed ogres, demi-giants, smilodons and other creatures specific to the Wilderlands help add flavor to the setting.

Use monsters from the Tome of Horrors: Judges Guild products are "old school" and the *Tome of Horrors* contains monsters from First Edition that weren't officially ported to Third Edition.

Use monsters from any supplement you want: Judges Guild has always been very open about incorporating the products that you like.

Don't forget humans and non-combat encounters: all too often we think "encounter means monster." Don't forget pilgrims, beggars, fighters on patrol, merchants, wild horses, a dragon flying overhead, a solar eclipse, events, weather conditions, obstacles, etc.

Divide into day and night: make sure your tables include day and night encounters, since they are often very different.

Utilize the suggested encounters from the geographic descriptions: remember to read the geographic descriptions in the map booklets. Those descriptions include suggested creatures for a particular area. This is not to say, of course, that all encounters in a particular area must be of the type mentioned.

Random Ruins and Relics

The Wilderlands setting is riddled with ravaged ruins and rusted relics. Each hex contains many ruins and relics, though most may not even be noticed by the players. You, as Judge, should make the ruins an relics ever present. These tables can help you generate some random ruins.

Roll 1d10 for class, condition, covering (if applicable), state and keeper on the following table. Then roll 1d6 on the appropriate indicated sub-tables unless otherwise noted.

CLASS	CONDITION	COVERING	STATE	KEEPER
1 Ruins	1 Partially Covered	1 Sand	1 Crumbled & Decayed	1 Mechanical
2 Relics	2 Fully Covered	2 Ashes	2 Disfigured & Defaced	2 Giant Types
3 Remains	3 Above Ground	3 Cinders	3 Wormeaten	3 Dragon Class
4 Vestiges	4 Rocky Slope	4 Earth	4 Crystallized & Petrified	4 Undead Types
5 Remnants	5 Inside Cave	5 Thicket	5 Corroded & Eroded	5 Lycanthropes
6 Refuse	6 In Crevice	6 Mold	6 Collapsed & Tumbled	6 True Giants
7 Wrecks	7 Beneath Overhang	7 Slime	7 Moldy & Contaminated	7 Animals
8 Skeletons	8 Large Crater	8 Rocks	8 Dangerous Operational	8 Insects
9 Antiques	9 Partially Sunken	9 Webs & Dust	9 Partially Operational	9 Trap
10 Artifacts	10 Charred & Burnt	10 Vines	10 Fully Operational	10 None

RUINS	Manor	Village	City	Citadel	Castle	Temple
1 Manor	1 Hut	1 2-12 Huts	1 7-42 Huts & Citadel	1 Tower	1 Keep & Pallis.	1 Altar
2 Village	2 Hovel	2 4-24 Hovels	2 8-48 Houses	2 Twr. & Wall	2 #1 & Moat	2 Shrine
3 City	3 Hall	3 6-36 Cottages	3 9-54 Houses & Wall	3 Great Keep	3 #2 & Walls	3 Sanctuary
4 Citadel	4 Villa	4 #3 and ditch	4 #3 & 1-4 Citadels	4 Keep, 4 Twrs	4 #3 & Manor	4 Oracle
5 Castle	5 Cottage	5 #3 and Pallis.	5 20-120 Houses	5 #4 & Wall	5 #4 & 4 Twrs	5 Pantheon
6 Temple	6 Palace	6 #5 and Moat	6 #5 & 1-4 Temples	6 #5 & Moat	6 #5 & Wall	6 Monastery

RELICS	Tools	Machines	Tombs	Armor	Weapons	Containers
1 Tools	1 Ladder	1 Loom	1 Grave	1 Breastplate	1 Dagger	1 Barrels
2 Machines	2 Plow	2 Grinding Whl.	2 Sepulcher	2 Greaves	2 Scimitar	2 Urns
3 Tombs	3 Pick	3 Clock	3 Mausoleum	3 Gauntlets	3 Hand Axe	3 Trunks
4 Armor	4 Hoe	4 Balance	4 Catacombs	4 Helmet	4 Spear	4 Jars
5 Weapons	5 Anvil	5 Potter's Whl.	5 Vault	5 Chainmail	5 Trident	5 Bottles
6 Containers	6 Axe	6 Press	6 Crypt	6 Shield	6 Battleaxe	6 Boxes

REMAINS	Utensils	Apparel	Harness	Toys	Optics	Tomes
1 Utensils	1 Eating	1 Hauberk	1 Swimmer	1 Doll	1 Monocle	1 Lexicon
2 Apparel	2 Digging	2 Boots	2 Flyer	2 Vehicle	2 Spectacles	2 Scroll
3 Harness	3 Writing	3 Cloak	3 Giant Animal	3 Weapon	3 Spyglass	3 Manual
4 Toys	4 Navigating	4 Tunic	4 Small Animal	4 Tool	4 Mirror	4 Tablet
5 Optics	5 Measuring	5 Mask	5 Medium-size	5 Game	5 Colored Pane	5 Book
6 Tome	6 Musical	6 Breeches	6 Colossal	6 House	6 Periscope	6 Codex

VESTIGES	Pyramid (d4)	Mound	Fountain	Totem	Sewers	Monolith
1 Pyramid	1 Burial Tomb	1 Sacrificial	1 Giant	1 Mammal	1 1' Sq., Open	1 Column
2 Mound	2 Temple	2 Burial	2 Statued	2 Human	2 2' Sq., Open	2 Hewn Statue
3 Fountain	3 Observatory	3 Treasure	3 Miniature	3 God	3 1' Sq., Closed	3 Minaret
4 Totem	4 Palace	4 Lair	4 Geometric	4 Monster	4 2' Sq., Closed	4 Obelisk
5 Sewers	66% have stepped	5 Sacred	5 Wish	5 Bird	5 4' Sq., Closed	5 Effigy
6 Monolith	sides, rest are flat	6 Polymorphed	6 Spray	6 Snake	6 8' Sq., Closed	6 Monument

REMNANTS	Road	Tombstone	Signpost	Channel	Masonry	Bridge	Edifice	Works	Structure	Wall
1 Road	1 Track	1 Plaque	1 Guide	1 Tunnel	1 Mud Bricks	1 Rope	1 Carved Cliff	1 Arsenal	1 Stairway	1 Stockade
2 Tombstone	2 Trail	2 Cairn	2 Omen	2 Pipe	2 Stone Bricks	2 Wood	2 Sculptured Mound	2 Granery	2 Ramp	2 Barricade
3 Signpost	3 Gravel	3 Staff	3 Trade	3 Well	3 Marble Blocks	3 Stone	3 Colossal Statue	3 Paved Plaza	3 Shaft	3 Fence
4 Channel	4 Roman Paved	4 Beacon	4 Warning	4 Passage	4 Plaster	4 Earth	4 Palace	4 Viaduct	4 Spire	4 Rampart
5 Masonry	5 Asphalt	5 Pyre	5 Emblem	5 Canal	5 Wattle	5 Natural	5 Mill	5 Reservoir	5 Roof	5 Dike
6 Bridge	6 Concrete	6 Stone Pile	6 Boundary	6 Aqueduct	6 Stone Blocks	6 Brick	6 Calendar Stone	6 Cistern	6 Tunnel	6 Partition
7 Edifice										
8 Works										
9 Structure										
10 Wall										

REFUSE	Offal	Sewage	Parts	Discards	Food	Fuel
1 Offal	1 Viscera	1 Soap	1 Buckle	1 Leather Scraps	1 Fat	1 Wood
2 Sewage	2 Bones	2 Body Wastes	2 Lacing	2 Papyrus Scraps	2 Fruit	2 Coal
3 Parts	3 Gore	3 Oils	3 Crossbar	3 Handle	3 Seeds	3 Peat
4 Discards	4 Gristle	4 Slop	4 Pommels	4 Shield Boss	4 Vegetables	4 Dung
5 Food	5 Fat	5 Chemicals	5 Arrowhead	5 Pole	5 Minerals	5 Petroleum
6 Fuel	6 Talons	6 Lint	6 Spike	6 Linen Scraps	6 Meat	6 Wax

WRECKS	Sea Veh.	Land Veh.	Air Veh.	War Eng.	Submarine	Subterr.	Unusual Air
1 Sea Vehicle	1 Raft	1 Sledge	1 Balloon	1 Onager	1 Dolphin Sled	1 Mole Sled	1 Prop. Driven
2 Land Vehicle	2 Canoe	2 Wagon	2 Wings	2 Screw	2 Seahorse Carriage	2 Rock Borer	2 Jet
3 Air Vehicle	3 Pig Bladder	3 Litter	3 Hang-Glider	3 Ram	3 Giant Turtle Hse.	3 Mine Cart	3 Reentry Cap.
4 War Engine	4 Longboat	4 Carriage	4 Parachute	4 Tower	4 Diving Bell	4 Earth Borer	4
5 Submarine	5 Merchant Ship	5 Wain	5 Roc Carriage	5 Springal	5 Pocket	5 Worm Saddle	5 Helicopter
6 Subterranean	6 Man O' War	6 Chariot	6 Unusual*	6 Trebuchet	6 Nuclear	6 Rat Chariot	6 Anti-grav

SKELETONS	Small	Medium	Large/Huge	Unusual	Skulls	Garg/Colossal
1 Small	1 Miniscule	1 Man	1 Ogre	1 Cubic	1 Miniscule	1 Humanoid
2 Medium	2 Halfling	2 Elf	2 Troll	2 Crystalline	2 Medium	2 Avian
3 Large/Huge	3 Goblin	3 Orc	3 True Giant	3 Multi-limbed	3 Giant	3 Reptilian
4 Unusual	4 Pixie	4 Dwarf	4 Dinosaur	4 Multi-headed	4 Colossal	4 Ursoid
5 Skulls	5 Gnome	5 Lizard folk	5 Sea Monster	5 Winged	5 Multi-horned	5 Amphibian
6 Garg./Colossal	6 Kobold	6 Hobgoblin	6 Whale	6 Armor-plated	6 Multi-sockets	6 Crustacean

ANTIQUES	Statues	Furniture	Engravings	Idols (d4)	Fittings	Handicrafts
1 Statues	1 Miniature	1 Throne	1 Battle Scene	1 Stone	1 Faucet	1 Basket
2 Furniture	2 Half Size	2 Chest	2 Coronation	2 Plaster	2 Lamp	2 Vase
3 Engravings	3 Life Size	3 Giant Size	3 Punishment	3 Metal	3 Bell	3 Miniature Painting
4 Idols	4 Giant Size	4 Miniature	4 Religious	4 Wooden	4 Fresco	4 Abacas
5 Fittings	5 Abstract	5 Stone Seat	5 Romantic	Height:	5 Hinges	5 Ship's Figurehead
6 Handicraft	6 Magic	6 Stone Table	6 Curse	1d20 ft.	6 Knocker	6 Bust

ARTIFACTS	Weapons	Entertaiment	Off. Dev.	Prot. Dev.	Inf. Dev.	Ldrshp. Dev.
1 Weapon	1 Sword	1 Animated	1 Hand	1 Machine	1 Stone	1 Ring
2 Entertainment	2 Dagger	2 Musical	2 Vase	2 Staff	2 Flask	2 Gem
3 Offensive Device	3 Hammer	3 Dancing	3 Eye	3 Vial	3 Orb	3 Throne
4 Protective Device	4 Club	4 Serving	4 Box	4 Garment	4 Diadem	4 Rod
5 Informative Device	5 Battleaxe	5 Intensifying	5 Horn	5 Talisman	5 Crystal Ball	5 Sword
6 Leadership Device	6 Javelin	6 Dreaming	6 Vat	6 Armor	6 Necklace	6 Scepter

Power Centers of the Wilderlands

There are no true kingdoms currently in the Wilderlands (though Viridistan comes the closest), which makes for epic campaigns. Because no one city or ruler dominates, there is a great deal of conflict into which you can thrust the PCs. Also, without one dominant ruling kingdom, the PCs have the "breathing room" to become power centers themselves, should they choose to be. Instead, six city states dominate the politics of the Wilderlands and the lands of the Winedark Sea and the Sea of Five Winds:

- **Viridistan**, known as the City of Spices and the City State of the World Emperor, is home to the sorcerous and otherworldly Green Emperor and his wife, believed to be the last of the race of green-skinned Viridians. Viridistan has ruled over most of the northern Wilderlands for some time, but its influence has lessened of late. Its many provinces contain cities that are nearly city states in and of themselves.
- The **City State of the Invincible Overlord**, known as simply the "City State," its real name has been lost to history. Originally founded by dwarves on an ancient site on the Estuary of the Roglaroon believed to be a capitol of the ancient Orichalan Dragon Empire, the City State was taken over by Tharbrian warriors and has been ruled by them ever since. The City State is increasing in power and influence and tension is mounting between the City State and Viridistan.
- **Valon**, a major sea power and home of the lithe and tall avalonian ice-wizards, Valon has historically not concerned itself greatly with expansion and has lived in peace with most of its neighbors, aside from occasional incursions into Tarsh and surroundings. Many-spired Valon sits at the south end of the Great Glacier.
- **Tarantis**, ruled by Atar the Lion, has become a major sea power and home of the Tarantine Merchants' Association. It is also a source of items from the far off Kingdom of Karak. Atar has been linked to the legendary pirate captain known as the Seahawk.
- **Tula**, the ancient and legendary City of Mages, is the home of the many schools of magic. Believed to have been founded by an ancient lizardman-lich, magical beasts roam freely alongside powerful wizards and steel-eyed soldiers. Apprentices from lands both near and far come to Tula to learn the magical arts.
- **Rallu**, the City State of the Sea Kings is the home of hearty mariners who claim to be descendents of ancient Kelnore. Long kept secret from the outside world, the location of Rallu has recently been revealed. Rallu is at odds with Tula.

There are several other locations and groups that are important in understanding the politics of the setting:

- **The Holy Cities** of the god Mycr are locked in a struggle with Viridistan, but nevertheless remain an important pilgrim spot. The above-ground villages cover the many caves and caverns that house the worshipers of the god Mycr.
- The city of **Warwik**, founded by nobles from the City State of the Invincible Overlord who were exiled when their plot to overthrow the Overlord was uncovered. This large city is growing in power.
- The many **Pirate Groups**, including the Azurerain Pirates allied to Tarantis and led by the legendary Seahawk, the Brotherhood of Pirates, the Deathhorn Pirates of Warwik, the Pirates of Hagrost, and the Brotherhood of Sea Tigers.
- The **Tharbrian nomads** that wander the plains near the City State and Viridistan and the **Altanian barbarians** who rule the Pazidan Peninsula to Oricha.
- The city of **Tarsh**, which is growing in strength.
- The dwarves of **Thunderhold**, staunch allies of the City State.
- The various **Provinces of Viridistan** and their powerful rulers.
- The **Skandiks** in their raiding longships with their cruel king at Ossary who patrol the Pagan Coast.
- The emerging cites of **Lenap**, **Tlan** and **Chim** — once part of the Ghinoran Successor States, each slowing returning to power.
- The restoration of the once-great city of **Modron** as a key shipping port on the Estuary of the Roglaroon.
- The many **Undersea Kingdoms**, including the mer-folk kingdom of **Sae Laamer** in the Trident Gulf, the mer-elves of the **Heareat Undersea Kingdom** near Valon and the mer-folk of the undersea city of **Crespar** near Modron.
- The **Marmon Witches**, three hag-sisters of legendary power who reside in the Marmon Mist Swamp north of Viridistan.
- The **Witches' Court Marshes** near Grita Heath, and their yearly conclave of evil, ruled by a coven of powerful witches.
- The **Warband of Lokaug Vishnakh**, a small roving army of evil humanoids led by a famous fallen paladin.
- The **secret Spy Networks** of the various city states, including the Black Lotus of the City State, the Blue Cobras of Tarantis and the Black Adders of Viridistan.
- The **Tarantine Merchant's Association**, which dominates all trade with Tarantis and is reportedly linked to pirates.

As a general principle, the central area of the Northern Wilderlands — contained in the regions of Valon, Viridistan, City State, Tarantis and Altanis — are the most populated and contain the most established "civilization." The other regions, as a general principle, are more wild and remote and back-water — though there are several very notable exceptions, including the city states of Rallu and Tula, the various elven cities and the Lord of the White Throne in Damkina.

Climate and Weather

The northern half of the Wilderlands is primarily temperate, with a solid wedge of sub-arctic and arctic climate pushing down from the Sea of Ice – the great, miles-thick glacier north of Valon. The south is hotter, with tropical weather patterns and far different flora.

The climate of these regions is determined by the positioning of the landmasses in relation to the currents flowing through the several seas, in relation to winds, and how this affects rainfall and weather patterns. To a lesser extent, and most notably in the area of the Trident Gulf, the gods have and continue to affect the climate, generally for the better.

The Currents

The major current affecting the Wilderlands is that of the Silver Sea, the northern portion of the Ethereal Ocean. This current flows in a clockwise direction from the Silver Skein Isles, north along the eastern coast of the Pazidan Peninsula to the Wine Dark Sea, where it turns northeast to Tarsh, then flows south along the Tarantine Coast until it once again slips into the warm southern seas. Along the way it brings warm waters to the northern Pazidan Peninsula and Tarsh.

The current of the Sea of Five Winds flows through the Sotur Straits north along the Lenap Coast, into the Kumari Sea, and then south again along the western Antillian shore. There it once more joins the great current that passes on a wide circuit from Rallu, Chimbu, Tlan, and thence back to the Lenap Coast.

The last great current in the north, the Great White, flows counterclockwise in the Uther Pentwegern Sea. From Valon in the north, the current flows southwest, then south along the eastern coast of Elephas, east across the rocky coast of the Northshore, and northeast through the depths of the Wine Dark Sea to northern Tarsh. It then takes a slight detour north into the Bay of Ice, where it picks up the great bergs that give it its name; thereafter it crosses again to the west, bringing its cargo of doom to the shores of Valon.

There are several micro-currents, notably that found in the Romillion Sea (clockwise), and that of the Trident Gulf (counterclockwise, at the whim of Armadad Bog, God of the Trident Gulf).

Temperature, Rainfall, and Weather Patterns

The world of the Wilderlands, like Earth, rotates on its axis east to west, and, like Earth, is affected by the coriolis effect. With the coriolis effect, the hot air that rises into the atmosphere from the equator flows north-east high above, then drops to earth again at about 30 degrees north, and flows along the earth as the prevailing wind (the "South East Trades" of Earth), to the south-east. Similarly, prevailing winds from 30 degrees to 60 degrees north flow along the surface in a northwesterly direction (and thus are known as "Westerlies").

These major wind patterns help determine rainfall. In this matter they are affected by landmasses, most especially mountains, as well as coastal wind patterns, which bring in a lot of water along a coast, generally regardless of prevailing winds. Also, the temperature of the surface also affects rainfall, as hotter surface regions cause air to continue to rise, which severely limits precipitation. And, of course, there are always the various gods and goddesses that affect regional and local rainfall, and thus climate.

The southern portion of the Wilderlands, richly provided with ocean climates and moisture, is also of a relatively hot climate. Many of these regions have only two seasons — wet and dry, while in other areas, especially coastal jungles, rain falls more or less year-round.

Further north, the temperature grows colder and seasons become more distinct. In temperate regions such as Roglaras and Viridistan, there are four specific seasons, from a wet spring to hot summer, mild fall and often bitingly cold winter. Valon and the Elphand Lands, cold but still touched with considerable moisture, are subject to heavy spring rains and thick snows in winter.

The northeastern portion of the Wilderlands is high desert — drier but still cold. Tarsh, where the worst of many bad climatic conditions come together, is infamous for having some of the harshest and deadliest winters in the region.

Elsewhere, in the regions of Lenap and the Desert Lands, rainfall is rare and precious, and the bitter sands are subject to cruel changes in temperature — punishingly hot during the day, and deathly cold at night. These extreme temperature inversions create strange weather, including towering dust-devils, sandstorms and fearsome winds.

New Substances

The Wilderlands setting contains two strange substances, both incredibly rare and powerful.

Carbelium

Carbelium is a strange, lightweight but very hard red metal that is extremely rare. It's only known source is on Gheulost Island in the Trident Gulf, which is protected by the Viridian Navy. The metal seems magically antithetical to iron and steel and is only slightly affected by magical protections. In fact, it is actually attracted to iron and steel (though it does not bond with it). It is too hard of a substance to be crafted into weapons larger than arrow heads. Some ancient wizards knew of a way to fuse small threads of *carbelium* into magical weapons, but those techniques have been lost. Presently, the only use for *carbelium* is in the making of special arrows for the Green Emperor's elite archers. The arrows themselves are not magical, though the metal's inherent properties make them seem magical.

Carbelium arrows: *carbelium* arrows are treated as *keen* weapons. Attacks with *carbelium* arrows are treated as a ranged touch attack ignoring non-magical armor and shields. Any magic bonuses from magical armor remains, but is reduced by 2. In fact, because *carbelium* is drawn to iron and steel, a target wearing metal armor grants the archer a bonus to hit based upon the amount of metal in the armor he is wearing. Subtract three from the AC bonus of metal armor to determine the circumstance bonus to hit that target. Thus, a target wearing a chain shirt grants a +1 bonus to hit, while a target wearing full plate grants a +5 bonus to hit. Though the arrows only do normal damage, they ignore any Damage Reduction that can be bypassed by any sort of metal such as silver, adamant, or cold iron, acting as the equivalent of those metals for the purpose of bypassing Damage Reduction. Carbelium arrowheads are essentially unbreakable and may be collected and reused in making new arrows. The ability to craft *carbelium* is only known by a few select wizards loyal to the Green Emperor and player characters may not craft *carbelium* items (presuming they manage to obtain *carbelium* in the first place) without permission of the Judge and specific training.

As a secondary effect, *carbelium* is a hazardous substance. Possessing more than a small amount of the metal (a pound or more) for more than one day requires a Fortitude save (DC 20) or the person suffers 1 point of both temporary Constitution and Intelligence damage. For this reason, even the emperor's elite archers do not carry more than 20 *carbelium* arrows. Over time, those exposed regularly to quantities of *carbelium* lose their hair, their skin turns burning red and becomes scabrous and cancerous, their muscles slowly rot, their teeth fall out, their brains liquefy and they start to go insane.

Raw *carbelium* and *carbelium* ingots, as well as quantities of *carbelium* arrowheads, are kept in lead-lined boxes and chests, which protect the owner from the dangerous emanations of the metal. There have been attempts to make *carbelium* swords with lead-lined scabbards; all have failed spectacularly, and lethally.

Carbelium is not available for sale in the general market, and can only be found most dearly on the black market (valued at over 1000 gp per arrowhead).

Magicum

Magicum is a strange bluish rock-like substance that seems to be psycho-active. It has many subtle uses. First, persons in the area where *magicum* is present in the ground become more magically and psionically aware. In fact, extended exposure to areas containing *magicum* leads to the development of innate psionic and magical powers and heightens the power of those who already possess such powers, though direct exposure can lead to death.

In game terms, a person in an area rich with *magicum* has +1 ECL for purposes of arcane spells and psionic powers. After a month of exposure a person who does not already have such powers may begin to manifest 0-level Psion powers (talents) or 0-level Sorcerer spells (cantrips) as a 1st level caster. These effects end when the person leaves the *magicum*-rich area. In addition, *magicum* is a key ingredient in the creation of magical *gates* and other high level magical items, particularly items that store, turn or resist spells or magic.

Magicum does not seem to have any impact on divine magic. Despite its apparent magical nature, it is not easily detected, giving off no magical aura of any kind. Though somewhat ironic, it is believed that *magicum* can be used as an alternate fuel source for advanced technological items that require energy cells to operate.

Magicum is a great contradiction. In one sense it acts very much like a magical battery, allowing for the storing of spell energy. A large sized lump of *magicum* (about 8 ounces) can store up to 5 levels of spell energy (though no more regardless of the amount of *magicum*). A spell must be cast on the lump of *magicum*. The level of the spell case (though not the spell) is stored in the *magicum*. It remains in the *magicum* for one week per level or until the energy is used to power a spell. This energy can then be used by the caster to power a memorized spell of up to the same level. A spell cast that is powered by *magicum* does not erase that spell from the mind of the mage (or use a spell slot for a sorcerer), though the entire energy in the *magicum* is depleted even if a spell of less than the level of spell energy in the lump of *magicum* is cast. The caster must be in contact with the *magicum* and must consciously desire to power the spell with the *magicum*. Spells cannot be partially powered by *magicum*. If there are not sufficient spell levels stored in the *magicum*, it does nothing and the spell is cast normally.

In another sense it is anti-magical. A person who directly possesses a large lump of *magicum* (about 8 ounces) gains Spell Resistance 12 (though no more regardless of the amount of *magicum*). The *magicum* loses this quality once it is charged with spell levels as described above.

Like *carbelium*, *magicum* is a hazardous substance. Anyone possessing more than a pound of magicum for more than one day must make a Fortitude save (DC 20) or the person suffers 1 point of both temporary Constitution and Charisma damage. Long term exposure to *magicum* leads to oozing sores, rotting flesh and madness.

Judges History

This history supplements the history provided in the *Player's Guide to the Wilderlands*. It follows the same division of historical periods as in the *Players' Guide* and the Judges History Timeline from that book accurately tracks the true historical events, which are fleshed out in full below.

The Wilderlands as a setting was created in the early '70s. Though it may seem strange today, back then there was not the clear division between science fiction and fantasy that exists today. Many early gamers from the Judges Guild era were just as influenced by Edgar Rice Burroughs' stories of Venus, Mars and Pellucidar, Jack Vance's *Dying Earth* and other science fiction authors such as Robert Heinlein and Larry Niven as they were by Tolkein, Leiber, Moorcock, Howard and other authors we now consider pure fan-

tasy, not to mention H. P. Lovecraft and the horror genre. In fact, much of fantasy was once subsumed by science fiction, with the prestigious Nebula award given out by the Science Fiction Writers of America to many fantasy greats. For example, in 1970 the Science Fiction Writers of America designated Larry Niven's clearly science fiction novel *Ringworld* as the best novel while at the same time designating the seminal fantasy short story "Ill Met In Lankhmar" by Fritz Leiber as the best novella. The Wilderlands reflects that older tradition and as a result has a history that includes heavy science fiction and technological elements.

For those of you from this "old school" who don't mind mixing science fiction with fantasy, the pre-history of the Wilderlands is for you. Today, however, many gamers don't like to mix their science fiction with their fantasy. If you happen to fall into this latter group, all is not lost — though I daresay you will be vaguely uncomfortable reading the pre-history of the Wilderlands, the result of a visceral objection to mixing the fantasy and science fiction genres. One solution, for those who object to the mixture, is to simply change the elder races to ancient wizards and the Markrabs to demons or other creatures from the outer planes. Yet another solution is to embrace this mixture. Certainly it will surprise your players. Fantasy settings have come to be so similar, this strange twist might be just the thing you need to bring back some wonder and awe to the fantasy setting.

Pre-History

The planet on which the Wilderlands exists is called Ghenrek IV. It is the fourth planet of a yellow star with a surrounding ring. The circumstellar ring is known as "Heaven's Bridge" by most races of Ghenrek IV, as the planets, moons, and even the sun itself travel across the sky upon it. By daylight, it assumes a light blue aspect and at night it glows silver with tinges of scarlet (or has since the Uttermost War). The ring becomes golden once every 52 years for a period of 90 to 96 days. Intelligent life forms use this event to mark the end of a cycle and the beginning of new one.

Unlike many life-bearing worlds of the galaxy, Ghenrek and its planets were born from a stellar nursery activated by a supernovae explosion of a star unusually high in silicates. Ghenrek's crust was formed riddled with a high concentration of silicate rocks and ores. Ghenrek IV suffered massive comet strikes, which seeded the planet with *magicum*. After the last strike, much of the planet's life died and evolution began anew but there was something more, a silicoid lifeform beneath the surface of the planet began to replicate. This life form formed a hive mentality and gained sentience, calling it self the Gaia. Over many ages, the Gaia discovered that it could manifest fully on the surface and interact with life there. It could reach into the minds of the creatures of the world and influence their actions. Over the course of the ages the Gaia manipulated the evolution of Ghenrek IV's fauna into four highly intelligent races: Dragons, First Men, Fairies, and Pegasai. Dragons became the most numerous on the surface due to their strength and long lives. The Gaia became regarded as a god by the four races and accepted their worship. The Gaia also discovered it could manipulate gravimetric anomalies to aid the growth of giant flora. To slow the advancing glaciers, the Gaia began to slowly shift some heavy metal magma deposits. It experimented with creating small ecological preserves or habitats to preserve life forms threatened with extinction. During its examination of species to be preserved, the Gaia noticed a general adaptation to the use of psycho-reactive minerals, like *magicum*, by the flora and fauna. This was followed by a general increase in intelligence in many species.

Ages later (over 40,000 years ago), Ghenrek IV came to the attention of the Alliance of Elder Races, when a scout ship from the Alliance came into orbit. The Gaia told it's worshipers to hide themselves from the curious newcomers. It further hid any structures, including several magical *gates* it had experiment with to permit instantaneous travel to various continents, by causing land slides or growth to cover them.

The Alliance of Elder Races is composed of star faring races of extremely long life spans, up to 1,400 years. They accept any race that achieves the ability to travel between the stars and agrees to their Ethic Charter. This charter proclaims that sentient life itself is of the highest value and only the quest for knowledge is worthy as the ultimate goal of any race. They choose to remain hidden from any culture not accepted and developed strict laws prohibiting contact or exploitation of any system wherein a non-star faring sentient race was developing. Upon finding no sentient life forms on Ghenrek IV (they could not detect the Gaia, nor did they detect the races of Ghenrek because the Gaia had ordered them underground), they began to investigate the planet. It was determined that shallow craters containing *magicum* could be found upon every continent. Huge gravity anomalies dotted the landscape often resulting in giant flora and fauna.

They discovered three of the *gates* the Gaia created and assigned a team of scientists to study these *gates* with a view toward adapting this technology to space travel. If the method of constructing and activating *gates* could be discovered, the vast resources necessary for interstellar travel would be greatly decreased. The Alliance scientists assumed that a long dead civilization or interstellar explorers left these *gates*. The biology of this world was rich with marvelous finds attracting scientists from all 255 worlds of the Alliance. An extensive root system seemed to cover most the world's topsoil and core drillings revealed a silicoid layer similar to silicoid life forms found elsewhere deep beneath the clay layers. Four bases were built. After 133 years of exploration and exploitation efforts, a robominer tunneled into a large cavern containing dragons and humanoids. This triggered an attack by the two races. First Men mounted on the back of the Dragons attacked and quickly overwhelmed the Eldar Alliance's northernmost base.

Only twenty casualties resulted before the Alliance surrendered in abject humiliation that they had broken so many laws. The victorious First Men and Dragons said they would dictate surrender terms after consulting their god. The Gaia decided to gain more specimens for study and demanded six of each new sentient race be left upon the planet as hostage

and the immediate withdrawal of all others off planet. The Alliance began dismantling the bases and called for volunteers to stay as hostages. They dressed the groups in paper robes and dispersed them about the planet as dictated by the Dragons and First Men's God (known as the "Great Dispersal" in many religions, though none come close to accurately understanding the time of the dispersal).

However the Eldar Alliance was not the only external group interested in Ghenrek IV. The only true enemy of the Alliance, the evil Markrabs, sent spies (a race of slaves known as Shadows) to find out what the Alliance was doing on the planet. The spies discovered the experiments upon *gate* technology and summoned one of their leaders. A Markrab prince arrived in orbit near the Alliance space station and began negotiations for the transfer of all discoveries. Fearing war, the Elder Alliance proposed several compromises but it became apparent that war was inevitable.

After a brief period of demands by the Markrab Prince to share all technology discovered upon the planet and repeated attempts at compromise by the Elder Alliance, an Alliance star cruiser/transport arrived to pick up the Alliance colonists. When the transporting Alliance star cruiser arrived, the Markrab war ship immediately attacked, destroying the space station and the star cruiser. Alliance workers still upon the surface built a defensive base called Fortress Rhamsandron (later to be the location of the City State of the Invincible Overlord) and the Markabs established a fortress in the Valley of the Ancients, where they immediately attacked the dragon enclaves there (since Dragons were the most abundant indigenous life form, there were 944 large warrens and over 1,200 smaller warrens). The Alliance protested this act of war against these indigenous creatures but did not know that it resulted from a failed attempt to convince the dragons to attack the Alliance bases as they were being dismantled. The Markrabs destroyed over 70% of the entire population of dragons. The planet itself was spared devastation as neither side wished to disrupt or destroy the unique ecological cauldron of immense scientific interest. The fortresses prevented additional landing by either side and were dismantled upon agreement to a ceasefire.

This war came to be known as the Uttermost War. The Uttermost War raged for 1,400 years with most battles fought in other systems. Both side never attacked Ghenrak IV as not to disturb the rich ecosystem or *gate* technology of the planet. A ceasefire was signed for a period of 146,000 years. One watcher ship from each faction stationed outside the planetary orbits maintained constant vigil over the prized planet.

Though the Markrabs and the Alliance were at a stalemate, each interacted with the inhabatents of the planet differently. The Markrabs lacked the numbers to completely exterminate the races of the planet. Nevertheless, the Markrabs and their vile Shadow slaves began to subjugate the races of the planet as their rulers. The Alliance, limited by their own ethics, was powerless to interfere. This period came to be known as the Century Wars of Domination and many races were nearly rendered extinct.

At some point, the Markrabs mysteriously left the planet. It is believed that the attention of both the Alliance and the Markrabs became directed towards the galactic core when several important discoveries were made there.

The planet was finally abandoned to its own fate, for a time.

Over 270 races were left on Ghenrek IV from the aftermath of the Uttermost War and the Century Wars of Domination. 256 of these races were from the Alliance, and another 14 races were once slaves to the Markrabs (including the demonic houri). The races spread throughout the planet and lived lives as hunters and gatherers. As time passed the old hunter-gatherer tribes began to settle and agriculture was re-discovered. As the settlements grew, competition for resources resulted in several wars of domination between races. These wars stimulated technological development and progress in the arts.

The Gaia began its study of the new races by examining their dreams. After two thousand years, the Gaia began to understand the thought patterns and languages of most the races. Its hive mentality delighted in the wealth of pictures and new concepts recorded from the dreams. The Gaia found that some of the most gifted individuals help deep religious belief. It began experiments by manifesting doppelganger imitations of some individuals after they died. Later the Gaia moved on to more elaborate mythological creatures and manifestations of the divine entities worshiped by the different races. The appearance of these manifestations further reinforced the religious beliefs of the races and resulted in many delightful new concepts for the Gaia's enjoyment. This event of deific manifestation is known as the "Flowering of the God-Tree," and nearly all current religions in the Wilderlands refer to it as a creation event (though scholars have grossly mistaken the date of its occurrence by nearly 30,000 years).

During this time, the Demon Empires were formed and fractured into their eternal war and the barbaric warrior nomads of the eastern lands formed an alliance that evolved into the Kingdom of Karak, which has existed, though often waxing and waning, until the present day.

Of greater significance to the Wilderlands, however, was the founding of the ancient village of Kelnore and the growth of that kingdom, which would come to be the first true kingdom on the surface of the world and would usher in the first period of history untainted by interstellar influence. The village was founded by a unification of primitive Kelnorian tribes from area of the Valley of the Ancients who had risen up against their longtime oppressors, the evil First Men. After a final, decisive battle against these oppressors at The Battle of Waylay Pass, they routed the enemy's powerful sorcerers and scattered the few who survived the rage-infused slaughter that followed the battle. Most of the remnants of First Men were hunted down in the forests, caverns, and hillsides of the area and put to sword by their bitter former servants. Those that survived fled and vanished. The victorious Kelnorian tribes, under the leadership of the Great Druid Thearillion, migrated southward along the coast of The Winedark Sea (along the narrow strip of coast separating the sea from the Glow-Worm Steppes) until they arrived at Dahute Bay, where the river Azurerain emptied out into the sea. The soil of the river delta was rich

and bountiful, and the river's vitality made the area a perfect place to settle. Fresh from their conflict with the First Men, they had become a battle-hardened people and easily defeated the contentious local tribes (Gishmesh) to lay their claim at the river's mouth. The settlement of Kelnore was established. From these humble beginnings, along with a resistance to oppression, a disciplined belief in fairness and freedom, and a knack for organization, the seeds of the Empire of Kelnore were sewn.

Ancient History

Kelnor grew into an empire, founded by Krieg the Elder. Through a steady series of conquest, subjugation, and a network of frontier forts to control their expanded reach, the Empire of Kelnore spread down the coast to The Isles of the Blest, Across to Altanis, and as far North as the Elphand Lands. After a time even the Valley of the Ancients paid tribute to the High Cyng of Kelnore (as the leaders styled themselves beginning with Krieg The Elder). Soon the Kelnorian Ket, the standard gold coin of the Empire, was the preferred currency from the Elphand Lands down to the Ghinor Highlands. But the power of Kelnore was not unrivalled among men. Their conquest of the Barbarian Altanis and the establishment of frontier forts across the region led them into direct conflict with another burgeoning power: the tribes of wild men of the northern Wilderlands, namely the wild Tharbrians and barbarian Altanians.

The tribes of wild men ruled the western regions from Lenap to the Zirzus Plain. Repeated attempts by Kelnore to subjugate the wild men and overtake their lucrative spice trade failed miserably. This failure resulted mostly from the fact that their base of operations, Barbarian Altanis, was in constant revolt and upheaval. The Frontier Fort system established across the Pazidan Penninsula was barely adequate to contain the savage Altanians, let alone serve as a base from which to launch sustained campaigns around the Trident Gulf. And despite the powerful magic possessed by the Army of Kelnore, there also seemed to be mysterious and powerful forces intervening on behalf of the wild men (particularly the psionic Altanians) in several critical encounters. Thusly, after a particularly gruesome battle along the Bitter Ridge on the Eastern Shore of the Trident Gulf, the expansion of the Empire of Kelnore ground to a halt. A treaty was signed with the wild men designating the Trident Gulf as the Western boundary of Kelnore. Never again was Kelnore to test this boundary in armed conflict. The place where this final battle took place is aptly named to this day: the Bitter End.

Despite the end of the empire's expansion along the Trident Gulf, the heart of the Empire of Kelnore was flourishing. The Empire's far-flung network of Frontier Forts protected the margins of the empire and encouraged civil trade. Subsequently the various resources and goods from all parts of the empire traded hands over a vast area, enriching all. The Kelnoran Navy patrolled the Winedark and Uther Pentwergen Seas, making the shipping lanes safe for merchant fleets to operate. Wealth and learning abounded, and even the Barbarian Altanians became relatively quiet during this period. It was also during this period, The Peace of Kelnore, that the city was rebuilt for the final time. Cyng Gratus Golden Hand ordered a new outer curtain wall of white granite and an Inner Keep of white marble (complete with a 200 ft. central tower) to be constructed. Around the inner keep he arranged a garden of silver-bark cherry trees, and each spring the trees would regale in white flowers whose blossoms would shower the moat in shimmering white as they fell. Thus Kelnore attained legendary status and henceforth was known as The Ivory City. Bards from all corners of the known lands sang her praises at taverns, festivals, and royal courts. It was truly a glorious time.

But this golden time was not to last. The troubles seemed to come in threes for the Ivory City and her empire. A host of dragons swept through the Valley of The Ancients, specifically targeting and devastating the Frontier Forts established there. Meanwhile, only two years later, the wild men launched an attack on the westernmost part of the empire, sending a concerted thrust against the Western Phalanx stationed along the Grimlong Outlands. The battles were pitched and bloody, and although the Army of Kelnore held the line, they were considerably weakened.

With too many fires burning at the edges of the empire at the same time, Cyng Gert the Swarthy (also nicknamed 'The Rotund' for his gluttony) decided to allow the Western half of the Pazidan Peninsula to fall to the Altanian Barbrians in exchange for an annual tribute of grain and furs and concentrated his considerable forces to repel the dragons to the north. The new Western boundary of the empire aligned roughly east of the Estuary of Roglaroon and south of the River Modron. Virtually one half of the empire had disappeared in the span of 30 bitter years. The only silver lining in this very dark cloud was that from now on, the wild Tharbrians would be the problem of the Altanians alone.

With the loss of her major Western territories, Kelnore soon gained a new appreciation for what had previously been an overlooked area of the empire: the Elphand Lands. Inhabited by a variety of wild peoples, these lands were rich in resources and featured an unparalleled river system with which to transport those resources. Perhaps the most beneficial legacy established by Kelnore within the Elphand Lands was the open market of Damkina. The Kelnorians were no fools, and they were ever mindful that the real strength of the Elphand Lands was the trade highway that was its river system. In order to make the best use of this incredible natural phenomenon, they established a free market on the island of Damkina in the midst of Vast Lake. No fort was placed here; the concept was that this was to be a free market – any an all who wished to bring goods here for sale or barter were welcome to do so. And although the soldiers of Kelnore have not been seen in the Elphand Lands for well over 6,000 years, the market at Damkina continues to flourish until this day.

Although the first signs of destruction occurred along the frontier, the heart of the empire itself was also sick. The Imperial Council, once the shining example of democracy and enlightenment in the known world, had become a

corrupt body of power-hungry elitists. For hundreds of years, the rotting core of the Empire of Kelnore ate away at the systems and traditions that had made the empire what it once was. Her armies and navies were reduced to political pawns or mercenaries for hire, her courts were for sale to the powerful and the wealthy, and commerce had become a perilous enterprise for those without paid-for assistance from the elite classes. As the central government collapsed, the roads, bridges, and aqueducts along the edges of the empire came under disrepair and neglect, and the edges of the empire continued to suffer. Remote army outposts were forced to fend for themselves as often as not, and many of them did so exceedingly well. Still, there were areas where the rebellious or vengeful local peoples found weaknesses in the Kelnorian 'armor' and were able to separate themselves from the empire. It was during this time that a prince of Kelnore unites several far-flung outposts of the empire and convinces them to separate from the Ivory Throne, creating the Ghinoran Successor States, which, in name, exist to this day.

The Isles of the Blest, having paid substantial bribes to certain officers in the Imperial Navy, seceded from Kelnore without so much as a fight. And several years later the Altanians took another chunk out of the Western frontier when they pushed the Western Phalanx out of the Queans Waste and up to the Plains of Cairns.

As the Empire spun out of control, the corruption of the Imperial Council finally reached a boiling point with the Cyng at the time, Romular The Wise. Romular held the Ivory Throne from -3852 to -3831 BCCC, and in keeping with the era, was no warrior but rather a wizard/politician. He chose to pick a fight with the Imperial Council in -3848. His goal was to reduce the council to a ceremonial rubber-stamp of Imperial Authority and promote himself from Cyng to Emperor. Appealing to public outcry over taxation, he turned the populace against the Council, who predictably turned to Romulus to save them, and he did — but only after they signed a document proclaiming him Emperor and granting him far greater powers under the law. And, so, with the signing of the Dictoria Glovinnia ("Heavenly Decree") in -3848 BCCC, the *Emperor* Romular called in the Eastern Phalanx and turned them loose on the mob he himself had instigated. The hills ran red with blood to quench the fires of the Council villas, and Kelnore sank to an all new low.

This treachery divided the loyalties of the various Phalanxes of the Kelnoran army. The leader of one faction, Baram Bloodshield, led his elite cavalry to the Ivory Palace. Throwing a sack of precious gems on the steps of the palace, he declared to the Palace Guard: "To those whose allegiance is to Kelnore, I offer this and a chance to depart from here alive. To those whose allegiance is to he who dwells here, I offer only death." Many of the guard took the gems and left. Those who stayed were slaughtered to a man. Baram's forces easily smashed through the depleted defenses and made their way up the Ivory Tower. Baram fell upon the Emperor Romular in his personal suite atop the Ivory Tower, caught hold of Romular by his jeweled pendant, dragged him to the window of his opulent bedchamber, and flung him kicking and screaming out onto the white paving stones below. The blood-tainted stones where Romular landed were never replaced. Baram declared himself *Cyng* of Kelnore and restored the powers of the Imperial Council. As his first act in office, he opened the royal pantry to the citizens of Kelnore that commenced a three-day feast in his honor (still commemorated as the *Feast of Baram*, by the Gishmesh tribesman upon whom the tradition was enforced long ago)

Though Cyng Baram managed to rebuild the defenses of Kelnore during a brilliant 31-year rule, the oppressed local Gishmesh and Paldorian tribes began raiding the outside settlements of Kelnore on a weekly basis. Kelnore lost all contact with its fractured and distant armies, which in truth had been mostly decimated by the Altanians. The final Cyng of Kelnore, Keltigern the Bald, won the throne by defeating rival nobles in a wrestling match. Keltigern was an oaf of a man who knew nothing but brute force. He harassed and challenged the encircling Gishmesh and Paldorian tribesmen and it was by those tribes that the crumbling empire was finally overthrown. Keltigern was dragged into the central forum and executed in front of a leering crowd. The tribesmen then sacked the city and pillaged every home. The entire city was torched and the walls demolished.

As Kelnore was decaying and falling, in the lands it left abandoned to the west a new power was growing. Starting in Oricha in the southern portion of the Pazidan Peninsula, the Orichalans began to grow in strength and number. They were directly aided by an increase in the magical level of the Wilderlands at that time. They became great sorcerers and learned ancient dragon magic. It is believed that one of their early sorcerous princes stirred the dragons from their ancient rest that decended on Kelnore and speeded its fall. The dragons troubled not only Kelnore, but other areas of the Wilderlands and the Orichalans, with their dragon blood, became their masters, ushering in their rule as Dragon Lords.

Unlike Kelnore, of which tales are still known from ancient bard songs preserved in Damkina and with the Gishmesh tribesmen and Karakhan wanderers, little information about the Orichalan Dragon Lords survived the subsequent War of the Pious and Philosophers, which threw the Wilderlands back into a near Dark Age.

What is known of the Orichalan Dragon Lords is that they built three great capitals — one named Satur, which is now Greenwax; one named Sotur, which still lies cursed and in ruins on the Downloand Plains near Valon; and one over the ancient Alliance site of Fortress Rhamsandron (a location that would later also be the site of the City State of the Invincible Overlord). They also created another great city in the hills of Oricha itself, but the location of that city has been lost, as it was taken apart stone by stone by the Altanian tribesmen who later slaughtered each and every Orichalan.

They trained and rode dragons, it is said. And as a result of their mastery of dragons, the raiding by the dragons stopped. Though as a result of that peace, and the fear of the peace ending, the Orichalans spread their power and

empire. They were cruel and wicked, masters of dark magic and foul alchemy. To this day, there are no alchemists to rival the ancient Orichalans.

Though many were great sorcerers and wizards, there were many who were also great craftsmen. Perhaps it was their love of alchemy that led some to reject magic and turn to "science" and "technology." It is said that some Orichalans made contact with the ancient Markrabs or their Shadow servants (and perhaps even discovered their ancient base in the Valley of the Ancients), and through them learned advanced skills of craft. The Chronology of the Dragon Kings found in the City State even makes reference to the mysterious Markrabs. The empire divided, those in power favored magic while subversive elements favored the lore of science. This division spread across the Wilderlands, infecting even the falling empire of Kelnore and the Ghinoran Successor States, as well as the White Throne at Damkina.

So began the final Great War of the Wilderlands — the War of the Pious and Philosophers. The war pitted the followers of magic, both divine and arcane (called the "Pious"), against the followers of science and technology (called the "Philosophers"). It is said that there was a time when technological creations could equal the wonders that could be done with magic. Outside of the Orichalan Empire, the Pious persecuted the Philosophers, driving them underground. But in the Orichalan Empire, the split factions persecuted each other, leading to the eventual downfall of the empire. Gradually progress in technology came to a halt and began to decline as people took to doing thing by magic. The remaining Philosophers banded together and tried to use technology to crush the Pious once and for all. Great machines were built, but technology had declined to the point where it was not enough to overcome the forces of magic, particularly when some of the gods themselves joined in the conflict, and in the ensuing worldwide conflict the Philosophers were defeated. It is said that the Markrabs returned in this battle, though in small numbers, and were once and for all destroyed or banished from the planet by the power of the gods, since the Markrabs fought on the side of the Philosophers (more evidence, in the mind of the Pious, that their side was in the right).

The great war reduced most civilizations to rubble and ruin. Few cities remained. Even the Kingdom of Karak was reduced to a near barbaric state. Though the capitals of the Dragon Lords were somewhat intact, what few citizens remained fell to petty power squabbling between warring wizard factions. The several cities of the Dragon Kings remained at least sparsely populated and somewhat civilized, though too few in number to have any real power and there was little left to rule that had not fallen to barbarism even had they possessed the means to do so. Only Damkina survived the war relatively intact (though greatly reduced

Little, if any, records exist of the rule of the Dragon Kings. The most complete record coming from the Calendar Obelisk found in the City State, details the "Chronology of the Dragon Kings." The Chronology is recorded in 52 year and 104 year cycles. A lapse of indeterminate length (some sages say 2460-2535 years) is obviously the result of a destruction of records on a nation-wide scale. Missing or non-interpreted glyphs are indicated by ***.

The Broken Datum Cycles	BCCC	Chronology of Kings	
The Shifting Lands	575	Var*** ***Klar	Captain *** of 5 ***
The Toppled Megalith	679	Sc*** Tazakel of ***994	444* *** Sten***
The Shifting Suns	783	Kukalkin The Preserver	Bitol The Engin*** King
The Cataclysm of the Turtle	887	Itzlazam The Strong	Camwritan The Priest-King
The Lost Beasts	991	Golden Anothezam	Tregwar The Magnanimous
The Serpeant People	1095	Ahkan Chane The Wizard	Cajalan The Progenitor
The Great Migration	1199	Queen Alumienna	Governor General Tepinar
The Barbarous Horde	1203	Aftar The Fire-Dog King	Menestor The Defender
The False Wars	1307	Ermid The Ruthless	Flanesnar The Barbarian
Separation and Division	1411	Under-King Ledgelys	Llmanogan of The Red Stone
The False Sun	1515	Cardondinas The Dragon King	Drakomian The Kind
Volcanoes and Liars	1619	Damermid The Talon	Emperor Grongyrfeng
The Death God	1723	Ontemac the Bald	Carondinas The Usurper
Infinite Destruction	1827	Aymaran The False King	Akenothezam Silver-Brow
The Lost Moon	1931	Lamat of The Emerald Worm	Manikon The Sea Dragon
The Quaking Mountains	2035	Polassar The Colonizer	Kundal of The Flame
Wind War of *** ***	2199	Kukalan of The Storm	The Between Time Kings
Rainstorm of Red ***	2303	Gucumat The Weakling King	Chacjalom The War Lord
Shedding of The Old	2407	Chacmol The Conqueror	Chulain The Demigod
The Seeking	2511	Hamentor The Wise	Hamentor The Old
Markrab Returning	2615	Balor The Shield	Wulfrikan of The Flight
Markrab Codice Breaking	2719	Ermanarik The Boy King	Ermanarik The Valliant
Raging of the Blue Dragon	2823		
Muror Beneath The Waves	2927		

This ends the chronicles of Dragon Kings and begins the Cycles of Atrabiloran…The Great Chasm.

in population). In fact, Damkina is one of the few places where the writings of the ancient Philosophers is preserved. The surviving wizards turned on themselves and eventually were their own downfall. The site on the Estuary of Roglaroon that was once their capital, built on the ruins of Fortress Ramsandron, was left vacant for thousands of years until the current City State was founded by a unification of nomad Tharbrian tribesmen.

The barbarian Altanians, over whom the Dragon Kings had ruled and who were perfectly suited to this new era of barbarism, took their revenge on their former masters. Led by legendary warriors, the barbarian Altanians hunted out and killed every Orichalan they could find and tore down their ancient city stone by stone and erased it from their memory such that the capital city located in Oricha is lost. The barbarian Altanians come to rule the entire Pazidan Peninsula and the wild Tharbrians regain the northern Wilderlands.

In the wake of this worldwide conflict, civilization was knocked back into a Dark Age and much writing and learning was lost.

Imperial History

In this uncivilized void, the god Armadad Bog — then a very minor deity — manifests in the Trident Gulf and breeds the Viridian race from merfolk and the wild Tharbrians. It is said that Armadad Bog's seed began that cruel race. Shortly after the creation of the Viridians came the founding of Viridistan, the subjugation of the local Tharbrians and the beginning of Imperial history.

The "History of the Wilderlands" section of the *Player's Guide to the Wilderlands* accurately recounts the history of the setting from the founding of Viridistan until the present day.

Bibliography of Judges Guild Products

Judges Guild has been around for years and many of the old Judges Guild products are set in the Wilderlands. Some of those products have been updated and can be found at *www.judgesguild.com*. Others are available in electronic format online from *www.drivethrurpg.com*. Still others can be found in old print editions from various companies specializing in out of print game products, such as Noble Knight Games which can be found at *www.nobleknight.com*. Here is a list of some of the classic Judges Guild products which were used in the creation of this *Boxed Set*. None of these out-of-print products are required to run a Wilderlands campaign and the vast majority of the information from the sources below has been incorporated into this *Boxed Set*. This bibliography is provided only for the benefit of collectors or fans that have a desire to see the original source material.

Wilderlands of High Fantasy, Fantastic Wilderlands Beyonde, Wilderlands of the Magic Realm and **Wilderlands of the Fantastic Reaches:** The four parts of the original Wilderlands setting containing all the maps but one (original map numbers 1-5 and 7-18, excluding map 6). Available at *www.drivethrurpg.com*.

City State of the Invincible Overlord: Details the City State. This has been revised and reprinted by Necromancer Games.

Wraith Overlord: This hard to find book details the sewers and dungeons beneath the City State of the Invincible Overlord. The Necromancer Games revision of the *City State* includes all the content from *Wraith Overlord*.

City State of the World Emperor: Details the city state of Viridistan and also details the final original campaign map (original map number 6).

Tarantis: Details the city state of Tarantis. Available at *www.drivethrurpg.com*.

Modron: Describes the city of Modron and the undersea village of Crespar. Available at *www.drivethrurpg.com* and in revised format at *www.judgesguild.com*.

Tegel Manor: Details a notoriously haunted manor.

Mines of Custalcon: Details several hexes near the City State, including the villages of Byrny and Trollslore. Available at *www.drivethrurpg.com*.

Spies of Lightelf: Details the wilderness area around the village of Lightelf. Available at *www.drivethrurpg.com*.

Pirates of Hagrost: Details activity on the rivers near Modron and the City State, including the hidden lair of the Pirates of the River Hagrost. Available at *www.drivethrurpg.com*.

Shield Maidens of Sea Rune: Describes the conflict between the Amazons and the Skandiks over the strange port village of Sea Rune and its accompanying castle. Includes background on the Warband of Lokaug Vishnakh. Available at *www.drivethrurpg.com*.

Witches' Court Marshes: Describes Grita Heath, the Garman Citadel as well as the make up of the Witches' Court. Available at *www.drivethrurpg.com*.

Treasure Book I, II and III: Includes various short adventures all set in the Wilderlands. They are available at *www.drivethrurpg.com*.

Pegasus Magazine: Each Pegasus magazine included a "City State Installment" that contained an adventure or supplement set in the Wilderlands, from Revelshire, to Damkina, to the Isles of the Blest, these installments are fabulous resources. They will be available soon at *www.judgesguild.com*.

Using the Map Booklets

The two map booklets contained in this boxed set detail the cities, villages, citadels, castles, geographic features and islands and also include a sampling of lairs and ruins. Please note that these books do not detail every tiny farming village or every lair or ruin. Particularly with lairs and ruins, there are hundreds of thousands of lairs and ruins in the Wilderlands which these books could not even begin to describe. The Judge should expand and supplement these as his or her imagination and campaign dictate. The provided lairs and ruins should be considered illustrative, not exhaustive.

The map entries are broken down into chapters that correspond to a particular map region. The chapters go in order of the maps from left to right, from top to bottom. See the Regions map in the Introduction. Thus, the northern-most maps — The Elphand Lands, Valon and the Valley of the Ancients — are the first three map chapters detailed. These are followed by the next row of maps — Viridistan, the City State of the Invincible Overlord and Tarantis. And so on until each of the 18 region maps has been detailed.

Each region map chapter has three parts:

Overview

Each map region chapter begins with a few paragraphs giving a general overview of the map region, noting occupants, political activities, weather, rumors and legends, and other important overview notes for the Judge.

Geographic Features

This section includes some introductory information about the geography of the particular map. It also includes a list, in alphabetical order, of all the geographic features found on the map for that region. Each entry follows this model:

Name (terrain type, climate; EL): Feature description. **Encounter:** Encounter description.

Name

Each geographic feature is alphabetized by its proper name, with generic geographic information appended following a comma. For example, "Savage River" would be listed as "Savage River" where "River Running" would be listed as "Running, River" and "River of Death" would be listed as "Death, River of".

Terrain Type

Each named geographic feature also has a parenthetical after it that includes its terrain type and sub-type if needed, along with any other descriptors. The listed terrain type matches those detailed in Chapter 3 of the v.3.5 *DMG* as modified below.

Note that the listed terrain type is the most common terrain type for the particular geographic feature or the dominant type for the area. It does not mean that the geographic feature is exclusively composed of this type. For example, a Dense Forest could still have a fringe of Medium or even Sparse Forest. Or a Sandy Desert could have stretches where it is Rocky. Similarly, a river that is Rough Aquatic could have Calm portions.

The terrain types and their subtypes are as follows:

Forest: *Sparse Forest*, *Medium Forest* and *Dense Forest*. Note that the vast majority of the plains of the Wilderlands could be considered Sparse Forest. Forests large enough to be depicted as such on the map are generally either Medium or Dense.

Terrain and Overland Movement: Roads

In general, the Wilderlands is a place of few roads. Other than those near the main city states, most of the terrain in the Wilderlands is considered *Trackless* for purposes of figuring overland movement as detailed in Chapter 9 of the v.3.5 *Player's Handbook*. Other than perhaps Rorystone Road that runs between the City State and Thuderhold, the major roads within the provinces surrounding Viridistan, the road to the Holy Cities and south to Grindwell, which could be considered *Highway*, all other roads, such as they are, are no better than *Road or Trail* on Table 9-5 in the *Player's Handbook*. Even the majority of the Old South Road that runs from the City State south to Onhir is at best a *Road or Trail*. The many roads crisscrossing Barbarian Altanis, while once great Kelnoran highways, are so cracked and ruined as to be considered *Trackless* for purposes of movement rate, though they do provide clear indicators of direction and nearly remove any chance of getting lost when following them.

Marsh: *Moor* or *Swamp*. As a general rule, if it's dry it's a Moor, if it's wet it's a Swamp.

Hills: *Gentle Hills* or *Rugged Hills*. Hills adjacent to mountains are normally Rugged Hills.

Mountain: *Alpine Meadow*, *Rugged Mountains* or *Forbidding Mountains*. If a mountainous geographic feature does not list a sub-type, Judges should presume it to be Rugged Mountains. Mountainous geographic features will also list an additional descriptor indicating the general altitude band of the feature: *low pass* (less than 5000 ft.), *low peak/high pass* (5000 ft. to 15,000 ft.) or *high peak* (more than 15,000 ft.). If no altitude is noted, Judges should consider mountains to be *low peak/high pass*. Truly high mountains can include the *Giant* descriptor, see below.

Desert: *Tundra*, *Rocky Desert* or *Sandy Desert*. Note that most Rocky Deserts are Warm, Tundra is Cold and Sandy Deserts are Hot, unless otherwise indicated.

Plains: *Farmlands*, *Grasslands* or *Battlefield*. Most plains are grasslands. There are very few large stretches of farmlands in the Wilderlands, except perhaps for some of the vineyards near Viridistan. Most farmland is around villages and towns, and even then these are limited. The Wilderlands as a setting is very wooded, and even areas depicted as Plains on the map could be considered Sparse Forest.

Aquatic: *Calm Aquatic*, *Rough Aquatic* or *Stormy Aquatic*, with additional descriptors of *Busy*, *Underwater* and/or *Perilous*. Though this terrain type does not have official subdivisions in the *DMG*, we have added these subdivisions and descriptors for the Aquatic terrain type.

Calm Aquatic, *Rough Aquatic* or *Stormy Aquatic*: These aquatic descriptors track the types of water from the Sail skill detailed in the *Player's Guide to the Wilderlands* as well as the Swim skill from the *Player's Handbook* and the "Flowing Water" entry in the Aquatic Terrain section of Chapter 3 of the v.3.5 *DMG*. Generally, such a descriptor for open water means the condition is caused by weather or waves. For rivers, the descriptors normally do not refer to weather and refer instead to the water itself. In a river, the Rough Aquatic descriptor means very fast moving water and a Stormy Aquatic river would be one that is dominated by whitewater. Many rivers that are Stormy Aquatic are also Perilous (see below).

Busy, *Underwater* and *Perilous*: In addition to the above descriptors, a body of water may also be designated as *Busy* (meaning it has lots of surface vessels), *Underwater* (meaning it contains a substantial underwater population of humanoids) and/or *Perilous* (meaning it has substantial physical dangers such as reefs, shoals or other natural or supernatural elements that make passage very dangerous). Note that *Perilous* reflects only the danger to travel from the physical conditions of the feature. It *does not* account for the presence of extremely large and aggressive sea creatures, as that would just be handled by an unusually high EL. One of the nastiest types of terrain is a sea that is Stormy Aquatic, Perilous and with a high EL.

Giant: This descriptor is a new modifier to the other standard terrain types listed above. It indicates anomalous geographic features such as titanic trees or mountains of unbelievable height or steepness. Such features could be two, three or even four times larger than their normal counterpart. It also indicates that the feature is frequented by giant and/or dire versions of normal animals or perhaps prehistoric creatures. This feature exists in the Wilderlands as a result of strange magical or gravitational anomalies in the planet itself, which allow for trees and mountains of huge size.

Climate

A climate type will generally be listed for each geographic feature in the parenthetical following its terrain type and any additional descriptors. If, however, a region has a relatively consistent climate, the general climate type for the whole map will be noted at the top of the Geographic Features section and then any geographic features which differ from that general climate will be indicated individually. If there is no descriptor for Cold or Hot, Warm is presumed.

Climate types are as follows:

Cold: 0 (or below) to 40 degrees F during the day on average, 10 to 30 degrees colder at night.

Warm: 40 to 80 degrees F during the day on average, 10 to 20 degrees colder at night.

Hot: 80 to 110 degrees F during the day on average, 10 to 40 degrees colder at night.

Wet or **Dry:** these descriptors are added if the region has an unusually high or low amount of precipitation (which, if Cold, could also mean snowfall). If neither Wet nor Dry, then the region has normal precipitation. A jungle might be Hot, Wet, for example. Where a damp forest might be Warm, Wet.

See "Weather" in Chapter 3 of the v.3.5 *DMG* for more information.

Encounter Level (EL)

Generally, terrain types have an Encounter Level ("EL") based on the list below. If the EL of a geographic feature differs

Chance of Wilderness Encounters

For more information on wilderness encounters, see the "Random Wilderness Encounters" section of Chapter 3 of the v.3.5 *DMG* and the "Chance of Wilderness Encounter" table. For purposes of determining the chance of a wilderness encounter using the above-mentioned table, the majority of the Wilderlands should be considered *Frontier/wilderness*, including areas around towns and villages. Only the areas immediately surrounding a major city state or the province capitals of Viridistan should be considered *Verdant/civilized area*, and only the immediate hex containing a major city state or a province capital of Viridistan should be considered *Heavily traveled*. Only the deserts should be considered *Desolate/wasteland*.

Note that the increased chance of encounter for *Verdant/civilized* and *Heavily traveled* areas should also reflect a greater percentage of encounters associated with the particular source of civilization.

from the average range below, it is listed in the parenthetical description of the feature. If no EL is listed for a feature, Judges should presume the average EL is appropriate. Again, as with terrain type, the EL is the most common EL for the particular geographic feature. It does not mean that the geographic feature is exclusively this EL. Areas of average EL could contain pockets of great danger with a greatly elevated EL. The listed EL is meant as an aid to the Judge in determining overland encounters, not as a restriction prohibiting you from placing easier or more challenging lairs or encounters in a particular geographic area.

The average EL range for all terrain types are as follows (regardless of climate):

Forest: *Sparse Forest*: EL 6, *Medium Forest*: EL 8; *Dense Forest*: EL 10.

Marsh: *Moor*: EL 6; *Swamp*: EL 9.

Hills: *Gentle Hills*: EL 5; *Rugged Hills*: EL 7.

Mountain: *Alpine Meadow*: EL 8; *Rugged Mountains*: EL 11; *Forbidding Mountains*: EL 13.

Desert: *Tundra*: EL 5; *Rocky Desert*: EL 9; *Sandy Desert*: EL 7.

Plains: *Farmlands*: EL 2; *Grasslands*: EL 4; *Battlefield*: EL 6. Note that many Plains may be considered Sparse Forest and thus EL 6.

Aquatic: In general, Aquatic terrain is EL 6. Open water (non-coastal seas or oceans and the center of very large lakes) is EL 8; *Busy* increases the chance of ship encounters; *Underwater* increases the chance of encounters with undersea humanoids; *Perilous* increases the chance of surface events and the chance of damage to the vessel.

Giant: EL as above for above terrain type +4.

Feature Description

This section provides a short and evocative description of the geographic feature. Some descriptions may make passing references to unexplained creatures or locations. The idea in doing so, as with all of the Wilderlands setting, is to inspire the imagination of the Judge and plant seeds of adventure, not to tie your hands.

Encounter and Encounter Description

Most geographic features do not have this entry, though some suggest such information in the Feature Description. Some features include an Encounter section. This section lists possible encounters to include in any random encounter table created for the geographic feature or as a source of ideas for possible placed encounters. Again, this information is provided as a suggestion and a way to make the geographic feature unique as opposed to other features. It is not meant to tie your hands as the Judge.

Specific Locations

Following the geographic features come the hex by hex specific locations. Hex-specific entries are made as follows:

[Hex Number] Name (Descriptor or EL): Location description.

Hex Number

Each entry begins with a four-digit hex number. That hex number corresponds to the numbered hex on the region map. The first two hex digits are the "column" numbers. There are 52 columns of hexes per map. The second two hex digits are the "row" numbers. Each column of hexes has either 33 or 34 hexes per column (odd numbered columns have 34, even numbered ones have 33). Hexes are numbered consecutively, by column and row, from left to right, top to bottom, on the map starting with 0101 in the upper left-hand corner of the map. Thus, column 01 (the left-most column on each map) has hexes numbered 0101 through 0134 (top to bottom of the column). Column 02 has hexes numbered 0201 through 0233. And so on, all the way to column 52 that has hexes numbered 5201 at the top to 5233 at the bottom right-hand corner of the map.

Hex References: If the text of one specific location refers to another location, and that location is on the same regional map, the reference is done parenthetically by hex number. For example, the entry for the city of Seahill in the City State map references another location on that map: "Yan of the Hellbridge Temple uncovered the plot and the Duke sacked the town and razed its castle (3204)." If the specific location refers to a location on another map, the reference is done parenthetically by map name and hex number where appropriate. If the reference is to a geographic feature on another map only the map name is listed. For example, "The elves of Artin often trade by ship with Lantoc (Altanis, 1213)" and "The river flows all the way into Trident Gulf (Viridistan)."

Name

Following the hex number of the entry is the name of the location, island, ruin, city, castle or citadel.

Note that names of cities and towns are in Small and Large Caps to make them easier to identify among the other entries since they are often of greater importance to the Judge to locate quickly.

Descriptor

If the location is a city, town, castle or citadel, it will include a parenthetical descriptor.

Town Size: For cities and towns, the descriptor will be the Town Size which indicates the Town Size, Population range and GP Limit as detailed in the "Demographics" and "Generating Towns" portions of the "World Building" section in Chapter 5 of the v.3.5 *DMG*.

Castle or Citadel: If the location is a castle or citadel, the parenthetical will indicate either "Castle" or "Citadel." These terms have the following definitions: A *castle* is a fortified structure of some type with the primary aim of being a structure of military significance to the surrounding area. While a castle may take many forms, it is always fortified and always was designed with a military significance. A *citadel* indicates a stronghold focusing on a particular class, such as a wizard's tower or a cleric's temple or some other building or lair of class-related significance. A citadel as a structure may or may not be fortified and may or may not have been designed with any eye to its military significance. The term citadel covers a much broader range of possible building types. A citadel could be a tower or a temple or a guild hall or some other structure.

Generally, presuming he or she owes fealty to some other person, city or organization, the owner of a castle has the responsibility to keep the surrounding area clear of monsters in a 2-hex radius from the hex containing the castle (not counting the hex containing the castle).

Encounter Level

If the location is a lair or a ruin or some other location other than a city, town, castle or citadel, the location will have an Encounter Level ("EL") indicated in parentheses after the name.

Location Description

Each keyed location has a short textual description accompanying it that details the location and, hopefully, provides some evocative description that suggests possible stories or adventure ideas. Again, in keeping with the design plan of the Wilderlands to be "detailed yet open ended and flexible," the text and descriptions are meant to spur the imagination and lead the Judge to create his or her own material based on the suggestions herein. They may contain veiled references or possible rumors that are to be expanded upon as the Judge sees fit or to be abandoned completely.

Cities, towns, castles and citadels precede their location description with stat blocks specific to them. See below for details on those stat blocks.

Specific Location Types

Lurid Lairs, Ravaged Ruins and Idyllic Isles

The lurid lairs and ravaged ruins listed herein are intended to be illustrative, not exhaustive.

Lurid Lairs: There are hundreds of thousands of monster lairs in the Wilderlands. The ones listed here are merely samples to provide story ideas and adventure. There are likely four or five or more significant monster lairs per map hex (vastly more when animal lairs are included) and double that number of ruins. Many lairs detailed here are animal lairs, as those are often overlooked by Judges who focus on true "monster" lairs. The sample lairs contained in these books stretch from the horrific lair of multiple red dragons to the simple lair of a few wild pigs Use them as sources of inspiration. Certainly, if an encounter is had in a particular hex it does not mean it must be an encounter with the creature whose lair is detailed.

Ravaged Ruins: As with lairs, there are hundreds of thousands of ruins throughout the Wilderlands. There are most likely ten or more "ruins" per hex, of various size and significance. The setting is one of struggling civilization built on and around the ruins of great ancient civilizations. As a result, crumbled roads leading nowhere, vine-covered pillars and crumbling walls, tower bases, ancient statues and other such monuments to bygone civilizations dot the landscape. The ruins detailed herein should be considered examples, running the spectrum from a forgotten cup in the sand to an ancient ruin containing lost technology from far off worlds or futures.

For Judges desiring to generate random ruins, see the Random Ruins and Encounters chapter which follows this one.

Idyllic Isles: Islands are much like lairs and ruins in that they contain evocative text and the statistics for any relevant creatures or NPCs found there. They are meant as springboards for further development and adventure. Unlike lairs and ruins, nearly every significant island is detailed.

Creature and NPC Statistics: In all instances, creature statistics are provided in short format to save space, with abbreviated references following the description of the creature lair or encounter area. If a monster comes from Necromancer Games' *Tome of Horrors*, the creature's name is generally marked with an asterisk ("*").

Cities, Towns and Villages

Preceding their location description, entries for cities and towns include a stat block describing the town in the following format:

> **[Hex Number] [Town Name] ([Town Size]):** [Power Center Type]; AL [Power Center alignment]; TL [tech level]; XX gp limit; Assets XXX gp; Population XXX (Able bodied XX); [Population Racial Mix] ([breakdown of mix]); Resources: XXX. *Authority Figure:* [Name], [stats] ([description, if necessary]). *Important Characters:* [Name], [stats] ([description, if necessary]); [repeat as needed].

Town Size, *Power Center Type*, *Power Center Alignment*, *GP Limit*, *Assets* and *Population* are as detailed in the "Demographics" and "Generating Towns" section of Chapter 5 of the v.3.5 *DMG*.

Tech Level is detailed in the accompanying sidebar. Note that there are very few TL 10 cities in the Wilderlands and only a handful more of TL 8 and 9 cities.

The parenthetical *Able Bodied* following the Population figure indicates the portion of the population (generally adult) that can be summoned up in defense of the city or town should the need arise.

Population Racial Mix uses the terminology from the "Racial Demographics" section of Chapter 5 of the v.3.5 *DMG*, including *Isolated*, *Mixed* and *Integrated*. The races detailed in the city and town stat blocks include the Wilderlands-specific races. The Wilderlands-specific races are listed as part of the "Human" racial breakdown, despite their actual race, for ease of use by Judges not wishing to use the many Wilderlands races as those races would be most easily replaced by humans.

Resources indicates the primary resources of the city or town.

Authority Figures and *Important Characters* list relevant NPCs, including their gender, race (including Wilderlands-specific race, if appropriate), class, level and alignment. See below for more a summary of the Wilderlands-specific races and classes.

Tributary Villages: It should be noted that not every tiny farming village or tributary village is detailed in these books, though many are. It can be presumed the each town of the Town Size of "Large Town" or larger has one or two small satellite farm communities near to it that are not marked on the map, that are approximately 4 Town Sizes smaller than the primary town they support. In other words, a "Large Town" could have one or two "Thorps" that support it. Similarly, a Large City could have one or two Villages and perhaps a few Hamlets or Thorps that support it. Generally, if a town is of Hamlet size or larger, it is detailed herein. As Judge, however, you should feel free to add such small Thorps or Hamlets as you see fit. They may serve many purposes, such as external markets or perhaps even small shipping stations located on the bank of a river near to the main city or town. These small tributary villages are considered to be a part of the main city or town, even if they may be in a neighboring hex.

Citadels and Castles

Both citadels and castles are often very much like small villages. Though sometimes a castle or a citadel is nothing more than a military stronghold or a temple retreat, usually a small community of farmers and merchants congregate around a castle or citadel. These persons are detailed in the stat block and are considered part of the castle or citadel's population. As a result, entries for citadels and castles include a stat block similar to a city or town describing the location in the following format:

[Hex Number] [Name] ([Citadel or Castle]): [Power Center type]; AL [Power Center alignment]; TL [tech level]; XX gp limit; Assets XXX gp; Population XXX ([detail followers and garrison, commoners or other similar simple NPCs); [Population Racial mix] ([detail]). *Authority Figure(s):* [NPC info]. *Important Characters:* [NPC Info]; [Next NPC].

Power Center Type, *Power Center Alignment*, *GP Limit*, *Assets* and *Population* are as detailed in the "Demographics" and "Generating Towns" section of Chapter 5 of the v.3.5 *DMG*. Population includes any followers and garrison as well as commoners or other persons who live around the citadel or castle.

Tech Level is detailed in the accompanying sidebar. Note that there are very few TL 10 cities in the Wilderlands and only a handful more of TL 8 and 9 cities.

Tech Level

Technological level indicates the general advancement level of a location and the knowledge of the citizens of the area regarding crafts. Items reflecting a higher technological area may be available at a location with a lower technological level, but they will have been imported and if for sale will be much more expensive than normal. This is a rough guide and Judges should use their sound discretion.

TL	Technology
0	papyrus, stone, wheel, hide armor
1	stirrup, waterwheel, bronze, leather armor, bronze breastplate, shortsword
2	agriculture, rudder, iron
3	sundial, linen, candles, broadsword, studded leather armor
4	lantern, chariot, felt, scale armor
5	screw, windmill, silk, steel, longsword
6	crossbow, chain armor, spinning wheel
7	hourglass, stagecoach, bastard sword
8	knitting machine, compass, plate armor
9	rockets, glasses, Damascus steel (finest masterwork items)
10	telescope, calculus, sextant

TL 9 and 10: There are very few locations with a tech level of 10 in the Wilderlands, and no more than a handful with tech level 8 or 9.

Weapons: Locations of TL 0 have stone or wooden weapons, or wooden weapons with obsidian. TL 1 locations have bronze weapons (see the *Player's Handbook*). Locations of TL 2 to 4 have low grade iron weapons or bronze weapons and for this reason tend to use weapons that require little sophisticated metalworking, such as spears, maces and axes. Crude broadswords are available as low as TL 3. Locations of TL 5 and higher have fine bladed weapons. Locations of TL 9 and above can make the finest masterwork bladed weapons. It is possible for a low tech level location to have higher tech level equipment, but that would require a special situation (such as the trade isle of Mysk) and, unless noted otherwise, such items are always extraordinarily expensive.

Government Type: Most low tech level locations are tribal, dictatorial or agrarian. Medium and high tech level locations may have tribal, agrarian, republican, democratic, oligarchic, theocratic, dictatorial, feudal or tributary government types. There are few truly enlightened or democratic governments in the Wilderlands. The various locales are normally ruled by warlords or military governors.

Population Racial Mix uses the terminology from the "Racial Demographics" section of Chapter 5 of the v.3.5 *DMG*, including *Isolated*, *Mixed* and *Integrated*. The races detailed in the castle and citadel stat blocks include the Wilderlands-specific races. The Wilderlands-specific races are listed as part of the "Human" racial breakdown, despite

their actual race, for ease of use by Judges not wishing to use the many Wilderlands races as those races would be most easily replaced by humans.

Authority Figures and *Important Characters* list relevant NPCs, including their gender, race (including Wilderlands-specific race, if appropriate), class, level and alignment. See below for more a summary of the Wilderlands-specific races and classes.

Races of the Wilderlands

The Wilderlands as a setting is home to many races. The history of the world includes a gathering and a great dispersal of many races over the face of the world. Thus, Judges should feel free to use any race from any setting or supplement they desire.

Below is a list of races that may be found in the Wilderlands. See the *Player's Guide to the Wilderlands* by Necromancer Games as well as the *Lesser Races of the Wilderlands* article in the ENWorld Player's Journal (available for download from *www.judgesguild.com*) for more details on these races. Note that these subdivisions reflect racial or cultural divisions that create relevant statistical differences from a game standpoint.

This list is provided so that racial references in the various entries within this product can be understood.

Note that in the stat blocks contained in these map books, many of the unique Wilderlands races are contained within the "Human" description even when those races are technically not human. This is done for ease of replacement, since Judges opting to not use the Wilderlands-specific races would most easily replace those races with humans.

Humans

The following Wilderlands-specific sub-types of humans are detailed in the Characters chapter of the *Player's Guide to the Wilderlands*:

Default "Human": These "normal" mixed blood humans constitute the great majority of humans in the Wilderlands, with the most common being a mix of tharbrian and ghinoran blood with some altanian. They possess no relevant statistical alteration from the Human listed in the v.3.5 *Player's Handbook*. NPCs that are "normal" humans are noted simply as "human" in their stat block.

Alryan: Alryans are the city folk of the large cities of the northern Wilderlands.

Antillian: Centered on the city of Antil, antillians are a further admixture of alryan with more orichalan, tharbrian, elven, and (now extinct) antili blood.

Common Avalonian: The common occupants in the city of Valon, common avalonians are expert craftsmen, sailors and shipwrights. They are called "common" and considered human because their blood has been substantially diluted with that of other human lines, as opposed to true avalonians.

Common Orichalan: There are few of these folk left, as most people with any trace of orichalan blood have been hunted to extinction. They are called "common" and considered human because their blood has been substantially diluted with that of other human lines, as opposed to true orichalans.

Common Viridian: Common viridians are the basal population of the cities, towns and villages surrounding the Falling Empire of Viridistan. They are called "common" and considered human because their blood has been substantially diluted with that of other human lines, as opposed to true viridians.

Dunael: Dunael Woods-Folk originated in Dearthwood, where most can still be found.

Ghinoran: Ghinorans are the remnants of the Ghinoran Successor States from the ancient Kelnoran Empire, which fell thousands upon thousands of years ago.

Gishmesh: The gishmesh are the people of the City State of Tarantis and the surrounding lands. Some gishmesh are also from the ancient Paldorian blood line.

Karakhan: Known as Horse Lords, karakhan are the people of the far-off Kingdom of Karak to the east.

Skandik: The skandik Sea Wolves are a well-muscled water-loving race. They build their towns only along coastlines and their longships raid the surrounding areas.

Tharbrian: Tharbrians are eternal nomads of the central Wilderlands, having migrated into the Wilderlands from the far West.

Standard Humanoid Races

These are the racial and cultural subdivisions of the "standard" fantasy races from the v.3.5 *Player's Handbook* as they are found in the Wilderlands. These Wilderlands-specific versions of the standard races are detailed in the Characters chapter of the *Player's Guide to the Wilderlands*.

Dwarves

City Dwarves: The Kazadrach, or City Dwarves, are the most commonly encountered dwarves in the cities and towns.

Deep Dwarves: The Kazadrugar, or Deep Dwarves, shun daylight and prefer to live out their lives underground.

Hill Dwarves: The Kazadurul, or Hill Dwarves, are a coarse, insular warrior race. Most of their villages are above ground, with buildings of stone and wood.

Mountain Dwarves: The Kazadaran, or Mountain Dwarves, are the most ordered and hide-bound of a very stubborn race.

Feral Dwarves: The wild dwarves and carnivorous dwarves of the jungles south of Chim are dwarves that have sunken to barbarism and cannibalism.

Elves

Dark Elves: The dark elves are so called due to nature of their subterranean homeland and the hatred in their heart, not the color of their skin.

High Elves: By far the most common of the subraces of the elves

Gray Elves: The gray elves are the closest living embodiment of the ancient elvish archetype. They are very rare.

Mer-elves: The mer-elves are the rare, distant kin of the merfolk.

Northern Elves: The northern elves, also known as Alvar, or Blue Elves, arrived from the Great Glacier to the north.

Southern Elves: The southern elves, also known as Altani Elves, or Red Elves, are a barbaric race from Barbarian Altanis.

Wild Elves: Wild elves are the most reclusive of the elven folk. They reside in the deepest forests and hidden valleys.

Wood Elves: Wood elves are the rustic cousins of the high elves. They prefer to live in forests and wilderness, away from other races as much as possible.

Feral Elves: Some very few elves in the depths of evil forests have descended into barbarism, cannibalism and madness.

Gnomes

City Gnomes: They are a sorcerous race, steeped in the ways of illusion and phantasms and also highly respected as alchemists and herbalists, brewers and renowned tinkers.

Forest Gnomes: Forest gnomes are pudgy, roly-poly recluses who live in deep forests, away from other creatures save sylvan animals and faeries.

Lightelf Gnomes: Lightelf gnomes are unlike their cousins in that they have abandoned the ways of magic and are hunters, trappers, farmers and gatherers.

Red Cap Gnomes: Red Cap gnomes are an insane breed of gnome that lives in ruins and barren hills, seeking only to commit the most horrid atrocities they can before they die.

Half-elves

Except for half-mer-elves, which are detailed below, half-elves do not have statistically-relevant racial subdivisions.

Hal-mer-elves: Half-mer-elves have human legs and are able to breathe water as easily as air.

Half-orcs

Half-orcs in the Wilderlands have no statistically-relevant subdivisions.

Halflings

Common Halflings: The most commonly encountered halfling race is that of halflings of the cities and towns.

Highland Halflings: Highlands halflings look not unlike small versions of the local Altanians with slightly redder skin and proportionally larger, hairier feet.

Stouts: Stouts obviously have some elements of dwarven and probably gnomish blood, for they are very stout, and are the only halflings of the region known to wear large, curly beards under their great potato-shaped nose.

Wilderlands-specific Humanoids and Other Races

The following Wilderlands-specific Humanoids and other races are detailed in either the Characters chapter of the *Player's Guide to the Wilderlands*, the Monsters of the Wilderlands chapter of the *Player's Guide to the Wilderlands* or in the "Lesser Races of the Wilderlands" article from the *ENWorld Player's Journal*, available for download at *www.judgesguild.com*.

Altanian: The red-skinned "barbarian" altanians occupy the portion of the Pazidan Peninsula south of the City State of the Invincible Overlord.

Amazon: Amazons are a race of female-dominant humanoids.

Astari: Astari claim to be descended from the stars. Astari have an extra opposable thumb opposite the normal thumb on each hand. They are renowned astrologers.

Avalonian: The tall, thin, blue-skinned avalonians are the true-blooded ice-wizards and shipwrights of the city of Valon and the Great Glacier to the north.

Bardik: Bardiks claim to have been created by the gods of mirth, merriment, and song. The bardik voice is capable of hitting any pitch and tone and of mimicking any voice.

Cavemen: Either the degenerated result of ancient fallen human societies or the last remnants of the earliest savage human tribes, Cavemen can be found throughout the Wilderlands.

Confed: Hunter-gatherer savages, the confeds of the far north are exceedingly obese, having an extra layer of fat under their furry pelts.

Demi-giant: Demi-giants are the result of ancient magical experiments. They long ago destroyed their creators and have spread throughout the Wilderlands. They inhabit their own kingdom to the far west.

Demonbrood: The demonbrood are the result of interbreeding between human and demon slaves during the reign of the Markabs. They are natural shapechangers.

Dorin: Desert dwellers that prefer hot climates, dorins have an extra membrane that covers their eyes.

Elphan: The elphan are distantly related to other cavemen of the Wilderlands, though because of their proximity to and alliance with Viridistan they have gained greatly in culture and technology.

Elritorn: The elritorn are a druidic people, living in small nomadic bands in semi-tropical and tropical forests.

Empyrean: Empyreans are the result of the mating of a Celestial with a mortal being.

First Men: First men bear absolutely no resemblance to humans of any kind. They look rather like a cross between an ape, a man and a reptile.

Ghul: The ghul bone-folk have translucent flesh and look like living skeletons, outlined with a faintly shimmering aura in the form of a fleshy body. They are very rare.

Hawk-folk: Hawk-folk look much like lean humans with hawk-like wings sprouting from their shoulders, with a beak instead of a nose and mouth, large hawk-like eyes, and feathers instead of hair.

Houri: Though the phrase "houri" has commonly come to mean "exotic dancing girl or courtesan" of any race, true houris are in fact a sub-race of the Demonbrood which were specially developed by the Markabs as a race of concubines. Natural shapechangers, there are no male houris.

Liowan: Liowans are lion-like humanoids. They travel alone or with a mate. Liowans are great fighters, and make stout bodyguards.

Lunari: Lunari claim that their ancestors came from the moon. Lunari are human looking, though spindly thin, and their skin glows lightly from within at night. They have only three fingers and a thumb on each hand and only four toes on each foot. They have no hair on their body.

Neamua: Neamuans resemble humanoid domestic cats; their bodies are like those of a cat, but bipedal. Neamuans will mingle with other races.

Nguak: The Nguak are the most common breed of fowl-folk, gathering in small villages along rivers and lakes.

Orichalan: The Orichalan Dragon-Lords are the ancient noble race of Oricha. They are dragon-blooded and descended from the most ancient human bloodlines. Today they are quite rare, having been hunted nearly to extinction by the descendents of their ancient servants and slaves.

Solari: Solari claim to be descended from humans that were possessed by the Spirits of the Sun. They hunt undead wherever they are found.

Swerting: Called "goblin-men" and "troll-bloods," these debased, goblin-blooded humans are so vile that not even goblins wish to claim them as kin.

True Viridian: The Viridians are an ancient race, said to be the children of the god Armadad Bog and the merfolk of the Trident Gulf. Today there are only a handful of true viridians.

Classes of the Wilderlands

The Wilderlands setting allows for any character class from any supplement the Judge may see fit to use.

Standard Classes

All standard classes detailed in the v.3.5 *Player's Handbook* are present in the Wilderlands. Because the Wilderlands setting has always included psionics, Judges should allow character classes from the *Psionics Handbook*. See the *Player's Guide to the Wilderlands* for more details on the standard classes in the Wilderlands.

Standard Prestige Classes

All the standard prestige classes from the v.3.5 *Player's Handbook* are present in the Wilderlands, as well as prestige classes from the *Psionics Handbook*. See the *Player's Guide to the Wilderlands* for more details on the standard prestige classes in the Wilderlands.

Note that the Red Wizard prestige class detailed in the v.3.5 *DMG* is called "Chromatic Wizard" in the Wilderlands. Chromatic wizards come from Tula, the City of Mages. They are called chromatic wizards because they wear the robes of the color affiliated with their chosen school of specialization and, unlike those seeking to become archmages, have forgone generalization in favor of deeper specialization. Chromatic wizards conform in all respects to the red wizard prestige class in the *DMG* with modifications as detailed in the Characters chapter of the *Player's Guide to the Wilderlands*.

Wilderlands-specific Classes

The following classes and prestige classes are detailed in the Characters chapter of the *Player's Guide to the Wilderlands* or in the New Rules chapter of the *City State of the Invincible Overlord* by Necromancer Games:

Agent of the Black Lotus (prestige class): Agents of the black lotus are the secret police and spies of the Invincible Overlord. The city states of Viridistan and Tarantis have similar prestige classes with slightly different names.

Alchemist: Crafting potions, poisons and alchemical items through quasi-magical means is the domain of the alchemist, a student of the mysteries of the physical world. Some are a remnant of the ancient tradition of the Philosophers while others continue the poisonous traditions of the Orichalan master poisonmakers. They seek knowledge that is both ancient and hidden.

Amazon Warrior: The female amazon warrior is a ferocious fighter. This class reflects her battle prowess and combines it with the innate psionic abilities of the amazon, heightened by her martial training. Amazon warriors are a nearly unstoppable fighting force and hosts of amazon warriors can be found as mercenaries in various armies in the Wilderlands as well as roaming the jungles of their homeland or cloistered in the citadel of Sea Rune.

Beggar (NPC class): Because of their lowly status, they are ignored and paid as much attention as a pile of refuse. As a result of this anonymity, beggars often hear overhear private information that would not otherwise be revealed publicly. Their poverty, low station and miserable condition also often gives them visions. Thus, beggars are a rich source of local information and predictions.

Sage (NPC class): The pursuit of knowledge for knowledge's sake is the ultimate goal of the sage. Some say that sages carry on the research traditions of the ancient Philosophers, though in a way different from the alchemist; while others point to the sage-priests of Thoth to rebut any connection to the ancient Philospohers. Sages can be found in the larger cities of the Wilderlands, often offering their knowledge and services to well-paying patrons.

Witch: Pacts with evil forces and the dark heart of nature power the strange magic of witches. Though there are good witches, they are few in number compared with the many covens of evil witches who gather once per year in the Witches' Court Marshes on All Hallows Eve. A very limited and focused class, the witch combines elements of sorcerer, cleric and druid.

CHAPTER ONE
ELPHAND LANDS

The northwestern region of the Wilderlands, known as the Elphand Lands, is divided by three rivers, three large lakes as well as mountain ranges and steep hills. What remain are dense woodlands (dominated by the expansive Irminsul Forest), bogs and the rare grassland here and there. Transportation of goods, or even communications and simple travel are both extraordinarily hazardous and time-consuming, leading to tendencies of isolationism and self reliance in settlements. There is little civilization here. Most of the human population, aside from the villages, consists of elphan cavemen. There are also bands and communities of the northern human confeds, a race of obese hunter-gatherers scattered about the region. Located off of the map proper and to the west and south of the Land of Beasts lies the land of Demi-Giants, who raid into the Elphand Lands (and beyond) on occasion.

The only significant settled population center of the region is the city of Damkina on an island within the Vast Lake, where rules the Lord of the White Throne — a remnant of an ancient empire who is sometimes referred to as "The White Overlord," although this title is almost meaningless. The forests and plains contain mastodons, saber-toothed tigers and other great beasts. Amazon warriors can sometimes be seen here with their tiger companions.

The Elphand Lands are claimed as tributaries by the Emperor of Viridistan, and the southern section, known as the Eleph Territories (depicted on the Viridistan map), consists of elphan villages that are allied to Viridistan. The elphan cavemen, whose culture is mostly still in the stone age, train and ride their great mastodons in combat.

The Elphand Lands are known for the harshness of their winters and the heavy soaking rains of spring. They tend to be quite cold and inhospitable in the north, growing more temperate and drier in the south. It is not unusual for grass to grow six feet high in some low areas, where heavy spring rains sometimes cause extensive flooding. Elphan tribesmen are common in these areas, for the hunting is good here and resources are plentiful.

GEOGRAPHIC FEATURES

All features north of hex row XX21 should be considered Cold and generally Wet unless otherwise noted. South of this, features should be considered Warm, unless otherwise noted.

Giant terrain features with oversized flora and fauna are more common here than anywhere else in the Wilderlands. No one is sure why this is, though the elphan tribesfolk believe that this is because the gods were born here, and that all the terrain is suitably oversized as a result. See the "Using the Map Booklets" Chapter for more on Giant terrain.

Adsullata Stream (Calm Aquatic): This arm of the Hvergelmir River is well stocked with fish. Foresters use it as a travel route.

Aleion Mountains (Alpine Meadow, low peak/high pass): Arising from and amid many rolling foothills connecting the Range of Dissension and the Amaite Range. Just north of the Vast Lake, the Aleion Mountains are home to several clans of hill giants. Stone giants can be found in the southernmost area. The highest rock face contains many caves used by Hawkmen and a few other flying races. They have to constantly guard against the encroachment of harpies. Many travelers are turned back from the passes to avoid mapping the area. A monument to a great king named Vultan stands vigil near the Hawkmens' realm. **Encounters:** hill giants, stone giants, hawkmen, harpies

Al-Tamlain Marshes (Swamp, Giant): A pit of giant insects and quicksand. Travel through the marshes is impossible: too thick to use rowboats and too liquid to walk, any expedition will likely end in disaster. A few flat rocks protrude in the middle where giant condors nest. **Encounters:** giant mosquitoes and other giant insects, giant condors, some dinosaurs

Amaite Range (Rugged Mountains, low peak/high pass): These mountains are tall and numerous pure mineral deposits act as attractors of lightning to these peaks. Halfling prospectors compete with humans for wealth and often life itself. A sizzling death is said to welcome anyone brave enough to wear armor or carry iron weapons here. A small shrine to Thor is located on the highest peak. **Encounters:** prospectors

Beasts, Land of (Grasslands, Giant; EL 14): A timeless savannah and heat blasted plain, the Land of Beasts is a throwback to the age of dinosaurs and ancient dragons. Neanderthals and regressed humans battle giant lizards and great beasts for survival in an inhospitable land. This area is cordoned off from the rest of the Wilderlands by the Guarding Range, resulting in a warmer than average climate. Lizardmen have been sighted riding upon a smaller variety of dinosaur. There are ancient ruins on the plains, but not of human make – these crude stones were erected when the First Men were crawling out of howling savagery. **Encounters:** prehistoric beasts and dinosaurs, dire animals, savage ape-men, first men (regressed)

Bluelaking River (Calm Aquatic, Cold, Perilous): Another of the wide rivers leading to the Bay of Cayerva, water traffic can travel up this river to continue to northern Elphand.

Deeprock Lake (Calm Aquatic, Underwater): Hundreds of feet deep, the lake has three spires of limestone that stand an additional hundred feet from the waterline. It is unknown how tall the rocks actually are. **Encounters:** giant catfish

Dissension, Range of (Forbidding Mountains, high peak, Giant; EL 18): Some flora of this region exudes a noxious vapor which turns emotions sour. Good friends forced to stay for extended periods often become fast enemies. Due to high altitudes, harsh conditions, and lack of navigable pathways, as well as a magical *confusion* effect that strikes during the night (DC 15 to resist. Check once for anyone in the mountains at midnight), the Range of Dissension has gained a reputation of being impassable. Some of the deep valleys are so narrow that they are perpetually gloomy. Fanatical berserkers wander them; their armed bands of 10 to 100 attack on sight. A mystical order of evil illusionists has a stronghold near the summit of one of the highest peaks. **Encounters:** yetis, frost giants, remorhaz, pteranodons and air elementals near the peaks, cavemen, giant animals and berserkers in the lower valleys

Eagle Point (Rugged Mountains, low peak): Giant and normal eagles nest on the mountaintop. Some of them are reputed to be extraordinarily old and to possess human intellect. **Encounters:** giant eagles

Elivagar River (Stormy Aquatic, Perilous): The major outflow for the southern Guarding Range, the Elivagar is crystal clear, almost unnaturally so.

Fantarain River (Calm Aquatic): A calm and stagnant waterway, the water lilies growing on the shores of the river are used to brew a bitter ale.

Final Pass (low pass): A passageway through the southern Guarding Range. This is possible the surest way across the mountains, since Aliana the warrior-wizardess keeps it free of bandits (see Guarding Range for more).

Folkvangir Forest (Dense Forest): This vast woodland is home to numerous sylvan creatures and clans of elves. The clans are rules by a family of grey elves who hold sway over the entire forest region like monarchs. A *gate* to the Seelie Court is said to exist in the thickest portion of the forest. **Encounters:** elves

Forbidden Forest (Dense Forest; EL 12): A part of the Great Forest, this dense, gloomy woodland is home to werewolves and dark treants. A ruined temple stands mostly overgrown in the southern woods. **Encounters:** swertings, werewolves, evil treants

Giants' Bog (Moor/Swamp): A footprint-shaped marsh of terrible reputation. Hill giants from the surrounding area sometimes make their home here, but the main inhabitants are feral humans. **Encounters:** hill giants, feral humans

Glazed Lake (Calm Aquatic): So named for the glimmering, waxlike slime covering the shallows of the lake, this body of water is home to numerous large fish and other beasts of the deep. Aboleth have been seen around the shallows.

Greatflood River (Calm Aquatic, Busy): In the year of the great flood the rains were so intense in the Guarding Range that Deeprock Lake and Glazed Lake flooded their banks and spilled out into the Bay of Cayerva. Scholars expect the annual flooding to grow as more glaciers retreat north. Water traffic is common from the sea all the way to the Guarding Range, and north through the Lords Mountains.

Guarding Range (Forbidding Mountains, high peak, Giant; EL 20): A blocking doorway from the east, the Guarding Range holds the timeless plain of the Land of Beasts away from the rest of the world. High mountains and forbidding passes block nearly all traffic from the more civilized east. Jutting Peak stands as the highest elevation of this northern range. This marks the northern end of the Wilderlands as the world knows it. The southernmost pass is known as the Final Pass. The range has recently been known as the Mountains of the Avenger after Aliana the Avenger, a warrior-wizardess established her home on a peak near Final Pass. She rides a huge gryphon mount and wields Firestorm, a magical glaive with several fire-related powers. There are high valleys so hard to approach that they haven't been visited for hundreds, even thousands of years. Sometimes demons resembling balors are seen near the peaks, although that may be simple hearsay. **Encounters:** rocs, stone giants, dragons (in groups), demons, pteranodons on the western edge, earth elementals, air elementals, wind walkers near the peaks, the valleys may hold just about anything the Judge can think of

Gushing River (Stormy Aquatic, Perilous): This wide, extremely fast river is the southern border of the Land of Beasts. Few of the great creatures cross the river headed south, and none return that do cross. This has kept the dinosaurs and similar beasts from spreading out to other lands.

Haurvatat River (Rough Aquatic, Perilous): Reaching from the Torn deep into the Range of Dissension, the Haurvatat River is the only way to access remote valleys. The ancient roadways carved into the mountainside have mostly collapsed and no one treads them any longer.

Hawksridge (Alpine Meadow, low peak, Giant): An excellent vantage point to observe the Land of Beasts. The mountain is well covered with evergreens, and a large nest of wyverns lairs at the summit. **Encounters:** wyverns

Holle Stream (Calm Aquatic): A finger of the Kelpie River, no trees grow near its edge.

Hvergelmir River (Calm Aquatic): The barbaric Confeds and their wooly mammoth minions inhabit the region. They like to ambush weak looking travelers or demand a "gift" for passage. **Encounters:** Confeds, giant eels

Hydodoraun River (Calm Aquatic): The Hydodoraun is a low banked waterway subject to flash floods.

Irminsul Forest (Dense Forest, much is also Giant; EL varies from 10 to 18): An uncharted and vast terrain, the Irminsul holds many unknown secrets. It is the largest continuous woodland in all of the Wilderlands. Thousands of square miles of wooded land hold many mysteries and much adventure. **Encounters:** Elves, fey, dragons, humanoids (Confed and Elphan), forest giants, cavemen, saber-toothed tigers (smilodon, both normal and dire) and mastodons

Jutting Peak (Forbidding Mountain, high peak, Giant): Standing just over 15,000 ft. high, the Jutting Peak has a crooked and twisted summit. Constantly shrouded in snowstorm, the cavemen living in the high reaches are completely blind, relying on a psychic predictive sense to navigate. This sense also grants them *combat precognition* (+1 AC as per the psionic power) **Encounters:** cavemen, dire and giant animals

Kelpie River (Calm Aquatic): Thick with river weeds and tangled grasses, the Kelpie is only navigable with flat-bottomed skiffs. **Encounters:** kelpies, strangle weed

Kukulcan River (Calm Aquatic, Perilous): Probably named after "Kukulkin the Preserver," one of the ancient Orichalan Dragon Kings, the river is noted for the strange coins and weapons that are occasionally found on its shores.

Lethe, Plain of (Grasslands): A sprawling grassland, the Plain of Lethe is often called the Sea of Grass, sometimes exceeding the height of men. It is the native environment of the Elphand racing ponies. Nomad elphand and tribes capture the ponies and sell them to Viridian merchants. Waters from certain enchanted springs lead to the loss of all previous knowledge. The herd-men, a peaceful group of humans who have drunk from the waters, wander the hills. They eat grass and usually end up as slaves or beast food, although some locals believe them to be holy men and protect them from harm. Amazons are often seen with their saber-tooth tiger companions on the hills or crouched atop granite boulders. Most caravans which cross this expanse travel only in the early spring. Heavily flowered areas are usually avoided to prevent accidental encounters with Fairy Folk. **Encounters:** Elphan nomads, wild horses, amazons, fey, saber-toothed tigers (smilodon)

Lightning Peak (Rugged Mountains): Known for constant storm clouds that give vibrant displays of multicolored lightning. The weather cannot be controlled by magic.

Lords Mountains (Forbidding Mountains): Created by the hands of the gods, the Lords Mountains emerged after a terrible storm blasted the entire area, leveling forests and draining lakes and rivers. Legends say that in ages past new kings were required to make a pilgrimage to these peaks and bury the helm of their predecessor. Sages think this wishful thinking for bored tavern patrons into their cups. Whatever the truth, the mountains are still recovering from the upheaval and only the southern reaches are fit for humanoid habitation. The main inhabitants are inorganic elemental beings and non-intelligent monsters. **Encounters:** elemental types, purple worms, invisible stalkers, hydrae

Lost River (Calm Aquatic): Very deep and slow moving waterway, the Lost River has strange, timeworn frescoes along its high banks.

Mistaken Pass (Forbidding Mountains, low pass): In the shadow of Talisman Point, Mistaken Pass is a well used roadway into the Parijata basin. **Encounters:** mountain trolls, orcs

Nizir Hills (Gentle Hills; EL 7): Lush highlands dividing the Swamp of the Red Ferns and the Al-Tamlain Marshes. The southern hills are home to gnomes and a few halflings. A large swamp-choked pit in the middle of the hills (0617) is a source for redroot, a potent herbal poison and drug popular with the sybarites of Viridistan.

Northwaith (Alpine Meadow): The timid purple cows of Mil graze on the gentle slopes of Northwaith. Their milk is renowned for its sweet taste. **Encounters:** wild cattle

Oak Brook (Calm Aquatic): Small stream located in the Forbidden Forest. Dark treants hunt near the stream.

Oakseer Stream (Calm Aquatic): Traveling on the outskirts of the Forbidden Forest, the stream is lined with massive oak trees. Many are over 400 years old. **Encounter:** giant centipedes

Oldenhain River (Rough Aquatic, EL 2): Short spur river from the Torn. It is patrolled by rangers from Castle Oldenhain (2911). **Encounters:** patrols, giant gar

Obstruction Peak (Forbidding Mountains, low peak/high pass): A tall mountain (13,500 ft.) in the Lords Mountain range. Rockslides are common.

Parijata Forest (Dense Forest): Sprouting from the lowland basin between the Lords Mountains and the Range of Dissension, the Parijata Forest is a sweltering, overgrown woodland. The entire land seems to be under a curse: trees rot, people age faster and there is a feeling of hopelessness permeating the land. **Encounters:** wraiths, ash-men of Tharsa

Prominence River (Rough Aquatic): A naturally heated river, the temperature of the Prominence never drops below 75 to 80 degrees. The river accounts for much of the heat and humidity of the area.

Puffer Stream (Calm Aquatic, Giant): Quick-flooding stream, the Puffer is situated in a floodplain that creeps into the Irminsul Forest. Giant animals are occasionally seen drinking its waters. **Encounters:** giant animals

Qarar Hills (Gentle Hills): These low rolling highlands on the southern bank of the Torn are home to many gnomes. Under one of the hills is the entrance to a vast cavern complex and the lost Valley of Queteral where the Dejin Wind King's hosts wait dreaming.

Quill Lake (Calm Aquatic, EL 8): Nestled in the Lords Mountains, Quill Lake is the home of a very rare and dangerous spiny rockfish. The creature is highly poisonous, and is the dominant species in the lake. The cult of ODD, a band of evil fighters lead by the Evil Lord Diaglus controls the northern shores. Diaglus is known for his adherence to the cult's simple tenet of "ODD is the only true religion. All the other religions are only poor imitations of the real thing." The cultists have no magic using members. They kill on sight.

Red Ferns, Swamp of the (Swamp): Set in a slight depression in the Nizir Hills, the Swamp of Red Ferns is the home of a poisonous red-frond fern. Lizardmen in the swamp use the fern to poison their prey. They are immune to its effects. **Encounters:** lizardmen, carnivorous plants

Red River (Rough Aquatic): An iron ore-rich river, the Red is known to flow sluggishly in spring, which gives it the appearance of a massive vein. It is navigable by small boats with a good guide. Cavemen often ambush river travelers from the rocks above. **Encounters:** cave (dire) bears, cavemen, smilodons

Rising Point (Rugged Mountains, low peak): The most visible point in the southern Lords Mountains. Dwarven clans have lived in the area for hundreds of years.

Rolling Stones, Stream of (Stormy River, Perilous): Found in a lowland valley between the Lords Mountains and the Range of Dissension, the Stream of Rolling Stones was first discovered by the bard Jagger. Frequent rockslides and treacherous climbs make it hard to traverse.

Scarlet Forest (Medium Forest, some parts are Giant): A small tribe of wood elves keeps the forest free of the touch of evil. The many red maple trees and abundant red flowers give it its name. The fey races are said to hold these wood elves in contempt for gathering pixie dust. Many giant trees are found in this forest and are used as settlements by the wood elves.

Sidhe Hills (Gentle Hills): These grassy hills roll gently from the lofty heights near the center of the range down to the edge s of the surrounding forests. A few human settlements surround the hills, but elves are the most common inhabitants of the range. An ancient elvish barrow is under one of the hills near Elfwine.

Silensain River (Stormy Aquatic, Perilous): A branch off the Torn river just north of the Aleion mountains, dwarves and amazons live near the shores. **Encounters:** dwarves, amazons, smilodons

Snake River (Calm Aquatic, Perilous): A winding, switchback tributary of the Lost River.

Spinster Stream (Calm Aquatic): The Spinster is a long, lonely tributary of the Gushing River which also feeds the Al-Tamlain Marshes. **Encounters:** axe beaks, smilodons

Talisman Point (Forbidding Mountains, high peak): The summit of this mountain is covered in gigantic ancient runes. No one knows what the runes are for, or who carved them.

Tamesis River (Calm Aquatic): The southern outflow of the Vast Lake, the Tamesis is wide and deep enough to allow water traffic to reach the town of Swarga. Balucitheriums and mastodons graze on its shores. **Encounters:** balucitheriums, mastodons, mammoths

Torn River (Calm Aquatic): Over 200 miles long, the Torn River is a major trade route in the Elphand Lands. Piracy is common and fast, maneuverable ships are worth their weight in gold.

Vast Lake (Calm Aquatic, Underwater): Vast Lake has a diameter of approximately 20 miles and is easily 2000 ft deep in some areas. The lake teems with all sorts of wildlife mostly of the normal variety, but often is visited by river nymphs, water sprites and pixies. Fishermen and merchants ply the waters of Vast Lake in various craft from long boats to merchant ships. On an island in the center of the lake is the ancient city of Damkina, home to the Lord of the White Throne. Underwater caverns with large air pockets have been discovered, but not explored.

Victory Bow Stream (Rough Aquatic): The site of a confrontation between a great dinosaur and a barbarian tribe. The tribe's fiercest warrior slew the beast with his mighty longbow, and the barbaric nomads settled at the mouth of the stream. They still revere their hero as the demigod Prazat and value valor and combat ability above all. **Encounters:** Prazat's tribe

Whitepeak (Forbidding Mountains, high peak): A now dormant volcano, the Whitepeak has tunnels leading deep underground. Purple worm holes honeycomb the lower caverns.

Wilderdale River (Calm Aquatic): This clear cold river feeds the northeastern Irminsul forest. Saltwater fish sometimes make their way up the river.

Wildrider Pass (Rugged Mountains, high pass): Passageway to the Land of Beasts. Many landslides and rockfalls make this a very dangerous roadway. Six hundred identical stones mark the place where the army of Thumis of Thorg met its final fate. Faraway echoes of their doomed battlecries reverberate through the pass. **Encounters:** wind walkers

Wilsat, Sulfur Bog of (Swamp; EL 13): Reeking of sulfurous fumes and known for pockets of poisonous gas, a few minor demons have been seen within this swamp. Alas, this doesn't mean greater types aren't present.

Winter Peak (Rugged Mountains, high peak, Cold): A tall (14,400 ft.) mountain, the top third of the peak is covered in snow year round. The Cold Well, a device said to grant wishes in exchange for experience levels is hidden below the summit. Half-orc fighter-clerics and the Legsit Berserkers guard it against explorers. **Encounters:** white dire apes, half-orcs, berserkers

Specific Locations

0104 Kvarnslay Citadel (Citadel): Conventional; AL CE; TL 1; 100 gp limit; Assets 5,620 gp; Population 180 (30 War3s and 15 Rgr2s are Calazor's minions; the rest are War1-2 or Exp1-2 servants); Isolated (human 100% [most are Elphan]). *Authority Figure*: Calazor the Hunter, male Elphan CE Ftr5. *Important Characters*: Omazor, male Elphan CE Ftr4; Buskuth, male Tharbrian CE Exp4 (tanner).

This citadel is a rare example of a conclave of Elphan cavemen who have advanced beyond simple cave dwelling and who live north of Irminsul and the Eleph Territories near Viridistan. Hides of beasts, from deer, sabertooth tigers,

and giant lizards to other, more exotic beings hang in the rooms of this crude citadel. Calazor and Omazor are step-brothers, and they delight in the hunt. When an unsuspecting trader or adventurer happens by, the hunting dogs are released and the iron horns blown — such is the entertainment of these savage warriors. Buskuth is the only outsider in the citadel. Only his skills in the preparation of trophies saves him from Calazor's wrath. Their crude citadel covers a cave complex, into which they must often retreat when some of the larger denizens of the area roam near. They have been known to capture and train dinosaurs for riding.

0106 Stonewater (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 5,525 gp; Population 884 (Able bodied 221); Isolated (human 88% [mostly Confed], others 12%); Resources: Salt. *Authority Figure*: Matorwik Limpleg, male Confed N Ftr5. *Important Characters*: Torr Dirkwielder, male human Ftr4 (bath house); Cerdik Skulsaber, male human N Rog2/Exp3 (herbalist); Fyren, female Confed CE Clr4 (chief priestess of Tama Hama, owner of the Healing Waters); Val Feliks, male Confed N Ftr3 (Smokehall Alehouse); Alik Boarhair, male dwarf N Ftr7 (smith); Crusty Talonz, male Tharbrian LE Ftr4 (Crusty's Inn).

Located in a safer area of the Land of Beasts, Stonewater was so named because of the hard mineral laden waters in this part of the land. Over the years large deposits of mineral salts have formed from evaporating pockets of water. The salts are supposed to have curative properties, and brave travelers from near and far come here for the greatly prized salt baths. Small bags of mineral salt may be purchased at Crusty's Inn and the Bakery on the Green. This strange Confed village is surrounded by a stone wall since ape-man attacks are common. Demi-giants can also be encountered here.

0113 Giant Spiders (EL 9): A cluster of **10 large monstrous spiders** (CR 2; hp 22 each) lives in a huge nest of webs, spun around a group of trees. When thoroughly searched, the nest contains the skeletal remains of five dead humanoids, 180 gp, two flasks of antitoxin with 2 doses each and a gold box full of small gold spiders (335 gp).

0119 The Mystic Eye (EL 4): A stone arch partially covered by vines has a large eye carved in it. Pushing in the pupil of the eye causes a secret door on the inside of the arch to slide open. This reveals a small red box with a **poison dart** (CR 4, +5 ranged, 1d4 plus deathblade poison [DC 20, 1d6Con/2d6 Con], search DC 20, Disable Device DC 20) ready to shoot out when the box is opened. A golden bracelet of snake form worth 1,500 gp is inside. A miniature sword suitable for a pixie is wedged in a crack.

0126 Archfield (Hamlet): Non-standard; AL LG; TL 2; 100 gp limit; Assets 1,913 gp; Population 612 (Able bodied 153); Mixed (halfling 61% [mostly common, some stout and highland], human 18%, elf 14%, gnome 7%); Resources: Market. *Authority Figure*: Corky Mendal, male halfling, LG Clr3. *Important Characters*: Gerino Rhegibur, male halfling LG Rog3 (innkeeper); Mikelar of the Ancient Hills, male halfling LG Ftr4 (overseer of the market); Gartil the Axe, male human CG Ftr4 (lumberjack); Shurik Fade, male half-Elphan (treat as half-orc) CG Ftr2 (trapper); Raheem Amjad, male Common Viridian N Ftr3 (trapper).

Archfield's location near the central portion of the Folkvangir Forest where several trails crossed proved to be an excellent point to set up a trading post. Over the decades, a small hamlet has grown up around the market place with various vendors offering their goods: tanglenuts, furs and weapons. Gartil, Shurik and Raheem jointly run a small inn where they can sell their wares for higher prices.

0201 Treebattle (Village): Conventional; AL N; TL 0; 200 gp limit; Assets 4,400 gp; Population 704 (Able bodied 176); Isolated (human 94% [mostly Elphan, some Confed], other 6%); Resources: Hides. *Authority Figure*: Rhoniby Stout-arm, male human N Ftr4 (chief and keeper of the long house). *Important Characters*: Trymman Greenmark, male Confed N Ftr3 (Trymman's Tavern); Shavi Maltoes, male halfling NG Clr3 (healer); Nuri Bronshield, male dwarf [mountain] N Ftr3/Exp3 (trapmaker).

The strange Elphan and Confed village of Treebattle got its name from a battle between two armies under a lone gnarled tree. The Elphan survivors too wounded or tired to move camped here. Eventually their encampment grew

0119 The Mystic Eye

into a village due to refugees and plentiful game. The excess pelts are now traded to merchants who stay here year round. The long house is a large mead hall that wayfarers may use but they must provide their own food and wood for heat. The cold tundra keeps most of the vicious predators from the Land of Beasts from roaming this far north, though smilodons are common.

0207 Goat Head Soup (EL 3): A partially sunken wooden statue of a man with two goat heads holds a *potion of cure light wounds* over his head. If the potion is taken out of its hands, the two goat heads animate and cast a *curse* (DC 14 Will save avoids). Victims missing their saving throw have their heads transformed to goat heads.

0216 Oxhorn (Village): Magical; AL CE; TL 1; 200gp limit; Assets 6300gp; Population 1008 (Able bodied 252); Mixed (human 70% [many Common Viridian, some Orichalan and Elphan], halfling 11%, dwarf 9%, gnome 7%, elf 3%); Resources: Sand. *Authority Figure*: Manwag, Seeker of Moons, male human CE Wiz5. *Important Characters*: Zehab Hameen, male Common Viridian NE Ftr4 (Manwag's enforcer); Guni Strapittle, male halfling N Ftr3 (keeper of the Hourglass Inn); Gimia, female Tharbrian CN Rog5 (slave trader); Meret Aptac, male Orichalan CE Alc6 (chief glassblower); Byrtwold Cedarsilver, male elf [wood] N Alc4 (glassblower); Thori Saman, male dwarf [mountain] N Ftr5 (general store).

Located in the low Nizir Hills, Oxhorn grew up around three hot springs. Manwag noticed the value of the springs' fine silica sands and took the village on a raid. He attracted some of the less known glassblowers from Malikarr (Valon, 3823). Their wares are usually primitive and unattractive. The only exception is Meret Aptac, who creates fine polished lenses that occasionally show dimensions better left unseen. The Hourglass Inn is a small, fortified compound where trade goods and glassware are exchanged.

0223 Wild Pigs (EL 11): Deep in the forest, digging up the ground for truffles and roots, lives a sounder of **16 wild pigs (boars)** (CR 2; hp 22 each). They are aggressive and attack without hesitation.

0225 Murkwall Castle (Castle): Magical; AL N; TL 5; 100 gp limit; Assets 8,750 gp; Population 280 (1d4 visiting Wiz2-6s at any time, 58 War3s, 7 Ftr4 sergeants, 2 Ftr6 captains and 3 Wiz1-2 apprentices guard the keep; the rest of the inhabitants are Common Viridian and Elphan War1-2 farmers); Isolated (human 86% [mostly Common Viridian, some Elphan and Tharbrian], halfling 6%, half-elf 8%). *Authority Figure*: Master Imolastanis, male Common Viridian N Wiz11. *Important Characters*: Lunkawiler, male half-elf N Wiz7; Skiane Bendara, female half-elf CG Wiz5; Ogoch Vimil, male half-elf CN Wiz2 (apprentice); Tronna, female Karakhan N Rgr3 (castellan); Subaran, male Liowan N Bbn3 (hunter).

Murkwall's name comes from the smoky and fire resistant oak used in the castle's construction. It is ruled by a secretive wizard's cabal who never venture out of their central tower. It is unknown how many wizards exist, since only three are known by name (it is debatable whether it is indeed the crippled Imolastanis who rules the castle). Apprentices spend five years in the castle, overseeing underlings and running errands. Thereafter, they may hire new initiates and enter the tower. They never leave once they step through the Door of Dun Echoes. The servants must obey the orders of Ogoch Vimil, or Tronna and Subaran in his absence.

0314 Citadel of the Purple Crescent (Citadel): Magical; AL CG; TL 4; 200 gp limit; Assets 8,125 gp; Population 260 (Able bodied 65); Isolated (human 96% [some Ghinoran and Common Viridian], half-elf 4%). *Authority Figure*: Imentepec, male human CG Ill5. *Important Characters*: Sruffo, male Ghinoran CG Ftr3 (castellan); Morden Longstep, male Skandik CG Ftr5 (bodyguard); Frinda, female halfling [stout] LG Ftr3 (trading post).

The elderly Imentepec is the last in a once great line of Ghinoran noblemen. He still wears his traditional family garb proudly, decorated with the Purple Crescent Moon. He secretly fears for the future, when his family name will be no more. Sruffo and Morden Longstep were selected as his heirs – the two fighters were found half-dead in front of the castle gates, covered in blood and muttering about "the Temple of Dusty Death" and a certain "Cusor." For more on the temple, see the classic Judges Guild product *The Book of Treasure Maps III*. Since then, they have been faithful retainers and friends to the illusionist. The citadel has a small trading post, where all kinds of supplies are found in abundance.

0329 The Finch that lays the Golden Eggs: A giant stone spear is stuck straight up and down in some rocks. A goldfinch bird has built a nest on top of the spear. It is nesting on three golden eggs worth 800 gp each.

0334 Ridgewell (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 8100 gp; Population 1296 (Able bodied 324); Mixed (human 71% [some Common Viridian and Elphan], elf 13%, halfling 11%, gnome 5%); Resources: Hides. *Authority Figure*: Norfran Surcoat, male half-elf LG Ftr4. *Important Characters*: Barin Farseeker, male human CG Ftr4 (ale brewer); Harborn Thoniel, male elf [wood] N Rog3/Exp3 (tanner); Ka-nul, male Elphan N Ftr3 (captain of the militia); Illimir Des'r, male Dorin LG Sag4 (mad sage).

Ridgewell is an agrarian settlement. Small farms are located within a short distance of the village. Two mammoths and 60 Elphan fighters protect the small wooden tower of Illimir Des'r. The Sage's wisdom is nonsensical babble which the superstitious Elphans regard prophetic.

0404 Giant Ant Mound (EL 10): A small mound, looking completely out of place in this barren land, houses a very young colony of **giant ants**. There are **17 workers** (CR 1; hp 9 each), **3 soldier ants** (CR 2; hp 11 each) and **1 ant queen** (CR 2; hp 22). Unless the ants feel threatened, they ignore intruders. Remaining from some unlucky victim of the ants, 18 gp and 12 gold-tipped arrows lie scattered around the central chamber of the ant-hill.

0411 Windguard (Village): Magical; AL N; TL 2; 200 gp limit; Assets 6,900 gp; Population 1,104 (Able bodied 276); Mixed (human 79% [many Ghinoran and Elphan], gnome 8%, other 12%); Resources: Pelts. *Authority Figure*: Santif The Soul Toucher, male Ghinoran N Ill7. *Important Characters*: Hari Nimblethumb, male dwarf CG Ftr3 (Tavern of the Hornet); Tosraen Drimgilad, male elf [wood], N Ill3 (Santif's spy); Awiergan, male human N Ftr4 (fur trader); Adar One-eye; male Elphan NE Ftr3/Rog1 (captain of the archers); Bodi Wolftooth, male dwarf [mountain] CG Clr4 (Kazadarum).

Located near the banks of the Gushing River, Windguard is the only place where crossing is possible. Eight stone pillars from the Kelnore age serve as support for a rickety hanging bridge. Both ends and the middle are guarded by guard towers with archers. The village itself was founded on the ruins of a frontier fort of Kelnore, buildings stuck to its walls and atop each other. Santif's adobe houses his collection of primitive artifacts from the Land of Beasts.

0415 The Prolific Unwishing Fountain: A small fountain with contaminated water squirting out of the mouth of a stone sprite stands amidst some rocks. If a coin is tossed in the fountain and a *wish* is made, the opposite of the *wish* happens. The fountain contains 12 gp, 45 sp, and 149 cp.

0430 Keep of the Underlands (Citadel): Conventional; AL LG; TL 6; 100 gp limit; Assets 3,750 gp; Population 120 (20 Ftr2 archers and 10 Ftr3 spearmen guard the castle; the rest are serfs); Mixed (human 75% [some Common Viridian and Elphan], elf 20%, halfling 5%). *Authority Figure*: Sliane, female elf [high] LG Ftr7. *Important Characters*: Trintock, male elf [high] LG Ftr5 (Sliane's son); Valistin Silvershield, female elf [high] Clr5 (Cilborith); Snafaru, male Common Viridian Sag4 (dragons).

Once, in a distant and forgotten future or past, this site was a great burial grounds for a prehistoric people. Even now, when the land is plowed, canopic urns containing ashes, fragrant incense and ground bones are found by the hundreds. The human villagers often sell them to merchants from Viridistan, where mages use them for necromantic purposes. Needless to say, this practice is forbidden by Sliane.

0506 Winewell Conclave (Citadel): Magical; AL CG; TL 4; 100 gp limit; Assets 5,625 gp; Population 180 (35 Ftr2 temple guards, 4 Clr1/Ftr2 lay-priests, 4 Clr2s and 2 Clr3s are the conclave's forces; the others are Com1-2 or Exp1-2 laborers and vintners); Mixed (human 88% [mostly Common Viridian or Ghinoran], halfling 8%, half-elf 4%). *Authority Figure*: Boros, male Antillian CG Clr4 (Prophet of Losborst, God of Wine). *Important Characters*: Nehail, female half-elf CG Clr3; Samandra, female half-elf CG Clr3; Arbacus, male Common Orichalan CG Alc3/Exp3 (alchemist).

Boros guided his followers to the Land of Beasts in search of the famous Rubinious Grapes. These wild grapes produce the most inebriating wines of the north, and also have a curative and soothing effect (1d8 hp, imbiber tries to avoid combat and fights defensively). Arbacus intends to distill the aromatic beverage further, to reach an "Ideal Wine" close to the nectar of the gods. Six lecherous satyrs lurk near the monastery, also drawn by the god. This conclave was established within ancient ruins on a hillside, over which grow the grapevines. The walls of the ruins are made of a strange metal and the beasts of the land do not roam near. Boros is seeking magical means of transporting his wine to Damkina and beyond.

0518 Boars (EL 10): In the thick scrub of the hills live **17 boars** (CR 2; hp 22 each). Numerous and wild, they attack anyone disturbing their territory and even pursue unwary travelers for miles.

0525 Quickstep (Hamlet): Conventional; AL CE; TL 1; 100 gp limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (orc 75%, human 9%, hobgoblin 8%, other 8%); Resources: Pitch. *Authority Figure*: Fangarsh II, male orc CE Ftr5. *Important Characters*: Tshkrash, male orc NE War4 (pitch maker); Mori Marasher, male hobgoblin CE Bbn3 (beer brewer); Frime Skunge, male orc CE Clr5 (Midor); Gagulat, male half-orc Ftr3 (potter); Magathron, male Common Viridian CN Rog3 (tavernkeeper).

Located on the western reaches of the Sidhe Hills almost to the Folkvangir Forest, Quickstep earned its name when a band of orcs had to quickstep to get around the large sink holes of pitch to catch the rest of the raiding party going to their lair in the Sidhe Hills. A few orcs were fed up with the hardships of raiding. Those that stayed behind gathered the pitch in their helmets and bartered it for a fat pig. Trade became better when a potter joined them and they stole a hay wagon to carry the pitch to ports. The Rusty Tankard provides insect infested pallets and stale mead. Mori Marasher's "special," a beer that has a smoky taste, is brewed with a generous helping of tar.

0532 Lions (EL 9): In this remote part of the Plains of Lethe, a pride of **8 lions** (CR 3; hp 32 each) claims a territory of a couple of square miles. The lions carefully watch intruders, but only attack if they feel threatened or disturbed. They protect the cairn of a fallen Amazon whose completely intact body lies on a stone bier.

0607 Wild Wolves (EL 7): This part of the Land of Beasts is the hunting ground of a rout of **9 wild wolves** (CR 1; hp 13 each). Their lair, a primitive stone dolmen, contains a crude idol of Kutienna the Earth Mother. Six jars containing blessed mammoth grease act as a *cure serious wounds* spell upon application.

0612 Castle Alduscon (Castle): Conventional; AL N; TL 3; 100 gp limit; Assets 9,375 gp; Population 300 (40 human Ftr2s, 30 human Bbn2s and 5 Ftr4 sergeants guard the castle; the rest are mostly goblins); Integrated (human 44% [mostly Common Viridian and Ghinoran with some Elphan], goblin 40%, orc 16%). *Authority Figure*: Lord Malethor Sang, male Common Viridian N Ftr6. *Important Characters*: Belren the Lion, male Tharbrian CN Bbn4 (Redbelts); Khalenn, female Tharbrian CN Bbn6 (Redbelts); Salay, male Karakhan CN Bbn2 (Redbelts).

Castle Alduscon was built by Lord Malethor's goblin slaves, originally from Hetep. Malethor treats his subjects well, and his warlike nature has attracted several orcs and the Redbelts, a company of barbarian mercenaries. He intends to take revenge on the Overlord of Damkina for an unknown reason.

0625 Chariots and Spiders (EL 2): A large chariot wheel partially sunk in the ground is covered with webs and has a family of **6 tiny monstrous spiders** (CR 1/4; hp 2 each) nesting between the spokes. One of the spokes is loose. When the spoke is taken off, it is found to be hollow with a *+1 arrow* in it.

0701 Castell (Village): Nonstandard; AL N; TL 3; 200 gp limit; Assets 6750 gp; Population 1,080 (Able bodied 270); Mixed (human 65% [mostly Ghinoran and Common Viridian, with some Elphan and Alryan], elf 14%, dwarf 13%, halfling 8%); Resources: Iron. *Authority Figure*: Whelp Casterlin, male dwarf [hill] N Clr4 (Dacron). *Important Characters*: Hardy Zolman, male Alryan LG

Exp6 (smelter); Gruengard, male hill giant LE (smelter); Gnarley Bones, male Tharbrian N Ftr7 (mercenary leader); Badushak, male Confed CE Ftr4 (Root Digger Tavern).

Located on the eastern reaches of the Land of Beasts, this land was seldom traveled for many years for fear of what may be lurking further to the west. On an expedition looking for the Vault of the Demi-giants, a lucky dwarf by the name of Castell found a cave entrance hidden in a small ravine which led to a large iron ore vein. After sending word back to his home in the Guarding Range, a large settlement grew up around this rich iron deposit. Soon, ingots of iron were being manufactured and sold to traders. Unknown to the rest of the village, Badushak found the vault while digging under his tavern and intends to take its valuables himself.

0716 Giant Frogs (EL 10): South of the Spinster Stream, on the border of the Al-Tamlain Marshes, close to the Nizir Hills, dwells a colony of **15 giant frogs*** (CR 2; hp 17). They are always hungry and attack small groups of humanoids on sight. A proper search of the area around the lair brings up 212 scattered gold pieces and some rusted remains of weapons and armor, damaged and corroded beyond use.

0720 Tower of the Inky Banner (Citadel): Nonstandard; AL LE; TL 6; 100 gp limit; Assets 2,500 gp; Population 80 (20 Rog3s are the masters of the tower; the rest are Rog1 or War1-2 guards and apprentices); Mixed (human 80% [many Common Viridian, some Elphan], half-orc 20%). *Authority Figure*: Salamancalar, Elder of Folkvangir, male Common Viridian LE Rog5. *Important Characters*: Skrigg Swartslayer, male Dorin LE Rog6/Asn3; Habulas Lesmaras, male Common Viridian Rog5/Asn3; Terna, female elf [grey] Rog 4; Evil Eli, male Common Viridian LE Rog5.

The Inky Banner is a clique of assassins and thieves. Salamancalar masquerades as a honest trader, but he controls a network of spies and hired killers in the Elphand Lands and the domain of the World Emperor. His most trusted man, Skrigg Swartslayer, acts as an intermediary between him and other assassin guilds.

0812 Hetep (Hamlet): Nonstandard; AL LE; TL 2; 100 gp limit; Assets 1538 gp; Population 492 (Able bodied 123); Mixed (goblin 61%, orc 13%, half orc 9%, human 7%, hobgoblin 8%, other 2%); Resources: Vineyards. *Authority Figure*: Darkastagh, male Ghinoran LE Rog6. *Important Characters*: Gragark the Boar, male orc CN Ftr3 (barkeep); Frim the Red, male Confed NE Ftr4 (Bloated Wineskin Tavern); Borya the True, male Common Avalonian N Wiz3 (wine maker); Vandri the Staff, male great goblin N Clr3 (Midor); Hrasrek the Club, male orc CN Ftr3 (barrel maker).

Located in the low rolling hills on the western slopes of the Guarding Mountains, the area around Hetep is home to several varieties of wild grapes that grow in the fertile soil. Goblins and other humanoids settled in the area, producing sour wine for the tribes in the area. Darkastagh organized the trade and now exports to human settlements in the area. The Bloated Wineskin and wrestling matches provide entertainment when there isn't a hanging.

0826 Sekhet (Village): Nonstandard; AL N; TL 5; 200 gp limit; Assets 4,150 gp; Population 664 (Able bodied 166); Mixed (human 73% [mostly Tharbrian, some Elphan], elf 14%, dwarf 9%, gnome 4%); Resources: Copper. *Authority Figure*: Garthbowlin, male Tharbrian N Brd3. *Important Characters*: Cadmon Whitesword, male Tharbrian NG Ftr5 (The Copper Imp Tavern); Seber of the Blessed Holm, male elf [high] N Wiz4 (coppersmith); Domi Stinkbeard, male dwarf N Ftr3 (smelter); Erando the Life Sorcerer, male gnome LN Clr4 (cleric and winemaker).

Located in the southern parts of the Sidhe Hills, the land around Sekhet is noted for its rich deposits of copper. Ingots and copper coinage for local lands are made here. Recently, the quality of copper ore has dropped and not much is exported. Garthbowlin has a large collection of musical instruments and is seeking unusual specimens. The militia has been making night patrols since an amulet maker was discovered partially devoured in his own home. It is believed Viridian spies are currently watching this village for an unknown purpose.

0832 Palace of the Oldstone (Castle): Conventional; AL N; TL 6; 100 gp limit; Assets 4,375 gp; Population 140 (30 Ftr3 swordsmen and 4 Ftr4 sergeants with a Ftr6 captain; as well as several Com1-2 farmers live in the castle); Mixed (elf 57% [mostly high], human 30% [many Common Viridian], half-elf 10%, halfling 3%). *Authority Figure*: Turunas Hornblower, Master of the Oldstone, male half-elf N Brd6. *Important Characters*: Biflor of Pantagent, male human N Ftr7 (guardian); Brigerd dans Wolthand, female Amazon N Amz7 (guardian amazon); Arcus Sollin, male elf [high] N Wiz6 (guardian); Lomodir Hesser, male elf [high] N Wiz8 (guardian, currently petrified).

The Oldstone, reputedly the heart-core of a burned out star, is secluded in the Palace. The stone is approximately the size of a bull's head and weighs so much that not even magic can move it. Only one man, Turunas can look at it and resist *petrification*. The sanctum of the Oldstone is guarded by four immortals – as long as they stay within the fastness, all killing/incapacitating blows or spells are reflected at the attackers. Unfortunately, one of the four was careless and is currently awaiting a high level mage who could cast *stone to flesh*.

0833 Maggots in the Balance: A small sod-covered hut has a balance hanging on a peg. A bowl of rotted fruit is on a three-legged table under the balance. Thousands of flying maggots are on the ceiling and in the fruit. They swarm on anyone coming in. The maggots are harmless.

0901 Giant Beetles (EL 9): A swarm of **11 giant bombardier beetles** (CR 2; hp 13 each) scours this area, searching for carcasses to feed on. The beetles have built a nest from dung and remains of carcasses, which exudes a very unpleasant odor. Searching the nest provokes an attack from all beetles present, but also brings forth 1,000 sp in an old leather bag which they used as a part of the nest.

0908 Temple of Mannar Worle (Citadel): Magical; AL LG; TL 5; 100 gp limit; Assets 18,125 gp; Population 580 (130 War3s, 10 Ftr4 sergeants, 5 Ftr6 captains defend the temple; the rest are peaceful Com1-2 and Exp1-4 farmers and craftsmen); Isolated (human 96% [almost all Common Viridian], dwarf 4%). *Authority Figure*: Lamelas, male Emperyan [Common Viridian] LG Clr8 (Mycr). *Important Characters*: Dareth, male human LG Clr4 (librarian); Bardilas, male Common Viridian Clr4 (currently builds a hanging garden); Master Garth, male Common Viridian NG Sag8 (theology, exiled from Viridistan).

The Arverius Tome: Written in Ancient Viridian; *Madness*: None; *Areas of Knowledge*: Profession (engineering) +2; *Spells*: none; *Availability*: unique; *Market Price*: 10,000 gp. This volume contains detailed instructions to construct buildings, bridges and other great works with both precision and beauty. It also lists the exact locations of ten such wonders, although some may have been destroyed since its writing.

The Balance of Heart: Written in Orichalan; *Madness*: None; *Areas of Knowledge*: Alchemy +1; *Spells*: none; *Availability*: more than 50 copies exist, though all but ten are in the hands of Lord Ghenn, an alchemist from Malikarr who doesn't want them to become widespread; *Market Price*: 4000 gp. The formula found in this book is a risky one, but yields extraordinary results. After making a DC 20 Craft (alchemy) check and spending 150% of the required money, an alchemical potion or mixture is considered empowered. Unfortunately, the guidelines in the book are intentionally faulty; following them faithfully results in a tremendous explosion (10d6 damage; DC 20 Reflex save for half damage). A DC 30 Craft (alchemy) check detects this trick.

Mannar Worle was a minor aristocrat in Viridistan. When he had to flee due to his Mycretian beliefs, he took many persecuted Mycretians with him and built this temple in the shadows of the Guarding Range. Although the temple soon became prosperous, Worle himself left one day for a hunt and never returned. To the northeast, there is a stone circle which is said to have claimed his life – cautionary tales call it a place of great and evil temptation, where even the worthiest heroes can die an ignoble death if they let themselves be consumed with goldlust. See the classic Judges Guild product *The Book of Treasure Maps II* for more information on the stones. The library of the temple houses the rare *Arverius Tome*, a treatise on construction, and *The Balance of Heart*, an alchemical formulae-book. For some reason, the great beasts of the Land of Beasts do not wander near this citadel. Some say it is a blessing of Mycr.

0910 The Stone Tablet: A large pitted stone tablet is partially covered with grass. The right side of the tablet is hollow and contains several flutes. Carved on three flutes are maps to the ruins in hexes 1016, 1514 and 2301.

0922 Tehant (Village): Conventional; AL CE; TL 3; 200 gp limit; Assets 5,050 gp; Population 808 (Able bodied 202); Mixed (human 75% [many Elphan], elf 17% [wood], halfling 4%, goblin 4%); Resources: Market. *Authority Figure*: Peredar Big-nose, male Elphan CE Ftr6. *Important Characters*: Skaerod, male Skandik NE Ftr4 (Peredar's lieutenant); Wariath Glorien, male elf [wood] N Ftr3 (marketplace and warehouse); Borkin Brok, male Confed N Wiz4 (seeds and granary); Chimkan, male Elphan N Ftr4 (stable).

The market of Tehant sells grain and seeds, although Chimkan's draft horses are also widely sought for their strength. Peredar Big-nose and Skaerod are both controlled by Salamancalar (0720); they constantly scheme against each other. A fighting pit near the edge of the village provides entertainment weekly; bets are offered but "bears versus bound captives" is never taken. A hierarcosphinx sleeps in an abandoned tower.

1016 Mummies (EL 5): A pyramid with a secret passageway leading to a tomb of an old sage is covered with vines. **Two mummies** (CR 3; hp 42 each) guard the door from thieves that might attempt to steal the gold handles from the sarcophagus. The handles are worth 2,500 gp.

1020 Snakes (EL 7): A **pair of huge constrictor snakes** (CR 5; hp 60 each) lurks in the branches of a tree overlooking a large stone table. The geometric carvings on the table are faded and timeworn.

1024 Adsulata Citadel (Citadel): Conventional; AL CE; TL 1; 100 gp limit; Assets 13750gp; Population 440(Able bodied 110 70 irregular War2s, 35 ogres and 5 Ftr3 sergeants watch the tower; the rest are War1-2s or Commoners); Integrated (human 32% [many Common Viridian and Tharbrian], half-orc 32%, goblin 28%, ogre 8%). *Authority Figure*: Stumphead, male ogre CE Ftr3. *Important Characters*: Brukk, male ogre CE Ftr 3 (Stumphead's little brother); Fondor, male half-orc CE Clr3 (Kolrak Mar); Benkegg, male Common Viridian CE Rog7 (slaver); Skug Mrik, male goblin LE Rog4 (killer).

Adsulata Citadel's folk are no more than a band of ruffians. Stumphead and Brukk killed the former leader and instituted the worship of Kolrak Mar. Those who are found worshipping other gods make nice sacrifices. The troll god's mossy temple lies far beneath the citadel, beyond a lake and the Tomb of Many Swords. It is inhabited by more ogres and trolls. Benkegg has secretly infiltrated this dungeon with his apprentice, Skug, and they are searching for a group of dupes to clear out the trolls while they get away with the Tooth of Mak.

1032 Murias (Village): Magical; AL LG; TL 2; 200 gp limit; Assets 4,500 gp; Population 720 (Able bodied 180); Mixed (elf 80% [mostly wood, some high], human 12%, halfling 8%); Resources: Timber. *Authority Figure*: Eldandar Sidebeam, male elf [high] LG Wiz4. *Important Characters*: Gremian Greenlance, male elf [wood] LG Ftr3 (Inn of Northstar); Renald the Red, male Tharbrian LG Ftr6 (sawmill operator); Abud Aziz, male Dorin N Alc4 (incense maker).

Located on the Plain of Lethe, the elves of the village have been working for decades to bring the edges of the Folkvangir further south in an effort to increase the borders of their beloved forest. Over the years humans and others sympathetic to their cause have helped by selectively harvesting those trees that are not of the purest strains and turning them into lumber for use as a means of earning income to help support the village during these times of growth. Abud Aziz collects rare herbs to create incense and scented oil; he is often seen with his blink dog companion.

1109 Leopards (EL 10): A prowl of **16 leopards** (CR 2; hp 19) has retreated to the mountains and made its lair in a large cave here. They are very hungry most of the time and thus attack any creature or group of creatures they can hope to overcome. The cave contains 60 perfectly polished stone cubes and a holy symbol of Aram Kor.

1110 Belial (Hamlet): Nonstandard; AL N; TL 1; 100 gp limit; Assets 1913 gp; Population 612 (Able bodied 153); Mixed (human 74% [many Elphan], dwarf 12%, gnome 6%, wood elf 4%, other 2%); Resources: Market. *Authority Figure*: Rostol the Reverent, male Dorin LN

Mnk5. *Important Characters*: Geir Lancethrower, male human CN Ftr3 (Happy Hearth Hall); Galerian Moonwalker, male elf [wood] NG Clr4 (The Fairie Pony Inn, priest of Dionysus); Copperbeard, male dwarf N Ftr3 (Tools & Tinkers outfitting store); Prasgilad the Deathless, male elf [wood] NG Ftr4 (guard tower); Roridoc, male dwarf LG Ftr2/Clr4 (Kazadarum).

Located below the eastern edge of the Wildrider Pass and just above the headwaters of the Red River, Belial provides a vital stopping point for caravans and other travelers using the pass during the seasons when it is clear of snow. Its market provides many goods to supply weary travelers and is a source of news from both sides of the Guarding Range. As of late some of the news has been of dire nature; about cavemen amassing to destroy every settlement they can. The watch tower has a giant mammoth tusk horn to signal danger.

1125 Scorpion Swarm (EL 10): A bronze-covered throne worth 1500 gp is covered with webs and dust. A skeleton is sitting in the throne and two other skeletons are standing on each side of him holding spears. **Tiny monstrous scorpions** (CR 1/4; hp 2 each) breed by the hundreds in this sheltered nook. There are 120 of them present, and they swarm to attack any who approach.

1204 Stourhead (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 5,650 gp; Population 904 (Able bodied 226); Mixed (orc 68%, goblin 19%, human 9%, other 4%); Resources: Market. *Authority Figure*: Boshnos the Glutton, male Confed N Ftr3. *Important Characters*: Rock, male orc, CN Ftr3 (Rock's Rest); Vagrsh Axethrower, male orc CN War3 (marketplace); Besyrwan the Archer, male human N Ftr3/Exp2 (bowyer).

Located near the banks of the Prominence River, the surrounding flood plain provides fertile soil to grow crops. The local hunters supply fresh meat and pelts on a regular basis. Shell jewelry, stone axes, semiprecious stones, spears, apples and nets can be found at the Fenced Market Square. Ratmen recently started an underground settlement beneath the market. Besyrwan the Archer creates composite bows of all types.

1206 The Pool of Heal and Harm: An oval-shaped pool of water is nestled in a small dell. In the daylight the pool is red. Anyone getting in the pool takes 2d12 points of damage. At night the pool is clear blue. Anyone getting into the pool heals 2d12 hits. Predatory animals gather here at dusk (randomly determined by the Judge).

1206 Cinnabar Citadel (Hamlet): Conventional; AL CG; TL 7; 100 gp limit; Assets 6,250 gp; Population 200 (40 Ftr4 guards, 4 Ftr6 sergeants and 6 Rgr3 rangers patrol the land; the rest are Com1-2 and War1-2 colonists); Mixed (human 88% [mostly Common Viridian], orc 12%). *Authority Figure*: Lady Halen, female True Viridian CG Ftr8. *Important Characters*: 4 Sergeants (Ftr3); Captain Albus Vestrik, male Common Viridian LG Ftr5; Rokarr, male Dunael CG Brd4 (minstrel); Kemulos Orl, male Common Viridian CG Wiz5 (court magician); Kaun, male orc Rgr3 (hunter).

Lady Halen's court is humble compared to those found in the great cities, but in this wilderness, it is incredibly rich and sophisticated. The good lady has started building a garden of exotic fruit trees and flowers. She will personally slay anyone who dares to damage her carnivorous plants – sure, they have fangs and eat stray dogs, but their beauty and fragrance is quite extraordinary. Cinnabar citadel was recently besieged by a band of cavemen riding giant beetles and patrols are on the lookout for further incursions. It is a surprising thing that this citadel has lasted unharmed for as long as it has in these dangerous surroundings. Some believe the lady bears a potent magical item as a gift from the Green Emperor which provides protection. Some even speculate that she is a lover of the Emperor banished by the queen, Murielle Eidn. Still others say Lady Halen hides the missing son of the Emperor, and that she is in fact a True Viridian and the actual mother of the prince. None know the truth.

1223 Elfwine (Hamlet): Conventional; AL CE; TL 3; 100 gp limit; Assets 1,313 gp; Population 420 (Able bodied 105); Mixed (human 71% [almost all Elphan], elf [wood] 13%, dwarf 6%, orc 6%, ogre 4%); Resources: Oil. *Authority Figure*: Bagarsh the Scourge, male ogre CE War6. *Important Characters*: Olvir Halfear, male Skandik N Ftr3 (keeper of the oil press); Kad Hralfast, male Elphan NE Ftr4 (oil merchant); Runolf Saberbrows, male dwarf NE Ftr3 (oil merchant).

Located near the center of the Sidhe Hills along the banks of the Adsullata Stream, Elfwine was once the northernmost outpost of the Kelnore Empire and a major source of elvish trade goods. With the fall of the Silverlight Kingdom about five centuries ago, the elf trade stopped and the new villagers began to sell oil pressed from the Stench Moor's foul weeds. Five years ago, Bagarsh, four ogre relatives, and ten orcs attacked the village. Although both sides suffered terrible losses, a peace was negotiated with Bagarsh owning the hamlet and given a tribute of one goat each day. Bargarsh doesn't bother the villagers and the arrangement virtually stopped all banditry.

1310 Castle Slayer (Castle): Magical; AL N; TL 4; 100 gp limit; Assets 14,375 gp; Population 460 (100 Ftr2s, 10 Ftr3 sergeants and 5 Wiz3s live in the keep; the surrounding hamlet is inhabited by War1-2s); Mixed (human 71% [many Elphan, some Tharbrian and Alryan], orc 26%, dwarf 3%). *Authority Figure*: Balras, male Alryan N Wiz4. *Important Characters*: Reckless Mori, male Tharbrian N Ftr6 (castellan); Vilen, male human N Wiz2 (Balras' apprentice); Sics, male human Alryan CE Wiz9 (ghost).

Slayer, an evil lord, ruled from his mountain stronghold, aided by flocks of evil birds and devils. After a young but powerful mage named Flame slew him, the castle gradually became neutral, although it lost its great influence in the process. This change has also upset Slayer's lieutenant, Sics, who haunts the halls at midnight, lamenting the loss of the old days. Many of the prior residents, not including Slayer, linger as troubled spirits, haunting the current occupants.

1318 Bighsdale (Village): Nonstandard; AL N; TL 1; 200gp limit; Assets 4075 gp; Population 652 (Able bodied 163); Isolated (dwarf 91% [mountain], gnome 9%); Resources: Iron. *Authority Figure*: Stindalin Longbeard, male dwarf [mountain] N Clr4 (Kazadarum). *Important Characters*: Hako Deepdelver, male dwarf [mountain] LN Ftr3 (smelter); Tori Grimhelm, male dwarf [hill] N Ftr4 (smith and smelter); Thodo Broadbelt, male dwarf [mountain] N Ftr11 (keeper of the tombs).

The reddish colored soil in this region provides an indication of Bighsdale's main natural resource — the low

quality pig iron deposits in the nearby hills. Dwarven miners toil away in the mines to bring the iron ore to the smelters. There have been rumors of late that a vein of strange metal has been found and that there are a few high level wizards interested in obtaining some of it for experiments. The burial halls of the dwarves are carefully tended to by the elderly hero Thodo, whose dragonscale shield and mithral armor are as fantastic as his tales.

1329 Wild Horses (EL 11): A team of **30 wild (light) horses** (CR 1; hp 22 each) crosses this region on the border of the woods. They are very shy and leery towards other creatures, especially humanoids, and flee on the first sign of danger.

1404 Braaains! (EL 7): In the foothills of the Guarding Range, **3 giant boars** (CR 4; hp 52) have made their lair in a looted barrow. They can easily tear apart almost any offender and they fiercely fight until killed. A crude statue of a mind flayer stands in the barrow; its gaze causes a strong *suggestion* effect (DC 16) to kneel before it, whereupon the head animates and draws forth the brain of the victim. A carefully wrapped small bundle behind the statue hides a short metal stick which operates as a *periapt of foul rotting*. Moreover, the base of the statue has a secret compartment (Search DC 28 to find) with a *cursed –3 dagger* that can cast *color spray* once per day with a caster level of 5th.

1411 Aztlan (Hamlet): Conventional; AL CE; TL 2; 100 gp limit; Assets 1,963 gp; Population 628 (Able bodied 157); Mixed (orc 60%, human 17%, ogre 14%, other 7%); Resources: Timber. *Authority Figure*: Gormog the Bold, male orc CE Ftr6 (Chieftain). *Important Characters*: Master Xzyrmax, male Alryan CE Clr15 (The Eye of Kutalabold, Evil High Priest of the Cult of Kutalabold 'the Source'); Prefect Mranthyx, male Alryan CE Clr13 (The Hand of Kutalabold, Battle Priest/enforcer of the Cult of Kutalabold); Styllyxia Dziln, female Alryan CE Ill9/Witch4 (Prime Bloodmaiden, coven of the pure blood); Dregg Bloodhand, male orc CE Rog5/Asn4 (The Breath of Kutalabold); Brazzo the Swift, male orc CE Ftr5 (Leader of the river raiders in Aztlan).

At first glance Aztlan would seem to be just another rough-hewn timber hamlet full of savage orcs and opportunistic evil humans. But a more thorough investigation would reveal something far more sinister: this hamlet has for years served as a 'front' for an ancient, diabolical cult of Kutalabold whose evil intent aspires to far more than the Elivagar River Valley. None of the ordinary citizens here remember when the pale-skinned, evil humans from the far-off city of Warwik first arrived, but the quiet temple on the northern edge of town has been there as long as anyone here has been alive. Further north, looming silently over the hamlet from the foothills of the Guarding Range, is the ruins of a black tower and keep. There are rumors that the river pirate Brazzo has been seen coming out of the Temple of Kutalabold on a regular basis. There is also a rumor that there have recently been comings and goings at the old tower north of town.

1417 Giant Goats (EL 11): Grazing on a mountainside, a flock of **19 giant (dire) goats*** (CR 2; hp 22) makes this area its home. They are rather peaceful unless provoked or attacked. A stone carving of a grotesque demon is found nearby; the rusted plaque proudly exclaiming "Goatse Lives!"

1428 Woodmirth Keep (Citadel): Conventional; AL LG; TL 6; 100 gp limit; Assets 10,000 gp; Population 320 (60 Pal1-2, 8 Pal2-4 sergeants, 8 Pal4-6s [the Knights of the Oak] and 4 Clr3s; as well as War1-2s and Com1-2s live in the keep); Mixed (human 78%, half-elf 12%, elf 9%). *Authority Figure*: Lord Ziedron, male human LG Pal7. *Important Characters*: Lady Bessa, female half-elf LG Clr2 (Athena, Ziedron's Wife).

Woodmirth keep is controlled by an order of paladins. Their presence has kept away Oakroot, the evil treant lord of the forests, but still, every day poisonous vines and creepers are found clinging to the walls and many have disappeared over the last two years. Ziedron owns Smiter, a *+3 holy warhammer*.

1507 Bawar (Hamlet): Nonstandard; AL LE; TL 3; 100 gp limit; Assets 1,625 gp; Population 520 (Able bodied 130); Mixed (halfling 69% [mostly common, some highland], human 14%, elf 12%, dwarf 5%); Resources: Rope. *Authority Figure*: Hlothwell, male halfling LG Rog3. *Important Characters*: Orgli Ironhelm, male dwarf N Rog3 (Ham n' Hammock Inn); Hordi Bilfast, male halfling LN Clr3 (healer of Zarkon); Lothar Ingmar, male Alryan LG Ill5.

Located near the headwaters of the Red River, Bawar is a major producer of rope. Farmers tend large fields of hemp sheltered from hash weather by the surrounding Guarding Range. Lothar Ingmar, a retired Illusionist lives in his round house with several wives, selling decorative carpets to traveling traders.

1514 Crazy Snakes (EL 7): A giant marble snake is holding its head ten feet in the air. Its forked tongue is sticking out of its mouth. Two diamonds worth 1,200 gp are in the snake's eyes. Anyone getting within arm's reach of its face triggers a spray from the mouth that causes insanity for a week (*insanity* spell [cast by a 13th-level wizard]; DC 20 Will save avoids; DC 32 Search; DC 32 Disable Device).

1602 Greed and Pits (EL 6): A beam of light five feet high is coming from a bottomless pit four foot in diameter. The pit creates illusions of beautiful women and treasure. A DC 20 Will save is required to avoid leaping into the pit (lost forever).

1616 Swarga (Hamlet): Nonstandard; AL N; TL 2; 100 gp limit; Assets 1463 gp; Population 468 (Able bodied 117); Mixed (human 74% [many Elphan], elf 12%, halfling 11%, dwarf 3%); Resources: Tin. *Authority Figure*: Grimbane the Depraved, male Elphan CE Ftr4. *Important Characters*: Motmer Barding, male Elphan NG Ftr3 (The Pewter Troll Inn); Rurenz Rondurus, male dwarf [hill] LG Exp8 (smelter); Athel Burrow, male halfling N Ftr3 (tin smith); Modig Rorimak, male halfling NG Clr3 (scribe; Kutienna).

Swarga lies near the banks of the Elvigar River amongst a rather nondescript group of hills that would otherwise be overlooked were it not for a small band of dwarven miners working somewhere within the surrounding hills. Although nobody knows exactly where their mine is, at least once a month, the dwarves trek into town with a load of high quality tin ore to barter for supplies.

1617 Castle Bluedrake (Castle): Conventional; AL N2; TL 3; 100 gp limit; Assets 1,875 gp; Population 60 (15 Ftr2s loyal retainers remain in the castle; the remaining people are

returning War1 or Rgr1 hunters); Isolated (human 100% [nearly all Ghinoran]). *Authority Figure*: Prince Rostanak the Eagle, male Ghinoran N Ftr3. *Important Characters*: none.

Castle Bluedrake was accidentally burned to the ground by the careless Rostanak, when he was brewing brandy. Thereafter, goblins arrived in the winter and slew everyone. The Prince was in Damkina at the time, so he returned to see the mutilated bodies of his beloved ones nailed to the gates. Since then, he has become a recluse and a drunkard, cursing his own cowardice and stupidity. Winsindor, the Overlord of Damkina encourages him to take action and stop blaming himself for accidents, but he has been remarkably unsuccessful, with only a few loyal retainers remaining with him.

1624 Bears (EL 9): Deep in the forest, **5 grown brown bears** (CR 4; hp 51 each) and **8 cubs** (CR 2; hp 10 each) live in a remote clearing. The clearing measures roughly 60 feet in diameter and is surrounded by thick bushes and heavy undergrowth. The bears resolutely defend their lair, attacking anyone coming close and ignoring their attempts at intimidation.

1630 Roc On! (EL 9): An 40-foot iron bell hangs on a gargantuan petrified wooden arch with a golden tongue (4,000 gp). A **roc** (CR 9; hp 225) nests on top of the arch, and isn't appreciative of any disturbance.

1722 Aratar (Village): Magical; AL CE; TL 3; 200 gp limit; Assets 5,250 gp; Population 840 (Able bodied 210); Mixed (human 71% [mostly Elphan and Tharbrian], elf 14%, halfling 12%, goblin 3%); Resources: Quartz. *Authority Figure*: Hendors Roundheels, male Tharbrian CE Wiz5. *Important Characters*: Modig Eldersilver, male elf [wood] N Ftr4 (Geode Inn); Kirilath, female elf [wood] N Rog3 (Crystal Kittens).

Under the trees along the bank of the Adsullata Stream lies the village of Aratar. It is the uppermost navigable point on this waterway. Long known as a place where many varieties of quartz, both rock and crystalline form, can be found, Aratar is often visited by wizards seeking just the right piece for their personal use. Although the source of the highly prized quartz is a closely guarded secret, it is well known that Hendors Roundheels doesn't like interlopers: three iron hooks on the top of his tower hold the mutilated corpses of would-be thieves.

1725 Tower of the Tests (Citadel): Nonstandard; AL LG; TL 3; 100 gp limit; Assets 5,000 gp; Population 160 (40 War2s guard the monks of this citadel; the others are farmers and herdsmen; 25% chance of 20-120 pilgrims); Isolated (human 94% [many Alryan], orc 6%). *Authority Figure*: Adept Lave-Tau, male human [synthetic human] LG Mnk6. *Important Characters*: Sagurus, male Alryan LG Mnk6 (former adept of the tower); Inwias, female Alryan LG Mnk5; Ne-hail, female Common Avalonian LG Mnk4; Baasti, male Common Viridian LG Mnk3; Baayor, male Alryan LG Mnk2; Riabel, male Alryan LG Mnk1.

Seven monks inhabit the six levels of the tower. If another monk from faraway lands visits, he may elect to successively fight the six monks in non-lethal ritual combat. This is a hard undertaking, as Adept Lave-Tau possesses perfect statistics in all six ability scores (see Base Indigo-III at 3630). The winner is allowed to study the sacred papyrus scrolls on the top level, which describe a series of intensive exercises that grant the Toughness feat for free and allow access to a special and rare monk ability of the Judge's design (Judges who limit access to powerful monk feats may make visiting this citadel one of the few ways a monk may learn timless body or empty body). The tower is often visited by pilgrims, who want to pay their respects to its wise inhabitants.

1734 Unicorns (EL 6): A group of **3 unicorns** (CR 3; hp 42 each) has made a temporary lair in this open plain. One of them is badly injured. The healing powers of the other two are sufficient to keep their friend alive, but the wounds do not heal as expected. They welcome any help from good aligned creatures but also bravely defend the wounded if attacked. They have little to offer as a reward for help except to allow their saviors to ask one question about the good gods.

1801 Narvonshire (Village): Conventional; AL N; TL 1; 200 gp limit; Assets 7,400gp; Population 1184 (Able bodied 296); Isolated (human 98% [almost all Confed], other 2%); Resources: Market. *Authority Figure*: Whinsder the Rumhound, male Confed N Ftr7. *Important Characters*: Cyneye Goldring, male Confed N Rog5 (marketplace); Iflin, female Confed CE Clr11 (Tama Hama).

Upon the northern reaches of where the Guarding Range and the Range of Dissension come together lies the trading village of Navronshire. The local market provides goods for the confed tribes of the north. Mastodons are a common sight in the village. The temple of Tama Hama is renowned for its orgiastic fertility rites and human (well, confed) sacrifice.

1827 Greencastle (Hamlet): Conventional; AL N; TL 0; 100 gp limit; Assets 1,838 gp; Population 588 (Able bodied 147); Mixed (orc 60%, goblin 23%, ogre 14%, other 3%); Resources: Coal. *Authority Figure*: Watsgulmash, male stone giant CE Ftr6. *Important Characters*: Finnbogi the Possum, male orc N Ftr3 (Finboggi's Stop Pub); Asash Quick, male orc NE Rog4 (coal merchant).

Nestled within what used to be a very lush, green clearing in the midst of a vast woods, Greencastle was known for its orc raiders. After a rather fortuitous lightning strike, one of the local ogres noticed that an outcropping of black rock was on fire. After some debate they finally figured out that this was coal and it could be mined. Nearby villages needing a good source of fuel to smelt ores are the best customers.

1907 Rocs (EL 15): Sky-high, close to the peak of a mighty mountain, **7 rocs** (CR 9; hp 225) rocs have established their aeries, made of trees and branches, on a broad ledge in a mountainside. These lairs can only be reached by climbing hundreds of feet high cliffs, falling off almost vertically. Five of the rocs are the matured young of the other two. Any creature climbing the steep cliffs is an easy target for these gargantuan birds of prey. Huge pellets, the size of a bull, lie piled up at the foot of the cliff. One of the pellets contains the remains of an adventurer who ended up in the stomach of a roc, including a hardened and useless leather bag with 500 gp and two 1800 gp diamonds in it.

1910 Wood Bridge: A decaying wooden bridge over a wide ditch permanently raises anyone's Dexterity by +1 if they successfully cross it. This requires a Balance check (DC 25). Failure indicates a fall of 60 feet (damage 6d6). There is a 80% chance that the bridge collapses anyway.

1929 Church of Damaka (Citadel): Magical; AL N; TL 1; 100 gp limit; Assets 3,125 gp; Population 100 (20 Clr1s and 5 Clr2s inhabit the sanctum; the rest are Com1-2s); Mixed (human 69% [many Elphan], orc 31%). *Authority Figure*: Raon the Potter, male Elphan N Clr4 (Damaka). *Important Characters*: Alkhyron, male Elphan N Clr4; Herib, male Elphan N Clr3.

Damaka is the minor goddess of clay (domains: Earth, Protection). Her priests fashion decorative pots, jars, vases, urns, vials and other clay items. Raon owns a sacred relic, the *Everflowing Amphora of Grain*.

2005 Titanshold (Citadel): Conventional; AL CE; TL 2; 100 gp limit; Assets 16,250 gp; Population 520 (110 Bbn1s, 13 Bbn2 sergeants, 4 Bbn4 captains and 3 Ftr5 guards live in the citadel; the rest are slaves); Mixed (human 66% [many Elphan and Confed, some Ghinoran], goblin 18%, orc 12%, half-orc 4%). *Authority Figure*: Emperor Aethering VII, male Ghinoran CE Ftr5. *Important Characters*: Werber Nro, male goblin CE Rog4 (enforcer); Tegemiki the Great, Wise and Mighty, male goblin CE Brd4 (insane court jester).

Aethering is the pitiful descendant of cruel and rapacious lords. He is violent and hateful, enjoying the painful execution and torture of the occasional captured traveler. His subjects are no better than their self-appointed "Emperor". Titanshold has rare salt deposits valuable to wizards, but Aethering despises the use of magic and has forbidden their sale. For more on Aethering's worthier ancestors, see the classic Judges Guild product *The Book of Treasure Maps I*.

2008 Kolpia (Village): Conventional; AL N; TL 0; 200 gp limit; Assets 4,950 gp; Population 792 (Able bodied 198); Mixed (human 77% [mostly Elphan, some Amazon], dwarf 15%, other 8%); Resources: Limestone. *Authority Figure*: Valacar the Horseman, male Tharbrian N Ftr7. *Important Characters*: Cynri the Mace, male dwarf [mountain] N Ftr4 (Gargoyle Inn); Altia, female Amazon LG Amz5 (Amazon leader); Hayli, female Ghinoran N Wit7 (shrine of Rhiannon).

Located among the hills near where the Red River flows into the Torn River, the area surrounding Kolpia is known for its large deposits of thick limestone beds. The limestone is transported by barge to the markets of Damkina. The mines are dangerous and there is talk of an uprising among the miners. Cynri the Mace runs an inn decorated by gargoyle statues (one of them is of the live kind, kidnapping and eating townspeople). Fifty Amazons are looking for a place to build a fortified outpost; they aren't above conquering one by force. A small shrine to Rhiannon, patron of witches stands near the village; in the month of Portly Pomp, witches from near and far gather to worship their goddess, who is said to be present in disguise.

2014 Fear of Fire (EL 4): A vine-covered chimney has a blue fire in it. Looking at the flames causes the viewer to make a DC 16 Will save or flee in terror for 2d6 minutes. Two loose bricks in the chimney have a *ring of elemental resistance (10, fire)* behind them (Search check, DC 25).

2025 White Apes (EL 4): A **pair of white apes** (CR 2; hp 26 each) have made their lair of leaves and clay on the branch of an enormous oak deep in the forest. The lair is located roughly 50 feet above the ground and can be reached by climbing. The apes are quite aggressive and try to attack and kill every creature they can get a hold on.

2120 Taunting (Hamlet): Nonstandard; AL LG; TL 2; 100 gp limit; Assets 1,475 gp; Population 472 (Able bodied 118); Mixed (human 62% [some Elphan], elf 14%, dwarf 12%, halfling, 8%, gnome 4%); Resources: Zinc. *Authority Figure*: Mootish Marn, male human LG Sag4 (Elphan customs). *Important Characters*: Brosa, female human CG Ftr3/Exp2 (boat maker); Hrypa, male Alryan LG Clr5 (Bachontoi).

Taunting lies on a well defended small hill where the Adsullata Stream and the Hvergelmir River meet. Mootish Marn, an old Elphan supported by *potions of long life* governs the hamlet. His knowledge of Elphan customs and tales attracts bards and chiefs looking for advice alike. The zinc mined in the nearby mines is processed into rough ingots and sold. Taunting is also known for its fine river barges.

2128 The Tower of Mauve Spires (Citadel): Magical; AL N5; TL 3; 100 gp limit; Assets 2500gp; Population 80 (14 Wiz1s, 2 Wiz3s and 4 Ftr3 eunuchs live in the main tower; the adjoining stone keep is home to the rest of the servants); Mixed (human 80% [mixed], orc 20%). *Authority Figure*: Koos the Healthy, male Common Viridian N Wiz4. *Important Characters*: Okaar and Asal, male Dorin LN Ftr4 (eunuch bodyguards); Sabrina, female Common Viridian N Wit3 (concubine); Alda, female Altanian N Psi3 (concubine).

Koos and his 16 female slaves (all but two are first level Wizards) live in the conical tower. All rooms, the outer walls and the spires are decorated with ceramic tiles, most of them mauve, with a hint of orange here and there. Koos has a weakness for beautiful women and euphoric drugs, but never parts with his precious silk-bound spellbooks.

2211 Crocodiles (EL 9): Close to the eastern bank of a sidearm of the Kukulcan River, **10 crocodiles** (CR 2; hp 22 each) lurk mostly submerged in the water, waiting for prey. They do not pursue fleeing victims, nor do they keep any treasure.

2213 Falias (Small Town): Nonstandard; AL N; TL 0; 800 gp limit; Assets 38,400 gp; Population 1,536 (Able bodied 384); Mixed (elf 80% [mostly wood], human 15%, halfling 5%); Resources: Market. *Authority Figure*: Elsarn the Guide, male elf [wood] LG Ftr3 (keeper of the trading post). *Important Characters*: Telimbar Ap-Forlis, male elf [high] CG Ftr3 (Elsarn's brother); Tolman Wither, male human NG Ftr4 (insane merchant); Greasy Boffo, male halfling [stout] CG Exp2 (Locked Door Inn, steals valuables); Yasuf, male Dorin N Alc6 (Lucky Landshark's Feast Inn, likes to try new concoctions on guests).

The town of Falias grew around a trading post established by wood elves from the Scarlet Forest. It became a friendly (although minor) competitor to Damkina. There is no formal rulership, although Elsarn, the head of the guarded marketplace has considerable influence. Tolman Wither is probably the strangest of the merchants, selling the weirdest items possible. These include a stuffed wooly mammoth (3000 gp, fireproof), a land deed to Viridistan ("Ain't wort' much." – 1 cp), a flying magic sword (2500 gp, it always manages to fly back to him… eventually), a pretty glass globe (100 gp, actually the phylactery of the Lich Atralas, who is *very* determined to find it) and the ever popular Demon Destroy-

ing Dirt (three coppers a bucket). Two inns, the Locked Door and the Lucky Landshark's Feast, serve visitors.

2223 Up Periscope (EL 2): A partially caved-in and vine-covered tower stands 30 feet high. **Three orcs** (CR 1/2; hp 4 each) are inside playing with a periscope.

2233 Whiterock Citadel (Citadel): Conventional; AL N; TL 4; 100 gp limit; Assets 5,000 gp; Population 160 (40 Ftr2 light horsemen protect the citadel; the rest are Com1-3 horse trainers); Isolated (human 100% [mostly Common Viridian, some Elphan]). *Authority Figure*: Sir Arnall, male Common Viridian N Ftr7. *Important Characters*: Kovarabis, male human N Ftr5 (outrider); Romiras, male Common Viridian LE Ftr5 (tax collector); Tesenig the Malebranche, male human Common Viridian N Rog7 (prospector).

Sir Arnall's ponies are steady sellers on the markets of Ruppin Athuk. They are strong, sturdy and well suited to all climes. Arnall is a loyal subject of the World Emperor, who granted him control over this faraway outpost. The visiting Romiras is secretly snooping for a rich silver mine with his "assistant," Tesenig. He believes Arnall to hide the mine – in fact, it doesn't exist, being a lie told by one of Arnall's many enemies.

2301 Hounds of Hell (EL 7): A heavy golden plaque worth 1700 gp is mounted on an ash-covered stone wall. **Four hell hounds** (CR 3; hp 22 each) live nearby. The text on the plaque is in Viridian, proudly proclaiming the "Construction of Fortress Ankore." Nothing else remains.

2304 Giant Rats (EL 4): A horde of **15 dire rats** (CR 1/3; hp 5 each) have dug their lair in the foothills. The lair consist of numerous tunnels, only about one foot in diameter, and cramped chambers. It has three entrances, and one of the rooms contains the remains of a dead halfling who fell prey to the rats. A torn leather armor and a broken short sword lie near the skeleton. A total of 50 gp, 284 sp, and a golden ring worth 10 gp are on his body.

2305 Shopshire (Hamlet): Conventional; AL LE; TL 1; 100 gp limit; Assets 1,125 gp; Population 360 (Able bodied 90); Isolated (human 92% [Elphan], orc 8%); Resources: Wine. *Authority Figure*: Braskish the Bragart, male orc CE Ftr6. *Important Characters*: Elsaran, male elf [wood] N Wiz4 (glass blower); Fibula, male Elphan LE Exp6 (Vintner).

The fertile hills in the region surrounding Shopshire are well know for their sheltered existence seemingly oblivious to most of the harsh weather coming down the Range of Dissension. This unique environment has allowed the development of several small local vineyards famous for producing wines and cordials of the most exquisite quality. These high priced drinks make for a very profitable export product (and the fine glass bottles make them even more appealing); although, from all appearances of this hamlet, nobody is quite sure where all the money goes to.

2327 Wildflower (Hamlet): Nonstandard; AL N; TL 5; 100 gp limit; Assets 1,400 gp; Population 448 (Able bodied 112); Mixed (human 51% [mostly Tharbrian, some Elphan], elf 26% [mostly wood], halfling 14%, dwarf 6%, other 3%); Resources: Lead. *Authority Figure*: Harabil Abstruse, male Dunael LG Rgr8. *Important Characters*: Odon Birching, male Elphan NG Ftr4 (Sinker's Pub); Deogol Hogtooth, male halfling CG Ftr5 (ale brewer); Glinron Oromis, male elf [wood] LG Clr4 (Cilborith); Gunlaug the Dog, male human NG Ftr3 (mercenary).

Wildflower enjoys a rather peaceful existence amongst the grasslands with a blossoming multitude of wild flowers. Ten years ago, dwarves began a lead mine nearby and the added source of income has allowed the hamlet to finally build a temple to their local god. Gunlaug the Dog has 30 Tharbrian mercenaries aching for combat.

2404 Castle Bronius (Castle): Nonstandard; AL LG; TL 8; 100 gp limit; Assets 11,250 gp; Population 360 (80 War2 guards, lead by 10 Ftr3 sergeants patrol the castle grounds; the rest are Com1-2 servants and retainers); Isolated (human 92% [many Ghinoran], half-elf 8%). *Authority Figure*: Bronius III, male human LG Sage5. *Important Characters*: Old Jaral, male Bardik LG Brd6 (minstrel); Margolais, male human NG Wiz6 (scroll merchant).

Baron Bronius is the third in a dynasty of philosophers. Castle Bronius was created with a potent *wish* received by his grandfather. Its impossible angles, rotund buildings and needle-pointed towers betray the work of an otherworldly architect. The inhabitants of Shopshire resent his presence and fear him for his strange, foreboding yet friendly mannerisms. Old Jaral and Margolais are both guests, the former being a wandering bard, the latter a seller of old artifacts retrieved from dusty tombs.

2408 Sacred Totem: A sacred mound with the totem of a giant eagle is always mist-covered. Praying at the feet of the totem grants a single *wish* to the creature, if done during a full moon. Any show of disrespect causes a curse on all within 30 feet; Will save (DC 25) negates. Those failing the save lose the use of an arm (50%) or a leg (50%) permanently (*remove curse* restores this).

2416 Saber-Tooth Tiger (EL 4): A small, approximately oval shaped earthen cave in the hills is the home of a ferocious **smilodon†** (CR 5; hp 60). If it decides to attack, it targets the presumably weakest prey first.

2429 Say that again? (EL 5): The bust of an amazon lies in a large crater. The bust rests on a *+1 large steel shield* and a **cobra** (medium viper; CR 1; hp 9) lives under it. A map to the White Mountain at 2407 is engraved on the shield. A slime-covered monument of a giant dwarf leans against a boulder. A **huge constrictor snake** (CR 5; hp 60) is wrapped around the body of the dwarf. Buried in the ground beneath the monument is a chest containing 25 pp, 385 gp, 1,680 sp, and 470 cp.

2512 Fortress Masparak (Citadel): Conventional; AL CE; TL 2; 100 gp limit; Assets 8,125 gp; Population 260 (50 Ftr2s, 8 orc Bbn2s, 4 Ftr4 sergeants and 3 Clr3s live around the citadel; many slaves are also present); Integrated (human 41% [mostly Tharbrian and Elphan], goblin 31%, orc 28%). *Authority Figure*: Samoras, male Tharbrian CE Ftr8. *Important Characters*: Bulgazal, male orc CE Clr5 (Baalzebul); Gromelon, male half-orc Rog3 (spy); Velanar, male Tharbrian CE Sor3 (oracle); Rahalam'skner, Render of Bodies, LE cornugon devil.

Noxious gas escapes from the ground at the site of Fortress Masparak. It has been the seat of an oracle for many years. Samoras and his army of humanoids conquered the marble palace and built a well defended

settlement. With the aid of Velanar, the only corrupt member of the oracle's retinue, he freed a trapped devil and bound it to his service. Although Velanar lacks the skills of prediction, he masquerades as an oracle, when, in fact, it is Rahalam'skner who answers questions. All answers are outright wrong or lead to greater problems than they solve.

2513 Vermin and Windmills (EL 10): A partially collapsed windmill turns in the wind. A purple cloak with a **tiny monstrous centipede** (CR 1/8; hp 3; bite causes Red Avhe [Fort DC 15]) under the collar is hanging on a peg within. **Sixty dire rats** (CR 1/3; hp 4 each) lurk in the basement.

2518 Quinden (Hamlet): Nonstandard; AL N; TL 2; 100 gp limit; Assets 1,600 gp; Population 512 (Able bodied 128); Mixed (halfling 64% [mostly common], human 18% [some Ghinoran], elf 15%, other 3%); Resources: Fish. *Authority Figure*: Drampinill the Slasher, male human CE Ftr5. *Important Characters*: Bray Criarm, male Common Orichalan N Alc4 (alchemist); Umhelm Slammer, male dwarf [hill] NG Ftr5 (smith); Candilily Plum, female halfling LG Clr3 (Red Arrow Inn, Honeymeade's assistant); Patriarch Honeymeade Suni, male halfling LG Clr9 (Gunnora).

The Steading of Quinden is a small holding between the Amaite Range and the Scarlet Forest. As it is on the direct trade route between the Kingdom Delving and their chief customers in Damkina, the Steading sees a great deal of traffic. Officially, the Steading is under the authority of the Lord of the White Throne, ruler of Damkina. In practice, however, no notice is taken of this by the Steading or by Damkina Officials. The true ruler of Quinden may be considered Baron Drampinill the Slasher, a ruthless killer who has taken over the village. Protests have been lodged with Damkina, but no one has responded. Gunnora, protector of the village is an aspect of Sutakh, goddess of fertility.

2601 Greatstone (Village): Nonstandard; AL CE; TL 1; 200 gp limit; Assets 5,050 gp; Population 808 (Able bodied 202); Isolated (human 89% [some Confed and Elphan], gnome 11%); Resources: Market. *Authority Figure*: Hofield Honer of Heads, male Confed CE Ftr4. *Important Characters*: Marthron Drim, male Confed NE Rog3 (market overseer); Yabbagle, female human Confed vampire CE Clr7 (Feninva); Joy, female succubus demon CE.

The village of Greatstone has grown up around its namesake, an oddly shaped outcropping of rock arising from the plains with a spring flowing from its base. Over the years, it became a place for tribesmen to meet and trade goods. Once razed by migrating orcs, the villagers began to build their hovels into the mountainside, with stone towers and hanging bridges. The chief appointed by a council of elders who always sit in the highest hut overlooking the village. The elders are in fact vampire spawn controlled by Yabbagle and her consort, Joy. The shrine of Feninva is regarded with both desire and fear.

2621 Khaled (Village): Nonstandard; AL N; TL 3; 200 gp limit; Assets 4,100 gp; Population 656 (Able bodied 164); Mixed (human 58% [many Elphan, some Skandik, a few Tharbrian], halfling 23% , half-elf 8%, dwarf 8%, gnome 3%); Resources: Hides. *Authority Figure*: Rornark the Serpent Runner, male Skandik N Clr6 (Mosinylo). *Important Characters*: Solvi the Arrow, male halfling CN Rog4 (barkeep and head of the halfling prospectors); Yakov the Grizzly, male human NE Ftr5 (head of the human prospectors).

Khaled is the lone "civilized" outpost in the otherwise harsh Amaite Range where life is not easy and only the hardy survive. The abundant bounty of wild animals in the area provides a good source of meat for the villagers and the hides provide some extra income for the hard times. Two groups of prospectors, one halfling (based in the Warhammer bar) and one human (based in the ruins of a frontier fort of Kelnore) compete with each other. Their feuding has lead to murder and vengeance.

2623 Eggrot Tower Mining Camp (Citadel): Conventional; AL CG; TL 3; 100 gp limit; Assets 4,375 gp; Population 140 (Able bodied 35); Isolated (dwarf 100% [hill]). *Authority Figure*: Svenny Blacktooth, male dwarf [hill] CG Ftr6. *Important Characters*: Kaldo Blacktooth, male dwarf [hill] CG Ftr6 (smith); Eric the Stout, male dwarf [hill] CG Clr3 (Thor).

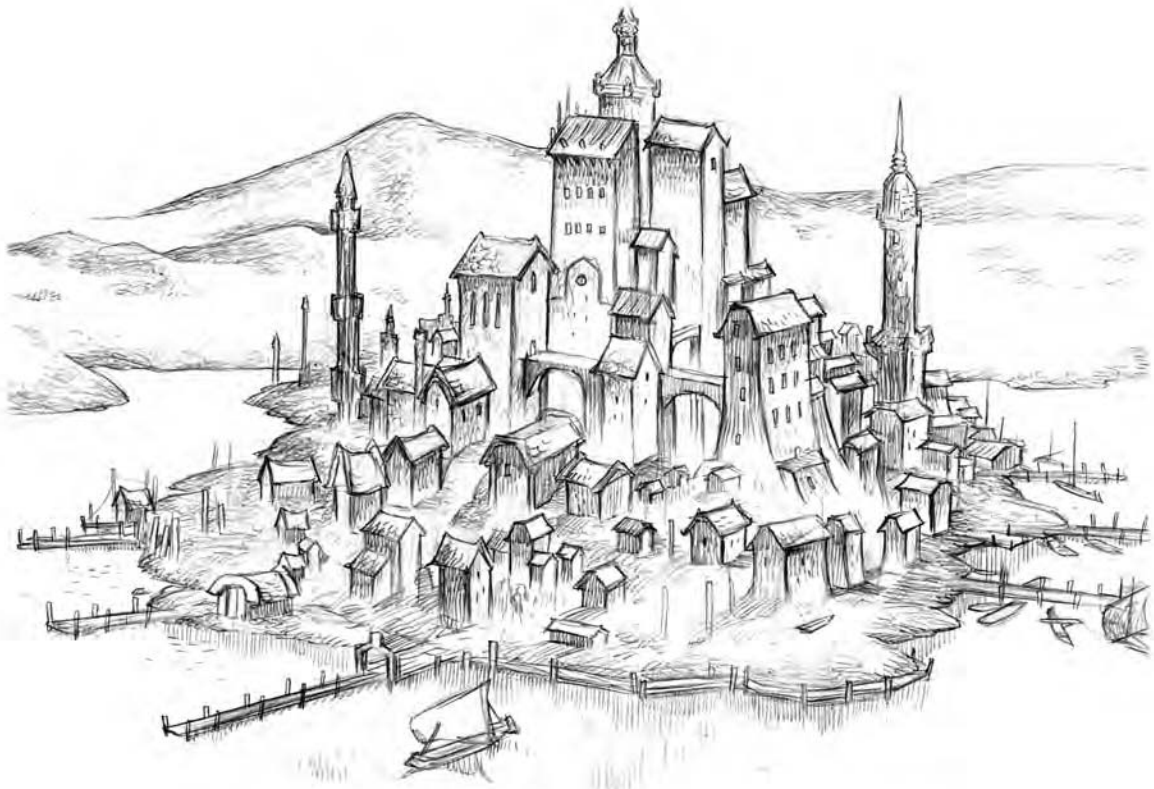
Only dwarves can tolerate the unbearable stench and stinging insects of the Sulfur Bog of Wilsat. They are hardy workers, extracting the sulphur from the muck and sealing it into watertight barrels. The only source of potable water is a heated spring in the middle of their settlement. The rolling hills hold lead deposits, but these haven't been discovered yet.

2626 Owlbears (EL 6): Two owlbears (CR 4; hp 47 each) live in the deep woods. Their nest is located in a small, natural cavern below the roots of an ancient tree. The owlbears are even more aggressive than usual since the female has laid four eggs only days ago (the eggs are worth 1000 gp each).

2710 Pegasi (EL 5): Near the peak of a majestic mountain nests a **pair of pegasi** (CR 3; hp 34 each). Both are determined to fight to the death to defend their **2 yearlings** (CR 1/2; hp 5; noncombatants).

2715 Damkina (Hamlet): Conventional; AL LG; TL 3; 100 gp limit; Assets 1,888 gp; Population 604 (Able bodied 151); Mixed (human 60% [mostly Ghinoran], elf 10%, dwarf 10%, half-elf 5%, halfling 5%, orc 5%, other 5%); Resources: Market. *Authority Figure*: Winsindor the White, male Ghinoran LG Pal5 (Lord of the White Throne, a.k.a. the White Overlord). *Important Characters*: Lord Bloodspiller, male Ghinoran LE Ftr7 (the enemy of Winsindor, servant of Arthranax); Lord Blueglimmer, male Ghinoran LG Ftr 5; Lord Fairfellow, male Ghinoran LG Ftr5 (his bodyguard always carries *javelins of lightning*); Back'Lor, male Ghinoran CE Wiz19 (Wizard of Darkness, servant of Arthranax); Clearsight the Old, male Ghinoran LG Clr11 (high priest of Glor'diadel); Strikesorrow, male Ghinoran CE Clr10 (high priest of Arthranax); Guilda Gold, female houri CN Exp9 (mistress of the Houris' Guild).

The free market at Damkina was established on this strategic river isle by the Empire of Kelnore, and has been here through thousands of years. While it lies far to the north, it is one of the minor Ghinoran Successor States. Even if most of the old palaces lay in ruin, the market remains one of the key economic and cultural forces in the Greatflood River system, bringing many communities and races together in a peaceful exchange of goods. Although the permanent population of the island is relatively small, the island swells by the thousands during market days. None may bring weapons into the actual market square itself other



2715 Damkina

than the soldiers of the white throne, and few risk losing access to the market. Goods from all corners of the world find their way here. Prices are reasonable as security costs are low. The Lord of the White Throne will not tolerate violence on his island. In recent times, commerce has been lower than usual due to gargoyle attacks and other calamities. Lord Bloodspiller has been gathering allies and servants within his palace; always accompanying him are his demon lover, two pet hell hounds and 30 elite guards. Blueglimmer and Fairfellow support the Overlord, but question his inactivity of late. Back'Lor, a wizard masquerading as a merchant hides the cult of Arthranax from common sight. These miscreants plot to take the town themselves. For more information on the situation, see the City State Installment in the classic Judges Guild magazine *Pegasus, Issue* #8 (available for download from *www.judgesguild.com*).

2719 The Roc Shrine (EL 8): A shrine with thickets surrounding the entrance between two giant oak trees is carved with animal figures. Four roc statues with emerald eyes worth 350 gp each are engraved on the shrine. **Twenty stirges** (CR 1/2; hp 5 each) nest in the larger trees south of the shrine.

2801 Tanglebush Keep (Citadel): Magical; AL N; TL 3; 100 gp limit; Assets 5,000 gp; Population 160 (40 War2s protect the inhabitants of the keep; the rest are Com1-2s); Isolated (human 100% [many Alryan]). *Authority Figure*: Immondice of Larvin, female Alryan N Wiz5. *Important Characters*: Laumir, male Alryan LN Alc4 (alchemist); Tirian, male Alryan N Wiz3; Wolling, male human Wiz2.

Gnarled and warped thickets surround this small wizards' conclave. The entire region seems incredibly old and devoid of hope – even the humans look ancient and world-weary over the age of 20. The wizards are absorbed in their petty rivalries and experiments, while the fields yield less and less every year.

2830 Giant Tick (EL 8): This part of the forest is infested with **12 giant ticks*** (CR 1; hp 13). The ticks' lair resides well secluded in the branches of a tree and contains hundreds of eggs.

2908 Smoke and Shadows (EL 8): A giant candle is embedded in the ground. The flame is two feet high, and burns continuously unless manually extinguished. Hot wax drips down the side of the candle. A golden tipped spear (worth 750 gp) is stuck through the candle. Extinguishing the flame causes **6 shadows** (CR 3; hp 19 each) to emerge from the wisps of smoke to attack.

2910 Adar (Hamlet): Conventional; AL LG; TL 0; 100 gp limit; Assets 813 gp; Population 260 (Able bodied 65); Mixed (human 62% [many Ghinoran], elf 15%, dwarf 12%, halfling 8%, other 3%); Resources: Market. *Authority Figure*: Bayfiorn the Bald, male human N Ftr4. *Important Characters*: Orm Iceshield, male human NG Ftr3 (leader of the militia); Theo Stonehelm, male dwarf [mountain] CG Ftr4 (market sheriff); Bani Bonespear, male halfling NG Rog3 (The Winding Road Inn).

Adar has grown up around a small trading post where the tributaries of the Oldenhain River come together and has served this region well over the years. It has seen its share of odd goings on, but lately there have been some rather unusual travelers heading up into the mountains. Some wayfarers staying at the inn refuse to expose their faces.

2911 Castle Oldenhain (Castle): Conventional; AL LG; TL 5; 100 gp limit; Assets 9,375 gp; Population 300 (40 War3 spearmen, 25 Rgr2s and 10 Rgr3s live in the

castle; the rest are Com1-3 or War1-2 retainers); Mixed (human 60% [mostly Ghinoran], elf 24% [wood], half-elf 16%). *Authority Figure*: Konrad Wolfe, male Ghinoran LG Rgr8. *Important Characters*: Sylvanus, male elf [wood] LG Clr3 (Molna); Willow, female half-elf NG Clr5 (Brigit, blacksmith); Eadan the Small, male Ghinoran NG Bbn5.

Konrad Wolfe is allied to the White Overlord of Damkina. His household consists of several rangers, a company of barbarian woodsmen and his pets, a pack of wolves.

2923 Leapin' Lizards (EL 2): A stone statue of two giant lizards fighting is partially covered with thickets beneath an overhang. The thickets have poisonous blackberries (DC 15, 1d4 Con/1d4 Con) growing on them.

2926 Tarsa (Small Town): Conventional; AL LG; TL 4; 800 gp limit; Assets 36,200 gp; Population 1448 (Able bodied 362); Mixed (elf 80% [mostly wood, some grey and high], human 17%, halfling 3%); Resources: Market. *Authority Figure*: Elfes Llawes, male elf [high] LG Ftr3. *Important Characters*: Cadio Gorbadok, male halfling CG Rog2 (market sheriff); Gilthoniel, male elf [high] LG Ftr3 (curio merchant, specializes in jewels); Minasir the Hedge Wizard, male elf [wood] CG Wiz4 (Academy of Spells).

Tarsa lies in a clearing deep within the Iminsul Forest and provides a centralized place for the mostly elven population of the forest to meet and trade. The majority of supplies brought into this town are by a small group of trusted merchants that travel the hidden trails leading in and out of the clearing. The Academy of Spells provides training for elven wizards.

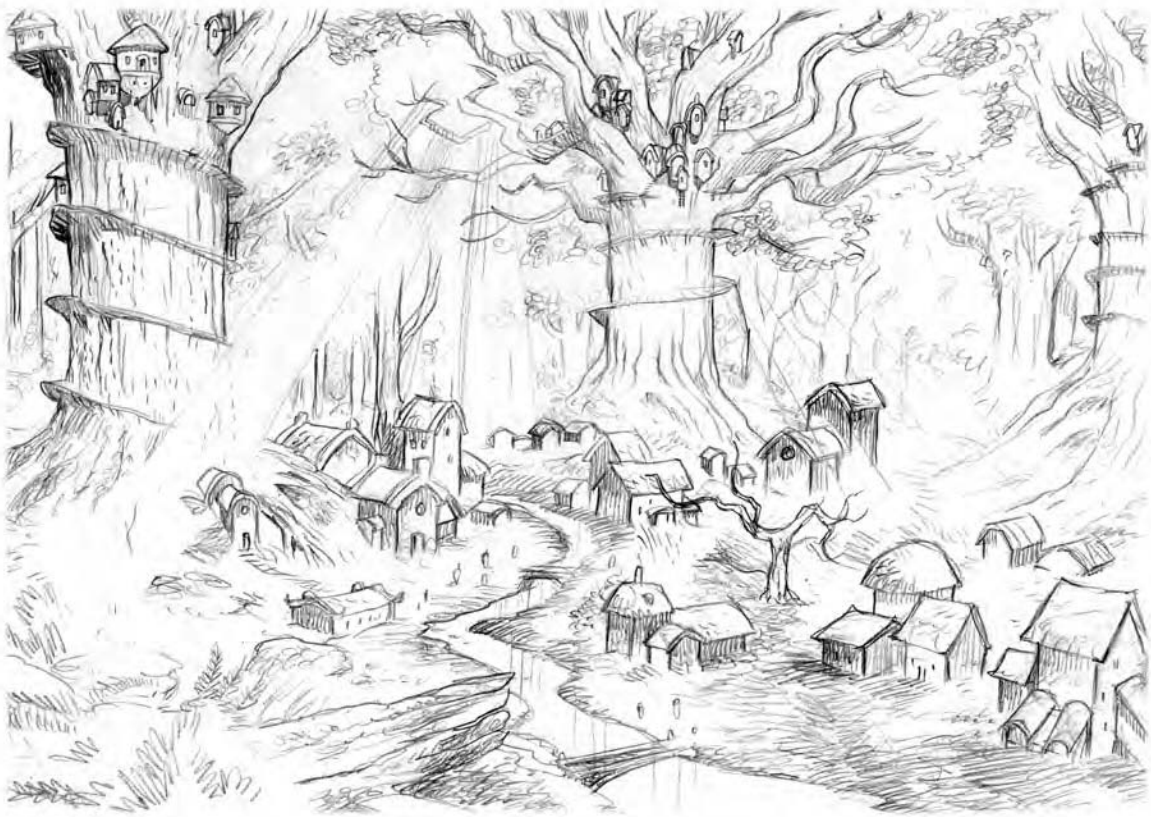
3017 Roost of the Windborne (Citadel): Conventional; AL N; TL 2; 200 gp limit; Assets 4,375 gp; Population 140 (20 Bbn2s, 20 Rgr2s and 15 Rgr3s are the most notable of Valavos' forces; the rest are War1-3 trappers); Mixed (human 61%, elf 28%, half-elf 11%). *Authority Figure*: Valavos the Wraith, male Tharbrian N Ftr6. *Important Characters*: Worehier Morlarin, male human LE Ftr5 (trapper); Thorgrim, male Skandik N Bbn5 (trapper); Landor of Tell Qua, male Common Viridian Rog4 (owner of the trading post); Nalas, female Common Viridian Rog8 (dancing girl).

Valavos and his band conquered the citadel in a brutal and grim battle. The Windborne, an isolated race of winged humans related to the Windriders (hawkfolk) of Antil (Altanis, 1309) were all slain or driven off, their halls of porcelain and glass burned out and destroyed. The new stockade is a base for trappers who roam the Amaite Range, hunting for fur and seeking the fabled Aurumvorax beast.

3021 Blink Dogs (EL 5): A small pack of **3 blink dogs** (CR 2; hp 22 each) make their lair in these hills. Intelligent and kind-hearted, they are unlikely to attack humanoids and are rather shy towards them. They do not tolerate evil aligned creatures in their territory.

3106 Temple of Brigit (Castle): Magical; AL CG; TL 8; 100 gp limit; Assets 10,000 gp; Population 320 (50 Ftr3s, 10 Clr1 initiates, 10 Clr2 priests and 10 dwarf Clr3 Keepers of the Forge); Mixed (human 58% [some Ghinoran], dwarf 36% [mostly hill], half-elf 6%). *Authority Figure*: Helnra the White, female dwarf [hill] CG Clr5 (Brigit). *Important Characters*: Mies, male human CG Ftr3 (journeyman locksmith); Zamkin Prowe, male human N Ftr6 (cursed wretch).

Helnra and the lesser priests revere Brigit in her aspect of the smith – they can work with all but the hardest of metals. Masterwork armor and weapon is not for sale, but they can be exchanged for remarkable pieces of smithing. Helnra's *+3 warhammer* grants



2926 Tarsa

a +10 bonus to Smithing, but only a dwarf can lift and wield it. Zamkin Prowe tried to steal from the temple and as a result, the goddess bound him in heavy chains, which makes even the slightest movement taxing and painful. He is doing menial labor to atone for the deed.

3107 Giant Slug (EL 6): In the foothills of the Lords Mountains, south of Aelfheim, a **giant slug*** (CR 6; hp 66) consumes everything on its route. The slug made its lair for the day in a hollow by the edge of a small lake. In the shallow water below this den lie a number of scattered items that must have found their way into the slug and out of it again. Besides stones and the remains of tree trunks, there are several pots and pans, a broken stool, a wagon wheel, a small metal box containing 90 gp and a silver ring worth 5 gp.

3115 Duat (Hamlet): Conventional; AL N; TL 3; 100 gp limit; Assets 1,113 gp; Population 356 (Able bodied 89); Mixed (human 73% [many Ghinoran], halfling 15%, gnome 9%, other 3%); Resources: Spices. *Authority Figure*: Dorjatthe Club, male orc CE Ftr6. *Important Characters*: Impi Tottle, male gnome CN Alc2 (candle maker); Krig Katti, male gnome N Clr3 (Best Burials).

The hamlet of Duat is overlooked by most travelers in this region with the notable exception of spice merchants and the occasional cleric or wizard on a mission to collect some spices for worship or mystical use. Recent discoveries of some unusual plants in the region have led to disturbing rumors spreading among certain clerical circles. Impi Tottle's candles are infused with the rarest and most potent herbs to guarantee an unforgettable otherworldly experience. Krig Katti can bury anything and anybody for the right amount of cash and liquor.

3205 Aelfheim (Hamlet): Nonstandard; AL N; TL 4; 100 gp limit; Assets 1,300 gp; Population 416 (Able bodied 104); Mixed (human 73% [many Ghinoran], half-elf 14%, halfling 8%, dwarf 5%); Resources: Salt. *Authority Figure*: Vartern Angel-face, male Empyrean [human] N Brd4. *Important Characters*: Mord Greem, male human N Ftr2/Exp2 (head of the salt miners); Bokruk Morf, male human NG Sag6 (measurer of weights).

Aelfheim lies on the edge of an unusually arid valley in the western foothills of the Lords Mountains where sand dunes stretch over the caked salt laden bed of an ancient lake. Dusty villagers make frequent trips to the salt flats to carve large blocks of salt out of the ground and haul them back to village by the wagonload. The blocks are then processed into Kosher Salt that is marketed to the more orthodox sects of various religious orders and shipped out at various times of the year according to the varying religious doctrines. Bokruk Morf, a man well versed in theology oversees its handling, preparation and transportation. Despite its name, the town has little interaction with elves.

3211 The Lost Wagon: A petrified, overturned wagon is partially buried in the ground. There are 50 gp hidden under the seat.

3213 Giant Leeches (EL 10): The swamp in this area is infested with **giant leeches*** (CR 2; hp 11; bite causes especially potent filth fever [DC 15; Incubation 1d3 days; Damage 1d3 Dex, 1d3 Con]).

3231 Bress

3231 Bress (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 5,175 gp; Population 828 (Able bodied 207); Mixed (dwarf 72% [mountain], elf 15%, human 13%); Resources: Iron. *Authority Figure*: Dwaflin the Rock-fist, male dwarf CG Ftr4. *Important Characters*: Halting Wart, male human N Ftr3 (Oakenhelm Inn); Gil-Elsil, male elf [wood] N Rog3 (representative of the elf king); Anhaga Elderleaf, male dwarf [mountain] NG Clr4 (Kazadarum, leader of the conspirators); Onodrim, male dwarf N Exp3 (treasurer).

A village of dwarves in the middle of elven woods is a strange sight indeed! The iron mines of Bress were founded by an elven king who invited dwarves to mine a large oddly-shaped stone formation crisscrossed with rich ore veins. Around the mine grew a small village of craftsmen to refine the ore into ingots that could be transported to towns near the edge of the forest where it would be sold and supplies purchased for the long trek back into the woods. Far away from their usual mountainous homes, the dwarves are feeling lost in these woodlands and a number of them have grown to distrust their elvish hosts. To make things worse, Onodrim was recently replaced by doppelgangers who intend to get away with the accumulated dwarven treasures.

3318 Firbolg (Village): Conventional; AL CE; TL 1; 200 gp limit; Assets 7,650 gp; Population 1,224 (Able bodied 306); Mixed (orc 73%, half orc 15%, ogre 6%, other 2%); Resources: Pelts. *Authority Figure*: Varnax the Death-hand, male ogre CE Ftr7. *Important Characters*: Ozurgh, male ogre N Ftr3 (leader of the militia); Isen, male half-orc NE Ftr4 (Ironcap Trade Tower); Busty Lucy, female half-orc CN Rog4 (belly dancer); Smak, male half-orc NE Ftr4 (ale maker); Egoitz of the Bloody Face, male orc CE Clr3 (Midor).

In amongst the hills and bogs the village of Firbolg is a rough and tumble community of assorted orcs, ogres, and the like

whose main purpose in life seems to be causing havoc for the unwary traveler in this odd corner of the world. The stone houses of the village were constructed from the remains of a tumbled down palace. Odd bits of statues, columns and decorations are embedded in primitive huts. The only thing that remains of the original fastness is the Ironcap Trade Tower, where Isen and his 20 fellows sell an odd assortment of gathered "treasures." They also provide ale and entertainment.

3325 Trap Doors Spiders (EL 4): A large stone plaque with a battle scene engraved on it juts out of the ground. The stone plaque covers a pit wherein an engraved copper mask worth 2,440 gp and **2 large monstrous spiders** (CR 2; hp 22 each) repose. The mask will commend a high price with people in the know – particularly clerics of Armadad Bog and Natch Ur.

3328 Fortress Orcswert (Citadel): Conventional; AL LE; TL 2; 100 gp limit; Assets 5,000 gp; Population 160 (Only 40 elite Ftr3s are still loyal to their king; the rest are slaves and farmers unable to hold back the rebellious forces); Isolated (orc 100%). *Authority Figure*: King Ullgart, male orc LE Ftr4. *Important Characters*: Lord Galiere, male orc LE Ftr7 (Ullgart's commander); Captain Boerigard, male orc LE Ftr4; Marados, male orc ghost CE Wiz11.

The elderly king of the orcs watches the unfolding civil war in his realm. His chief advisor, the crafty Marados lead a rebellion against the throne. Although the traitor was slain, his legacy lives on as the remaining forces slaughter each other without mercy. To make things worse, Marados still lurks within his underground laboratory, concocting strange brews and working foul magicks. His summoned guardians, the Sighing Spirits, wander the halls of Orcswert at night and steal the breath of warriors.

3333 Bears (EL 11): Ten brown bears (CR 4; hp 51 each) and their **14 cubs** (CR 2; hp 10 each; noncombatants) lives secluded in the deep forest southeast of Bress. A large underground den is their lair. Roots from the trees above hang down from the earthen ceiling, the floor is littered with remains from the bears' prey. A crevice in the ground grants access to an underground river and an Alchemist's abandoned palace.

3408 Too many horns… (EL 4): A multi-horned ram's head is mounted on a cinder-covered brick wall. **Two vultures** (CR 1/2; hp 5) are sitting on the wall.

3501 Blackpit (Hamlet): Magical; AL N; TL 0; 100 gp limit; Assets 775 gp; Population 248 (Able bodied 62); Mixed (human 84% [many Tharbrian and some Confed], troglodytes 16%); Resources: Market. *Authority Figure*: Vascard the Obscure, male Tharbrian N Ill5. *Important Characters*: Aarm White, male Confed CN Ftr4 (Vascard's second); Thennia She-sword, female Amazon LG Amz8.

Blackpit is located near the shores of the Bluelaking River and serves as a small stop over point for boats. It also provides a source of local news and gossip gathered from travelers. Troglodites often barter ancient idols for food. They say they obtain them from a pit but refuse to say where. Thennia is often seen watching their movement with suspicion.

3503 Cavemen (EL 12): In the remote valleys of the mountains dwells a tribe of **27 cavemen** (Human [Caveman] War3; CR 2; hp 20 each). These primitives never had contact with the world outside their valley and treat strangers with distrust and amazement at the same time. Their leader is **Rukruk** (Male Human [Caveman] War 6; CR 5; hp 43), an exceptionally cunning and intelligent individual. The only way into the valley leads through an almost impassable mountain pass. The vegetation in the valley is lush and mostly consists of ferns and other tropical plants. A great stone head stands on a higher slope.

3511 Frikka (Village): Conventional; AL LG; TL 0; 200 gp limit; Assets 5,425 gp; Population 868 (Able bodied 217); Mixed (dwarf 94% [hill], other 6%); Resources: Copper. *Authority Figure*: Giadderfin III, male dwarf [hill] LG Ftr4. *Important Characters*: Bani Goldling, male dwarf LG Ftr4 (mine overseer); Olanar of Malikarr, male human LN Alc7 (visiting alchemist); Petag Pontral, male halfling CG Rog8 (Inn of the Grumpy Dwarf).

Frikka is a small, isolated dwarven village along the Torn River. The dwarves like to keep to themselves and avoid contact with travelers. They smelt copper ore in primitive kilns, but the resulting metal is so poor that only a few merchants care for it. In recent years some of the copper has started to contain trace amounts of strange metals which a visiting alchemist has started to research. The resulting tools and weapons are still abysmal but they are semi-transparent as if they were made of glass. A small harbor and an inn stand below the old walls of the village.

3606 Sirat (Hamlet): Nonstandard; AL LG; TL 2; 100 gp limit; Assets 1,925 gp; Population 616 (Able bodied 154); Mixed (halfling 73%, human 13%, elf 7%, gnome 7%); Resources: Market. *Authority Figure*: Glammerwine, male halfling N Rog4. *Important Characters*: Alf Gimbuckle, male halfling NG Rog4 (Brand's Tavern); Bell Botli, male gnome N Ftr3 (miller, owns a suit of animated armor).

Sirat stands upon a hill overlooking the shores of the Quill Lake where the locals can watch sailing ships sail across the smooth waters of the lake. Grain and tubers are grown in the surrounding hills and the market is usually full of farmers' goods and locally produced cloth. The waterfall by the hamlet is a favorite gathering place.

3615 Decanter of Endless Sewage: An ivory vase sitting on a large slime-covered rock sprays an endless stream of contaminated water (consumption causes *filth fever*). The vase itself is worth 2,080 GP.

3618 Giant Ants (EL 10): A colony of **13 giant red ants** (CR 1; hp 9 each) has established an anthill in the branches of a colossal pine tree. Two **soldiers** (CR 2; hp 11 each) guard the **queen** (CR 2; hp 22) and her eggs in a chamber while the workers are busy collecting foodstuff and building material.

3621 Ailill (Village): Magical; AL LG; TL 4; 200 gp limit; Assets 7,875 gp; Population 1,260 (Able bodied 315); Mixed (elf 67% [mostly wood, some high], half-elf 18%, human 12%, halfling 3%); Resources: Vineyards. *Authority Figure*: Faron Mighty-grasp, male elf [high] LG Wiz6. *Important Characters*: Marbog the Strangler, male human NE Ftr6 (Lord Koth's spy); Bogo Buffin, male halfling LG Rog3 (wine merchant); Grimlan, male human LG Clr4 (Losborst).

Popular in Viridistan, the wines of Ailill are probably the best in the Elphan Lands. Recently, Robdel Castle's (3721) occupation and the depredations of Kelengi tribesmen and Lord Koth's carnivorous lizards have scared away merchants and driven out many elves.

3630 The Pyramid of Buskemes [Base Indigo-III] (Citadel): Nonstandard; AL CG; TL 10+; 0 gp limit; Assets 0 gp; Population 60 (15 synthetic humans, all specialized in various classes live near the pyramid; the others have no useful "adventuring" skills but are at least 4 HD); Isolated (synthetic human 100%). *Authority Figure*: Buskemes XXI, male synthetic human CG Alc8 (Chief Metacreator). *Important Characters*: Alpha V, male synthetic human LG Wiz10; Alpha XII, male synthetic human LG Wiz6; Buskemes XX, male synthetic human LG Alc8; Omikron XXX, male synthetic human LG Ftr7; Omikron XIV, male synthetic human LG Ftr7, Tau II, male synthetic human LG Mnk8; Tau VI, male synthetic human LG Mnk5, etc.

Buskemes is the twenty-first incarnation of Buskemes I, an artificial entity created by the sophisticated and ancient machines of the metal pyramid. The entire place is well hidden in a secluded valley, and holographic projections mask the site from above. Inhabitants are perfect human specimens (ability scores are all 18s; can't be increased), save for their lack of body hair and generative organs. All of them above fifth level can *mass charm* as a 16th level Sorcerer twice per day, and use the ability on anyone who discovers their hideout or interferes with their plans. Charmed captives are wiped of all memories and released 30 miles from the pyramid. Extraordinary talents may be used as servants for a full year, when they are likewise released with a parting gift – a minor technological artifact or weapon. Currently, there is some disorder in the community – Buskemes XXI's orders are often redundant, late or incorrect. The lawful minions carry these out (hence the Chaotic alignment), but some dissenting views have already been aired. It is not known whether the new directives come from a defect or careful planning by the immortal machine-minds.

3703 Brother Cobra (EL 3): A worm-eaten wooden statue of a giant monk bowing toward the east has moss growing on the north side. The statue is hollow. The head unscrews. A **giant cobra** (huge viper; CR 3; hp 22) lives in the body of the statue. A large white pearl worth 2,320 gp is in the head.

3721 Robdel Castle (Castle): Conventional; AL LE; TL 1; 100 gp limit; Assets 15,625 gp; Population 500 (100 War3s and 25 War4s are Lord Koth's Kelengi minions; the others are all noncombatant slaves); Mixed (human 58% [mostly Tharbrian with some cavemen], elf 34%). *Authority Figure*: Lord Koth, male Tharbrian LE Ftr7. *Important Characters*: Bal-sarkar, male human [Caveman] CE Clr8 (the Great Maw); Arknom, male Tharbrian LE Ftr6 (Lord Koth's second); Nalal, male human [Caveman] LE Rgr5 (hunter).

Lord Koth, an impoverished adventurer once lead an expedition beyond the Land of Beasts. He returned with riches immeasurable and the Kelengi, a primitive tribe of humans who worshipped an evil dinosaur god. Together, they enslaved the elves and occupied the castle. Slaves aren't allowed weapons or armor under the threat of sacrifice. Lord Koth has a pack of small carnosaurs, swift and cruel little dinosaurs with envenomed fangs. The moats of the castle and the countryside are full of these beasts.

3817 Kailasa (Hamlet): Conventional; AL N; TL 2; 100 gp limit; Assets 1,225 gp; Population 392 (Able bodied 98); Mixed (human 62% [some Ghinoran and Tharbrian], half-elf 21%, halfling 14%, elf 3%); Resources: Herbs. *Authority Figure*: Carfender the Steady, male Ghinoran N Ftr3. *Important Characters*: Stringy Shug, male human N Ftr3 (Black Bear Inn); Halfri, male Tharbrian N Ftr5 (captain of the Mallet); Rakan Hei, male demi-giant NE Ftr6 (captain of the Mommoth); Ilugi Stonefoot, male halfling N Clr4 (herbalist; priest of Thor); Glorien, female elf [wood] NG Clr3 (Thor).

The fertile flood plains of the surrounding rivers make the hamlet of Kailasa the perfect place for various agricultural enterprises. The majority of the foodstuffs grown locally go to the townspeople themselves, while the expensive herbs are sold to traders from Valon and Malikarr. Carfender's two small galleys and a watchtower defend the village.

3824 Centaur (EL 3): Myhir the centaur (CR 3; hp 26; greatclub, mighty composite bow [+4], small shield) searches the woods for a lost child of his clan. Although he normally distrusts outsiders, he gladly accepts any help he can get.

3907 Giant Snakes (EL 11): A nest of **8 huge constrictor snakes** (CR 5; hp 55 each) resides in the top of a tree. There are at least three snakes present at any time while the others are out hunting. The nest contains a total of 43 eggs.

3928 Vennvale (Citadel): Magical; AL N; TL 0; 100 gp limit; Assets 3,750 gp; Population 120 (Able bodied 30); Isolated (elf 100% [wild]). *Authority Figure*: Talan the Magpie, male elf [wild] N Wiz4. *Important Characters*: Arillon Big-bones, female elf [wild] NG Rgr4 (scout); Thand, male elf [wild] N Clr3 (the Sacred Spring).

The elves of Vennvale hide from human eyes as well as they can and never show themselves if possible. They revere a crystalline spring that is inhabited by the soul of a benevolent old mage.

3928 Burnt Manor House (EL 7): This old manor house is nearly burned to the ground. One wing still is sufficient shelter for a **hill giant** (CR 7; hp 102). He is an outcast from his tribe, and has no wealth. A huge harness and carriage for some sort of gigantic bird lies wrecked before the manor.

4003 Fairfields (Hamlet): Conventional; AL N; TL 1; 100 gp limit; Assets 850 gp; Population 272 (Able bodied 68); Mixed (human 70% [many Tharbrian and Ghinoran], half-elf 15%, elf 8%, dwarf 7%); Resources: Silk. *Authority Figure*: Drafeld the Honored, male human N Ftr5. *Important Characters*: Trymman the Clothmaker, male human N Exp4 (weaver); Bersipale, male half-orc CE Sor4 (diviner); Beorning Aethe, male human Skandik N Clr4 (Odin).

Mulberry trees, sheltered from the northern winds by gentle valleys, support colonies of silkworms and weavers who turn the silk into fine cloth. Bersipale's divinations are rarely prophetic; he prefers to send his victims into the clutch of bandits with fake promises of wealth and power. The last arc of a long gone aqueduct stands defiantly over the houses of the hamlet.

4007 The Stronghold of Beckain (Citadel): Magical; AL LG; TL 4; 100 gp limit; Assets 6,250 gp; Population 200 (20 halfling Ftr2 slingers, 10 human Ftr1 halberdiers and 20 human Ftr3 archers protect their lord; the rest are War1-2s and Com1-3s); Integrated (human 34% [mostly Common Avalonian], halfling 39%, half-elf 23%, elf 4%). *Authority Figure*: Beckain, male human Common Avalonian LG Ill7. *Important Characters*: Bando, male halfling LG Ftr4 (slingers); "Lord" Gramantik,

male human CN Rog5 (archers); Severus the Sheep, male Common Avalonian LG Ill2 (unlucky apprentice).

Beckain pays tribute to his home town, Valon. He loves pomp, halfling cuisine and colorful spells. His forces consist of halfling slingers and human archers. His dimwitted apprentice sampled some of his Polymorphic Potions. While he didn't succumb to their effect, he still believes himself to be a sheep.

4014 Leave the Casket Alone! (EL 12): A rock-covered crypt contains the ashes of a Baron and his wife in a gold urn worth 3,400 gp. A **vampire** (Male Vampire Ftr10; CR 12; hp 65; AL CE; Str 18, Dex 15, Con —, Int 14, Wis 15, Cha 17; *+1 breastplate, +1 greatsword*, masterwork longbow, 20 arrows, pouch containing 61 gp, 176 sp, and 15 cp) lies in a lead casket on a shelf above the urn.

4025 Sipar (Village): Conventional; AL CE; TL 3; 200 gp limit; Assets 4,875 gp; Population 780 (Able bodied 195); Mixed (goblin 70%, orc 17% half orc 9%, other 4%); Resources: Market. *Authority Figure*: Bashnor the Lesser, male troll CE Ftr6. *Important Characters*: Olaf the Axe, male orc CE Ftr6 (Inn of the Red Spear) Olvir Knifethruster, male goblin CE War4 (the most notorious slaver); Strang the Farmer, male orc LE Ftr4 (mercenary leader).

Humanoid tribes of orcs, goblins and gnolls barter for the goods on Sipar's markets. Three old iron bells signal auctions, where the most expensive wares – elven or Amazon slaves, high quality armor and weaponry – are sold. A few less reputable human merchants, usually Common Viridians, supply Sipar with much needed supplies in exchange for exotic spices.

4110 Red Cauldron Isle (EL varies): This island is the northernmost of the three islands and is surrounded by sharp volcanic rocks. On the east side of the island is the small harbor of **Mechiev**, namesake of the fishing village that is located there. The inhabitants of Mechiev, 100 men, women, and children, make up the largest settlement on the island. **Vascava**, the second village, is located at the northern foot of Jaskaira the volcano. The **93 men and women** (Com1-3) living there are farmers and small shop owners. At the southern end of the island is a group of **46 cave dwelling humans** (Cavemen Com1; CR 1/2; hp 3 each) with whom little contact has been made. All of the island's inhabitants have lived in peace and harmony from the day Ornzak arrived there. The ruler of the island is **Murac the Unwise** (male Alryan Ftr7; CR 5; hp 35; AL NE; Str 14, Dex 12, Con 11, Int 8, Wis 10, Cha 9; masterwork longsword, masterwork throwing axe, masterwork chainmail, small steel shield, *ring of climbing, bag of holding (type 2), bracelet of friends, ioun stone (dusty rose prism), rod of Murac the Unwise* (see sidebar), 3 pieces of aquamarine (500 gp each), 118 gp).

Mechiev (Hamlet): Conventional; AL NG; TL 2; 100 gp limit; Assets 500 gp; Population 400 (Able bodied 100); Mixed (human 100%). *Authority Figure:* Vulnor, male human Ari4. *Important Characters:* Hurcule, male human Com4 (Inn of the Net); Ruul Horan, male human Clr4 (Neptune), Ilshen the Talented, male human Brd3.

Vascava (Hamlet): Conventional; AL NG; TL 1; 100 gp limit; Assets 465 gp; Population 372 (Able bodied 93); Mixed (human 94%, other 6%). *Authority Figure:* Mayor Crellan, male human Ari3. *Important Characters:* Rondal, male human Exp2 (Stonepit Inn).

4110 Isle of the Leash (EL varies): The largest of the three islands in Deeprock Lake, Leash is ruled by **Sham the Tiger-Eye**. The island has three deep water ports that are populated by fishing villages and farms. The largest port village is **Lakeland**. Its inhabitants some 210 men, women, and children have a peaceful existence with nature. It is located at the northern end of the island. **Siazee**, a smaller port, is populated by sea-going tribesmen called Kershie. Its 91 inhabitants have little concern with the outside world. **Maonis** is the smallest settlement and is populated by women. They carry on trade with the other small islands. **Sham the Tiger-Eye** (male human Ari2/Ftr6; CR 7; hp 45; AL LE; Str 16, Dex 11, Con 12, Int 10, Wis 12, Cha 11; *+1 longsword, boots of speed, bottle of air, rope of climbing, potion of cure moderate wounds, rod of Sham the Tiger-Eye* (see 4110), chainmail, small steel shield) has tried to arouse his people to conquer the other two islands. This has had no effect because the people from the isles remember the teachings of Ornzak.

Lakeland (Hamlet): Conventional; AL NG; TL 0; 100 gp limit; Assets 1000 gp; Population 804 (Able bodied 201); Mixed (human 90%, half-elf 5%, other 5%). *Authority Figure:* Mistress Arlaina, female human Drd2/Ari2. *Important Characters:* Ortra, male human Clr3 (Neptune), Orshar, male human Bbn2 (leader of the militia).

Siazee (Hamlet): Conventional; AL NG; 100 gp limit; Assets 1000 gp; Population 364 (Able bodied 91); Mixed (human 95%, other 5%). *Authority Figure:* Mayor Firdun NG human Ftr3. *Important Characters:* Sylnan, male human N Rgr4; Thorbin, male half-orc CN Exp3.

Maonis (Thorp): Conventional; AL LG; 100 gp limit; Assets 1000 gp; Population 128 (Able bodied 32); Isolated (human 100% [Amazon]). *Authority Figures:* Gaila female Amazon LG Amz3; Reina, female Amazon LG Amz2, Wila female Amazon LG Amz2. *Important Characters:* Aynan, female Amazon CN Clr2 (Coriptis).

4110 Isle of the Hoary Head (EL varies): This island is the southernmost of the three islands in Deeprock Lake. It is under the protection of **Kallay the Hasty** (male human Ftr8; CR 8; hp 64; AL CE; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 12; *+2 longsword, +1 full plate, +1 large steel shield,* masterwork mighty composite longbow [Str +4], 20 masterwork arrows, *potion of cure moderate wounds)*. The island has no ports. In the center of the island are gathered the sum total of its population. The **83 people** (Human; Com1; CR 1/2; hp 3 each) of this island live in a communal society. They are farmers and craftsmen who carry on trade with the people of Leach and Cauldron. The island is a garden of wildlife. From time to time they are bothered by **Bal-Bar the Sea Dragon** (as per 10 HD dragon turtle; CR 9; hp 95). Kallay has been able to defend against this powerful foe by feeding the monster giant rats every time a ship anchors near the island.

4112 Gwaelod (Village): Nonstandard; AL LG; TL 4; 200 gp limit; Assets 5,350 gp; Population 856 (Able bodied 214); Mixed (elf 82% [mostly wood], human 9%, half-elf 4%, halfling 4%); Resources: Market. *Authority Figure*: Eltranderlion, male elf [wood] LE Wit7 (Alinah). *Important Characters*: Anaut the Dancing Magician, male elf

The Great Staff of Ornzak

This Staff holds great power and bestows much on its wielder. In addition to the powers detailed under each of the three parts (see each Rod below), the staff doubles the wielder's 1st- and 2nd-level arcane spells for the day (similar to a *ring of wizardry*). It also holds the following powers: it grants a +2 luck bonus to the wielder's saving throws. The wielder projects an aura of discomfort in a 10-foot radius. All creatures with an alignment diametrically opposite the caster on the good-evil axis suffer a -2 penalty to saves. It can cast *charm person* 1/day, *charm monster* 1/day and *shapechange* 1/week.

Ornzak, the Master of the Staff, fashioned it so that it breaks down into three parts. When the three rods were combined, they would have the powers mentioned above, in addition to the power of individual staves. Ornzak spent the bulk of his time as the protector of the Idyllicia. The old Wizard used his power to bring prosperity to all that inhabited the isles. He asked for no taxes, nor was there a need for the erection of an army.

Years ago on old Black Dragon named Corruptis laid waste to Leash, the largest of the three islands. This was the island where Ornzak had made his home. Corruptis destroyed the Tower of Ornzak, killing his wife, Metrah the Witch. Only his three sons survived the destruction. Sham, the eldest, Kal Tag, and Murac fled to the forest to await the arrival of their father. When Ornzak arrived at his home he saw Corruptis gathering the spoils of his victory. Ornzak slew Corruptis in a rage of powerful spells, but not before the beast had struck a fatal blow. Ornzak would die a slow and painful death. His sons rushed to his aid but lacked the knowledge to help their father. With his last strength, Ornzak took his staff and broke it down into its three sections, giving one to each of his sons. He instructed them to protect the three islands and to unite to defend against any foe.

As the years passed, the sons became lustful of the united power of the complete staff. Along with this desire for power came a distrust for one other. Each son has tried every form of deceit to obtain the other two wands that would give him unmatched power.

Rod of Murac the Unwise

This portion of the staff functions as a wand with the following special abilities (each functions at caster level 6): *cone of cold*, 1/day; *invisibility* (self only), 1/day; *web*, 1/day.

Rod of Sham the Tiger-Eye

This portion of the staff functions as a wand with the following special abilities (each functions at caster level 6): *lightning bolt*, 1/day, *telekinesis*, 1/day; *wind wall*, 1/day.

Rod of Kallay

This portion of the staff functions as a wand with the following special abilities (each functions at caster level 6): *fireball*, 1/day; *continual flame*, 1/day; *hold person*, 1/day; *whirlwind*, 1/day.

[wood] LE Wiz6 (the wizard of Thornhedge Tower); Ksathra the Evil, male elf NE Ftr5 (warehouse); Zuriko of the Dark Soul, male human CE Ftr4 (boat maker).

Gwaelod rests on a bluff overlooking the southern edge of Deeprock Lake and is well protected from harsh weather by surrounding groves of dense trees. Its market serves as a center of trade for those traveling up and down the network of rivers in this area and its warehouse stores the overflow from the rich trade business for times when the traffic slows down. Entranderlion worships Alinah, goddess of the moon. Together with 20 werewolf minions, he rules the land with an iron grip; kidnapping townsfolk to sacrifice them in the nearby Thornhedge Tower.

4118 Smolos Keep (Citadel): Conventional; AL LG; TL 5; 100 gp limit; Assets 5,000 gp; Population 160 (30 War3 swordsmen and 10 Ftr3 light cavalry; the rest are Com1-3 or Rgr1-2 commoners); Mixed (human 88% [mostly Tharbrian and Ghinoran, with some Common Avalonian merchants], halfling 6%, elf 6%). *Authority Figure*: Sir Silvius the Bear, male human LG Pal8. *Important Characters*: Lady Terna of Damkina, female Ghinoran LG Pal8; Ermanaric, male human LG Pal4; Theuderic, male human LG Pal3; Rannair, male halfling LG Rgr3 (hunter); Rowan, male human N Drd5.

Smolos Keep is an agricultural community with fertile soil and good inhabitants. Sir Silvius and Lady Terna are just (albeit strict) rulers and their six children are brought up in the same manner. The eldest two, Ermanaric and Theuderic are twin brothers, and they are so similar that telling them apart is nigh impossible. Recently, swine and cattle have disappeared. Their bodies are found drained of all blood and precious bodily fluids. So far, humans haven't been attacked.

4132 Wolves (EL 8): In the thick of the forest hunts a pack of **10 wolves** (CR 1; hp 18 each). Their lair is a small conical shrine to Athena where six amphorae of silver dust (worth 60 gp each) and an engraved silver flask (worth 100 gp) with eight doses of holy water are also found.

4134 Palace of Bells and Stairs (Castle): Nonstandard; AL N; TL 4; 100 gp limit; Assets 12,500 gp; Population 400 (86 Ftr2 guards, 10 Ftr4 sergeants and 4 Ftr6 captains protect the palace; the rest are Exp1-3 servants and farmers); Mixed (human 90% [mostly Common Viridian], elf 10%). *Authority Figure*: Shabash, male Common Viridian N Ftr4. *Important Characters*: Gal-urin, male Common Viridian LE Rog6/Asn2; Baustir, male Common Viridian LE Wiz5 (bureaucrat and courtier); Little Ogo, male Common Viridian CE Rog5 (bureaucrat); Tarcus Tenmalagor, male Common Viridian Sor10 (ghost).

This great palace was originally built as a summer estate for the World Emperor. It had terraced gardens, chiming bells, courtyards and harems. Unfortunately, the great and terrible Emperor wasn't satisfied and every single worker and architect was drowned in the lake. They still haunt the place at night and terrify guests with their wailing. Even though most of the riches were carried back to Viridistan, the palace wasn't razed. If the Emperor permits, a loyal subject may spend a few months and enjoy the hunting or the relaxation, unless they are sent here to suffer an "accident" arranged by Gal-urin.

4205 Kahil (Village): Conventional; AL LG; TL 2; 200 gp limit; Assets 5,375 gp; Population 860 (Able bodied 215); Mixed (halfling 73% [mostly common, some highland], gnome 14%, dwarf 10%, human 3%); Resources: Market. *Authority Figure*: Morndil Bagsworn, male halfling N Ftr3. *Important Characters*: Othar Alto, male halfling LG Ftr3 (captain of the slingers).

The village of Kahil tends to the needs of the surrounding farms and the occasional traveler thru these sparsely traveled hills. Surplus farm produce is sold in the market along with other goods produced by nearby farmers. Two mounds nearby mark the graves of an Elphan horde who were slaughtered by Avalonian troops. The weeds growing on them contain a potent poison.

4207 Oaks and Spiders (EL 5): A giant oak tree infested with **11 black tiny monstrous spiders** (CR 1/4; hp 4 each) has a hollowed out a hole in the trunk. There are 1,000 sp is inside.

4217 Giant Spiders

4217 Giant Spiders (EL 10): A cluster of **17 large monstrous spiders** (CR 2; hp 22 each) infests the forest here. There are four humanoids and five deer stored in their nest, all of them dead. A total of 362 gp and 1,288 sp can be found with the carcasses of the spun-in humanoids.

4233 Hillcrest (Hamlet): Conventional; AL N; TL 0; 100 gp limit; Assets 1,375 gp; Population 440 (Able bodied 110); Mixed (human 62% [mostly Common Viridian], gnome 19%, halfling 13%, elf 6%); Resources: Cattle. *Authority Figure*: Paredur Yellow Hair, male Alryan LG Ftr5. *Important Characters*: Balyn Fyr, male Tharbrian N Ftr2 (known bandit in the area).

The hills and valleys in this region just south of the Irminsul Forest are home to ranchers and their herds of cattle. Many different varieties can be found in this region from dairy to longhorn and all play a vital role in the local trade. Some of the animals recently have taken a liking to human flesh; and what's worse, even their meat turns people into savage cannibals.

4313 The Wizard's Eyes: A stone bust of a wizard with a gold necklace worth 1,520 gp is partially buried in the earth. If the necklace is touched the eyes project a ray doing 3d6 damage once per round at random living targets within 30 feet (and never miss).

4315 Havamal (Village): Nonstandard; AL CE; TL 1; 200 gp limit; Assets 5,200 gp; Population 832 (Able bodied 208); Isolated (human 92% [some Tharbrian], other 8%); Resources: Goats. *Authority Figure*: Erban the Lion Tamer, male Tharbrian N Ftr4. *Important Characters*: Jasha the Nomad, female Amazon N Ftr4 (Open Arms Tavern); Iker the Fighting Man, male Tharbrian CE Ftr2 (dung merchant).

Dismal mud hovels and narrow streets, as well as a rotting wooden palisade are all there is to this small village. Havamal's goatherds are a rowdy and untrustworthy lot, who supplement their meager income with banditry. The only reason they are not a major threat in the area is their continuous infighting.

4323 Shrine of Aphrodite (Citadel): Magical; AL CG; TL 3; 100 gp limit; Assets 3,750 gp; Population 120 (20 half-orc War2s guard 10 Clr1 priestesses; the rest are Com1-2 handmaidens of the goddess); Isolated (human 83% [mixed], half-orc 17%). *Authority Figure*: Belit, female human CG Clr3. *Important Characters*: Mirla the Radiant, female human CG Clr3.

Aphrodite's priestesses have a small marble shrine on a hill. It is guarded by a company of extraordinarily ugly half-orcs, who hope that their service will turn them into beautiful human maidens.

4324 Trolls and Bears (EL 8): Three petrified trolls holding shovels stand in a pit 20 feet deep. Five feet farther down is a chest containing 6 pieces of amber (100 gp each), a *potion of ghoul touch*, a *ring of protection +1* and **two miniature polar bears** (as 6 HD polar bear; CR 3; hp 54) in suspended animation. The bears awaken if exposed to moonlight, and are not necessarily hostile.

4407 Blacksheep (Hamlet): Nonstandard; AL N; TL 1; 100 gp limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (human 78% [Tharbrian and Common Viridian], elf 22%); Resources: Timber. *Authority Figure*: Cafill Big-eye, male Tharbrian N Rog6. *Important Characters*: Attor, male Skandik N Ftr5 (sawmill); Bjarni the Goat, female halfling LG Exp3 (wood carver).

Some of the tallest and straightest trees in the region are found in the woods of Blacksheep. The timber is mainly used for ship building and fortifications. Cafill Big-eye and Attor are retired soldiers from the City State; their treasured catch, a banner stolen from the Green Emperor flying above their manor. An enormous, half finished wooden idol of Thor stands by Bjarni's workshop.

4411 Castle of Eagles (Castle): Conventional; AL N; TL 3; 100 gp limit; Assets 18,125 gp; Population 580 (130 War2 soldiers, 12 Ftr3 sergeants and 3 Ftr6 captains; as well as Com1-2 retainers live in Abal's court); Mixed (human 58%, elf 34% [mostly wood], halfling 8%). *Authority Figure*: King Abal I "the Poacher," male human N Ftr6. *Important Characters*: Lord Alarik, male human LG Ftr6 (Treasurer); Lord Hakal Hendor, male human N Ftr6 (Lord of the Western Reaches); Lord Malakhin, male Alryan LG Wiz5 (Court Magician, Lord of the Spheres Beyonde); Lord Larkine, male halfling NG Exp9 (cook).

King Abal (called "Abal the Poacher" in other lands) is a petty warlord who fancies himself royalty. All of the lords are his drinking buddies and, like their liege, possess no real nobility. The Realm of the Eagle is restricted to the castle's surroundings and one tributary stronghold (4713). Abal's feasts are renowned for their sophistication, though, as he employs the best halfling cooks in the realm.

4520 Haunted Cottage (EL 3): A cobblestone road leads to a broken-down old cottage. Eating utensils and parts of a clock are scattered on the floor. A **ghost** (Male ghost Com8; CR 9; hp 67) haunts the attic. Murdered by a bandit, he seeks revenge.

4528 Icewell Keep (Citadel): Nonstandard, AL LG; TL 2; 100 gp limit; Assets 4,375 gp; Population 140 (25 War2s and 10 War3 bowmen protect the keep; the rest are War1 or Com1-2 farmers); Mixed (human 71%, elf 24%, half-elf 5%). *Authority Figure*: Caedwyn Swineherd, male human LG Ftr4. *Important Characters*: Ragnar, male human Ftr6 (castellan).

A magical experiment gone awry transformed the surrounding countryside into a place where even the summers are cold and miserable, while winter is cruel and harsh. The enraged freemen put the leaders of the sorcerous conclave to the sword and elected their own leaders. By tradition, a new leader is always elected from the ranks of the most prosperous farmers. Needless to say, mages aren't welcome here.

4601 Stronghold of the Scimitar Brotherhood (Citadel): Nonstandard, AL N; TL 4; 100 gp limit; Assets 2,500gp; Population 80 (20 Rog1s guard the smallish keep; the rest are War1s or Com1s); Integrated (human 40% [many types], orc 40%, half-orc 20%). *Authority Figure*: Elder Marras, male Alryan N Rog6. *Important Characters*: Squintin' Sigurd, male Skandik N Rog7; Ramalax the Frugal, male Alryan LN Rog4; Nagela, female half-orc CN Rog4.

The Scimitar Brotherhood is a minor band of thieves who hit the big one – they found a tomb full of gold and gems. After defeating the guardians, the survivors built themselves a stronghold, far from the eyes of civilization.

4624 Kalastar (Village): Nonstandard; AL N; TL 2; 200 gp limit; Assets 6,300 gp; Population 1008 (Able bodied 252); Mixed (human 70% [mostly Tharbrian], halfling 19%, dwarf 8%, other 3%); Resources: Sulfur. *Authority Figure*: Zorfear, male ogre CE Ftr8. *Important Characters*: Sigulf the Knife, male Tharbrian N Ftr6 (local pirate); Nishan of the Six Shadows, male halfling CN Rog5 (Sigulf's spy; keeper of the Lamplight Tavern); Amaret Talk, male Common Orichalan N Alc2.

The rather odiferous village of Kalastar is located on a marshy peninsula jutting out into the Bay of Cayerva and is probably best know for the sulfur deposits caking the rocks on the shores. In the beginning, the sulfur was merely considered a nuisance and local fishermen endured, but over time alchemists came here to collect large quantities of the yellow dust for their use. The villagers, not to be outdone, started mining the sulfur themselves and offering it in convenient sized packages. Amaret Talk was sent here by an alchemist from Malikarr to assess the village's defenses "in case it was raided by some nefarious evildoer."

4633 The Lion Altar: A bloodstained sacrificial altar is covered with vines. The altar is shaped like a Lion's head. Inside the mouth is an obsidian knife worth 250 gp.

4702 Westrim (Village): Nonstandard; AL CE; TL 0; 200 gp limit; Assets 5,750 gp; Population 920 (Able bodied 230); Mixed (orc 74%, half orc 13%, human 13%); Resources: Petroleum. *Authority Figure*: Banzid the Black, male human N Ftr7. *Important Characters*: Asteri of the Shadow Soul, male human Tharbrian NE Sor5 (petroleum miner); Magar of the Four Colors, male orc CE Ftr6 (petroleum miner, Asteri's minion).

Bountiful petroleum springs is found near the orc village of Westrim. A crafty alchemist recognized this potential started up a business to refine the raw stuff into useful concoctions and sell it to traveling merchants. Most of these are of a spectacularly destructive nature, and Banzid the Black has already been thinking about using them to further his power.

4704 The Sage's Tower (EL 12): The peak of a black mountain top is actually the tower of a the sage **Riorgn** (male Ghul Sag12; CR 12; hp 45; AL NG; Str 9, Dex 10, Con 13, Int 20, Wis 13, Cha 14; *ring of shooting stars*, *ring of geases* [5 charges], *medallion of ESP*, *ring of protection +3*, *bracers of armor +4*, *wand of fireballs* [17 charges]) who collects scrolls and tablets. He is friendly to a point, but may *geas* anyone consulting him to obtain some rare text. The dust-covered chambers contain huge piles of moldy and crumbling parchments wherein the larvae and eggs of giant wasps wriggle.

4711 Norgood (Village): Conventional; AL LG; TL 3; 200 gp limit; Assets 6,075 gp; Population 972 (Able bodied 243); Mixed (human 80% [a few Amazon], halfling 13%, dwarf 5%, elf 2%); Resources: Market. *Authority Figure*: Rosmix Repaid, female human LG Pal6 (Mitra). *Important Characters*: Alf Silverdagger; female Amazon LG Amz6 (Rosmix's lieutenant); Asad Sahir, female Amazon NG Amz6 (Rosmix's lieutenant); Ramala, female Amazon LG Clr5 (Mitra).

The village market at Norgood has served for many years as a central gathering place for both locals and travelers in the hills and woods surrounding the upper reaches of the Kelpie river. In recent years the amount of travelers to the Forbidden Forest has seemed to increase. Lady Rosmix and her Amazon minions find these people suspect but don't have the time to investigate their destination.

4713 Holle Citadel (Citadel): Conventional; AL N; TL 3; 100 gp limit; Assets 3,125 gp; Population 100 (Able bodied 20 Ftr2 archers and 5 Ftr3 horsemen serve Molisor and his retinue); Mixed (human 80%, elf 12%, halfling 8%). *Authority Figure*: Molisor Abarestis, male human N Ftr3. *Important Characters*: -.

Molisor is King Abal's (4411) only vassal. His citadel is a safe haven from orcs and the wights of Hellhaze Pit, a nearby dungeon.

4727 Slimy Dragon (EL 4): A **green slime** (CR 4; hazard) covered pillar with a multi-horned dragon head on top lies upside down in a shallow cave. The dragon's mouth is open. The ruby tongue is worth 835 gp.

4814 Water into Wine: A vine-covered pool of highly potent wine is hidden in a small grove. Each drink gives the imbiber a cumulative 10% chance of becoming wildly drunk for an hour (as per *confusion* spell). In the bottom of the pool lies a magical purple quartz cube that changes one quart of water to wine every eight hours.

4816 Huthelos Citadel (Citadel): Conventional; AL CG; TL 3; 100 gp limit; Assets 4,375 gp; Population 140 (30 Ftr3 guards and 5 Rgr2 scouts inhabit the keep; the rest are War1-2 or Exp2-4 hunters); Isolated (human 97% [mostly Tharbrian], elf 3%). *Authority Figure*: Enwilet Dar, female Alryan CG Rog5. *Important Characters*: Bantorig Seloh, male Dorin CG Ftr6 (captain of the guards); Rogat Deleveth, female Alryan N Sor2/Rog2.

Enwilet and Rogat used to be murderesses in the City State of the Invincible Overlord, until a wizard captured and *geased* them to destroy their former assassin cohorts. This they did and fled to the Elphand Lands – but no longer as evildoers. Their citadel is actually one of the few hospitable and friendly places in the Forbidden Forest. Enwilet Dar has a *wand of fireballs* against fools and orcs.

4819 Honeywax (Village): Magical; AL N; TL 4; 200 gp limit; Assets 4,275 gp; Population 684 (Able bodied 171); Mixed (human 63% [mostly Tharbrian], elf 24%, halfling 11%, half-elf 2%); Resources: Market. *Authority Figure*: Ystan the Red, male Tharbrian CE Wiz5. *Important Characters*: Amani Khaatir, male Tharbrian CE Ftr3 (slave merchant); Antinko the Lame, male Tharbrian NE Rog5 (head of the area thieves guild, tavern owner - Green Gargoyle); Karayan of the Swarming Shadows, female Amazon CE Sor7 (ink merchant).

Honeywax serves as a trade center for local farmers and travelers on the uppermost navigable portion of Oak Creek just to the south of the Forbidden Forest. Like Norgood (4711), Honeywax has seen its share of strange goings on as of late and the rumors floating back to larger towns from both villages would seem to indicate that something is going on deep within the Forbidden Forest. Amani Khaatir frequently raids the forest to capture swerting slaves.

4910 The Roc Nest (EL 9): The stone statue of a three-eyed roc has a real **roc** (CR 9; hp 225) nesting on its back between its spread wings. The middle eye of the statue is a diamond worth 700 gp.

4928 Castamaron Castle (Castle): Conventional; AL LG; TL 6; 100 gp limit; Assets 21,250 gp; Population 680 (The forces here consist of 145 War2s, 20 Ftr4 knights and 5 Ftr6 lieutenants; the rest are Com1-2s and the like); Mixed (human 57% [mostly Tharbrian], halfling 19%, elf 12%, half-elf 12%). *Authority Figure*: Kamaredalin Sasvantus, male Karakhan LG Ftr8 (Slayers of the Catoblepas). *Important Characters*: Nusarig Ternix, male Antillian LG Ftr8; Desvilis Obarlegostes, female Alryan CG Sor9; Cavat Zumor Eng, male Skandik LG Clr7 (Odin); Denn Umar, male Alryan LE Rog5; Balthorax, male dwarf [city] Clr6 (Brigit).

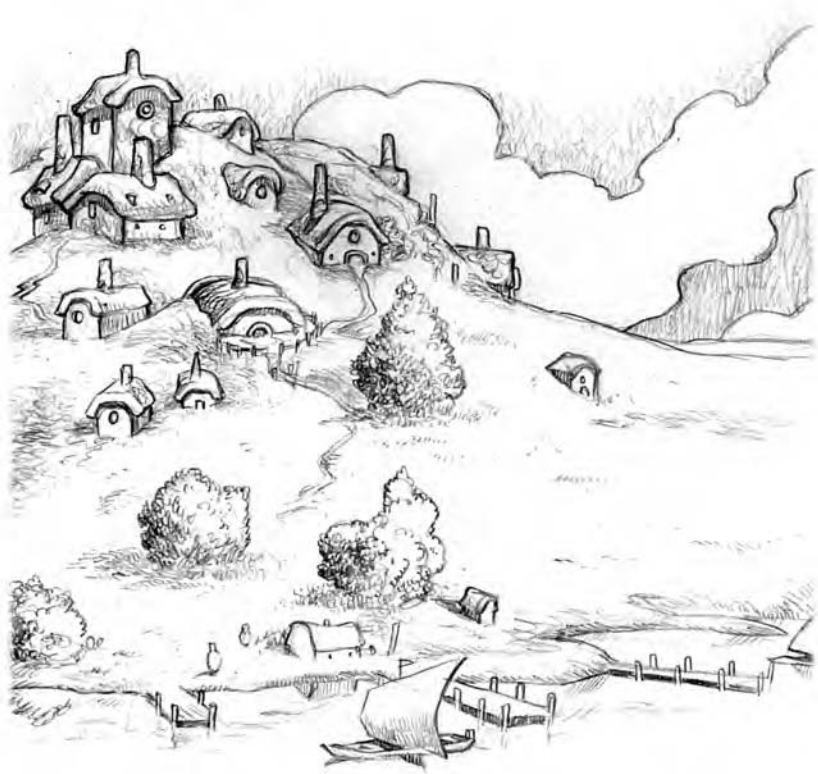
The Slayers of the Catoblepas, a retired group of adventurers lives here. They have mercilessly exterminated the monsters in the surrounding countryside and broken the power of the Gnarled Brigands of Castamaron. The castle is open to all of good intent, although Denn Umar has dealings with shadier types as well.

5001 The Plague House: An earth-covered hut contains a copper doll worth 20 gp. An old man dying of the plague lies in a corner under a pile of rags. Anyone contacting him may contract the disease (treat as a DC 18 Filth Fever).

5028 Leechfields (Village): Conventional; AL N; TL 2; 200 gp limit; Assets 4,075 gp; Population 652 (Able bodied 163); Mixed (human 61% [mostly Tharbrian], elf 23%, halfling 12%, gnome 4%); Resources: Horses. *Authority Figure*: Branon Kamian, male Common Viridian N Ftr6. *Important Characters*: Weliwin, male Tharbrian CN Ftr4 (blacksmith); Gway, female Tharbrian N Ftr4 (Innkeeper); Ererraw, male human N War3 (horse breeder).

The grassy hills around Leechfields are known for the excellent horses bred in the region. They are often sold to the Green Emperor's equithrongs. In recent years, one of the breeders has been developing some unconventional breeds with alchemical infusions provided by a traveling merchant; his steeds are very strong but hard to break and carnivorous.

5105 Turnkeep (Village): Nonstandard; AL LG; TL 2; 200 gp limit; Assets 4,450 gp; Population 712 (Able bodied 178); Mixed (human 62% [mostly Tharbrian], halfling 21%, goblin 17%); Resources: Market. *Authority Figure*: Derthar Nine-teeth, male Tharbrian LG Sag5. *Important Characters*: Demi Corlis, female Confed LG Rgr5 (scout); Otsan Morgmind, male Common Avalonian LN Wiz6 (miller); Thirston, male Tharbrian N Rog4 (Longbeard Tavern).



5124 Blackspell

Turnkeep is the last outpost of civilization between the rolling hills and the dark forest beyond. The market is held within a roofless keep built centuries ago. In recent months, there have been reports of dark shadows in the forest and some fear they may be scouts spying upon the defenses. It is rumored that the wizards Otsan and Tauzin Gervin (see below) are experimenting with carnivorous plants.

5105 Turnkeep (Castle): Magical; AL N; TL 2; 100 gp limit; Assets 13,750 gp; Population 440 (70 Ftr2 guards, 30 Rgr2 scouts and 10 Ftr4 sergeants live in the castle; the others are Com1-2s); Mixed (human 74% [mostly Tharbrian], elf 18%, half-orc 8%). *Authority Figure*: Tauzin Gervin the Sartorial, male Avalonian N Wiz7. *Important Characters*: 10 Sergeants (Ftr3); 4 Captains (Ftr5); Ulmus Bendoring, male Tharbrian N Ftr6 (Tauzin's champion and bodyguard); Sylestra the Soothsayer, female elf [high] LG Clr6 (Athena, Tauzin's wife); Rosebud, female halfling N Rog2/Wiz3 (apprentice); Magister Orvenn Labbas, male Antillian LN Sage5 (planar travel).

Overseeing the village of the same name, Turnkeep belongs to the mighty and elevated Tauzin Gervin. Tauzin has a good taste in his choice of garbs and vestments, and has a personal tailor in Valon. His most favorite piece is the *Indigo Hat of High Celerity* (grants Improved Initiative and casts *haste* twice per day). He only accepts well mannered students.

5119 The Star Altar: A vine-covered brick altar partially sunk in the ground has an arrow on top of it pointing to the North Star. There is a compass behind one of the loose bricks in the altar.

5124 Blackspell (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 5,375 gp; Population 860 (Able bodied 215); Mixed (halfling 66%, human 20%, wood elf 10%, gnome 2%, noble elf 2%); Resources: Market. *Authority Figure*: Culwane the Winged, male halfling LG Ftr3. *Important Characters*: Frudoc, male halfling CN Rog3 (boatwright); Rego Gamblas, male halfling NG Ftr2/Rog2 (pearl merchant).

Located on a bluff overlooking the bay, the village of Blackspell has grown since the first group of halflings settled here many generations ago. The natural shelter provided by a small harbor has allowed it to prosper as a center of trade and the nearby forests have provided an excellent source of shipbuilding material over the years. In recent years some of the sailing vessels traveling this region have reported seeing large expanses of sea weed in certain areas where the winds grow still and the waves settle down.

5211 Wenglor (Small Town): Conventional; AL CE1; TL 5; 800 gp limit; Assets 40,100 gp; Population 1604 (Able bodied 401); Mixed (dwarf 72% [mostly city], elf 10%, human 8%, halfling 4%, gnome 4%, noble elf 2%); Resources: Silver. *Authority Figure*: Valin Surfeit, male dwarf [city] N Ftr5. *Important Characters*: Wregan Moonshield, male dwarf N Ftr4 (silversmith, innkeeper); Buri Godshelm, male dwarf [city] N Ftr4 (smelter) ; Lotho the Lion, male dwarf [city] N Clr3 (Temple of Kazadarum).

5211 Wenglor

The town of Wenglor is nestled in one of the few clear passages around the northern edges of the Forbidden Forest, and is best known for fine silver items crafted by elves over the centuries. Only the local dwarves know where the actual silver mine is as they mine the ore and cast it into ingots for the elves. The dwarves receive a percentage of the profits for their work. The town is surrounded by a stone wall and has two fortified gates. The Moon Maiden Inn is nearest the silver smiths and popular with travelers. The temple of Kazadarum, also used as a burial ground, is known for its silver ornaments and the library of scrolls printed on silver sheets, chronicling the fall of the city of Krazandol to the Dragons of Banzot (Valon, 4807).

5220 Watchtower (Hamlet): Conventional; AL N; TL 5; 100 gp limit; Assets 5,000 gp; Population 160 (40 Ftr3s guard the tower from marauders; farmers till the surrounding lands); Mixed (human 70% [mostly Tharbrian, a few Ghinoran], half-orc 26%, orc 4%). *Authority Figure*: Pasha Geburamus, Jewel of the North, male Ghinoran N Ftr3. *Important Characters*: Sergeant Kolding, male Ghinoran LN Ftr4; Sergeant Gast, male half-orc N Ftr5.

Watchtower is the last remaining bastion of a destroyed empire. While even the old race has long ago turned to dust, the new occupants still observe the ancient customs and use antiquated titles. The treasures of the realm are said to exist underwater in the sea, but this might just be a tale to frighten children.

5228 The Wall of Monks (EL 7): A giant painting of ten Monks of Mun praying to an idol is hanging from two large columns. Anyone cursing or touching the painting lets **one of the monks** (Mnk7; CR 7; hp 45; AL LE; Str 15, Dex 13, Con 15, Int 12, Wis 13, Cha 11) in the painting out to fight the group until the party leaves or the monk dies. The monk then reappears in the painting.

CHAPTER TWO
VALON

The City State of Valon, with its shimmering towers, canals and weather wizards, dominates this region. Beneath the Uther Pentwegern Sea, the mer-elves, tritons and aquatic Avalonians of the Heareat Undersea Kingdom have formed an alliance with the nobility of Valon that has enriched both societies. Not many leagues north of Valon begin the huge glaciers which have been gradually receding over the last thousand years. The cool climate and many mountains force most travelers to visit Valon by sea. The Isles of Pokrantil and the mysterious City of Alchemists, Malikarr, on Thrinakia Isle, provide adventure and a haven for the Brotherhood of Sea Tigers, a loose band of pirates. Malikarr is one of the last hideouts of the ancient Orichalan civilization, whose alchemy is said to be unsurpassed.

Valon's region also contains several locations mentioned in ancient tales. In the Shielding Mountains, deep underground in a large cavern, is the fabled Dwarven city of Krazandol (4801). Less hidden, but perhaps equally dangerous, are the Ruins of Sotur (0814). Its crumbling stone walls can be seen by passing ships.

The region is known for its heavy rains and snows, and desolate landscapes. It is widely considered a wretched place to live, outside of Valon itself. Outsiders consider the native Avalonians to be somewhat demented for enjoying the climate, but for their part, the folk of Valon love their land and defend it fanatically.

Valon consists of the coastal and inland areas east of the Forbidden Forest and west of the eastern edge of the Sea of Ice. The highland regions of the Wilderland Mountains are cased in snow and ice year round, while the lowland regions are heavily forested in pine, birch, and juniper. Valon gets a good amount of rainfall, which from mid autumn to mid spring usually precipitates as snow, sleet, or ice. Westerly winds drag heavy clouds across the Uther Pentwegern Sea.

The Downland Plain is often covered in more than ten feet of snow in the depths of winter, while Ninuflan Bay is iced over solid, such that one can walk from Rovengen to Valon without ever walking on land (and some hardy Avalonians have been known to do such things as proof of their strength and bravery). Cloud cover is typically 70 to 80 percent, to 100 percent in winter, and it is the rare day when fogs and mists do not cover the ground as well.

The Isles of Pokrantil conform mostly to the same vegetation as the lands to the north, however, most of the inhabited isles have been clear-cut; those that are still forested tend to be inhabited by primitives or monsters. The Isles are mostly Warm, Wet.

Geographic Features

Unless otherwise noted, all continental regions are Cold and Wet. All islands are considered Warm, Wet.

Apsat, River (Calm Aquatic): Spanning a deep canyon, marble bridges cross the river at two points, and the ruins of two more stand upstream. **Encounters:** nymphs

Astomi Isle (Warm): A small, rocky island known for its warm climate and coffee shrubs.

Baly, River (Calm Aquatic; EL 10): A tributary of the Ruling River, the Baly feeds the Lythshin Marshes. Prowling, intelligent wolves hunt intruders. **Encounters:** wolfweres

Blazing Stream (Calm Aquatic): This stream extends from the River Baly to the Golden Hills. Its sandy banks are azure blue.

Bludgeon Peak (Rugged Mountains, low peak): A squat tower of stone, Bludgeon Peak overlooks the Great Forest from the eastern Wilderland mountains.

Brazen Hills (Rugged Hills; EL 9): Broken highlands leading from the coastline up to the Shielding Mountains. Giant types roam their valleys. **Encounters:** ogres, athach, cyclopean ogres

Cayerva, Bay of (Rough Aquatic): The legendary homeland of Cayerva is said to have sunk beneath the waves long ago. Its trading ships traveled to every port in ages past. The gradually lowering sea level has exposed moss-covered towers near the shoreline. It contains numerous whirlpools and sea hazards that cause most vessels to stay close to shore

Changeling Forest (Medium Forest): Noted for the were-creatures inhabiting its woods, the Changeling Forest's hermits are powerful Lycanthrope Lords. **Encounters:** werebeasts

Cliffwall Stream (Rough Aquatic, Perilous): The Cliffwall Stream splits the Hearing Hills. Its deep vale is noted for shimmering, fist sized lumps of glass in the ground. **Encounters:** feral sheep

Dancing Dain Valley (Battlefield): A naturally cleared path between the Forbidden Forest and the Great Forest, the valley is often used as a gathering ground by invading beasts and cavemen from the Elphand Lands. Three stone menhirs, a traditional worship site for these armies, stand atop an ancient burial mound.

Dark Woods (Dense Forest): The canopy is so dense here that neither moon- nor sunlight will penetrate the gloom of the forest. The trees produce wood with a matte black finish and make excellent magical arrows – these almost seem to absorb light. Giant spiders and sinking bogs make travel dangerous without a guide. A fire hating old treant is said to snatch torchbearers high into the air and dash them against rocks, or drive spikes through the bodies of local druids. The Necromancer of Dark Woods may be a mere legend but it is certain that many lives have been lost within this evil place. **Encounters:** giant spiders, elves, treants

Darkling Stream (Calm Aquatic): Noted for the strange, deformed black fish that swim its waters, the stream is fed by springs whose water is a deep indigo shade.

Downland Plain (Grassland, Wet): Part of the bogs east of the Valdoren Forest — the eastern edge of the Forbidden Forest — these lands have poor drainage and are typically wet most of the year. Only in high summer does this land dry out to any reasonable degree. Trolls are known to inhabit the swampiest areas. A large plain of tall grasses and brush is often hunted and stalked by trappers. Large catlike shadows are often seen at a distance but these monsters have never attacked hunters. Tufts of vampiric grass grow in the shade of some gnarled trees and sinkholes make travel by horseback hazardous. **Encounters:** marsh wolves, trolls, vampiric grass

Dragon Wood (Dense Forest; EL 14): The lair of an ancient green dragon behind a waterfall causes woodsmen to avoid this gigantic forest. She is said to have become bitter when her hatchlings abandoned her long ago. A stand of Ironwood has lured some woodsmen here for brief periods. Man-eating plants bearing beautiful flowers and vampiric grass clusters can be found amidst the wide variety of trees. **Encounters:** carnivorous plants, orcs

Elysian Reaches (Grassland): Sprawling flatland covering the tip of the Ered Mar peninsula, the Elysian Reaches are a pastoral area. The village of Klanith is a meeting ground for the surrounding farmers.

Erath, River (Calm Aquatic, Perilous): A decaying palisade runs along the northeastern shores of the Erath River; the few remaining watchtowers inhabited by humanoids. **Encounters:** goblins, hobgoblins

Ered Mar (Forbidding Mountains, low peak/high pass): Legend states that three Markrabs were trapped on this peak and killed by an army of elves during the "War of the Gods" (The Uttermost War). Scholars scoff at this legend and state that it was more likely Storm Giants that were killed here. Prospectors and locals shun a mammoth cave complex with gigantic rotting furniture. This mountain is infested with giant snakes. Rich outcroppings attract miners but shafts are rarely sunk unless the miners have the protection of warriors. **Encounters:** giant snakes, yeth hounds

Eyes, Hills of (Rugged Hills): The hills are noted for the mad barbaric tribes living within. Occasionally, travelers can spot the reddish rocks of small, ruined and overgrown amphitheatres, built by the ancestors of the tribesmen. **Encounters:** demented tribesmen

Faring Stream (Calm Aquatic): This clear, shallow stream is a favored place for hunters. Fool's gold (pyrite) is found here in abundance.

Fekhegg River (Calm Aquatic): Muddy-colored eels swim in this river, their venom causing permanent paralysis. Occasionally, the Wight Lord Kelanir and his hosts patrol its length, seeking the one who will lead them to their last battle. **Encounters:** giant eels

Finmaer Thicket (Medium Forest): Found along the northeastern coast of the Ninuflan Bay, the Finmar Thicket is a wild and haphazard growth of alder and cedar trees. Hideous baying can be heard at night, originating from the sky. **Encounters:** violet fungi (in earth caves)

Fire, Hills of (Rugged Hills; EL 12): Singed by ancient fires, only thorny shrubs grow in these black hills. **Encounters:** hell hounds

Forsooth Forest (Medium Forest): Eastern tip of the massive forested region on the Ered Mar peninsula. Shamblers are seen in the woods. **Encounters:** shambling mounds

Fountain Hills (Rugged Hills): Rough highland tracts that reach from the Great Forest to the Wilderland mountain range. Terraced farmlands lay abandoned on the slopes.

Gadiera Isle: Only the small village of Orinco-Dier clings to the arid rocks of Gadiera Isle. The wondrous amaranth gardens, still seen on the odd fresco in abandoned villas, are a thing of the past. **Encounters:** giant crabs, giant clams

Geldhraun, River (Calm Aquatic): An inlet from Oberford Bay, the Geldhraun feeds from the eastern edge of the Forbidden Forest.

Glittering Peak (Forbidding Mountains, high peak): Covered in crossing veins of crystals and quartz that shine like a beacon when sunlight hits it, Glittering Peak can be seen for many miles in any direction. It makes an excellent landmark. The depths of the mountain contain coal and diamond deposits – undiscovered for obvious reasons.

Golden Hills (Gentle Hills): Covered in sweet-smelling fields of grass, the Golden Hills lead into the Great Northern Mountains. The yellow grains of the hills produce a light, sweet and quickly inebriating beer beloved by the wealthy of Valon.

Great Forest, The (Dense Forest): A massive stand of evergreens and oak, the Great Forest covers hundreds of square miles. Great Forest druids take precautions against beasts entering from the Forbidden Forest to the south.

Greencourse, River (Calm Aquatic): Running through the twilight of the Shadow Valley, dervishes are often seen whirling along the river. They are under some sort of hypnosis and neither talk nor fight, avoiding encounters if possible but accepting their fate if attacked. **Encounters:** dervishes

Harthill Stream (Calm Aquatic): This small spur of the Geldhraun is sacred to the faith of Amala (the Avalonian incarnation of Athena) for a copse of cedar trees.

Hearing Hills (Gentle Hills): A gentle range reaching from the Dancing Dain Valley up to the mountains in the east. **Encounters:** feral sheep

Holly Ridge (Alpine Meadow): A rough coastal ridge overlooking Ninufan Bay. **Encounters:** druids

Hollygrove (Dense Forest; EL 6): Thick, tangled forest of holly trees and thorny creepers.

Igomar Hills (Gentle Hills): Known for the excellent sapphire mines, the Ingomar range is packed full of gnomish miners. **Encounters:** gnomes

Landsfech, River (Calm River; EL 0): The river that drains into the Oberford Bay by the ruined city of Sotur, the Landsfech is shunned by all living and unliving things.

Listen Vale (Alpine Meadow): This area has incredible natural acoustics. The hill region can echo sounds from miles away. The Lost, a small clan of berserkers hunts intruders. **Encounters:** berserkers

Lythshin Marshes (Moor): Sunken lowland catching waters from the River Baly, the Lythshin Marshes are home to giant poisonous insects and poisonous giant nettles. **Encounters:** giant wasps, giant centipedes

Mistwood Marshes (Swamp): Wetland on the southern slope of the Hills of Fire. It is fed by the River Erath. Colonies of a sort of psionic weed have been encountered here; these mentally command victims to drown themselves in the muck.

Ninuflan Bay (Calm Aquatic, Underwater): Gigantic lily pads grow far from shore and make landings hazardous. The reefs teem with life of all varieties and giant sea serpents have been sighted here. Nixies and Sirens have been known to sunbathe upon the giant leaves when in flower.

Norfarthing Stream (Calm Aquatic): Eastern edge of the Finmaer Thicket, the Norfarthing is a clear, cold stream, choking down to a creek at its northern end.

Oberford Bay (Calm Aquatic): Home to friendly dolphins and Mermen, this bay offers excellent protection from storms. **Encounters:** mermen

Ogygia Isle: Tall rocks make this island barely habitable. **Encounters:** giant goats

Onslaught Stream (Rough Aquatic, Perilous): A wild, churning river in a narrow chasm, this waterway hides the entrance to an underground kingdom of mushroom men.

Orad Mountain (Rugged Mountains, low peak): Overlooking the Igomar Hills and the Dragon Wood, Orad Mountain is a dormant volcano. The underground city of the dwarves lies beneath. **Encounters:** dwarves

Pinewash Stream (Calm Aquatic; EL 4): A low banked tidal stream, the Pinewash occasionally floods the nearby Elysian Reaches. **Encounters:** goblins

Pokrantil, Isles of: Once an island civilization ruled by the Singing Queens, also called the god wives of Proteus. This peaceful civilization was destroyed by raids ages ago. Now the isles are home to the Brotherhood of Sea Tigers, a loose alliance of pirates. The true Pokrantilians left still cling to ancient ways and often are the source of bardic mages. The isles include Raucous Isle and its famous slave market as well as Thrinakia Isle, on which is Malikarr, City of Alchemists.

Rarezac, Marshes of (Swamp): Trolls and stirges inhabit these marshes. An Amazon priestess of Coriptis by the name of Ashan-Ta-Li has a holding on an island, where dwell seven sacred peacocks who can speak all the tongues of men.

Rost River (Calm Aquatic): Soldiers from Valon patrol the eastern side of the river. **Encounters:** patrols

Ruling River (Calm Aquatic): The fork of this river was the site of personal combat between five petty kings to become the King of Kings. All died in the contest from mortal wounds and their kingdoms gradually dissolved into fables. It is considered excellent for fishing but it is best to avoid treed shorelines for sprites have been known to bewitch fishermen.

Sanctuary River (Calm Aquatic, Perilous, EL 8): While navigable, only experienced boatmen brave the waters of the Sanctuary River. There is more land traffic, though: a paved road follows it from the sea to its source, built by a king whose great deeds are still inscribed on stone steles. **Encounters:** assassin vines

Shadow Valley: A valley cutting through the Brazen Hills, it is perpetually gloomy. In the middle, only a strong midday sun can totally dispel the indigo darkness.

Shardwood (Dense Forest): Small stand of extremely hard but brittle evergreens. The wood is nearly useless for any building purposes. Dryads live in the center of the wood. **Encounters:** dryads, giant butterflies (harmless)

Shielding Mountains (Rugged Mountains, low peak/high pass; EL 13): These mountains are dotted with minor fortifications and ruined citadels. Locals say it was the main line of defense against the "Godhaters" (Philosophers) until flanked by an army in the distant past. It is also said that a large mine full of gemstone and precious metal deposits was buried beneath a wall and never rediscovered. A diamond mine is located at the base of Glittering Peak. Prospectors pan the streams near the base of the many falls. Deep underground in a large cavern is the fabled Dwarven city of Krazandol (4801). Winds create a moaning mournful echo throughout the range. **Encounters:** dwarves, prospectors

Shimmering Stream (Calm Aquatic): Branch of the Silent River reaching into the Hills of Fire.

Silent River (Calm Aquatic): The waters of this river have an unpleasant, ashy taste. The nearby woods are rotten and warped.

Strongplank Woods (Medium Forest): The pitchy timber of this forest makes excellent shipbuilding material. The karst sinkholes of the deep woods are choked with thick vegetation. Strange plant beings live in them; some lead to the underworld.

Tower Mountain (Forbidding Mountains, high peak): Overlooking the Hills of Eyes and Roversport, Tower Mountain looms as if it was a giant's fortress. All birds in the area avoid the summit for unknown reasons.

Twixt River (Calm Aquatic; EL 8): Orc tribes live along the river, their bands lead by a Vampire who rules through charmed human minions.

Uther Pentwegern Sea (Rough Aquatic, Perilous, Underwater, EL 10): The Great Sea of the North. Only the relatively few islands near its center break up the vastness of this sea. Tales of mermaids, kraken, sea serpents and water harpies are common from ship captains passing through these waters. A great castle and fortified town once stood upon an island which provided protection for weary sea merchants and travelers. It was sunk by a gargantuan Kraken ages ago. The Isles of Pokrantil are located in the southern section of this sea and are the home of pirates, as well as Thrinakia Isle and the alchemists of Malikarr. Noted also for frequent water spouts, treacherous shorelines and whales. **Encounters:** all sorts of sea and undersea creatures, water harpies

Valdoren, Forest of (Medium Forest): Home to a tribe of wood elves and the high elf Valdoren since history began, the forest is like a well tended park with white birches and blooming trees. The small stream flowing out of this forest is renowned for healing qualities. The elves rarely admit visitors. **Encounters:** elves, giant honey bees, centaurs

Wane River (Rough Aquatic): The connecting river between the Onslaught Stream and the River Geldhraun.

Warlock's Bane (Alpine Meadow, low peak/high pass): A depressed basin in the Wilderland Mountain range. Spells and magical devices do not function here.

Widelock Stream (Rough Aquatic): Trouts and giant catfish are found in abundance here.

Wilderland Mountains (Forbidding Mountains, high peak): The southernmost tip of the Great Range Mountains, the Wilderland Mountains range from 10,000 to 25,000 feet in elevation. Several dwarven clans live peacefully in the range. A source of coal and iron ore, these mountains are frequented by dwarves and explorers of many races. Rocs and Giant Eagles nest on the highest peaks and grant each other a wide berth. The overgrown ruins in the western pass were once a citadel destroyed by a landslide centuries ago. Travelers often use it as temporary shelter. A hermit with a vow of silence lives on the eastern slope and some claim he is as old as the mountain itself. He is known as the Holy Hermit.

Winding River (Rough Aquatic, Perilous): The waters of this river are slightly salty. Dwarves suspect rich salt deposits are the reason, but nothing has been found yet.

Wolf Point (EL 7): The mounds of Wolf Point are breeding grounds for lupines.

Xenia, River (Calm Aquatic): Cutting through the Dark Woods, the River Xenia is slow and sludgy. Hallucinogenic algae float on the water, collected by a few goblin bands. **Encounters:** goblins

Specific Locations

0105 Warren of the Wererats (EL 11): A large enclave of **25 wererats** (CR 2; hp 5 each) calls this area home. They often attack on sight or pose as pilgrims in their human form. They live in an old, ruined mill where they store seven amphorae of scented oil, 44 sacks of grain and 850 sp.

0112 Milirth (Village): Magical; AL LG; TL 3; 200 gp Limit; Assets 5,250 gp; Population 840 (Able bodied 210); Mixed (elf 72% [mostly wood, some high], half-elf 12%, halfling 10%, human 5%); Resources: Market. *Authority Figure:* Maganrod of Twilight, male elf [high] LG Wiz5. *Important Characters:* Maccus Aldredsson, male elf [wood] LG Ftr5 (Gray Griffon Tavern); Felik Oleki, male Common Avalonian LG Ftr3 (armorer); Cerdic Graystick, male elf [wood] CG Wiz2 (Cerdic's Enchanted Plants).

This small woodland village has provided a peaceful place to live for generations of elves and students of nature. Maganrod's house is built from redwood, with iron-roofed towers. The Dragon's Lair is a popular inn with woodsmen and halfling travelers. An unusual variety of flowers which respond to singing by imitating certain notes is a popular market item. Giant pumpkins are shaped into exotic suites for newly wed couples.

0129 Tower of Ered Mar (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 1000 gp; Population 320 (45 Ftr2s, 30 Ftr3s and 5 Clr2s live in the tower, protecting War1-2 and Exp1-2 miners); Isolated (dwarf 95% [mostly mountain], gnome 5%). *Authority Figure:* Ebkar Darkdelver, male dwarf [mountain] N Ftr4. *Important Characters:* Maki Rockbeard, male dwarf [mountain] N Clr3 (Kazadarum); Dundenda Rockhammer, female dwarf [mountain] N Bbn3 (scout); Narzi the Thick, male dwarf [mountain] N Rog2 (merchant); Dori Rockbeard, male dwarf [mountain] LG Ftr2 (captain).

The dwarves of Ered Mar delve deeply beneath the nearby mountains, using the tower as a trading post with the upper world. They are content to ignore the vast forests to the west, but incursions of malignant fey creatures, many of which are clearly fiendish in nature, make the tower a vulnerable target. Travelers of interest may be invited to stay overnight in the great hall of the citadel.

0131 Rattlesnake and Telescope (EL 1): In a clearing of vegetation is a partially sunken telescope which, if cleaned, will cut in half the sighting distance of an object that is viewed with it. A **rattlesnake** (medium-size viper; CR 1; hp 9) has made his home underneath.

0203 Freeman's Fen (Village): Conventional; AL N; TL 1; 200 gp Limit; Assets 7,875 gp; Population 1,260 (Able bodied 315); Mixed (human 65% [mostly Common Avalonian], hill dwarves 15%, gnomes 8%, elves 8%, half-elves 4%); Resources: Market. *Authority Figure:* Tullus, male Avalonian LG Pal6. *Important Characters:* Hassan Yaron, male Common Avalonian N Ftr3 (Werewolf's Bane Inn); Steinthor Oakhelm, male dwarf [hill] LN War3 (wagon maker, also builds war chariots); Dekel Dabir, male Dorin LE Wiz2 (hunchbacked tailor).

This small farming community between the Fountain Hills and the Great Forest is home many farmers and hunters. In recent weeks there have been many gaunt, hungry wolves straying from their normal ranges within the forests into the

nearby farms. Tullus suspects them to be of supernatural origin, and he has asked Tauzin Gervin's advice (Elphand Lands, 5105). The dwarves barter their unique tools of iron and the gnomes sell Dwinkleberry wine in kegs. Elven cloaks and clothing are popular. Amazon scouts accompanied by huge cats are often sighted in the forests but avoid contact with hunters.

0207 Dancing Dain's Lookout (Citadel): Conventional; AL LG; TL 4; 100gp Limit; Assets 750 gp; Population 240 (30 Ftr2 guards and 30 Rgr2 archers inhabit the fort); Mixed (human 75% [mostly Tharbrian, some Common Avalonian], dwarf 8%, gnome 7%, wood elf 7%, half elf 3%). *Authority Figure:* Malnim Fairhand, male human LG Ftr4. *Important Characters:* Larleng Rules-reader, female Altanian LG Wiz3 (lawgiver of the tower); Tednal Longhair, male human LG Rgr3 (scout); Mizzin Fezzil, male gnome [city] LG Ftr2/Exp3 (merchant, appraiser)

The Lookout is a sturdy trading post, a stopping-off point for those who dislike going far from the forests. Treants have been turning up felled nearby, and evidence points to the killer being from the Lookout. The tree-folk demand the killer be brought forward. The fortified stable is stocked with feed.

0211 Milirth Castle (Castle): Nonstandard; AL N; TL 5; 100 gp Limit; Assets 1,250 gp; Population 400 (70 Ftr2s, 15 Ftr3s and 15 Ftr4s garrison the castle; the rest are War1-2 or Rgr1 retainers and woodsmen); Isolated (elf 72% [mostly wood, a few high and gray], human 18%, halfling 10%). *Authority Figure:* Tyla Forestshadow, female elf [wood] N Rog7. *Important Characters:* Jurnalin Rohda, male elf [wood] N Rgr6 (guard leader, scout captain); Mefla the Mottled, female elf [wood] N Drd5 (steward of Milirth Castle): Red Molst, male Dunael N Ftr4 (bowyer); Nadree the Ghost, female elf [wood] N Clr4 (Limtram, healer)

This fortress is composed of earth and trees, magically bolstered so that they are as hard as rock. The elves and their allies here are more grim than their nearby kinsmen, due to their almost unending battle with the forces of a green dragon that lives within the forest. The castle has many levels reaching high above. Now nearly empty, it was once the stronghold of the Forest King who was killed in battle ages ago – felled by a green dragon.

0224 Delavan (Village): Nonstandard; AL CG; TL 3; 200 gp Limit; Assets 4,500gp; Population 720 (Able bodied 180); Mixed (halfling 79%, gnome 8%, dwarf 8%, human 4%); Resources: Oil. *Authority Figure:* Anklan the Good, male Common Viridian CE Ftr4. *Important Characters:* Mitr Gavr, male halfling CG Rog3 (Mitr's Oil Emporium); Torsten Firethorn, male halfling LG Ftr4 (pitch maker); Artaxiad of the Six Masters, male gnome [forest] N Clr4 (cleric of Dacron, Religious Symbols special made); Derian Ratfoot, male halfling CE Rog3 (trap maker); Miftah Jawara, male Common Viridian CE Clr3 (Temple of the Evil Haze).

This small costal village relies on the nearby forests for protection and for hiding its one major resource: a pocket of oil that bubbles to the surface in places. The village's most prominent building is the Temple of the Evil Haze, a cult worshipping the beast of the oil spring, a lumbering froglike behemoth. Anklan is merely a brutish thug promising protection and employed by the halflings as their Sheriff. He often coerces the council of elders and demands a portion of sales as taxes.

0228 Hill Giant Enclave (EL 10): Three hill giants (CR 7; hp 102) dwell here. Their hilly lair is packed with foodstuffs, animal skins and hides, and other mundane items interesting only to a giant.

0316 Harrowdale (Village): Conventional; AL N; TL 2; 200 gp Limit; Assets 8,500 gp; Population 1,360 (Able bodied 340); Mixed (human 61% [some Elphan and Common Avalonian], half-elf 16%, halfling 15%, elf 8%); Resources: Market. *Authority Figure:* Shabakan, male human N Ftr4. *Important Characters:* Gudmund Staffbreaker, male halfling CG Ftr3 (Red Rooster Tavern); Rurik the Drunken, male Common Avalonian CG Clr3 (Losborst, ale maker); Govannon the Scholar, male elf [high] N Wiz3 (Harrowdale Market); Athelstan Birchsilver, male elf [wood] CN Clr3 (miller, his flour has a strange, honey-like taste).

This small farming community raises a variety of crops ranging from corn, wheat, and orchards full of apples. Local ranchers also raise livestock for the isolated farmsteads in the surrounding areas. Harrowdale's market was once the grand hall of a villa – as evident from the colorful terracotta tiles and ruined columns. The mill is often filled with students as Athelstan loves to share his lore and relate his adventures.

0318 Wild Dog Pack (EL 12): A huge pack of **123 wild dogs** (CR 1/3; hp 5 each) roams the area. Often small packs of 1d4*10 are encountered, rather than the entire horde.

0224 Delevan

0320 Cayerva Watch (Citadel): Nonstandard; AL N; TL 4; 100 gp Limit; Assets 500 gp; Population 160 (35 Ftr2 guards and their 5 Ftr4 leaders guard the tower); Isolated (human 94% [mostly Tharbrian], halfling 6%). *Authority Figure:* Aemis the Lightkeeper, male Karakhan LN Mnk6. *Important Characters:* Olrig the Bold, male Tharbrian N Rog5 (fisherman); Grey Filner the Bountiful, female Amazon N Wiz4 (fishing boat captain, Sunset Maiden); Nalzdin Rettler, male Tharbrian N Rgr3 (scout, trapper).

Aemis maintains the lighthouse here, and is the last surviving monk of a forgotten order. He refuses to answer any questions about its origins, and what happened to it. The lighthouse itself is thought to be a signal beacon, but to whom the signal is intended is unknown. Sapphires were once dug up nearby, but none have been found recently.

0334 Ant Island (EL varies): A giant ant colony (**50 workers,** CR 1, hp 9 each; **20 soldiers,** CR 2; hp 11 each; **1 queen,** CR 2; hp 22) with a huge network of tunnels is worshipped by a primitive tribe of **100 goblins** (CR 1/4; hp 4). The goblins are led by a **war chief** (Male Goblin War4; CR 3; hp 21; AL NE; Str 9, Dex 13, Con 11, Int 10, Wis 11, Cha 8; handaxe, throwing axe, studded leather). They gather sap from maple trees, placing it upon an altar they have set before the entrance to the ant's hill. They sacrifice prisoners to the ants by chaining them to the altar and smearing them with maple syrup. A PC making a successful Search check (DC 30) of the tunnel network find a +4 shortspear used to cinch up a weak point in the ceiling. If removed a chain reaction cave-in occurs, causing much of the tunnel system to collapse within 1d4 minutes, destroying the nest and trapping intruder and inhabitant alike.

0403 Gloomcastle (Castle): Conventional; AL LE; TL 1; 100 gp Limit; Assets 1,375 gp; Population 440 (100 Ftr2s and their 10 Ftr4 sergeants are the main forces; the rest are Exp1-2s or War1-3s); Isolated (dwarf 100% [mountain]). *Authority Figure:* Durdik Rockcrusher, male dwarf [mountain] LE Ftr10. *Important Characters:* Linak Jewel-Hand, female dwarf [mountain] LE Clr8 (jewelsmith, priestess of Thanatos); Lirollis Pixnax, male gnome [city] LE Ill8 (chief merchant); Redor Axeblade, male dwarf [mountain] LE Ftr7 (captain of the castle guards).

Sitting at the far eastern edge of the Fountain Hills, Gloomcastle is known for both its inflexible inhabitants and the ores they mine. Strange and fell creatures, from bulettes to delvers, have made secret pacts with Gloomcastle, and help it prosper.

0407 Fomaland (Small Town): Magical; AL N; TL 4; 800 gp Limit; Assets 42,000 gp; Population 1,680 (Able bodied 420); Mixed (human 75% [many Common Avalonian, some Elphan], dwarf 12%, gnome 7%, other 6%); Resources: Market. *Authority Figure:* Hernigu, male Avalonian N Drd5. *Important Characters:* Verner Redson, male Common Avalonian N Clr4 (Tavern of the Grelun); Qamar Talya, female Alryan N Ftr3 (mercenary leader); Michel Slystep, male Karakhan LN Ftr2 (captain of Slystep's Sell-Swords); Olaf Grayclub, male Tharbrian CN Rog6 (mason, Thieves' Guild)

Fomaland provides a centralized location for trade throughout the surrounding areas and its market is known for a wide variety of goods produced by local villagers. The Thieves Guild recently experienced a brutal upheaval, but in the end, Olaf Grayclub won the day. His rivals were driven out and they regrouped to plot in nearby hills. Two rival mercenary bands seek employment.

0431 Brendare (Village): Conventional; AL CE; TL 3; 200 gp Limit; Assets 4,000 gp; Population 640 (Able bodied 160); Mixed (goblin 73%, ogre 17%, orc 8%, half-orc 2%); Resources: Pelts. *Authority Figure:* Stokey Gray, male ogre N Ftr4. *Important Characters:* Cerdic Yrresghrak, male half-orc CN Ftr3 (Flying Boar Tavern); Vasril the Seeker, male orc LE Ftr5 (fur trader); Maglar of the Myriad Devices, male goblin CE Rog5 (canoe maker).

Brendare is known largely for its brigands. Goods that cannot be provided through raiding an occasional traveler are made up by barter for pelts. Brendare was originally an Amazon settlement, but no more than a tall, crumbling wall and a statue remain. A lair under the wall is inhabited by fourteen giant lizards. The ogres delight in watching the lizards chase the goblins about for afternoon snacks. Merchants fearless enough to journey here trade foodstuffs for the pelts. The goblins are debating appointing a chief to oppose the ogres within their extensive tunnels beneath the crumbling village.

0505 Fallen Castle (EL 5): Beneath a large outcropping of granite is a partially fallen castle. Its gates and timbers are burned out and the **wraith** (CR 5; hp 32) of the long dead Lord Wainail haunts the ruins.

0513 Dancing Lights (EL 6): Appearing as nothing more than a twinkling light in the distance or perhaps the light of a torch or lantern, this area is the home of a **will-o-wisp** (CR 6; hp 40). Two crystal goblets (worth 320 gp each) stand on the rim of a small font.

0526 Lith-Maven (Village): Conventional; AL LE; TL 2; 200 gp Limit; Assets 6,750 gp; Population 1,080 (Able bodied 270); Mixed (human 70% [mostly Tharbrian, some Common Avalonian], half-elf 11%, gnome 10%, elf 9%); Resources: Market. *Authority Figure:* Granbritan IV, male human LE Ftr3. *Important Characters:* Herjolf Vermund, male Common Avalonian NE Ftr5 (Publio's Alehouse); Cavastri, male half-elf CN Exp5 (shipbuilder); Thorgeir the Snake, male Alryan CE Ftr6/Rog6 (slaver).

This small village at the mouth of the Silent River is home to a small number of pirate ships that attack shipping in this region. If the unfortunate prey is unwilling to pay tribute, the ship and cargo is confiscated. The crew is sold as slaves at the market and the captain is held for ransom. The pirates often fill vacancies in their crews with bludgeoned patrons of Publio's Alehouse. Lith-Maven is the source of Pyromantic Granite, a granite-hard reddish clay used to fashion earthenware jugs, pitchers and cups. The open air mine is guarded day and night by Cavastri's mercenaries. Granbritan forces the pirates to carry the output from his kilns to distant markets for providing them a safe haven. He constantly holds one of the pirate captains hostage, rotating them each month.

0527 Castle of the Changeling (Castle): Magical; AL LG; TL 2; 100 gp Limit; Assets 1250 gp; Population 400 (60 Ftr2 footmen, 20 Ftr3 archers, 10 Ftr4 halfling slingers and 10 Ftr4 sergeants defend the castle's inhabitants); Mixed (half-elf 50%, human 25% [many Common Avalonian], elf

15%, gnome 5%, halfling 5%). *Authority Figure:* Mayrel half-Elven, male half-elf LG Clr5. *Important Characters:* Fiffergrund, male halfling LG Ftr4 (bowyer, leader of halfling bowmen); Mabe Atron, female half-elf LG Sag4 (lorekeeper).

This castle is a haven for half-elves who feel unconnected to either part of their heritage. A staunch defender of justice and good will, the castle is built upon the foundations of an ancient bastion of evil. The dungeons beneath have long been sealed, and are rumored to extend to dark and evil places beneath the forest nearby.

0614 Fort Rarezac (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (30 Rgr2s are the main forces; the rest are Com1-2s); Isolated (gnome 90% [forest], dwarf 5%, halfling 5%). *Authority Figure:* Yinalgalan Pintaeral, male gnome [forest] N Ftr3. *Important Characters:* Melbilana Udrawadry, female gnome [forest] N Ill2 (chief spellcaster); Ertranulac Marshcrawler, female gnome [forest] N Rgr2 (scout, hunter)

This dwindling gnome colony weathers attacks from the trolls of the nearby marshes. Talk has arisen about abandoning the area and moving into the forests to the west. Yinalgalan wants his people to stay, but it will take a great victory against the trolls to get them to listen. The citadel was built by a wizard over 1,000 years ago, a benefactor to the gnomes of the region. It is related that he was taken away by a shimmering blue sphere 100 years ago.

0704 Moskilt (Hamlet): Nonstandard; AL CG; TL 0; 100 gp Limit; Assets 1,900 gp; Population 608 (Able bodied 152); Mixed (human 65% [mostly Common Avalonian, some Tharbrian], dwarf 20% [mostly mountain], gnome 11%, elf 4%); Resources: Market. *Authority Figure:* Gallorun, male human weretiger LE Rog7. *Important Characters:* Damuglik Ironfist, male dwarf [mountain] LG Ftr6 (dwarf leader); Thorir Goatfoot, male dwarf [mountain] LG Ftr6 (mountain guide), Ormod Rem, male Common Avalonian CE Wiz8 (market).

This tiny hamlet nestled in the Wilderland Mountains serves as a waypoint for those brave souls traveling through the mountains. The dwarves are newly arrived settlers, searching for minerals and gems. Damuglik and Gallorun hate each other intensely. Some of the human villagers are plotting to overthrow their tyrannical master with Damuglik's aid. Unusual minerals, semi-precious stones and geodes are displayed in the market. Ormod purchases or barters for scrolls, maps or tablets of any variety. The Avalonians grumble that the citizens are ignoring polite responses.

0711 Rivergap Castle (Castle): Nonstandard; AL CG; TL 2; 100 gp Limit; Assets 750 gp; Population 240 (55 Ftr2s and 5 Rgr3s protect the castle; the others are Com1-2 traders and craftsmen); Isolated (gnome 90% [wood], dwarf 5%, halfling 5%). *Authority Figure:* Iyalamor the Laughing, female gnome [forest] CG Ftr6. *Important Characters:* Derdim Halgolat, male gnome [forest] CG Brd5 (steward, minstrel, lorekeeper); Quolamred the Varlet, female gnome [forest] CG Rgr5 (leader of the castle's defenders).

The gnomes here are cheerful despite the deadly disease that has stricken many in the region. Healers and clerics may cure the disease, but it strikes again soon after they leave. The mountain fed stream and local mill are essential to the popular ales brewed. The Top Knot Tavern is a lively stopover but all must pass inspection at the fortified gate to enter.

0720 Stone Calendar: A large calendar stone lies on the bottom where it was dropped by a priest's ship.

0728 Dripping Blade (EL 15): The tribe of **167 orcs** (CR 1/2; hp 4 each) known as Dripping Blades are a bloodthirsty lot and kill for the sheer joy of killing. Often times, potential victims are subdued and enslaved rather than killed. They are led by **Marzolt the Chieftain** (Male Orc Bbn12; CR 12; hp 118; AL CE; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 6; *+1 greataxe* named Swiftcut, mighty composite longbow [Str +5] named Elfspit, 20 *+1 arrows, +2 breastplate* named Bouncer, potion of hold person) and **Bantarq the Shaman** (Male Orc Adp9; CR 8; hp 39; AL CE; Str 20, Dex 10, Con 12, Int 10, Wis 14, Cha 9; +1 light mace, +1 leather armor).

0730 Elysian Manor (Citadel): Magical; AL N; TL 3; 100 gp Limit; Assets 250 gp; Population 80 (20 Ftr2s, adept at both slings and maces, defend the manor); Isolated (halfling 90%, gnome 10%). *Authority Figure:* Merbo Hendon, male halfling N Wiz4. *Important Characters:* Merbo Hendon Junior, male halfling N Rog3 (heir to the manor); Sulan Hendon, female halfling N Drd3 (farmer, youngest of the Hendon children); Palton Maynop, male halfling N Ftr3 (head of security for the manor).

A large extended halfling family dwells in this fortified manor, and sells a very sought-after beer that they brew. Something has been killing the grains that are grown, beginning to hurt the beer-making process. Excellent slingers, the halflings have never been defeated.

0734 Isle of High Place (EL 11+): This rocky isle, formed upon a dead volcano is overrun by **wolves** (CR 1; hp 13) and **lemurs** (CR1; hp 8). A cavern in the core of the dead volcano contains an ancient pyramid built over an extensive lava pit. The pyramid which has long ago been looted by clever grave robbers still has functional poisonous gas traps (CR 10; Search (DC 21); Disable Device (DC 25). Note: Trap releases noxious volcanic gas requiring a Fortitude save (DC 20) or suffer 1d4 initial temporary Con damage and 2d4 secondary temporary Con damage); the last triggered when the lid to the final sarcophagus opens. A note found in the empty tomb reads: *You are too late, the money's gone; hopefully you are entertained by this heart felt poem. As you read and listen near, the choking gas does fill the air. As you breathe your final gasp, please hold no grudge, its all for laughs!*

0801 Roundtop Bastion (Citadel): Magical; AL CE; TL 2; 100 gp Limit; Assets 875 gp; Population 280 (40 Bbn2s, 20 Clr1s and 10 Clr2s live here; the others are Com1-4s); Mixed (human 60% [mixed], orc 20%, half-orc 10%, goblin 10%). *Authority Figure:* Mitteez the Dark-Tongued, male Tharbrian CE Clr4 (Angall). *Important Characters:* Tzarg the Cutter, male half-orc CE Bbn3 (warband leader); Egbat the Bitter, male Karakhan CE Wiz3 (chief theogonist); Gruddursh Man-mangler, female orc CE Ftr3 (Mitteez's bodyguard).

A cult of Angall driven from civilized lands, this pack of villains that killed or drove off the original dwellers in Roundtop Bastion scour the hills for sacrifices to their dark god.

0805 Bison Herd (EL 17): A large herd of **190 bison** (CR2; hp 37 each) roam the plains here, feeding on the tall grass.

0813 Canopusar (Small Town): Conventional; AL CE; TL 2; 800 gp Limit; Assets 46,500 gp; Population 1,860 (Able bodied 465); Mixed (human 68% [mostly Common Avalonian, some Tharbrian], half-elf 12%, halfling 10%, dwarf 10%); Resources: Horses. *Authority Figure:* Dorn the Pillar, male Avalonian CE Ftr4. *Important Characters:* Yeluhar, male Elphan CE Rog6 (Thieves Guild); Simonedes Fargazer, male Common Avalonian LN Sage5 (geography); Fulvia, female half-elf CN Rog7 (Meteor Gambling Hall); Dreamy Dimtoes, male halfling CN Rog5 ("pipeweed" merchant); Rhandeur, male Common Avalonian N Wiz3 (spokesman for the mages); Bargh, male orc Bbn2 (gang leader).

This small coastal town by the ruins of Sotur is well known throughout the region for its horses raised on the surrounding plains. People from around the region come to see the races each spring and the large auction the following two days. Needless to say, one has to be careful as the annual events are notorious for graft and corruption. A few mages sell potions and scrolls for exorbitant prices. Gamblers short of funds (beware of pickpockets!) are sold as slaves. The town's seediest section is the "Drop," a shantytown built around (and inside) a deep sinkhole. None of the residents speak of the ruins of Sotur. Local rumor has it that speaking the name will bring a curse down on any who utter it (and in fact they are correct).

0814 Ruins of Sotur (EL 9 to 20+): Sotur was once the northernmost city of the Dragon Empire of the Orichalans, the companion city to Satúr (which is now named Greenwax, located on the southern tip of the Pazidan Peninsula; Blest, 0313). The city has fallen to ruin since the majority of its structures were destroyed in a duel between two Orichalan wizards prior to the fall of the empire. Its stone walls can be seen by passing ships. The crumbling stones to this day bear strange scars and markings from arcane blasts. The ruins are filled with conjured monsters and demons, but they appear to be restrained to the limits of the city ruins and do not wander from it. The city has not been repopulated due to these creatures and due to the fact that the ruins are covered with a curse and plague — anyone remaining in the city for more than 8 hours is afflicted with a rotting disease that withers the limbs and turns the organs of the body to a greenish paste. Anyone afflicted must make a Fort save (DC 20) every 2 hours or suffer 1d2 permanent Constitution damage as their limbs and internal organs wither. This damage cannot be restored by any means short of a *miracle*. As a result, the ruins are filled with treasure. Several great artifacts are rumored to be there, including the helm of Ka'ar, the mystic library of E'elim, the bell of truth, the devilish machine of the Braz-Undren the Mad and the famed gem-sword of Learnak the ancient Dragon Lord, not to mention the da'aktor stone itself — a legendary multi-faceted gem of wondrous power rumored to be the size of a large melon. The ruins themselves are filled with obscure arcane traps and wards. It seems that there is an endless supply of monsters in the ruins, perhaps the work of a moving *gate* which continues to bring evil creatures randomly into the ruins.

Encounters Inside Sotur: Check for random encounters every hour PCs are inside Sotur, with the chance of encounter being 20% per hour. If an encounter occurs, roll 1d12+8. The result of the roll generates a number from 9 to 20, which reflects the level of the encounter. Then refer to the Random Dungeon Encounter tables in Chapter 3 of the v.3.5 *DMG* and roll the encounter on the appropriate level's table, re-rolling any results that call for dragons as there are no dragons within the ruins. If an appropriate result is not generated, default to 2d6 wights, 1d3 ice devils, 1d4+1 bone devils, 2d4 vrocks, or a 12-headed cryo-hydra.

Outside Sotur: Lurking near the city's borders, **Lord Ghain** (male Tharbrian Ftr 12; CR 12; hp 92; AL LE; Str 17, Dex 12, Con 15, Int 13, Wis 16, Cha 13; +3 flail, +1 full plate, ebon helmet, a fearsome selection of poisons.) and his **140 Bandit-Knights of Sotur** (male Tharbrian Ftr3; CR 4; hp 26; AL LE; Str 14; Dex 10; Con 12; Int 12; Wis 12; Cha 12; greatsword, breastplate) ambush parties heading out.

0819 Grawaste (Hamlet): Magical; AL N; TL 4; 100 gp Limit; Assets 15,625 gp; Population 500 (Able bodied 125); Mixed (human 76% [mostly Common Avalonian], elf 14%, dwarf 8%, gnome 3%); Resources: Market. *Authority Figure:* Bodenith, male Avalonian CG Clr11 (Promehene). *Important Characters:* Kithiay, female Common Avalonian CG Clr8; Godric Ironclub, male Common Avalonian N Ftr5 (Octopus Pudding Inn); Nerian Sunpike, male Common Avalonian NG Exp12 (fish market); Attor Bronzesaber, male Common Avalonian Bbn5 (temple guard).

This tiny hamlet overlooking the Bay of Cayerva is the center of clerical studies devoted to Promehene. To supplement income for the school, the hamlet operates an open air market where it rents stalls to local farmers and merchants selling their wares. From Grawaste, a paved road leads right into the sea, and it can be seen meandering down into the murky depths. A local legend (claimed false by Bodenith) states that one day, an unconquerable army will march into a watery grave, only to return ten times as strong. Novice scholars wear white robes and seniors wear red.

0909 Zindar (Hamlet): Nonstandard; AL CG; TL 0; 100 gp Limit; Assets 1,825 gp; Population 584 (Able bodied 146); Mixed (human 65% [mostly Common Avalonian, some Tharbrian], halfling 15%, elf 12%, gnome 8%); Resources: Market. *Authority Figure:* Big Atundorn, male Common Avalonian LG Wiz4. *Important Characters:* Oily Ogham, male Elphan N Rog2 (the Bleating Bear Inn); Bamgeri, male Common Avalonian LG Rgr3/Ill4 (explorer).

This small hamlet in the foothills to the south of the Wilderland Mountains consists of farmers and hunters. Bamgeri is the only one who ventures far into the mountains – he is searching for thieves who stole the fabled Jewel Turtle, a gemstone known for its strange shape and great size. Farmers grow barley for gnomish ale brewers. At the center of town is a grand hall which is used as a hostel.

0916 Amearon (Village): Nonstandard; AL N; TL 2; 200 gp Limit; Assets 4,000 gp; Population 640 (Able bodied 160); Mixed (human 62% [mostly Common Avalonian], half-elf 18%, dwarf 14%, halfling 6%); Resources: Market. *Authority Figure:* Nilthic Roth, male dwarf [city] N Ftr6 (shipwright). *Important Characters:* Aldred Tellan, male human N Ftr4 (leader of the fishermen); Eneko Yellow Tongue, male half-elf NG Rgr4 (logger, sea captain).

This small coastal town relies primarily on trade for its major source of income as well as news from the outside

world. For the most part the village prefers to remain neutral. The woods around the village have all been overcut and lumber has to be imported from the Forbidden Forest. What worries Nilthic Roth more is Stumpy Point's (1511) shipwrights taking away his trade. He has negotiated with Roverport's pirates to burn the other village, but their price was too steep. All inhabitants fear the nearby ruins of Sotur.

0923 Sharks! (EL 11): This area is the hunting ground and domain for a ravenous pack of **14 giant sharks** (CR 4; hp 65 each).

0928 Klanith (Village): Magical; AL CG; TL 3; 200 gp Limit; Assets 5,300 gp; Population 848 (Able bodied 212); Mixed (human 55% [many Alryan, a few Antillian], half-elf 20%, dwarf 18%, elf 7%); Resources: Pipeweed. *Authority Figure:* Stumpy Slepoth, male Alryan LE Wiz3. *Important Characters:* Selwig Ragnaer, male Alryan CG War2 (Inn of Obolostes); Plump Pragrik, male Antillian LG Com9 (the most influential pipeweed farmer); Sabusmel, female Alryan CG Clr4 (Suthak).

Klanith is famed for growing the best pipeweed in all the region. Its barns are full to the rafters each fall after the harvest and buyers from around the land come to inspect the goods in an annual event of grand tradition. The Horn of Obolostes (a hero of old) is passed to the best farmer by Sabusmel.

0929 Leather Scraps: In long grasses are the crumbling scraps from a leather working shop.

1005 Doomsford (Village): Conventional; AL N; TL 1; 200 gp Limit; Assets 8,250 gp; Population 1,320 (Able bodied 330); Mixed (human 54% [some Common Avalonian and Tharbrian], dwarf 28% [mostly mountain], gnome 15%, half-elf 3%); Resources: Furs. *Authority Figure:* Boklazar, male human N Ftr4. *Important Characters:* Beshywan Alderwood, female Common Avalonian LE Ftr5 (watch captain, trading post); Odo of Valon, male Common Avalonian LG Ftr6 (watch captain); Skuggrik Snurstone, male dwarf [mountain] N Exp4 (stonemason); Lennyara, female half-elf vampire LE Sor9 (Blood Queen).

Located deep within the Wilderland Mountains near Warlock's Bane, Doomsford's thick walls keep out the occasional unwelcome visitor wandering the mountains during the winter. Just to be on the safe side, they are inspected monthly by dwarven masons. The market is well known as a center of fur trade. A small (and very cold) pond leads to an ice grotto and a frozen underground village ruled by a vampire sorceress, the only person not affected by the magic-blocking effects of Warlock's Bane. Her victims are hung upside down in a heated cave.

1007 Sanctuary Keep (Castle): Conventional; AL LG; TL 1; 200 gp Limit; Assets 4,500 gp; Population 720 (130 War3s, 30 Ftr3s, 10 Clr1 initiates and 10 Clr2s; as well as War1-2s and Com1-2s live here); Mixed (human 60% [mostly Common Avalonian and Tharbrian], half-elf 25%, elf 10%, halfling 5%). *Authority Figure:* Mendrika of the Bright Blade, female Tharbrian LG Ftr5. *Important Characters:* Yeraf of the Healing Hand, male Tharbrian LG Clr4 (Cleric of Mitra); Relain Strongbow, male elf LG Ftr4 (guard captain); Guerliss the Troubleshooter, male halfling LG Rog4 (in charge of the castle's physical defenses).

This castle faithfully guards the headwaters of the Sanctuary River, ensuring that the farmers and miners who dwell in the mountains and hills have access to the river for water and transport. The castle is built around a spring that is believed to have healing powers, but which also is a living entity. The entity is now said to be dying, and Mendrika seeks any aid she can get to help heal it.

1018 Wolf Point Citadel (Citadel): Conventional; AL N; TL 4; 100 gp Limit; Assets 625 gp; Population 200 (50 Ftr2s under Portep's direct command garrison the citadel; the rest are Com1-3s and low level types); Isolated (human 76% [mostly Tharbrian], elf 14%, dwarf 8%, gnome 3%). *Authority Figure:* Portep Gennart, male Tharbrian N Ftr6. *Important Characters:* Uttel Quarion, male dwarf [city] N Ftr5 (mason); Gilbrimil the Melancholic, female elf [high] N Wiz4 (chief spellcaster, engineer); Regli the Handy, female gnome [city] N Rog4 (lantern maker).

Captains of merchant ships have paid for a beacon to be installed at this citadel, but none of the attempts to do so have succeeded. The farmers and fishermen that used to rely on the citadel for protection have been leaving the area, certain that a curse has been laid upon Wolf Point.

1101 Oils and Vapors (EL 6): There is a large well here that is overgrown with brush and filled with waste oils. These oils are highly flammable and the vapors are explosive (CR 6; 8d6; 20-ft radius; 90% chance of exploding if an open flame is brought within 5 feet of the well; Reflex save (DC 20) halves).

1103 Ironholm Guard Tower (Citadel): Magical; AL N; TL 5; 40 gp Limit; Assets 100 gp; Population 80 (20 Ftr3s guard the tower and the small community); Mixed (dwarf 70% [mountain], gnome 10%, halfling 10%, human 10%). *Authority Figure:* Noindal Steeleyes, male dwarf [mountain] N Wiz4. *Important Characters:* Hanla, female dwarf [mountain] N Clr3 (Kazadarum); Dar Ullis, male dwarf [mountain] N Clr2.

This tower guards an important food-producing area for the dwarves under the nearby mountains. The hills and valleys are fertile, but wyverns and manticores harass the farms incessantly.

1110 Berclazan (Hamlet): Magical; AL N; TL 3; 100 gp Limit; Assets 13,125 gp; Population 420 (Able bodied 105); Mixed (human 65% [mostly Common Avalonian, some Skandik], dwarf 15%, gnome 8% , elf 4%, half-elf 8%); Resources: Silver. *Authority Figure:* Wensilth, male half-elf N Wiz4. *Important Characters:* Skur Stonemace, male dwarf [hill] Ftr3 (foreman of the silver mines); Golki Fingers, male gnome [city] Exp5 (head smelter); Finamar Isildor, male elf [high] Exp5 (silversmith).

This tiny hamlet near the coast of the Oberford Bay is well known for its fine elven silverwork. Both dwarves and gnomes work the well concealed silver mines in the nearby hills and refine it into a quality that best suits the elven craftsmanship. Yearly, a tribute is sent to Valon on Wensilth's ship. The Unicorn's Whiney is a popular tavern and several jewelers line the Twinkling Lane.

1113 Giant Squid Lairs (EL 13): Hidden among the waters and rocky caves that litter the floor under the waters, a family of **9 giant squids** (CR 9; hp 66) spend their days hunting and feeding.

1134 Isle of Fiery Swine (EL varies): This hilly island with lush temperate vegetation, is overrun by **wild boars** (CR 2; hp 22 each) and **mountain goats*** (CR 1; hp 5 each) who battle daily

for dominion over a grove of apple trees. Wild magical grapes grow in ditches along the lower hillsides of the island which if eaten require the consumer to make a Fortitude save (DC 20) or be polymorphed into a wild mountain goat. A magical spring not far from the beach requires imbibers of its delicious waters to make a Fortitude save (DC 20) or be polymorphed into a wild boar. There is a 10% chance that any of the boars or goats encountered upon the island is actually a polymorphed sailor who ate from the grapes or drank from the spring. If returned to their true form they are grateful of rescue, offering to join their crew, and lead the PCs to a hidden treasure trove under the apple tree containing 10,000 sp and 14,000 cp which was buried here by a pirate crew.

1203 Ironholm

1203 Ironholm (Small Town): Conventional; AL N; TL 3; 800 gp Limit; Assets 38,600 gp; Population 1,544 (Able bodied 386); Mixed (dwarf 83% [mostly mountain, some hill], gnome 8%, human 9%); Resources: Iron. *Authority Figure:* Duralin Raven-eye, male dwarf [mountain] N Ftr5. *Important Characters:* Rocklin the Radiant, male dwarf [mountain] N Ftr4 (captain of the guards); Salmar, male dwarf [hill] Ftr6 (foreman of the mines); Grantilor, male dwarf [mountain] LG Ftr2/Exp6 (armorer); Thalion the Traitorous, male Gishmesh N Rog2/Ftr3 (fur trader).

Ironholm is appropriately named for it is home to large iron deposits that dwarven miners bring from mines deep within the nearby mountains to smelters where it is forged into large bars of iron. At various times of the year, large wagon trains can be found with merchants bringing in goods needed for the coming season and hauling out large loads of iron. The mountain dwarves of the town wear pointy helmets and dress in brown, while their hill brethren prefer blue clothing. All retired miners can vote on village affairs – each owns a seal, which are pressed into the clay tablets with important decisions.

1206 Storm Giant Lair (EL 16): A family of **3 friendly storm giants** (CR 13; hp 199 each) makes its home here. They are known to lend aid and help good-aligned creatures on occasion. Evil creatures are shunned and turned away.

1226 Cayerva Horn Beacon (Citadel): Magical; AL N; TL 3; 100gp Limit; Assets 375 gp; Population 120 (20 human Ftr2s and 10 elven Ftr2s guard the tower); Mixed (human 55% [some Alryan], elf 25%, dwarf 15%, half-elf 5%). *Authority Figure:* Fandimbul the Phantomist, male Alryan N Ill8. *Important Characters:* Nasinger Phoff, male half-elf N Brd7 (Fandimbul's performance partner); Aderdek Gravelheart, female dwarf [hill] N Rog6 (steward of the citadel): Malboret the Blind, female elf [high] N Sor5 (Nasinger's wife).

The beacon guides ships safely past this promontory, but many drop anchor and come ashore to view the wonderful illusion shows put on by the master of the beacon. However, some of his illusions have taken on a life of their own and begun to frighten away the visitors.

1325 Lava-Flow Isle (Giant, EL 13): This primordial island is overrun with mega-flora and mega-fauna seemingly lost in time. A large volcano in the center of the island spews out rivers of molten lava which rush down its slopes and into the sea, the rich volcanic ash giving rise to huge trees and sparse jungle, extinct in many parts of the Wilderlands. There is a 10% chance of an eruption any given time. Several dinosaurs populate the island. Although most are no bigger than large size, there is a small herd of **6 triceratops** (CR 8; hp 171) that feed upon the undergrowth, and **3 tyrannosaurs** (CR 7; hp 200) that feed on the others.

1330 Sea Monsters' Lair (EL 11): A pair of **plesiosaurs** (see below) roams the area here. Fishermen and other seafarers avoid this area if possible.

> **Plesiosaur:** CR 10; SZ G Animal (aquatic); HD 16d8+112; hp 184; Init +0; Spd 10 ft., swim 50 ft.; AC 12 (-4 size, +6 natural), touch 6, flat-footed 12; BAB +12; Grap +36; Atk/Full Atk bite +20 melee (2d8+18); Space/Reach 20 ft./15 ft.; SQ scent; AL N; SV Fort +17, Ref +10, Will +6; Str 34, Dex 10, Con 24, Int 2, Wis 13; Cha 9; *Skills:* Listen +6, Spot +6.

1332 Monkey Isles (EL varies): These islands are overrun by bands of roving monkeys who attempt to steal all small items they can get their hands on. Searching a monkey nest reveals an average of 2d20 gp, 1d4 gems, 1d4 mundane items, and a 5% chance of a random magical item. The only thing keeping the monkey population upon the isles in check are scores of boring beetles.

1404 Holly Ridge Bulwark (Castle): Conventional; AL N; TL 2; 100 gp Limit; Assets 1,250 gp; Population 400 (50 Ftr2 light footmen, 40 Ftr2 archers and 10Ftr4 sergeants live in the castle; the rest are War1-2 and Com1-4 retainers); Mixed (human 75% [mostly Common

Avalonian], gnome 10%, dwarf 8%, halfling 7%). *Authority Figure:* Hollace Misrendell, male Avalonian N Ftr4. *Important Characters:* Berdond Frilt, female gnome [city] N Brd3 (merchant, minstrel); Erquilat Tehandaor, male Alryan LE Brd3 (merchant and liaison from Vorsteria).

Holly Ridge Bulwark seeks to maintain its independence, but incessant raids from nearby Vorsteria have weakened the resolve of many here. The former lord of the castle was about to surrender control to the town, but was murdered before he could do so.

1405 Vorsteria (Small Town): Conventional; AL LE; TL 2; 800 gp Limit; Assets 45,200 gp; Population 1,808 (Able bodied 452); Mixed (human 75% [many Alryan, some Common Avalonian and Skandik], gnome 10%, dwarf 8%, halfling 7%); Resources: Market. *Authority Figure:* Mindang, male Common Avalonian LE Ftr4. *Important Characters:* Ydnanna the Delicate, female Alryan LE Rog3/Exp7 (House of Lazy Joy); Bebdaik Regnimis, male Alryan CE Sor7 ("High Priest" of Muzadadd); Thjostolf the Glacier Giant, male frost giant LE Ftr5 (blacksmith); Anvalind, male human LE Rog5 (Thieves Guild)

Located on the eastern slopes of the Holly Ridge, this town is well know as a center for unscrupulous dealings of all sorts, including raiding parties that prey on the surrounding regions. The Temple of Muzaddad squats on a large rock. Muzaddad is the desiccated mummy of some ancient barbarian chieftain. The clerics are really sorcerers who have deceived the general populace. They have constructed an elaborate "ancient book," the Prophecies of Muzaddad. While most of the book is a lie, it contains some ancient legends that are actually true.

1413 Findrive Isle (EL 3): Findrive Isle is the home to **Ratar Criksin** (Male Human Com2/Exp3; CR 3; hp 16), a castaway who has lived here for 16 years. He offers a 1,000 gp pink pearl to anyone who rescues him and takes him back to the mainland.

1417 Watery Snakes (EL 10): Swimming the area is a swarm of **4 giant sea snakes** (as giant banded krait* CR 6; hp 60; as normal but with 8HD). They are usually docile and rarely attack prey larger than themselves.

1421 Sunken Village (EL 6): The sunken village of Gossett lays partially covered with red sands. The village consists of 27 cottages and is surrounded by a ditch. It is inhabited by **5 giant sharks** (CR 2; hp 38 each).

1501 Roversport Stronghold (Citadel): Conventional; AL LE; TL 3; 100 gp Limit; Assets 750 gp; Population 240 (30 half-orc War3s and 30 Ftr2s of all kinds live in the citadel; the rest are slaves and servants); Mixed (half-orc 74%, orc 16%, ogre 8%, human 2%). *Authority Figure:* Retamder Harklaz, male half-orc LE Ftr3. *Important Characters:* Erzinnkaz, female half-orc LE Clr2 (Midor); Purkzark Handwaver, male orc LE Clr2 (Retamder's lieutenant)

This is Roversport's ace-in-the-hole, a refuge to which the raiders of that town can flee if they ever need. However, many of the villainous inhabitants of the stronghold feel there is no real safety to be found here, claiming that the ghosts of a long-dead garrison of paladins roams the citadel.

1503 Roversport (Hamlet): Conventional; AL LE; TL 4; 100 gp Limit; Assets 10,625 gp; Population 340 (Able bodied 85); Mixed (half orc 74%, orc 16%, ogre 8%, human 2%); Resources: Market. *Authority Figure:* Sidcut Enil, male Common Avalonian LE Ftr8. *Important Characters:* Kavalak Torq, male half-orc NE Rog6 (Rabid Rat Tavern); Toothy Ong, male ogre CE Bbn3 ("guard captain").

This small hamlet is the base of a band of half-orc and orc raiders that prey on the surrounding coastline. The leader, Sidcut Enil, is sought by authorities in Valon for all the troubles he and his band of miscreants had been causing. Roversport's less bloodthirsty residents hunt feral swine and sell their smoked ham on the market.

1508 Deadtree Tower (Citadel): Nonstandard; AL CE; TL 4; 100gp Limit; Assets 137500gp; Population 440 (60 orc War3s, 20 orc Ftr3s mounted on boars, 20 Ftr2 half-orc bowmen and 10 Ftr4 half-orc sergeants patrol the area; the rest are War1-2s); Mixed (orc 70%, half orc 15%, gnoll 5%, troll 5%, human 5%). *Authority Figure:* Clever Katreck, male orc CE Rog6. *Important Characters:* Landrenack the Mad, male human CE Wiz5 (insane wizard); Nurz the Unfettered, male orc CE Clr5 (Midor); Silent Zatban, male orc, CE Rgr4 (scout).

The orcs and assorted villains that dwell in and near this tower survive by raiding homesteads and despoiling the forest. Though erratic and constantly fighting amongst themselves, the orcs and their allies are tough and intelligent, and plan on consolidating power before expanding. Landrenack the Mad is a recluse whose small dungeon beneath the tower is generally avoided by all save Katreck.

1511 Stumpy Point (Village): Magical; AL CG; TL 3; 100 gp Limit; Assets 1,125 gp; Population 360 (Able bodied 90); Mixed (human 66% [mostly Common Avalonian], half-elf 11%, gnome 10%, elf 7%, dwarf 6%); Resources: Market. *Authority Figure:* Omagil, male Common Avalonian N Ill4. *Important Characters:* Jarl the Cudgel, male Common Avalonian Ftr6 (leader of the militia); Lendhia, female half-elf Rgr5 (archer captain); Dolkack, male Skandik CE Ftr6 (brigand leader).

Stumpy Point is a small village on the edge of the Oberford Bay with Strongplank Forest surrounding it on three sides. With the abundance of timber and being located so near water, the primary commodity for the village is the boats it produces. Omagil's tower has a large light-emitting glass globe that warns ships of the nearby treacherous reefs. Despite this light, accidents still happen and Dolkack's merry men specialize in attacking and robbing survivors.

1606 Den of the Werewolves (EL 6): A small cave whose entrance is covered with trees and brush is the lair of **3 werewolves** (CR 3; hp 13 each). The beasts do not know of the partially operational hot-air balloon that is buried in the back of the cave.

1622 Isle of Ljosjafaheim (EL varies): Misty, rolling hills of thick timber conceal the great hall of **Fortel of High Hallick** (Male Skandik Bbn6; CR 6; hp 48; AL N; Str 18, Dex 13, Con 13, Int 11, Wis 12, Cha 13; battleaxe, large metal shield, studded leather armor, potion of cure moderate wounds). A lonely hall of shadows and pity, the Hall of Fortel once housed a mighty band of Skandiks, now enslaved to the **Fryndle** (aboleth; CR 7; hp 76) a wicked sea devil awakened by the band's presence upon the isle. Aged

and broken, served only by a few slaves and women, Fortel desires a champion to slay the enslaver of his band. Fryndle keeps the **10 remaining slaves** (CR 1/2; hp 5) within a sea cave on the island's north shore, feasting upon them as he grows hungry for flesh and souls. If his men are returned, Fortel gives the PCs his only remaining treasure, a *+4 belt of giant strength*. The armor and weapons of the Skandiks which has not been torn to shreds amounts to 3 masterwork battleaxes, a *+2 glaive* named Silverslicer, 3 masterwork breastplates and 1800 gp in ivory, gems and various coins.

1625 The Sunken City of Sorushshen (EL 14): Underneath the waves, hidden amongst the coral and vegetation is the mer-elf city of Sorushshen. There are **178 adult mer-elves** (CR 1/2; hp 6 each), **37 children** (CR 1/2; hp 4; noncombatants) and **10 warriors** (War 5; CR 4; hp 29; AL CG; Str 15, Dex 15, Con 13, Int 11, Wis 13, Cha 11; coral armor, longspear, net, pouch with 4 pieces of white pearl [135 gp each]). The leader of the underwater elves community is unknown and has never been seen (as far as the surface-dwellers know). It is rumored to be a creature other than a mer-elf, but reports are sketchy on the details.

1628 Isle of Maidens (EL varies): A broad sandbank surrounds this isle on all but the northern approach. A small walled convent for the novice priestesses of Aganju stands at the headwaters of a fresh stream within the dense forest. There are **23 initiates** (Female Human Clr2; CR 2; hp 15; AL N; Str 13, Dex 10, Con 14, Int 10, Wis 15, Cha 12; club, chain shirt), **12 bishops** (Female Human Clr6; CR 6; hp 40; AL N; Str 13, Dex 12, Con 14, Int 10, Wis 16, Cha 12; chainmail hauberk, morningstar, *potion of cure light wounds*, *scroll of cure light wounds* [x2]) and their leader, **Saman the High Sage** (Female Alryan Sag7; CR 7; hp 35; AL N; Str 12, Dex 10, Con 8, Int 16, Wis 13, Cha 14; can cast bestow curse as a 9th level Sorcerer; *+1 flail*, full plate, *+1 large steel shield, scroll of neutralize poison, scroll of wind wall, wand of fireballs* (26 charges)) who occupy the convent. A band of **26 cavemen** (War 3; CR 2; hp 17 each; shortspear, club) inhabits the headland rocks above the convent. The cavemen revere the priestesses as divine, watching them from afar since one of their tribe was destroyed in a pillar of fire for attempting to abduct one of the virginal initiates.

1708 Oakenclear (Village): Conventional; AL LE; TL 4; 200 gp Limit; Assets 6,200 gp; Population 992 (Able bodied 248); Mixed (orc 70%, half-orc 10%, gnoll 9%, troll 8%, human 3%); Resources: Mercury. *Authority Figure:* Gahtoh the Toad, male troll N Ftr6. *Important Characters:* Belkung the Bestial, male gnoll Ftr5 (Gahtoh's lieutenant); Sammaur, male human LE Wiz10 (mercury mines).

This village is about all that is left of the domains of evil that once threatened the Wilderland Mountains. They have been driven deep into the Strongplank Forest where they contemplate their eventual re-emergence, stronger and smarter than before. Oakenclear's mercury mines are owned by Sammaur and worked by half-orcs. Sammaur pays well enough for the half-orcs and rakes in the rest. He has eight apprentices, from first to fifth level.

1720 Crater of the World Emperor: In a blasted area is a large crater. A rusted breast plate with the crest of the World Emperor on it is worn by a crumbling and half buried skeleton.

1722 Mariner's Isle (EL varies): A sheltered cove and hives of giant bees (CR 1/2; hp 13 each; three hives with 20 bees each) make this island a welcome stop for merchant ships. Hidden in a seaward cavern, a school for thieves is operated by the notorious Effendi Balorast (Male Altanian Rog13; CR 13; hp 55; AL NE; Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8; *+2 short sword*, *potion of haste*, *potion of cure serious wounds*, *bracers of armor +2*, *ring of protection +1*, *bag of holding* (type 2), *gem of brightness*, masterwork thieves' tools). The pupils he trains arrive by invitation only and hone their skills by practicing on the Effendi's personal bodyguard, 16 orc barbarians (Male Orc Bbn4: CR 4; hp 34; AL NE; Str 20, Dex 14, Con 13, Int 8, Wis 10, Cha 6; greatsword, silver dagger, breastplate, *potion of cure moderate wounds*). There are currently 4 junior rogues (Male Human Rog4; CR 4; hp 21; AL NE; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8; leather armor, shortsword, masterwork thieves' tools) and 2 senior rogues (Male Human Rog8; CR 8; hp 35; AL NE; Str 13, Dex 17, Con 13, Int 12, Wis 14, Cha 10; *+1 leather*, *+1 short sword*, *potion of haste*, *potion of cat's grace*, *ring of climbing*, masterwork thieves' tools) attending classes at this time

He has complicated mazes and training facilities for his would be apprentices, such as trapped treasure chests hanging from the ceiling and a maze filled with confusion gas to further test the skills of those who seek his knowledge. Nearly 12,000 gp in precious gems and various coins are locked within a safe in his personal quarters. The safe (Hardness 10; 120 Hp; Break DC 56; Open Lock DC 35) is made of forged iron plates and has a complex lock whose combination is known only to the Effendi. Touching the safe without first disarming its deadly trap results in the floor of the chamber being flooded with acid (CR 6; 10d6; DC 20 Reflex negates; Search DC 28; Disable Device DC 30).

1734 Isle of Terraces (EL 8 or varies): The Isle of Terraces is the abode of a simple but industrious people, who have covered the hills with terraces for their corn, flax and grape vines. The 24 farmers (Com 1; CR 1/2; hp 4 each) are all members of the Vidali family and trade their crops for provisions. A great shaft carved into the center of the Isle serves as refuge from would be raiders and marauders. Its entrance, located in a large storm cellar, burrows 100 feet into the ground and contains enough dried goods to sustain the Vidalis for up to a month underground.

1801 Unicorn Glade (EL 8): A grassy plain on the coastline provides **three unicorns** (CR 3; hp 29 each) with food and shelter. They flee when encountered.

1911 Lair of the Lizardmen (EL 14): A large band of **126 lizardmen** (CR 1; hp 11 each) led by **Dhuv Slak** (Male Lizardman Ftr6; CR 7; hp 71; AL N; Str 18, Dex 13, Con 16, Int 9, Wis 12, Cha 10; mighty composite longbow [Str +4], masterwork bastard sword, large steel shield, 20 arrows, *potion of vision*) make their home here. They are a friendly sort and have been known to lend aid to those in trouble.

1924 Raucous Isle: The largest of the Isles of Pokrantil. Its mountains hide old, never visited altars.

1924 Citadel of the Deadened Bell (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 500 gp; Population 160 (40 War2s, mostly former pirates, protect the citadel): Isolated (human 90%, elf 5%, other 5%). *Authority Figure:*

Waldrin the Scarred, male human N Ftr7. *Important Characters:* Tofga Vuv, female human N Wiz5; Iwar the Hard-Nosed, male Karakhan CE Clr4 (Sashuk).

Serving as both a lighthouse and a stronghold, this citadel was built on an abandoned graveyard. Unusually fierce owlbears have caused much destruction in the surrounding area, and the garrison here has been hard-pressed to deal with the creatures. The small crypts contain no undead, but plenty of mechanical traps. The bones inside are often twisted and skulls with three or four eye sockets have been found.

1934 Isles of Biting Horses (EL varies): These isles are covered with dense vegetation. Small herds of miniature **wild (light) horses** (CR 1/2; hp 13) serve as the major food source to a pride of **3 adult tigers** (CR 4, hp 45 each) and **3 tiger cubs** (CR 2, hp 22 each, noncombatants).

2001 Aldebaren (Village): Conventional; AL CG; TL 2; 200 gp Limit; Assets 7,750 gp; Population 1,240 (Able bodied 310); Mixed (human 80% [mostly common Avalonian], half-elf 10%, halfling 10%); Resources: Market. *Authority Figure:* Kalzarck, male ogre CE Ftr4. *Important Characters:* Isen Kenric, male human [common Avalonian] CE Bbn3; Solwid, male human [common Avalonian] CG Clr3 (Brigit, in hiding); Babaster, male human [common Avalonian] LG Alc4 (alchemist).

Aldebaren is a costal village dealing mostly in trade with the other communities up and down the coastline of the Ninuflan Bay. Kalzarck and his Skandik reavers drove out Isen Kenric and established their own rule. They loot and pillage as they please, and no one is safe from their rapacious tyranny. It is said that Valon will send an army against them soon.

2015 Lair of the Dragon Turtle (EL 9): Here lies a large galley whose bottom was holed by a **dragon turtle** (CR 9; hp 138). The monster still stalks the area for food. The cargo of fine cloth is rotted and useless.

2022 Tirthsen (Hamlet): Nonstandard; AL CE; TL 2; 100 gp Limit; Assets 1,375 gp; Population 440 (Able bodied 110); Mixed (human 73%, half-elf 14%, halfling 8%, elf 5%); Resources: Market. *Authority Figure:* Mulsast, male human CE Wiz8 (leader of the Saffron Society). *Important Characters:* Olon the Sailor, male Common Viridian LE Clr4 (Armadad Bog); Sir Aerik Ap-Eisim, male Alryan CE Ari5/Ftr5 (depraved aristocrat, patron of Mulsast); Rizudo, male human Rog5/Asn4 (Assassin's Guild); Razuli, male human Rog4/Ftr4 (Rizudo's twin brother).

Thirsten's market is Denpasar's dark cousin. Despite its small size, its location makes it a perfect place for slave auctions. From miners to houris, all can be bought cheaply (although 30% of the wares are faulty in some way). A secret order, the Saffron Society runs the hamlet. They have representatives in Denpasar as well. While Mulsast is the one in charge, it is obvious that Sir Aerik has some hidden agenda and seemingly bottomless pockets.

2123 Denpasar (Village): Nonstandard; AL N; TL 3; 200 gp Limit; Assets 6,000 gp; Population 960 (Able bodied 240); Mixed (human 78% [some Alryan and Common Avalonian], half-elf 10%, halfling 8% , gnome 4%); Resources: Hides. *Authority Figure:* Birst Menkag, male Alryan N Ftr3 (leader of the Merchants' and Seamans' Guild). *Important Characters:* Tevlor, male human LN Ftr8 (admiral); Boffo the Jester, male halfling N Exp6 (head of the tanners); Rialla, female human N Clr8 (Manannan); Scapatrias, male human CN Clr3/Ftr3 (Neptune).

Denpasar serves as the port city on Raucous Isle and its harbor provides ships a safe haven during stormy weather. Its open air marketplace is also visited by many a merchant searching for just the right hide or leather for that special project. The village harbor is protected by a tall tower of ancient make and a fleet led by Tevlor. The shrine of Oceanus is half submerged in the water. It is visited by Avalonians and mermen.

2124 Etlanna (Hamlet): Nonstandard; AL N; TL 0; 100 gp Limit; Assets 1,525 gp; Population 488 (Able bodied 122); Mixed (human 77%, half-elf 10%, halfling 8%, gnome 5%); Resources: Market. *Authority Figure:* Ayol Wide-Stride, male human N Brd4. *Important Characters:* Sarog the Water-rat, male Alryan N Ftr4 (captain of the watchtower); Emerald, female halfling NG Com2 (Sheared Sheep Tavern); Old Rackir, male Tharbrian N Rog6 (hermit).

This small hamlet is home to rugged farmers who earn a meager living off what the surrounding land has to offer. To earn extra money, several also sell hides to the local fur traders. Ayol was appointed by Birst Menkag from Denpasar, and longs for his adventuring days. Old Rackir, however, is not one who shares this sentiment. He had a life of adventure, and he can show nothing but a missing leg and a slave-brand on his shoulder. He uses his reputation to sell fake treasure maps (always to great hoards at faraway places, for at least 500-1000gp) and hopes the duped idiots get killed on the way.

2125 The Clay Pot (EL 6): Under a pile of rocks is a large clay pot full of wax. A pack of **17 wild dogs** (CR 1/3; hp 6 each) nest within the rocks.

2217 Cornmill Isles (EL varies): A band of **96 gnomes** (CR 1/2; hp 5 each) trade corn for necessities. They are led by the priest **Pappi** (Male Gnome Clr5; CR 5; hp 44; AL NG; Str 11, Dex 10, Con 16, Int 10, Wis 16, Cha 12; morningstar, full plate armor) and protected by **8 guards** (CR 1/2; hp 5 each). A **gnome werewolf** (CR 3; hp 13) rampages through the village during every full moon, and **man-eating plants** (tendriculos, CR 6, hp 94; assassin vine, CR 3, hp 30) dot the rocky heights.

2223 Hobgoblin Hangout (EL 10): Krurask leads a renegade band of **41 hobgoblins** (CR 1/2; hp 7 each). Their leader is **Krurask** (Male Hobgoblin Ftr7; CR 7; hp 45; AL LE; Str 17, Dex 13, Con 13, Int 10, Wis 12, Cha 10; longsword, studded leather, small steel shield, 2 javelins). They practice murder, robbery, and far worse atrocities any chance they get. Prisoners and stolen goods are taken to the hobgoblins' lair deep in the mountains.

2229 Interlude Isle (EL 16+): Interlude Isle is home to **Karlin** (Male Human Wiz16; CR 16; hp 66; AL CE; Str 7, Dex 11, Con 14, Int 20, Wis 14, Cha 9; *staff of earth and stone* (42 charges), *ring of protection +3, amulet of natural armor +5, bead of force, folding boat, +2 quarterstaff*), an

enthusiastic magic-user who dreams of world dominion as he labors in his underground laboratory to produce the "perfect" warrior… **armor plated flesh golems** (CR 7; hp 49; AC 26). He currently has five of the creatures, and is assisted by **3 gnome mediums** (Gnome Wiz1; CR 1; hp 4 each) and an **elderly hermit** (Com 1; CR 1/2/ hp 4) that lives outside the entrance.

2308 Isle of Revelers (EL varies): This lush island is home to strange blue **two-headed snakes** (amphisbaena*; CR 4; hp 38 each) and brilliantly colored **parrots** of normal and giant size (CR 2; hp 19; AL N; Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6). A wild bush, prevalent on the island grows a bright red berry which causes instant intoxication when consumed.

2402 Gonthar's Story: Two skeletons, one of a man and one of a troll, lay still locked in mortal combat. The man's spirit lingers here until he is set free by telling the story of how he, Gonthar, defeated a troll in unarmed hand-to-hand combat. The spirit is incorporeal and cannot attack or be attacked.

2431 Dragon Turtle Lair (EL 9): An underwater sea cave provides shelter for the **dragon turtle** (CR 9; hp 138) that roams this area. It is of a friendly sort but very old, and sightings of the creature have grown scarce as of late. Inside the dragon turtle's cave are 2,540 gp.

2501 Finmaer Tower (Citadel): Nonstandard; AL N; TL 1; 100 gp Limit; Assets 625 gp; Population 200 (25 Ftr2 archers and 15 Ftr3 heavy horsemen with 10 Wiz3s; as well as Com1-2s live in the tower); Mixed (human 75% [Common Avalonian], half elf 10%, halfling 10%, gnome 5%). *Authority Figure:* Daylene, female Bardik N Brd4. *Important Characters:* Rety Glyd, male human N Ftr3 (Daylene's lieutenant); Tirwelk Innunn, male Common Avalonian N Rgr3 (leader of the tower's bowmen); Rint Helgan, male gnome [city] N Ill3.

Although the duty of the garrison here is to guard the nearby settlements, it has become virtually a mercenary company, only responding to calls for aid from those with the coin to pay for protection. This now haunts the garrison, literally and figuratively, as a ghostly company of horsemen attacks the tower nightly, and the settlers in the surrounding area turn a deaf ear to requests for help from the tower.

2502 Ogre Lair (EL 7): Wooden huts camouflaged in the forest (Search DC 25 to locate) house a small band of **6 ogres** (CR 2; hp 26 each). Stored in rotted sacks are 500 ep and 2 pieces of emerald (450 gp each).

2519 Altanian Fountain: A large sunken fountain from the age of Altanis stands in nearly 200 feet of water.

2521 Volcano Isle (EL 11): A small village of headhunting natives known as the Matabi tribe lies in a dell beneath the islands only major geographical feature, a large inactive volcano. There are **20 tribal warriors** (War1; CR 1/2; hp 9 each; shortspear, leather armor, short sword), led by their chief **Muasi** (Bbn9; CR 9; hp 78; tattoo of *bull's strength*, tattoo of *endurance*, tattoo of *cat's grace;* AL CN; Str 18, Dex 14, Con 15, Int 9, Wis 10, Cha 10; greatclub, *+1 leather armor*). The tribe's shaman, **Kimbuto** (Adp9; CR 8; hp 42; tattoo of *endurance*, tattoo of *cat's grace*, tattoo of *bull's strength*, tattoo of *fly;* AL CN; Str 14, Dex 10, Con 13, Int 12, Wis 16, Cha 13; halfspear, dagger, *potion of cure moderate wounds, ring of jumping*) has been imbued with the power to craft magical tattoos (he uses his Brew Potion feat with the tattoo substituted for the actual potion end result). Each tattoo can contain a spell of 3rd level or less and once the spell is released, it fades away. Tattoo spells function at the minimum caster level needed for the spell. He does not inscribe them on outsiders (those not of the Matabi race).

2603 Valon (Small City): Conventional; AL LG; TL 7; 15,000gp Limit; Assets 5,070,000gp; Population 6760 (Able bodied 1690); Mixed (human 70% [mostly Avalonian and Common Avalonian, with enclaves of several different races], elf 10%, halfling 5%, dwarf 5%, half-elf 5%, other 5%); Resources: Market. *Authority Figure:* Artarias the Bear, male Avalonian LG Ftr9. *Important Characters:* Sheriff Drathain, male human Avalonian LG Wiz12 (civility enforcer); Ambassador Telimqiv, male Avalonian LG Wiz6/Exp6 (diplomacy enforcer); High Adjudicator Rethiena, female Avalonian LG Wiz4/Ftr5 (decorum enforcer); Magnate Tharglis, female Avalonian LG Ftr8 (oath enforcer); Admiral Artarias the Younger, male Avalonian Ftr10 (customs enforcer); Gilthoniela, female elf [gray] CG Brd7/Wiz2 (court poet); Judge Radwyn, female Avalonian Wiz2/Mnk2 (mercantile enforcer); Fatty Klingtoes, male halfling LG Ftr4 (owner of the Pies-n-Pallet Inn); Captain General Aldamiris, male Avalonian LG Ftr5/Wiz3 (army commander); Seneschal Evershine, female Avalonian LG Wiz4 (guard captain and treasurer); Liagrit the Leaper, female Avalonian CG War4/Exp6 (dance enforcer).

The City State of Valon is built right upon the Uther Pentwegern Sea; its gold and silver tower-girt islands divided by stone-lined canals which freeze over in winter. Valon is an ancient city, having been founded near the time of the founding of Viridistan. Sages of Valon record the date of founding as 120 BCCC, though the people of Valon do not use the calendar of the City State of the Invincible Overlord, preferring their own complex method of timekeeping. Some claim to be descended from an ancient admixture of merfolk, and an unknown extra-planar folk from the Elemental Plane of Water or Ice. A centuries old pact with the Merelves of Heareat Undersea Kingdom has resulted in prosperity and permitted leisure time to pursue magical research.

Unlike the Viridians, Avalonians are a peaceful people, never given to conquest or colonization. As a result, their bloodline has remained true. To this day, the vast majority of the human citizens of Valon are Avalonians. They have never sought to increase their sphere of influence beyond the portion of the Uther Pentwegern Sea north of the Isles of Pokrantil, which they control without question. Valon is one of the few places in the Wilderlands where outright slavery is prohibited, though there is a very complex and just system of indentured servitude.

The blue-skinned Avalonians are famed for their ice and weather magic. None surpass them in these arts, not even the famed wizards of Tula. The city is also very magical, with cantrips being commonly taught even to children, though they are very guarded about teaching their greater ice and weather

magic to non-Avalonians. Very few citizens of Valon regardless of race are without the basic abilities of sorcery (Common Avalonians) or wizardry (for nobles and Avalonians). They use magic to sail their ships and shape the weather, though it is a crime for all but the official weather wizards to affect more than a small part of the local weather. The local guard, similarly, are trained in lesser magic as well as warcraft.

Society in Valon is very complex and stratified, with many nobles, titles and social requirements. They place great emphasis upon appropriate social responses, which confounds many visitors due to their complex and overly-complimentary forms of speech. Most traders and travelers are confined to a port district until tutored in the local customs by a licensed instructor. In fact, the port district is the only location where the Common tongue is spoken at all, and even there not frequently unless necessary to conduct business. The rest of the city speaks only Avalonian, a strange derivative of Aquan.

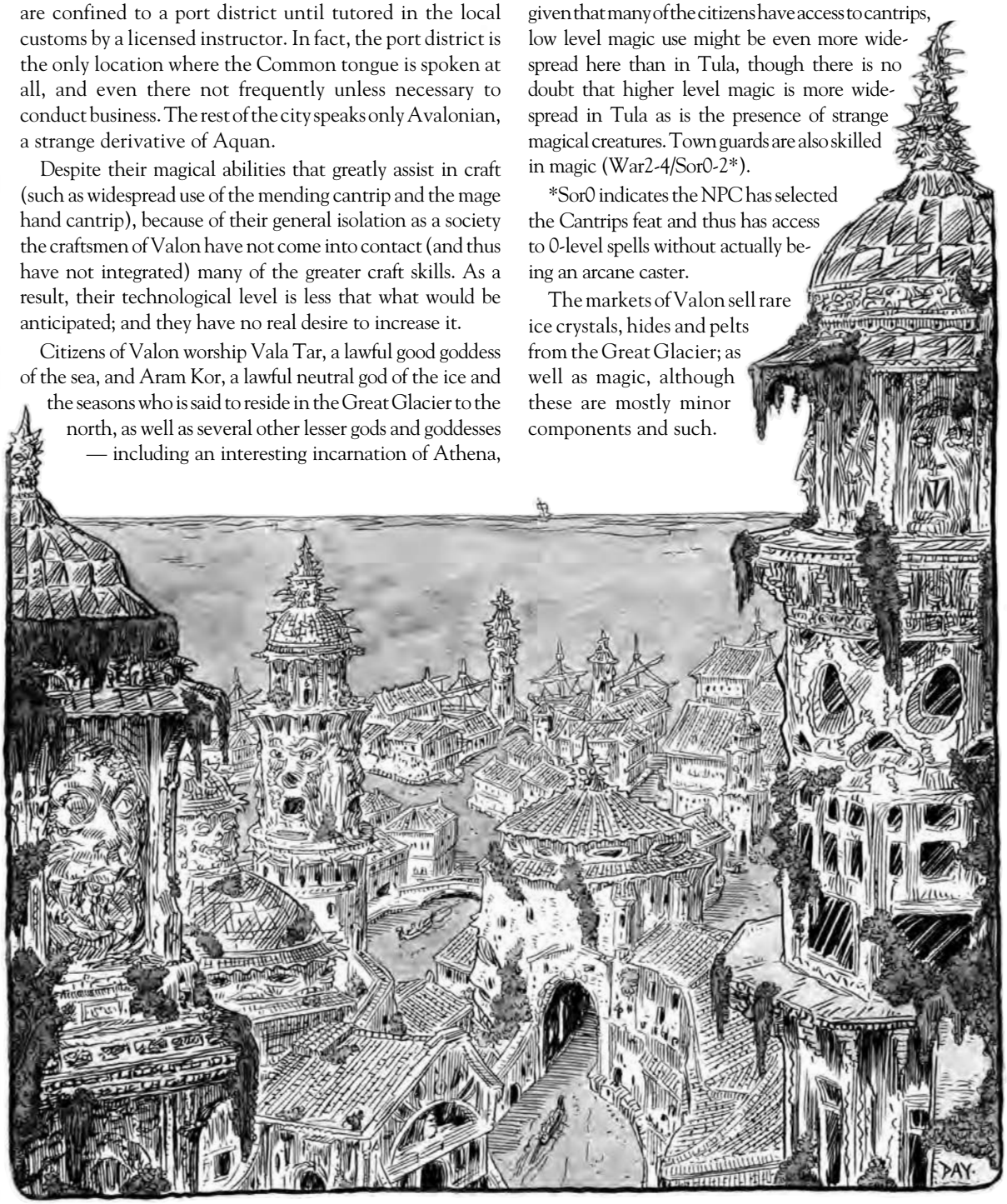
Despite their magical abilities that greatly assist in craft (such as widespread use of the mending cantrip and the mage hand cantrip), because of their general isolation as a society the craftsmen of Valon have not come into contact (and thus have not integrated) many of the greater craft skills. As a result, their technological level is less that what would be anticipated; and they have no real desire to increase it.

Citizens of Valon worship Vala Tar, a lawful good goddess of the sea, and Aram Kor, a lawful neutral god of the ice and the seasons who is said to reside in the Great Glacier to the north, as well as several other lesser gods and goddesses — including an interesting incarnation of Athena, known as Amala, the warrior-goddess of the sea. Rumors tell that a small sect exists in the city that worships Armadad Bog.

Citizens in the port district are most likely craftsmen with some rudimentary skills in sorcery (Exp2-5/Sor0-2*). In the other sections of the city, most citizens that are Avalonians have some aristocratic training and also some magical training (Ari2-6/Wiz1-4). Even non-Avalonian common citizens have a dash of nobility and sorcery to them (Com2-4/Ari1/Sor1), as even the lowest citizen has some form of title or social duty deserving of respect. It is rare to meet a person who is not at least a minor sorcerer (having taken the Cantrips feat), or, in the case of nobles who have access to training, wizards (Wiz1). In fact, given that many of the citizens have access to cantrips, low level magic use might be even more widespread here than in Tula, though there is no doubt that higher level magic is more widespread in Tula as is the presence of strange magical creatures. Town guards are also skilled in magic (War2-4/Sor0-2*).

*Sor0 indicates the NPC has selected the Cantrips feat and thus has access to 0-level spells without actually being an arcane caster.

The markets of Valon sell rare ice crystals, hides and pelts from the Great Glacier; as well as magic, although these are mostly minor components and such.



2603 Valon

2608 Sea Horses Lair (EL 12): A large herd of **34 giant sea horses*** (CR 2; hp 34) can be encountered swimming the waves here.

2620 Fourfence Isle (EL varies): Dwarven deer, called **nicalitail** (deer; CR 1/6; hp 9) populate this island. Nicalitails are a gourmet delicacy of great value in distant lands, but are very difficult to catch as they are extremely fast. Numerous **lions** (CR 3; hp 32) stalk the shoreline at dusk.

2702 Tilleasy (Village): Conventional; AL LG; TL 1; 200 gp Limit; Assets 5,625 gp; Population 900 (Able bodied 225); Mixed (human 77% [mostly Common Avalonian], half-elf 10%, halfling 8%, gnome 5%); Resources: Market. *Authority Figure:* Ereg the Wanderer, male Avalonian LG Ftr3. *Important Characters:* Attor RemDoring, male Altanian N Ftr5 (Ten Claws Tavern), Lady Thrania, female Avalonian LG Wiz4 (Civility Enforcer), Magnate Groringlis, female Common Avalonian LG Ill3 (market leader).

This small farming community is the center of an agricultural region that provides much of the food that is supplied to nearby Valon. It is best known for a wide variety of crops, vegetables and exotic fruits. There are rumors of magical fruits and vegetables grown from special plants created by wizards in Valon. Patrols often visit each farm to prevent thievery.

2702 Fortress Tilleasy (Castle): Conventional; AL LG; TL 1; 100 gp Limit; Assets 1,000 gp; Population 320 (50 Avalonian Ftr2s and 30 Amazon Rgr2s live in the castle; the rest are farmers from Tilleasy); Mixed (human 75% [many Common Avalonian, some Amazon], elf 10%, halfling 10%, gnome 5%). *Authority Figure:* Luya Clefthelm, female Avalonian LG Ftr6. *Important Characters:* Duna Iqua, female Avalonian LG Wiz5; Irali Longtoes, female halfling LG Rog4 (steward of the castle); Maral, female Amazon LG Rgr4 (patrol leader).

This fortress has helped the region become peaceful, and maintains that peace scrupulously. However, the castle's inhabitants are now bemused by the appearance of several oddly shaped, flying war galleys circling overhead. The castle and the ships haven't made contact with each other, and tension has been increasing.

2819 Heatherdale (Small Town): Conventional; AL N; TL 2; 800 gp Limit; Assets 36,000 gp; Population 1,440 (Able bodied 360); Mixed (gnome 65% [mostly city], halfling 25% [mostly stout] , human 10%); Resources: Market. *Authority Figure:* Breaker Tessan, male Common Avalonian N Ftr4. *Important Characters:* Ioriou, male gnome [city] N Ftr3 (captain of the slingers); Hem the Homely, female gnome [city] NG Clr5 (Teth Tufa); Vimmelah of the Strangling Silver, female Alryan LE Clr5 (Montintra, goddess of mirrors and lightning); Bolgelas Bolg, male human CN Clr7 (Neptune); Rallo the Baker, male halfling N Rog7 (Thieves Guild, only steals from humans and elves); Thermion, male gnome [city] N Ill8 (navigation shop owner).

This small town on Astomi Isle is home to an odd assortment of peoples, most descended from shipwreck victims. As time passed, the community developed into a stopover point for weary travelers thru the Isles of Pokrantil, and it also serves as the center of worship for the many deities that govern the daily lives of the sailors in the region. Neptune is the most popular (his temple being the home of an elder water elemental), but many others have small shrines or idols throughout the town. One major exception is Manannan, whose sailor-priests fought with Neptune's clerics and lost. The citizens sell coffee harvested in the countryside.

2825 Dire Otter Lair (EL 8): Near the Isles of Pokrantil, a large family of **8 dire otters** (CR 2; hp 19) swims the waters.

2921 Isle of Lears (EL 5): Amidst the misty mounds of the Isle of Lears is the cavern-home of a **troll woman named Stonerax** (CR 5; hp 63). She lives with **3 human slave girls** (Rog2; CR 2; hp 10 each; AL CN) whom she abuses constantly. The girls each claim to be princesses, daughters of Overlords of the various City States. Stonerax occasionally tries to play a set of cursed *drums of panic* with little success, and has a sack hanging on a hook over the door holding 200 cp and 20 gp.

2922 Isle of Forthanal (EL 18): The three blackened horns of the islands extinct volcanoes rise above an escarpment of death. **Forthanal the black dragon** (CR 18; hp 390) rules this tableau of languid fear from within the hollow dome of the largest spire's silent caves. Forthanal's horde includes a *wand of major image* with 50 charges, an arcane *scroll containing fly and dispel magic*, *+4 bracers of armor*, a *+2 holy halberd*, *+1 chain shirt*, *+3 mace*, a *scarlet ioun stone*, a *candle of summoning forth the dead* (casts *speak with dead*, 18 charges), 2300 gp in rare gems and jewelry, 10,000 sp, and 3000 gp.

3003 Isle of Breach (EL 8): A simple tribe of men tend crops and hunt within the shady green vales of this island. The **breach men** (Male Human War1; CR 1/2; hp 9; padded armor, shortspear, club) as they are called, avoid pirates and make due with their flint tipped arrows, spears and stone headed war clubs. There are 38 of them in the tribe.

3015 Devils Isle (EL varies): Woe to those unfortunates sentenced to terms within the accursed prison stockade that holds the **400 luckless prisoners of Valon** (Com 1; hp 3 each). The garrison of **70 human fighters** (Male Common Avalonian Ftr2; CR 2; hp 16; AL LG; Str 14, Dex 10, Con 12, Int 11, Wis 10, Cha 11; leather armor, small wooden shield, longsword, light crossbow, 20 bolts, pouch with 2d10 gp) is commanded by **Lord Darbath** (Male Tharbrian Ftr12; CR 12; hp 101; AL LE; Str 18, Dex 14, Con 17, Int 15, Wis 13, Cha 11; *+2 full plate armor, +1 longsword, 3 potions of cure serious wounds, ring of spell turning, horn of Valhalla [brass]*), a cruel and humorless warden. Prisoners produce cotton and poppies for resale back to the mainland, and are given subsistence food and water to survive upon.

3027 Isle of Iron (EL 9): Eons ago a huge meteorite fell here, forming this isle. Miners would love to exploit the high grade nickel iron were it not for the **9 rust monsters** (CR 3; hp 27 each) who feast lazily upon its nearly unlimited metal supply.

3121 Isle of Coral (EL 9): Central to this island is a large cliff of coral that was uplifted by volcanic action. A herd of **12 hippogriffs** (CR 2; hp 25 each) inhabit the caves atop the cliff. There is a 1 in 10 chance that the hippogriff nests contain 1d2 eggs suitable for hatching.

3132 Isle of the Serpent (EL 5): An intelligent giant snake able to speak lives in this lushly forested island. Able to swim only short distances, **Sarsithis** (huge constrictor snake; CR 5; hp 60; Int 11; speaks most languages [60%]) the snake begs passage to the mainland. Should his entreaties to be taken from the island go unheard, Sarsithis attempts to sneak aboard the PCs vessel, hiding until they port on the mainland.

3134 Isle of Green Plague (EL varies): Small creatures called cammoes live here and carry the Green Plague. PCs traveling anywhere upon the island must make a Fortitude Save (DC 18) for every hour they spend upon the island or become infected. Once contracted, the plague incubates in 2d8 days, resulting in a harsh rash and uncontrollable itching. PCs afflicted with the Plague suffer a -2 to all attacks, saves and skill checks during stressed or "combat" encounters. 2d8 days after the initial incubation of the Plague the PC must make another Fortitude save (DC 18) or suffer 1d6 points of permanent Constitution damage. The plague runs its course within 2d20 weeks, during which time any infected individuals are carriers of the disease, possibly infecting anyone they come into contact with.

3202 Dire Walrus Lair (EL 7): A small family of **4 dire walruses*** (CR 3; hp 38 each) lairs in the waters here. They often swim to various tiny islands in the area (unmapped) and beach there to absorb the rays of the sun.

3320 Orinco-Dier (Small Town): Nonstandard; AL N; TL 0; 800 gp Limit; Assets 45,000 gp; Population 1800 (Able bodied 450); Mixed (human 74% [mixed, Skandik, Common Avalonian, Alryan, etc.], half-elf 15%, halfling 8%, elf 3%); Resources: Market. *Authority Figure:* Nabot, male Tharbrian N Ftr6 (informal leader, owner of the Good Wind). *Important Characters:* Zuhaida, female Amazon CN Ftr8 (merchant-pirate, Southron Star); Red Orm, male Skandik N Ftr4 (merchant, captain of the Phantom Dancer); Rusti Harbottom, male halfling CG Rog6 (Drop Anchor Pub); Hedin the Sap, male Tharbrian NE Ftr2/Exp6 (shipwright).

This rough and tumble town serves as a port of call for hardy sailors throughout the isles (most honest, some are crooks and pirates). Those brave enough to travel around nearby Thrinakia Isle have many a strange tale to tell. No formal laws exist (and no taxes) but this doesn't mean disorder. The powerful citizens watch troublemakers and deal with them on their own. Orinco-Dier has no arable land at all, and grain has to be imported. Fishing here is excellent but the rocks hide giant fire ants.

3423 Isle of Knowledge (EL 12+): Peaked meditation halls and communal chambers mark the this as the Isle of Knowledge, a training compound for a secretive order of fighting monks. The Order of Knowledge is ruled by **Grandmaster Sao Bihn** (Male Human Mnk12; CR 12; hp 74; AL LN; Str 13, Dex 15, Con 14, Int 16, Wis 18, Cha 13; *bracers of armor +4*, *monk's belt*, *cape of the mountebank*, *gem of brightness*, *potion of cure moderate wounds*). Sao Bihn trains disciples for missionary work upon the mainland, and often pits armed travelers against their trainees, so that the disciples may gain experience in combating armed or magic using opponents. He is served by **4 master trainers** (Human Mnk4; CR 4; hp 28; AL LN; Str 10; Dex 16, Con 15, Int 11, Wis 15, Cha 10) who provide lessons to **15 disciples** (Human Mnk1; CR 1; hp 9; AL LN; Str 10, Dex 16, Con 15, Int 11, Wis 15, Cha 10).

3516 Dolphin School (EL 10): Sailors in the area often report sightings of a large school of 46 **dolphins** (CR 1/2; hp 11 each) swimming in the area. They are friendly unless attacked.

3520 Shell Isle (EL varies): A large sand bar just out from the isle serving as a breeding ground for **giant clams*** (CR 2; hp 26) and **monstrous crabs*** (CR 2; hp 16). Each of the giant clams has a 10% chance of containing a pearl valued at 2d10 x 100 gp.

3632 Crypt of Kings (EL 11): In a well hidden crypt is an obdirium ring of Brathecol, one of the kings of old Atlantis. A **stone golem** (CR 11; hp 77) is the guardian of the crypt which appears as a monolithic block of limestone. The ring is worth 15,000 gp (5,000 for the metal) and, as strange as it sounds, possesses no magical qualities.

3707 Woolness Isle (EL varies): The **140 Spirit Snake orcs** (CR 1/2; hp 4 each) call this island their home, maintaining a log palisade around the sacred pool of **Y'igl the spirit naga** (CR 9; hp 76), whom the orcs worship as a god. Their **5 war chiefs** (Male Orc Ftr3; CR 3; hp 25; AL CE; Str 17, Dex 10, Con 15, Int 9, Wis 11, Cha 9; breastplate, masterwork greataxe, dagger, 2d20 gp) lead them in battle, and the tribe is led by **Chief Ogal** (Male Orc Bbn6; CR 6; hp 48; AL N; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 10; masterwork golden falchion (650 gp), hide armor). The orcs make due by raiding passing vessels with their catamarans, always returning the greatest of their spoils as sacrifice to Y'igl. The depths of the pool hide a cache of 1,400 gp, six electrum globes with serpentine motifs worth 250 gp each, a ruined scroll of *wish* and an enchanted golden quill that can write *explosive runes* once per week.

3720 Silk Isle (EL 12): The Silk Isle is covered with giant mulberry trees that serve as lair to **giant silk worms** (CR 1; hp 18 each; HD 4; harmless). Silk merchants collect the cocoons, ever careful to maintain enough breeding worms so as not to destroy the entire species.

3722 Thrinakia Isle: Some say the island held a major city of the Orichalan Dragon Lords. Regardless of the truth, this is one of the few places where relatively intact Orichalan structures can be found, since many have been magically preserved or even repaired. This isle is one of the few places where Orichalans and Common Orichalans are not hunted outright. Though still shunned, they are allowed to live in peace. Even here, Common Orichalans are rare and true Orichalans are few indeed. This island is highly civilized, with terraced gardens and some paved roads. Dead wrecks of the same are seen under the resplendent sea. Amidst these remains of an ancient civilization are several towns where the outcasts of the world are welcome. One's background is never questioned here.

3722 Norodom (Village): Magical; AL LE; TL 5; 200 gp Limit; Assets 5,600 gp; Population 896 (Able bodied 224); Isolated (human 88% [some Common Orichalan and Orichalan, many Common Avalonian, Alryan and Skandik], half-elf 10%, elf 2%); Resources: Fish. *Authority Figure:* Lord of Faces, male Common Orichalan LE Wiz9. *Important Characters:* Nerian Blacklance, male Avalonian LE Ftr8 (captain of the guard, retired general of Valon); Tyro, Beloved of Pokr, male human Orichalan LE Clr6 (Pokr).

The village of Norodom is a center for agriculture and fishing which provides much of the food for Thrinakia Isle and its inhabitants. The care and tending of the exotic plants grown here is carefully overseen by the Lord of Faces whose presence is always felt but who is almost never noticed personally. Nobody except his closest confidants actually know what he looks like. Tyro is the only priest of the god Pokr (whether the god got his name from the Isles of Pokrantil or vice versa is up for debate). Pokr is a hideously fat man with a trident in each of his six arms. He offers nothing to believers, except priests who emulate him perfectly. It is said his temple contains a hundred deaths, each different from the other.

3723 Castle Thrinaki (Castle): Conventional; AL LG; TL 5; 100 gp Limit; Assets 1,250 gp; Population 320 (50 Ftr2s, 20 Ftr3s, 5 Clr2s and 5 Wiz3s protect the castle; the rest are farmers and the like); Isolated (human 85% [mixed, many Alryan], elf 10%, half-elf 5%). *Authority Figure:* Sir Tedrew the Staunch, male Alryan LG Pal8. *Important Characters:* Brother Zin the Whirling Calm, male Empyrean [human] LG Mnk7 (Tedrew's advisor); Abral the Gifted, female elf [high] LG Clr6 (Athena); Hinfis, male human LG Rgr6 (guard captain); Zetatolus, male human LE Wiz6 (leader of the wizards).

Castle Thrinakia is charged with guarding the nearby ports. Sir Tedrew fulfills this duty scrupulously, but chafes at the wickedness of his superiors. He would wipe out the evil around him if given the chance, but he fears the slaughter of innocents that would occur in such a fight. In the meantime, he has his hands full in finding a beast that has been able to infiltrate the castle during recent nights, killing at random.

3822 Arcturan (Village): Monstrous; AL LE; TL 5; 200 gp Limit; Assets 4,500 gp; Population 720 (Able bodied 180); Mixed (human 80% [mostly Alryan, some Common Avalonian and Common Orichalan], half-elf 10%, halfling 10%); Resources: Market. *Authority Figure:* Meldar the Ancient, male red dragon LE. *Important Characters:* Deogol Lizardcatcher, male halfling CN Rog6 (brewery); Sammizzuk, male Alryan LE Clr2/Ftr6 (Braz-Kazon, battle god of smoke); Mimmon, male halfling N Alc5 (oversees the Gardens).

Arcturan raises many of the exotic plants used for the various experiments conducted in Malikarr and all trade here is carefully watched over by Meldar the Ancient (actually a mature adult, but he has outlived two generations of villagers thus far). It is rumored that an occasional scale or two from Meldar has been used in making some of the more exotic potions in Malikarr. Deogol Lizardcatcher runs a famous brewery. He uses exotic spices and flowers in his concoctions, all bought from the horticulturist Mimmon. He also sells Cat's Blood, a sweet liquor rumored to be made of ground jasper, pomegranate and oranges. These rumors are spread by Deogol – the real recipe begins with twelve cats...

3823 Malikarr (Small Town): Nonstandard; AL LE; TL 9; 3000 gp Limit; Assets 192,000 gp; Population 640 (Able bodied 160); Mixed (human 74% [many Alryan, some Common Avalonian, Orichalan and Skandik], half-elf 14%, halfling 10%, elf 2%); Resources: Market. *Authority Figure:* Wailing Bailrik, male human LE Ftr9. *Important Characters:* Luscious Cymmetra, female Alryan LE Clr7 (Shindra, Goddess of Dancing Girls); Larys Ap-Mor, female half-elf CN Brd7 (Spotted Lion Tavern, liked by wizards and alchemists); Sogheim of Ossary, male Skandik LE Mnk4 (mariner and mystic); Tanmerick Everhex, male Orichalan LE Alc14 (alchemist); Jakumulue of the Vaporous Hand, male Avalonian CE Alc11; Maleorge the Sybarytic, male Alryan CN Wiz8; Aztore the White-cold, male Ghinoran LE Alc7; Sideeq Anas, female elf-lich LE Wiz13.

A trading center specializing in exotic plants, insects, animals and potions. Despite its small size, its wealth is vast and, when it comes to alchemy, even the most expensive ingredients and items are available. Known widely as the Capital of Alchemy, most of the specialists live in nearby areas and bring or send their production to the city for trade. Also known for several calamities caused by apprentices in this art. The most famous alchemist is Tanmerick Everhex. Jakumulue of the Vaporous Hand sells poisons and madness-causing philters. Maleorge the Sybarytic is researching and can be seen only rarely. Aztore the White-cold hails from Tula, where he is wanted for treason. Sideeq Anas stays secluded in her castle. All these wizards and alchemists (plus some prestigious lesser ones) are either too busy experimenting or just not interested in mundane politics (as opposed to peer rivalry). Wailing Bailrik's position is safe, and he can do as he pleases. Recently, he has been experimenting with breeding giant poison-breathing lizards named "burricks." Positions are available for their care! Malikarr is one of the few locations where those of Orichalan blood are not hunted, and, as a result, several ancient Orichalans reside here, along with other rare races such as Houris and Ghuls. Some Orichalans are planning an expedition to the ruins of Sotur, believing that they possess a gem that will allow them to avoid the effects of the curse that plagues the ruins (regrettably, this hope is unfounded).

3823 Lair of the Green Dragon (EL 12): The plains of Thrinakia Island is the home to **Gysserus, an adult green dragon** (CR 12; hp 230). She makes her lair deep underground in a huge dungeon complex hidden underneath the mountains. An enemy of Meldor the Ancient (3822), she constantly hatches schemes of assassination. Stored within her chamber are 2,000 gp, 1,000 sp, and a *ring of the whirling dervish* (summons 10-60 War3s who are fanatically loyal to the possessor; 5 charges).

3825 Keep of Pigs (EL 8): A blackened Great Keep whose roof has caved-in and whose gates have rotted away provide shelter for **4 giant pigs** (CR 4; hp 34 each).

3902 A Gathering of Werewolves (EL 11): The heavily wooded area on the "finger" provides food and shelter for a clan of **6 werewolves** (CR 3; hp 13 each). It is believed a tiny village existed somewhere near the area and the entire village was overrun by lycanthropy. Now, the villagers live in huts and similar structures in the forest here, hunting their quarry by night.

3905 Elven Sign: A broken, worm-eaten trade sign whose condition is so bad that readers can only make out the words *Come Alive…* written in elvish script.

3927 Isle of Foresight (EL 10): The Isle of Foresight is home to **Odoc the Cyclops** (cyclopean ogre†; CR 10; hp 123; 13 HD). Odoc's eyesight is so acute that he can see six times the distance of a normal man, often picking out ships' sails from miles out. Odoc is known to swim out to sea, creep aboard passing vessels and wreak havoc amongst the crew, snatching as many sailors as he can grab, tossing them into a bag of holding to slow roast and feast upon at his leisure.

Green Crystal Sea Creature: CR 10; SZ H Beast (20 ft. long) [Aquatic]; HD 20d8+100; hp 190; Init +2; Spd swim 60 ft.; AC 22 (-2 size, +2 Dex, +12 natural), touch 10, flat-footed 20; BAB +15; Grap +31; Atk/Full Atk bite +21 melee (2d8+12); Space/Reach 10 ft./10 ft.; SQ scent; AL N; SV Fort +17, Ref +14, Will +7; Str 26, Dex 14, Con 20, Int 2, Wis 12, Cha 6.

3928 Isle of Green Crystal (EL 10+): This island receives its name from the giant green crystals which float like buoys off the shore of the island. The crystals are actually a mutated crystalline sea creature able to swim at great speed and bore through a ship's hull. The island itself is inhabited by **Mortegon** (male human Wiz16; CR 16; hp 40; AL NE; Str 10, Dex 13, Con 14, Int 18, Wis 11, Cha 12; *ring of protection +5, ring of spell turning, rod of negation, bottle of glaciating air, lens of advancing through barriers*, quarterstaff), an insane wizard, and his prisoner **Blotchuk** (Male Dwarf Exp5; CR 4; Int 14; Craft (armor) +16; masterwork smith's tools). Blotchuck is a skilled dwarven armorer, whom Mortegon uses to forge a grand army of iron golems. So far they have almost completed one, as the island is relatively poor in iron ore. Mortegon knows of Karlin's efforts (2229) and sometimes hires mercenaries in Malikarr to dispose of his rival.

3932 Corelith Isle (EL 6): This wooded isle is the home of an elven shipbuilder, **Lethpiril** (male elf Ftr6; CR 6; hp 28; AL CG; Str 13, Dex 16, Con 10, Int 14, Wis 9, Cha 5; falchion, chain shirt, *potion of false life*). Lethpiril gladly helps elves but doesn't trust others. **Sixteen assistants** (Male Elf Ftr3; CR 3; hp 18; AL CG; Str 12, Dex 14, Con 10, Int 12, Wis 12, Cha 14; scimitar, small metal shield, chain shirt) work under his hand. His small stone house contains several ship plans and a stuffed giant octopus which hides his wealth of 400 gp, an unicorn horn and a *chime of opening* (9 charges).

4003 Kirilith (Small Town): Magical; AL CE; TL 1; 800 gp Limit; Assets 43,600 gp; Population 1,744 (Able bodied 436); Mixed (goblin 69%, orc 25%, half-orc 5%, other 1%); Resources: Zinc. *Authority Figure:* Rider of Rontagin, male Avalonian CE Wiz5. *Important Characters:* Ugly, male orc CE Bbn4 (overseer of the mines); Prapalak, male orc CE Ftr3 (second overseer); Baltec the Flail, male Altanian CE Ftr8 (insane hermit in the cave system); Shimmeressa, female halfling ghost LG Com8 (enjoys playing pranks on orcs and goblins).

This underground warren, home to a loose band of goblins, orcs, and half-orcs has terrorized the Brazen Hills for many a year. In recent years, the attacks have slowed down and there have been persistent rumors that someone has succeeded in taking control over the village and organizing this loose band of ruffians. To what end is not certain, but traders report shipments of zinc out of the town and shipments of strange goods arriving in the town on a periodic basis. Miners complain of the stench coming from a passage intersecting a deeper tunnel.

4005 Shadow Valley Stronghold (Castle): Magical; AL LE; TL 3; 100 gp Limit; Assets 750 gp; Population 240 (40 goblin War3s and 20 orc Ftr3s; as well as common orcs and goblins live here); Mixed (goblin 70%, orc 25%, half orc 5%). *Authority Figure:* Unlarg Smokebreather, male goblin LE Clr5. *Important Characters:* Irglan of the Vile Breath, male goblin LE Ftr4 (warband leader); Muyar Longshiv, male half-orc LE Rog3 (horse "merchant", keeper of the Forked Tongue Tavern).

This castle is a meeting place for evil near-human tribes, such as orcs, and delegates and merchants from nearby human settlements. Though evil, the castle inhabitants keep the pacts they made to leave all visitors from either side unmolested within the castle walls. A large meeting between the orcs and humans is about to be held here, and tension is thick.

4006 Garthain (Village): Conventional; AL N; TL 3; 200 gp Limit; Assets 7,750 gp; Population 1,240 (Able bodied 310); Mixed (human 81% [many Common Avalonian, some Tharbrian and Skandik], half-elf 11%, dwarf 6%, gnome 2%); Resources: Market. *Authority Figure:* Burgess, male Tharbrian N Ftr4. *Important Characters:* Horrendous Ulf, male Skandik NG Ftr7 (Hairy Comet Inn); Ranshiri, female half-elf CG Clr5 (Cilborith); Kandu, male Tharbrian N Drd6; Caiwing of Cudgel, male human N Ftr4 (muleskinner); Balesio of the Radiant Valley, male human N Sor3.

This village overlooking the River Greencourse serves as a way point for ferrying goods down the river for transportation to other areas in the region. Cairwing and company also go beyond the Shieldling Mountains if paid well. There are two shrines, both dedicated to nature. An eccentric hermit, Balesio of the Radiant Valley lives in a small hut. He claims to have come from the Valley of the Ancients, where he was granted sorcerous powers by a strange golden idol. He claims to represent a new faith, "The Integrated Axis of Discernment."

4009 Fairlea Pharos (Citadel): Nonstandard; AL N; TL 1; 100 gp Limit; Assets 250 gp; Population 80 (10 War2s, 5 Ftr3s and 5 Amz2s guard the lighthouse, all of them female); Mixed (human 75% [mostly Amazon, some Alryan], elf 15%, halfling 8%, half-elf 2%). *Authority Figure:* Fevrin Sculd, male Alryan N Alc7. *Important Characters:* Dap the Fish, male halfling N Rog6 (diver, adventurer); Ureth Jund, female Amazon N Wiz5 (Fevrin's assistant); Terway Everliving, male elf [high] N Brd4 (adventurer, lorekeeper).

Once a beacon in the midst of a thriving port, this lighthouse is now all that survives. Much of the city has fallen into the sea centuries ago. Fevrin Sculd pays well for alchemical materials that can be salvaged from the sunken city, particularly a sort of yellowish glass.

4030 Whale Pod (EL 8): A mated pair of **chachalot whales** (CR 6; hp 138) swims in the area. They are often spotted by sailors or other seafarers in the area.

4134 Isle of Basolith (EL 5): This deserted isle is enchanted so that one venturing inland will lose his sense of direction as per a *mirage* spell cast by a 8th level wizard. The illusion constantly shifts and changes. Some adventurers claim they have seen some sort of domed edifice built from white stones in the middle of the island, but this rumor is unverified.

4207 Brown Bears (EL 10): The wooded area gives lair to a large family of **5 adult grizzly bears** (CR 4; hp 51 each) and **8 cubs** (CR 2; hp 10 each; noncombatants). The bears are usually very hungry and are prone to attack just about anyone.

4210 Fairlea (Hamlet): Conventional; AL N; TL 1; 100 gp Limit; Assets 14,375 gp; Population 460 (Able bodied 115); Mixed (human 80% [some Tharbrian and Common Avalonian], wood elf 10%, halfling 8%, half-elf 2%); Resources: Market. *Authority Figure:* Numa the All-Lord, male Gishmesh N Ftr4. *Important Characters:* Mymas, male human CG Wiz3 (raftbuilder, Griffon Eye Tavern); Blubbernose Balstern, male human N Ftr2 (head of the fishermen); Orchid Sarnles, female Common Avalonian LG Wiz2 (Immortal Carpets); Elek the Slitter, male gnome [city] Wiz4 (local trickster).

This tiny hamlet is nestled near the edge of the Dark Woods where the River Xenia flows into the Uther Pentwegern Sea. Due to its secluded location it sees few visitors and most people here lead a quiet life. The open air market sells fish and carpets. Mymas loves to question visitors and spread gossip. He is co-owner of the Griffon Eye tavern and watches shoppers closely.

4215 Fallen Zeus: On the sea bottom, covered with sand, is a monolith to Zeus. It is lying on its side where it was knocked down by a lightning bolt.

4309 Breem

4221 Isle of Reckoning: A ruined temple on the tallest peak of this mountainous island contains a transparent stone that answers one historical question per day when touched (95% of veracity). Its unnaturally great weight makes it impossible to move.

4304 The Brazen Spire (Citadel): Conventional; AL CE; TL 0; 100 gp Limit; Assets 1750 gp; Population 560 (100 goblin War2s, 20 orc War3s and 20 orc Ftr2s mounted on worgs live here; the rest are of the common sort); Mixed (goblin 65%, orc 25%, half orc 5%, troll 5%). *Authority Figure:* Gragar the Wily, male goblin CE Ftr4. *Important Characters:* Dancing Olgareg, male goblin CE Clr3 (Angall); Yezzadruk Crackskull, female orc CE Brb3 (warband leader); Flehg the Handsome, male half-orc CE Brd3 (Gragar's chief advisor).

An outpost of Kirilith at the very edge of its frontier, the Brazen Spire is a place of chaos. Nearby towns and settlements nervously eye the Spire, but so far the unruly mob that dwells here cannot cooperate long enough to mount a truly damaging attack or raid.

4309 Breem (Village): Conventional; AL LG; TL 4; 200 gp Limit; Assets 6,350 gp; Population 1,016 (Able bodied 254); Mixed (elf 82% [wood], human 12%, half elf 4%, other 2%); Resources: Market. *Authority Figure:* Cil-Drith, male elf [wood] LG Ftr5. *Important Characters:* Meriane the Soloist, female elf [wood] LG Brd2; Done Salq, female elf [wood] CG Clr5 (Cilborith); Dunneas Hart, male elf [wood] Sor4 (silversmith).

This village near the center of the Dark Woods is the hub of elven society in this region. It supplies the garrison that patrols the surrounding woods to keep them safe from would be defilers. The elves market herbs, flowers, staffs, bows, arrows and silver headbands to local woodsmen and farmers.

4320 That Clammy Feeling Again (EL 5): Resting on the watery floor of this area, a nest of **3 giant clams*** (CR 2; hp 26) sit, waiting for prey to swim by whereupon the clams quickly snatch it up and devour it. One of them has a mother of pearl encrusted human skull inside, worth 420 gp.

4402 Uriah-Kazar (Small Town): Conventional; AL LG; TL 5; 800 gp Limit; Assets 51,000 gp; Population 2,040 (Able bodied 510); Mixed (dwarf 73% [mostly mountain], halfling 12%, gnome 8%, human 7%); Resources: Iron. *Authority Figure:* Kanthor the Hearty, male dwarf [mountain] LG Ftr6. *Important Characters:* Rodor Hoghunter, male dwarf [mountain] LG Ftr4/Exp3 (smelter, blacksmith); Valmerik the Rock, male dwarf [mountain] LN Clr3 (Kazadarum); Brenna Goldenhair, female dwarf [mountain] LG Clr4 (Rosmerta); Vandrad the Grizzled, male dwarf [mountain] LG Ftr3 (Skullsplitter Tavern).

The walled town of Uriah-Kazar is home to dwarven miners and craftsmen in the Shieldling Mountains. The nearby iron ore deposits have long been a source of finely crafted iron and steel goods. Kanthor the Hearty has close clan ties to Nordre from Thunderhold, and owns a +3 icy burst waraxe. Just outside the town stand the Three Evil Columns of Akzot. Each can possess humanoids within a range of 100 yards as per a 15th level magic jar. The columns are indestructible, although some sort of ritual exorcism may suppress them for a while.

4405 Troll Den (EL 15): A large cave complex contains a tribe of **37 trolls** (CR 5; hp 63 each) and their treasure and belongings (most of them stolen from devoured victims): 4,500 gp, 12 ebony tiles (45 gp each) and a *folding boat* which can fly through dense fog.**4425 Sunken Tower:** Partially sunken in the volcanic ash of the seabed is the outpost tower of a long forgotten kingdom.

4505 Fairway (Small Town): Magical; AL N; TL 1; 800 gp Limit; Assets 61,000 gp; Population 2,440

(Able bodied 610); Mixed (human 78% [mostly Alryan, some Tharbrian, a few Common Avalonian], dwarf 12%, halfling 7%, gnome 3%); Resources: Market. *Authority Figure:* Hederan, male Alryan N Wiz4. *Important Characters:* Ulmaik, male Tharbrian LE Ftr3 (captain of the pony riders); Harry Haller the Steppenwolf, male human N Ftr7 (wandering traveler); Camond Atherlsson, male Common Avalonian N Rog2/Exp4 (coin minter); Lyari Falsehood ("Great Gagak"), male Alryan CN Rog3 ("fortuneteller"); Cro Bendrith, male dwarf [city] N Ftr3 (guard of the community warehouse).

Located on the banks of one of the upper tributaries of the River Greencourse, Fairway is the last stopping point on journeys eastward before crossing the foothills of the Shielding Mountains to reach the Ruling River and points beyond. The town's coins are minted from a red metal that is softer than copper and heavier than lead. One coin is worth 10gp. They bear the faces of old heroes, whose bronze sarcophagi are proudly displayed in their former homes. A prestigious family always owns three or four of these. Agate and other semi precious stones are sold in the market. The dwarves sell dressed granite blocks and sheet slate.

4510 Castle of the Crossroads (Castle): Nonstandard; AL LE; TL 3; 100 gp Limit; Assets 625 gp; Population 200 (40 Ftr3 mounted cavalry, 10 Rgr3 archers guard the castle and the roads); Mixed (human 80% [mixed], half-elf 10%, half-orc 10%). *Authority Figure:* Reglan Ironword, male human LE Ftr6. *Important Characters:* Doctor Vring, male Alryan LE Sag5 (Reglan's second-in-command); the Daughter of Slid, female human LE Clr5 (Pegana); Emrin the Outcast, male half-elf LE Rog4 (scout, spy).

This castle stands at the nexus of several nearby communities, and carefully, if jealously, guards the routes between them. The lord of the castle guarantees safe passage for all who pass, but demands substantial tolls for his guarantee. As grating as this can be for travelers, none can deny that the routes have been kept clear. Recently, though, evil creatures from the hills and woods that surround the area have been making concerted raids against passing caravans, raids that the castle's patrols have been unable to repel.

4603 Shields and Weeds: In a weed infested crevice are 13 rusted round metal shields.

4605 Serenity Redoubt (Citadel): Magical; AL LG; TL 2; 100 gp Limit; Assets 1,250 gp; Population 400 (40 Ftr2 heavy footmen, 30 Ftr2 archers, 20 Ftr3 heavy cavalry and 10 Ftr4 sergeants guard the citadel; the rest are Com1-4 farmers); Mixed (human 78% [mixed], dwarf 12%, halfling 7%, gnome 3%). *Authority Figure:* Lambeth of the Open Hearth, male human LG Clr4 (Mitra). *Important Characters:* Motgar Deeplight, female dwarf [hill] LG Ftr3 (blacksmith); Milthan Longfurrow, male halfling LG Rog3 (brewer, farmer); Yelaradan Felonga, male gnome [city] LG Ill3 (farmer).

Nestled in a difficult to locate valley, Serenity Redoubt guards a number of scattered farms. Strange winds and what sounds like deep, rumbling voices speaking angrily have been sweeping down from the hills and mountains recently, making all in the area more than a bit nervous.

4608 Gnomestead (Village): Nonstandard; AL N; TL 3; 200 gp Limit; Assets 5,450 gp; Population 872 (Able bodied 218); Mixed (human 63%, halfling 25% , gnome 12%, half-elf 10%); Resources: Market. *Authority Figure:* Sparks Argesul, male human N Rog3. *Important Characters:* Reckless Rump, male Alryan N Rog3 (Sparks' aide); Marr, female gnome [city] NG Clr4 (Teth Tufa); Sweet Morton, male halfling LG Exp4/War2 (The Honeycomb).

Located in the center of the Igomar hills, Gnomestead derived its name from the original steading of gnomes who migrated here from Neang-Kazar. Over time other people passing thru the area settled down in the region and started farming to the point where the gnomes are now in the minority. An old ziggurat's ruins stand over the village, remains from a bygone era. A large nest of 80 stirges dwells within and preys on the hapless farmers.

4611 Hippogriff Nest (EL 8): Near Cidin-Kazar, a large family of **8 hippogriffs** (CR2; hp 25 each) roost in the buildings of an abandoned mountainside vineyard. Four bottles of ancient Altanian wine are in a deep cellar system, each equivalent to a *heal* spell.

4703 Neang-Kazar (Village): Nonstandard; AL N; TL 0; 200 gp Limit; Assets 5,500 gp; Population 880 (Able bodied 220); Mixed (gnome 71% [mostly city], halfling 12%, dwarf 11%, human 6%); Resources: Pelts. *Authority Figure:* Rodine, male human N Ftr4 (judge). *Important Characters:* Diamond Eyes, male gnome [city] NE Com6 (Hill Hole Tavern); Remulton, male halfling Ftr5 (shepherd).

Near the headwaters of the Ruling River lies the largely gnomish community of Neang-Kazar, a largely agrarian town know for its pelt trade. The community is governed by the laws written on the stone stele in the middle of the Pontifical Square. Rodine is merely the judge for this year. Since the stele is very old, older than the village, some pronouncements make no sense or refer to disciplinary actions which aren't used anymore. A similar stele exists to the northeast, but its laws are the exact opposite of those on the first. Several expeditions tried to destroy it without luck.

4711 Cidin-Kazar (Hamlet): Conventional; AL LG; TL 6; 100 gp Limit; Assets 1,875 gp; Population 600 (Able bodied 150); Mixed (dwarf 71% [mostly mountain], gnome 22%, halfling 7%); Resources: Market. *Authority Figure:* Dimrock, male dwarf [hill] LG Ftr6. *Important Characters:* Meilgan Erg the Grognard, male dwarf [mountain] LG Ftr7 (captain of the guards); Frale Fraban, male dwarf [mountain] LG Clr3 (Kazadarum); Slithering Okli, male dwarf

[mountain] N Sag9 (minerals); Kutrik, male gnome [city] N Rgr3 (merchant).

Located near the base of Orad Mountain, Cidin-Kazar serves as a trading post with the outside world for the eponymous dwarven holt located within the depths of the mountain. Slithering Okli does his research down there, but has a morbid fear of sleeping underground, or any roof... Has a glass-roofed house near the entrance. Kutrik sells horses, feed and seeds, including Jumping Beans (they jump and somersault! 6gp for a dozen).

4722 Hallhaven (Village): Magical; AL CE; TL 2; 200 gp Limit; Assets 5,300 gp; Population 848 (Able bodied 212); Mixed (human 83% [mostly Alryan, some Gishmesh, Avalonian, a few Skandik], half-elf 11%, halfling 6%); Resources: Fish. *Authority Figure:* Polmak Pabel, male Alryan CE Wiz8. *Important Characters:* Ponvidin Hart Umek, male Gishmesh CE Ftr4 (most prosperous fisherman and a smuggler); Beznin, male half-elf CE Rog2 (owner of the Embrace tavern); Mutambo the Dark, male Karakhan LE Ftr4 (thug leader).

Ogygia Isle is home to the rough and tumble fishing village of Hallhaven which has a small fleet of fishing boats plying the surrounding waters in search of tuna, mackerel and other fish sold on the commercial market for a dismal "profit." Polmak Pabel is the exiled apprentice of Xepopas, a minor mage in Malikarr. He hates the old man with all the passion an insignificant upstart can muster, but all he does is dream of revenge and whip slaves. Hallhaven's only tavern is the Embrace, the wreck of a galley converted to a drinking establishment and brothel.

4727 Moray Dilemma (EL 7): Swimming in the waters, a small pack of **3 giant moray eels*** (CR 4; hp 27 each) harasses seafarers and fishermen alike.

4731 Isle of Wanderers (EL varies): A myriad mix of about **320 miscreants** (human Rog1; CR1; hp 6 each; AL CN-CE) populate the camp on this isle. Some are drifters, some are never-do-wells, but shady types and suspicious characters are also found in abundance. A small slave market thrives in their midst, run by **Azaphoras** (male Gishmesh Rog8; AL LE; Str 10, Dex 18, Con 12, Int 16, Wis 12, Cha 12; *+1 club, +2 ring of protection,* 2 poisoned daggers (black lotus) and his **18 guards** (male human Rog4; CR4; AL LE; Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 7; short sword, 5 poisoned daggers (Fort DC 14, 2d6/2d6 hp), leather armor.

4804 Crocodile Infestation (EL 9): Spending most of their day basking in the sun, the **giant crocodiles** (CR 4; hp 65) in this area rarely engage those passing through, unless they are hungry or provoked.

4801 Krazandol, City of Dwarves, City of Dragons (EL 20+): Deep underground in a large cavern is the fabled Dwarven city of Krazandol. It was once the capitol of a Northern Kingdom of dwarves that stretched for many miles. Krazandol's craftsmen were famed all over the world for their works in iron, silver, gold, and mithral. The city became rich and powerful, from the trade that its craftsmen drew and soon held sway over much of the north. But its riches were to be its downfall because it was so well known that the Dragons of Banzot heard about it, and in a three-day battle drove the dwarves out. **Twelve dragons** (8 young adult red dragons, CR 12, hp 218; 4 adult red dragons, CR 14, hp 253) and all of the riches are still in the dwarven city of one Great Keep and 317 houses. The dragons' hoard consists of 799 pp, 101,512 gp, a *potion of long life* (halts aging for 1d6x10 years), a *wand of cure serious wounds* (34 charges), a *wand of summon monster IV* (11 charges), a *necklace of adaptation*, an *ioun stone* (lavender and green ellipsoid; absorb spells up to 8th level), a *python rod* and the *helmet of Sabbekt* (the nature of this artifact is up to the Judge), as well as numerous masterwork weapons and armor and jewels and devices of dwarven kingship and other valuable pieces of art.

4813 Fort Freedom (Citadel): Conventional; AL CG; TL 2; 100 gp Limit; Assets 500 gp; Population 160 (40 War4s guard the fort; the rest are War1-2 or Rgr1 retainers); Isolated (elf 95% [high], half-elf 5%). *Authority Figure:* Quapherlon Brighteyed, male elf [high] CG Ftr5. *Important Characters:* Hephialon Softfoot, female elf [high] CG Rgr4 (guide, scout); Bebrin Darkhair the Frog-muncher, male elf [high] CG Clr4 (Brigit); Ruqua the Glowing, male half-elf CG Sor4 (tavernkeeper).

Fort Freedom was built to help safeguard passing caravans from frequent raids by trolls and orcs. The raids have slacked off, but the respite seems more like the calm before a storm. Any information about what the trolls and orcs are planning would be received gratefully. Freedom Fries, roast giant frogs stuffed with fine cheese are available at the Valiant Toad Tavern.

4822 Hemp Isle (EL varies): A large producer of hemp for the ropes of Valon, this isle is also infamous for its cruel slavery. The enterprising **Sir Kaunith Kel** (male Gishmesh Ftr5/Rog3; CR 8; hp 33; AL LE; Str 9, Dex 8, Con 9, Int 12, Wis 18, Cha 5; expensive clothes; can control elemental types) supplies nearby Hallhaven (4722) with food in exchange for weapons and tools. He lives in a somewhat restored old palace and collects antique vases. His **30 guards** (male Gishmesh Ftr3; CR 3; hp 22; AL LE; Str 15, Dex 10, Con 12, Int 11, Wis 10, Cha 10; scimitar, chain shirt, large metal shirt) greatly fear the **elder xorn** (CR 8; hp 140) under his command (whom they call "the Wandering Maw"). He has **330 slaves** (CR 1/2; hp 4 each) both males and females of many different nationalities, and allows **40 slave guards** (male human War2; CR 1; hp 10; AL CE; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 9; scimitar, leather armor, small wooden shield) extra privileges for watching over their fellow captives.

4829 Of Kings and Turtles (EL 7): The sunken dolmen of an ancient king can be reached via a short sea-cave formed by a toppled marble column. A silver inlaid diadem within is the ingress to the royal grave. A **giant manta ray**** (CR1; hp 18) frequents the area.

4903 Marshwatch Stronghold (Citadel): Nonstandard; AL N; TL 3; 100 gp Limit; Assets 1,625 gp; Population 520 (100 War3 light cavalry and 20 Ftr3 crossbowmen guard the stronghold; the rest are Com2-4s and War1s); Isolated (human 76% [some Tharbrian and Common Avalonian], halfling 13%, gnome 7%, half elf 5%). *Authority Figure:* Ildon the Haggard, male Altanian N Rog3. *Important Characters:* Frulth Marshwalker, male human N Drd2 (farmer, advisor to the other farmers, weather watcher); Misstilin Erringal, gnome female, N Rog2 (farmer); Woldra Mudplower, female halfling N Ftr2 (farmer).

Marshwatch Stronghold protects a strip of fertile farmland that lies between the Ruling River and the Lythsen Marshes. The river floods the farmland quite often, but the food produced here makes it difficult to simply abandon the area. Three prosperous families own most of the land.

4908 Zubardor (Small Town): Nonstandard; AL N; TL 3; 800 gp Limit; Assets 42,000 gp; Population 1,680 (Able bodied 420); Mixed (81% human [mostly Alryan, some Common Avalonian, a few Tharbrian], half-elf 9%, halfling 8%, elf 2%); Resources: Market. *Authority Figure:* Vizier Brenton, male Alryan N Alc4 (head of the Moneylender's Guild). *Important Characters:* Lordi the Pale, male Common Avalonian CE Ftr10 (watch captain); Meeseren, male Alryan CE Rog5/Asn5 (tax collector); Dahayno, male half-elf NG Rog3 (smuggler).

Located along a tributary of the Ruling River, Zubardor's market provides a wide variety of agricultural and other products shipped down river to larger communities. The prices for all wares except food is prohibitively expensive (five times the usual cost), since they can only be traded through the Moneylender's Guild. Several citizens are sunk in debts, and they must do menial jobs to avoid execution. A small smuggler ring provides affordable wares. They have been infiltrated by Meeseren – while the smugglers themselves are left intact, the buyers of the goods are imprisoned or killed. Dahayno is increasingly considered to be a two-faced traitor.

4912 Werebear Lair (EL 12): Thirteen evil werebears (CR 5; hp 51 each) live in the ruins of a watchtower. They rob, cheat, steal, and kill anyone too close to their lair.

4918 Triton Village (EL 8): An abandoned triton village is the lair of a **giant octopus** (CR 8; hp 44). The central plaza is the location of a sacrificial stone which has a secret compartment containing a +1 trident.

4922 Hanging Isle (EL varies): A small community of **42 ex-slaves** (Human Exp2; CR 1; hp 10; shortspear) and **11 ex-warrior slaves** (Male Human War 2; CR 1; hp 12) work the fields and groves, barely self sufficient. They are vary of **Sir Kaunith Kel** (Male Human [Tharbrian] Ftr5; CR 5; hp 47; AL CE; Str 16, Dex 13, Con 15, Int 10, Wis 7, Cha 8; chain shirt, falchion, 4 daggers) from Hemp Isle (4822) and distrustful of strangers. A few of the former warriors are plotting to organize an armed band and enslave their brethren again.

5101 The Obsidian Sword: The remains of a flint pit lie in the weeds of a mud bank. An obsidian sword projects from the bank. The obsidian sword is a standard longsword that deals +2 points of damage on a successful hit with a critical threat range of 18-20. It breaks on a natural 1.

5103 Nimbortan (Village): Standard; AL N; TL 3; 200 gp Limit; Assets 4,250 gp; Population 680 (Able bodied 170); Mixed (human 76% [mostly Common Avalonian, some Alryan, a few Avalonian], halfling 13%, gnome 7%, wood-elf 5%); Resources: Market. *Authority Figure:* Jerimon the White, male Avalonian N Ftr3. *Important Characters:* Sanvi, female Common Avalonian LG Clr5 (Sekher); Ferdworthy, male Alryan CG ftr3 (Ferd's Ferry).

Nimbortan lies on the southern edges of the Golden Hills, so named for the large number of farms in the hills with golden grain gently waving on the breeze as harvest approaches. The merchants barter for grain, livestock and peaches during the fall. During the spring, leatherworking, herbs and fishing stocks the market. The farmers are worried about losing livestock to giant insects. They have been seen at a distance, leaving behind boney remains of cows, dogs and horses.

5107 Wild Horses (EL 10): A large herd of **28 wild (light) horses** (CR 1; hp 19 each) run the land here. They bolt if threatened.

5111 Wyrmwatch Library (Citadel): Nonstandard; AL N; TL 4; 100 gp Limit; Assets 625 gp; Population 200 (30 elven Ftr4 bowmen, 10 Ftr4 pegasus mounted cavalry, 5 Sag3s and 5 Wiz5s guard the tower from intrusion; more pupils, scribes and servants live about); Isolated (elf 90% [wood], half-elf 5%, halfling 5%). *Authority Figure:* Dephlin Studge, male elf [gray] N Sag9. *Important Characters:* Ganholt Wersley, male halfling N Rog8 (Dephlin's book buyer/finder); Fafrelin Freshday, female elf [wood] N Sag7 (Mistress of the Stacks); Sarel Dunal, female half-elf N Ftr7 (head of the security).

Wyrmwatch Library is a vast repository of lore, with tomes and scrolls spanning millennia. Powerful, ancient magicks ward the tower against damage and attack, but the magicks are beginning to fade. Dephlin Studge has researched the problem, and needs to hire adventurers to help him solve it.

5115 Orcholding (Hamlet): Standard; AL LE; TL 2; 100 gp Limit; Assets 1,500 gp; Population 480 (Able bodied 120); Mixed (orc 72%, half-orc 17%, 1% ogre); Resources: Pitch. *Authority Figure:* Cur Bludath, male troll LE Ftr6. *Important Characters:* Cruel Gagul the Pitiless, male orc LE Ftr4 (overseer); Bone the Caitiff, male orc NE Rgr6 (overseer and slave hunter); Rad Valent, male half-orc Ftr7 (worg raiser).

The hot, dusty hamlet of Orcholding is run by Cur Bludath — a nasty troll if ever there was one. He has

single handedly turned this village into a money making venture by organizing this rowdy bunch into a labor force. They work the nearby tar pits and produce large amounts of pitch for the shipbuilders in Valon. Sometimes, calcified skeletons are found in the pitch, which are bought by a Mysterious Mage.

5124 The Fallen Storm Giant: A moldering skeleton of a long dead storm giant is still clothed in a huge leather hauberk, iron helm, and rotting linen. The giant's sword (a Gargantuan greatsword) is wedged tightly in a boulder (requires a Strength check DC 40 to remove).

5133 Giant Seal Lair (EL 13): A lair of **44 dire seals*** (CR 3; hp 34 each) makes its home here, friendly to most all they encounter, but dangerous if crossed.

5204 Shardwood Castle (Castle): Conventional; AL CG; TL 3; 100 gp Limit; Assets 1,000 gp; Population 240 (30 Ftr2s and 30 Rgr2s live in the castle; protecting Com3-4 and War1-4 woodsmen); Mixed (human 75% [many Common Avalonian], halfling 13%, gnome 7%, half elf 5%). *Authority Figure:* Orond the Swift-Minded, male human CG Ftr7. *Important Characters:* Raliana Rootdweller, female halfling CG Rgr6 (adventurer, patrol leader); Hardagal Smilt, male gnome [city] CG Exp6 (master woodcarver); Ulerob Rarnkul, male human CG Clr6 (Brigit); Wejunri the Wild, female Amazon CG Bbn5 (scout, hunter, trapper).

This rugged frontier castle was built as a defense against humanoids and monsters of the surrounding woods and swamps. Sightings of a band of many different kinds of giants, many of them far from their usual terrain, has sparked both panic and piqued curiosity. The giants seem to be setting up an encampment near the river, and are building a device, the purpose of which is unknown.

5208 Torgress (Village): Magical; AL CG; TL 4; 200 gp Limit; Assets 5,375 gp; Population 860 (Able bodied 215); Mixed (human 73% [mixed], half-elf 10%, halfling 10%, other 7%); Resources: Market. *Authority Figure:* Egalit the Vulture, male Dorin LE Clr6 (Pegana). *Important Characters:* Dudith, male Common Avalonian LG Ari4 (constable); Jabrond the Hack, male Karakhan CN Bbn4 (mercenary); Cyr, male halfling N Rog2 (leader of the resistance).

Egalit and Jabrond conquered the peaceful Torgress with steppe nomads. The villagers are both afraid and appalled by these newcomers and a small band of rebels are already fermenting unrest. Egalit cares little about common affairs, and he has started building a temple and accompanying catacombs. Some whisper his obsession centers on a dead demon and its tomb, or maybe a rich source of the most sublime *magicum*.

5220 Orca! (EL 10): A family of **6 killer whales** (CR 5; hp 85 each) swims amongst the waves here, occasionally harassing ships in the area.

CHAPTER THREE
VALLEY OF THE ANCIENTS

Myths tell that the Valley of the Ancients is the ancestral home of all dragons, the first creatures to walk the face of the earth, and the site of the attack by the mysterious Markrabs in the wars of prehistory. Often shrouded in fog, the Valley seems to exude a feeling of foreboding to more sensitive souls. Tales tell that around the steep walls of this valley are numerous caverns which contain the ancient ruins of thousands of dragon weirs and many dragon cities of connected caverns. Only rangers and long hunters venture here as much of the land is reputed to be poisoned. The vast Glow Worm Steppes have gained their name from the rumors of enormous worms that glow with a strange phosphorescence and can be seen winding their way across the flat plain at night. In reality, these "glow worms" are the hunting parties of the primitive caveman of the Steppes that hunt local game at night, riding their ponies and carrying torches.

Many different races inhabit this region; the dominant being mixed blood humans of no particular strain. The strange men of Tarsh, the very rare and ancient humans known as the Tenifell Lords and the Rangers of Tarsh, seem to have a mysterious past and perhaps hold ancient power. Many Common Avalonians and true Avalonians can be found here. While they are not a warlike race overall, they have led some incursions into this region.

The climate of the region varies greatly. In the west, the region around the city of Tarsh is a pleasant place, especially when compared to Valon. Most of the area is mild and temperate, which the Tarsh folk claim is why the Avalonians are always raiding the area, as they are tired of their own cold northern lands.

The lands north of the Orad Mountains and Ered Morghain resemble the lowland areas of Valon, and are thus cold and wet, complete with snow, clouds, and dreary pine forests. The Plain of Skulls, high grass- and scrublands, is transformed into a giant field of icy tundra in winter, which melts into a swampy morass of mud and small lakes in late spring.

The lands to the south, however, from the Ruling River Dale to the River Belrush, are another matter, due to the warm waters of the current flowing from the Silver Sea. In spring and summer, warm sea breezes bring gentler rains, as well as the inevitable fog, to the fields, meadows, and forests of southern Tarsh. Winters are still quite harsh in the lowlands, but spring comes far earlier than it does in the highlands, and summer and autumn last longer and are far friendlier.

Beech, oak, elm, and maple dominate the southern woodlands, mixed liberally with northern pines and birches. Even areas of denser population are still fairly well forested. The Dyrinwall, Widsith, and the Dragon Wood are dense, primeval forests, with stands of ancient trees at their centers. The fields north of Greenswabs, along the Wailing Stream, are nearly prairie lands, an area known as the Banesith Plain, home to strange spirits and hauntings.

Farther to the east, the Glow-Worm Steppes experience the widest range of temperatures anywhere in the Wilderlands. The Dar Undine Desert at the center of the steppe is the hottest, driest land known, even more inimical to human life than the Great Desert of the west. Conversely, there are sections of the steppe that are inundated with sudden monsoon-level rains, which are quickly sopped up by the hungry earth of the high plateau. In winter, the steppe is frozen solid, and the hot, hot Dar Undine turns into a frozen wasteland. These weather patterns are only partially natural, as the two gods known as Bukera and Mosinylo continually battle over these territories; the few times of peace and fair weather are quickly turned into battles of rain, wind, and waves of heat between the two powers.

Most of the vegetation on the plateau is steppe, short rough grasslands, in the north and west interspersed with the rare stand of trees and shrub. The Dar Undine is a desert of shifting dunes and cracked earth, appropriately said to be the home place of Bukera, God of Desert Wastes. Another vast desert waste lies to the south and east, the Takhla Govin, a desert of dust and sand. The two tributaries of the upper Azurerain (past the Lake of the Crown Beast), known as the Ezerquan (northern) and Yartarqin (southern branch) to local tribes, waters a fertile strip of grasslands between the two deserts.

Geography

Unless otherwise noted, regions north of hex row xx20 and west of column 21xx are Cold. Regions east of column 21xx are considered Hot and Dry unless otherwise noted.

Ancients, River of the (Calm Aquatic): This vast river flows from the Winedark Sea northwest through the Valley of the Ancients, feeding the entire area. Sections of the river are said to have gold nuggets the size of a man's head littering the bottom. First Men hold this river sacred and make a pilgrimage here near the end of their lifetimes. The river turns blood red during deep summer and those bathing there have claimed that it toughens their skin. First Men believe the headwaters are the location of the Dragons' Heart Burial Mound. All parties attempting to reach this place have been lost. Any dying or dead dragon that is known to others has his heart carried here to protect it from treasure hunters. **Encounters:** first men, merchants, prospectors, giant pikes.

Ancients, Valley of the (Sparse Forest, Hot; EL 16+): This valley is dotted with ruins, once home to many dragons. The First Men have always referred to dragons as the Ancient Ones and this valley is reputed to be the capital of the dragons when they dominated the world in eons past. There are over 1200 major sites and 900 weirs carved in the walls and all are in ruins. Regardless of their ruined state, many are the home to ancient dragons. The majority of the ruins and cairns are in the north end of the valley, running east from the Dark Crag; the others are on the south side, running east from Waylay Pass. Once the settlers came, the Gaea (ancient consciousness of the world itself) told the dragons to hide themselves. There are huge skeletons here from long dead burned out dragons and their homes. The palace of the Dragon Emperor has never been found. Some far hunters claim this is the reason several varieties of dragons that normally prefer different climates live along the cliffs to this day. Also occupying the valley (though not in any above-ground cities, are First Men. They patrol the valley near the dragon cairns and live in the caves in the hills and in caverns deep undergroung. **Encounters:** dragons, first men, various undead, giant insects

All Nook Wood (Medium Forest): The All Nook is notable for its hardwood trees that have very few branches; the wood is sought by furniture builders and fine carpenters for its workability and strength. **Encounters:** hunters, woodsmen, dryads, ettins

Anostos River (Calm Aquatic): The Anastos cuts through and feeds the northern half of the Woodmother Forest.

Aran Marshes (Swamp): A muddy, mushy area, peat is harvested from the Aran and sold downstream. A hag makes her home near the center, and has given divinations to those who brave the journey to see her. **Encounters:** giant frogs, giant leeches, poisonous snakes.

Arkala Stream (Calm Aquatic): A newer stream, the Arkala is the result of a dam built by giant beavers on the edge of the River Grief. It is slowly building in size and strength.

Attaterk River (Calm Aquatic): In the northeastern area of the Valley, the Attaterk river flows though a small forest before reaching the bogs west of Weredstone.

Aykyurie, Marshes of (Swamp, EL 12): A nasty, dangerous bog, the Aykyurie is filled with disease and natural predators. Various dangerous creatures, including a small black dragon make their homes here. **Encounters:** crocodiles, poisonous snakes, trolls

Belateine Stream (Calm Aquatic): Splitting from the Incala river, this stream passes by Tammazi on its journey to the Navel Valley region.

Belrush, River (Calm Aquatic): The feeder source for the southern half of the Woodmother.

Blackrock Peak (Forbidding Mountains, high peak): A huge edifice of natural basalt, the Blackrock Peak is the only source of the stone anywhere near the Valley of the Ancients.

Bonefire Abyss (Rocky Desert): This massive depression looks as if something very large fell from the sky and impacted deeply. Examination of the Abyss shows tunnels leading off into the underground. **Encounters:** bandits, chaos beasts, outsiders of various types

Braen Hills (Rugged Hills): Rough, treacherous foothills east of the Ruling River. Silver veins are scattered throughout the region. **Encounters:** athach, umber hulks

Cloudrift Tor (Rugged Mountains, Low Pass): This small range boasts some of the tallest heights in the area. The tops of these mountains are always circled with white clouds

Coffer Stream (Calm Aquatic): Forming the western border of the Aran Marshes, the Coffer is a haven for insects all along its length.

Dar Undine Desert (Sandy Desert, Hot, EL 9): This vast, inhospitable place is home to a few tribes of nomads and two of the strongest are the Dar of the northern steppes and the Undine who make their home in the deep desert. It is not known how the Undine survive, but they are known to have access to genie magic. **Encounters:** desert nomads, giant scorpions, trolls

Dark Crag (Rugged Mountains, high peak): A scary edifice of stone the crag overlooks the Valley of the Ancients, and occasional strange flashing lights can be seen from the summit. No source of these lights has been discovered.

Djutu Waste (Rocky Desert, Hot): A blasted, harsh plain, daytime temperature here can reach 120-130 degrees. There are a few native creatures, mostly lizards and snakes. The Djutu viper is one of the most poisonous snakes in the world.

Dor, River (Calm Aquatic): The Dor is a tributary of the River ruling, and it feeds the Cloudrift Tor before it turns into the Oakenrun.

Dundain, Lake (Calm Aquatic): The greatest source of water for the Dar Undine desert, this lake has a constant temperature of nearly 80 degrees. Many of the steppe and desert nomad tribes fight for rights to the lake. The waters of this lake become luminescent every fall as unusual plants along the western banks drop their flowers into the water. A harmless algae feeds upon them secreting a glowing slime which colors the lake.

Dyrinwall Woods (Medium Forest): Cottonwoods dominate the flora and fauna in these woods. Bisected by the River of Pleasure, so named for the beauty of these fine woods. **Encounters:** bears, deer, giant spiders

Egalgina Headwaters (Rough Aquatic): The southeastern terminus of the Quagmire, the entire area turns into a large floodplain during the springtime.

Ember Hills (Rugged Hills): These hills are rumored to be the lost remnants of some vast city state that was swallowed up by the Dar Undine. Expeditions to the Ember Hills have all had to turn back due to horrible weather conditions, such as freak sand storms and boiling rain.

Ered Morghain (Forbidding Mountains, low peak/high pass): A source of fine marble especially in the Raven Pinnacles. Geothermal caves are abundant here. Goldenhorn summit resembles a golden horn at first light, while Blackrock peak is the site of an extinct volcano. The northernmost peak is known as Doom Peak and is home to rock trolls and rock giants which share the many caverns with goblins. Legends relate that the population of a large underground dwarven city was brought to ruin in ancient times by a monster they awoke deep within the heart of the mountains. Explorers and prospectors are often driven away by wardrums. **Encounters:** dire rams, steam mephits

Faersala, River (Rough Aquatic): This river snakes off the River of Ancients down into the Bonefire Abyss. The stretch nearest the Abyss is unusually cold.

Finmear Thicket (Medium Forest): A massive stand of tress, the Finmaer boasts the largest magnolia trees to be found anywhere. Their fragrance is enough to take the breath away from travelers. **Encounters:** dryads

Gamphasantes River (Calm Aquatic): Emptying into Tipock Marsh and the Redrock River beyond it, the Gamphasantes is know for its sluggish backwaters where disease-carrying mosquitoes breed in the spring and fall.

Glow Worm Steppes (Grasslands, EL 6): Home to nomadic neanderthals known as the Kesbey people by locals. Primarily nocturnal, they ride on horseback and carry torches at night. From a distance this resembles a huge glow worm and this is how the region was named. They do not use saddles or stirrups and are known as the Wild Nightriders locally. Their night-time raids are called wild hunts and they never stay in an area that has been raided. They rarely take precious items other than livestock, which is often consumed on the spot. **Encounters:** cavemen, wild horses, wild cattle wyverns

Goldenhorn Summit (Forbidding Mountains, high peak): The quartz veins surrounding the peak of this mountain catch the sun's rays and hold the light to illuminate the summit like a golden drinking horn.

Grief, River of (Rough Aquatic): Gaining its source from the Bay of Kantaroon, the River of Grief travels northeast as far as the cliffs of the Valley of Ancients. It is known for its troublesome crossing and sudden flash floods in the wet seasons.

Hardain Tor (Forbidding Mountains, high peak): Rugged, inhospitable terrain. A huge landmark in the Ododharaun Mountains.

Hraingien, River (Rough Aquatic): This fingerlet off the River of Ancients feeds the hilly region southwest of Myriad, and the northern edge of the All Nook wood.

Incala River (Calm Aquatic): The Incala is one of the few crystal clear rivers in the area. The bottom of the shallow river can be seen in most places. Depths in the river do not get much more than 10 to 12 feet deep.

Jade River (Calm Aquatic): A shocking shade of deep green colors this river its entire length. Treasure hunters comb its track to find the namesake jade deposits.

Kantaroon, Bay of (Calm Aquatic, Busy): This deep bay allows water passage for ships up through the Dragon Wood and into the Golden Hills. The river is a mile wide in some places, and is nearly 120 miles long. Wreckage of past ship battles litters the bottom of the sound.

Kishar Forest (Dense Forest): A vast stand of hardwoods, the Kishar is known for its insect population. The forest floor is covered with crawling insects of all types, and giant varieties are not uncommon. **Encounters:** dire bears, giant insects, krenshar

Maerplain, River (Calm Aquatic): The main distribution route for water to the Glow Worm Steppes, the river sources at Lake Dundain and travels 60 miles through desert and steppe land. All local nomad tribes use this river at some time to survive the harsh environment.

Malcourt, River (Calm Aquatic): This is a slow, snaking river. Animals abound on its banks.

Midrun, River (Calm Aquatic, EL 7): Another of the disease-carrying rivers exiting the Tipock Marsh, the Midrun flows north past Infamy up into the Silent Abyss. There is a large stirge population at the mouth of the river.

Minotaur Hills (Gentle Hills, EL 6): These hills get their name from their labyrinthine network of canyons and heights. From high above, the entire area looks like a giant maze. A small herd of minotaur live near the center of the area. **Encounters:** giant centipedes, giant lizards, minotaurs

Nantor Stream (Calm Aquatic): A minor finger off the River of Ancients.

Navel Valley (Farmlands): Excellent vineyards are kept by the native villagers of the area. The wine produced is highly sought after by merchants from the City State and beyond. **Encounters:** foxes, sheep, human and halfling vintners

New Moon, Quay of the (Rough Aquatic): The water entrance to the Valley of Ancients, the Quay of New Moon is the source of the River of Ancients, the Newham river, and the River of Pleasure. The shifting currents and churning waters make navigation into the River of Ancients a tricky affair. Seasoned navigators can be hired at Shaboban, on the Bay of Kantaroon, for a high price.

Newham, River (Calm Aquatic, Busy): This waterway mirrors the River of Ancients for roughly 30 miles before it terminates in the northern Dyrinwalls. There is much more fishing in this river than any other in the region.

Nome, Falls of (Stormy Aquatic): Where the Olokon river heads over the cliffs into the valley. The falls are roughly 150' high, and the sound is deafening within 100 yards. A cave entrance is behind the falls leading to a complex under the highlands.

Oakenrun, River (Calm Aquatic, Busy): Oakenrun is where the river Dor becomes a wider and stronger river, able to feed the areas of the Minotaur Hills and the Ododharaun Mountains easily. Okenrun also supplies the Witch-wife Glen, creating the verdant fields and meadows. **Encounters:** fisherfolk, merchants, giant frogs

Ododharaun Mountains (Forbidding Mountains, low peak/high pass): The monks of the Temple of Od in the hills below say a pantheon of forgotten gods made their home upon the peaks and they reappear occasionally to reward those who seek truth and honor. The eternal city where they lived was called Haraun Holm. The peaks are beyond the climbing ability of even the hardiest explorers and remains snow capped even in summer. Iron is mined by the Dwarves, while the Gnomes to the east mine tin. Hardain Tor rises to an elevation of 13,238 feet. **Encounters:** goblins, kobolds

Olokon River (Calm Aquatic): The Olokon makes its origins in the Ododharaun mountains, and flows down through the Thyrain Pass, into the Falls of Nome, and empties into the River of Ancients. It is the only source of water for the eastern Plain of Skulls.

Pleasure, River of (Calm Aquatic): Bisecting the Dyrinwall Wood, the River of Pleasure is a lazy, relaxing waterway. Beautiful flora can be seen all along its banks.

Portent Rapids (Stormy Aquatic): This treacherous section of the normally-calm Redrock River is quite dangerous. Most travelers prefer to portage their boats around the rapids, but hostile human tribes, bandits, goblins and the occasional ogre make such a journey difficult, often forcing adventurers to brave the rapids.

Quagmire River (Calm Aquatic): The low banks of the Quagmire cause the river to flood frequently, creating flood plains for most of the length of the river. The ground becomes more stable near the All Nook, and near Karnesh the villagers are always wary of flood. **Encounters:** giant leeches, river bandits

Raven Pinnacles: Overlooking the Entrance to the Valley, the Raven pinnacles stand as two black watchers, looming like doom birds. They can be seen from many miles away.

Redrock River (Calm Aquatic): Named for the iron ore deposits that litter the waterway, the Redrock is also known as the River of Blood. Normally calm, it is especially treacherous in the Portent Rapids.

Resplendent Ridge (Forbidding Mountains, low peak/high pass): A sheer face of granite, the Resplendent Ridge is pockmarked with many holes and caves. Various relics have been found in these caves, and they tell of a lost civilization that is recorded nowhere else.

Ruling River (Calm Aquatic): See Valon region chapter.

Rumnagel, River (Calm Aquatic, EL 7): The westernmost source of water on the Glow Worm Steppes, the Rumnagel is a meeting place for various tribes of nomads. The rights to the water are sometimes contested by the tribes, and fights are common.

Silent Abyss: The deep cavernous maw in the earth issues no natural sounds, and all wildlife avoids the area. Horses and pack animals will not willingly enter the area.

Skulls, Plain of (Battlefield, EL 8): A massive battle was fought here during the war of the Pious and the Philosophers resulting in thousands and thousands of dead. Piled here are their skulls of humans, orcs, goblins, mammoths and other unknown gigantic creatures. The bodies were piled here, separated and burned, and legend holds that the victors — a confederation of orcs and goblins — consumed the bodies. **Encounters:** skeletons, zombies, wraiths

Sloestead Stream (Rough/Calm Aquatic): During the rainy season, the Sloestead is a rough, treacherous waterway, but grows mellower and slower as the weather grows drier.

Slughbury, River (Calm Aquatic): Splitting the Finmaer Thicket, and providing water to its trees, the Slughbury works its way southeast up to the Resplendent Ridge.

Sumpter Beast Wood (Dense Forest): Forming the southern border of the Marshes of Aykyurie, the Sumpter Beast Wood is filled with unsavory humanoids. A variety of forest troll makes its home here. **Encounters:** ettercaps, goblins, hobgoblins, trolls.

Tallmage, River (Calm Aquatic): This strong and deep river allows the farmers of the Tethered Dale to provide their crops with plentiful waters. Fish are also abundant in the river, making it a valuable resource for the area.

Tethered Dale (Farmlands): Protected from the disease-ridden bogs of the northwest, the Tethered Dale is a happy gentle farming community. The people of the dale fear no humanoid predators. **Encounters:** farmers, merchants, domestic cattle.

Thyrain Pass (Rugged Hils): More dangerous, but not as well-hidden as the secret pass behind the Falls of Nome, this section of the heights allows access to the steppes above, but remains a rough journey, often taking a full day or two. **Encounters:** Bandits, kobolds, hill giants

Tipock Marsh (Swamp): Another festering bog, this swamp houses the Tipock strain of filth fever (Fort DC 20). Another hazard of the marsh is the stirge population in the Deekay delta, just before the river Midrun. The stirges carry the Tipock strain in their bite attack. **Encounters:** bog beasts, giant flies, kamadan

Tlauatis Woods (Medium Forest): The woodsmen of the Tlauans are very suspicious of outsiders. They trade timber and woodcarvings with Tarsh. **Encounters:** commoners, rangers, goblins

Venqhor Ford (Calm Aquatic): A bridge created by the tribesmen of the Dar, the ford is used to drive the steppe ponies north to the edge of the Valley during the summer months, and south again during the winter.

Wailing Stream (Calm Aquatic): A branch of the Newham, the Wailing gets its name from the passage of the stream through the natural rock formations, emitting an eerie howl that can be heard for miles.

Waylay Pass (Rugged Mountains, low peak/high pass): So named for the imposing view the steppes above provide, the Waylay Pass is the entrance proper of the Valley of Ancients.

Werekat, River (Calm Aquatic): Lightly wooded along both banks, the Wererat River feeds into the Brean Hills, providing water to the scrub plants there.

Widsith Woodlands (Dense Forest): A thick stand of hearty evergreens, the Widsith Woodlands are dark as night in their depths. Only at high noon does the sun shine through the canopy to the ground floor. **Encounters:** dire badgers, lycanthropes, vampires

Winedark Sea (Calm Aquatic, Busy): This largest body of water in the Wilderlands is named for its strange, deep reddish blue color. It is usually quite busy with both merchant traffic and those who would prey on it.

Witch-wife Glen (Grasslands): Pleasing plain of green grasses and gently rolling meadows. **Encounters:** wild sheep.

Woodmother Forest (Dense Forest, EL 12): This large stand has multiple types of trees (alders cedar, maples, etc) and is the home of an ancient treant who is especially paranoid and protective of the forest. It will not hesitate to attack any strangers that enter the wood near it in the south. **Encounters:** dryads, fey creatures, treants

Zvengatorian Mountains (Rugged Mountains, low peak/high pass): Human miners make a moderate living mining gold from these low mountains. Its highest peak is a mere 9,000 feet.

Specific Locations

0101 Bears (EL 6): Lairing together in this shallow cave system is a family of **5 black bears** (CR2; hp 19). Aggressive and usually hungry, the bears are quick to pounce of any mammal that happens along. Natural hunters, the bears have a tendency to roam great distances when following the scent of food. Cave bears such as these are also known to be ferocious defenders of their lairs.

0108 Acre Opposum Keep (Castle): Conventional; AL LG; TL 6; 100 gp Limit; Assets 2,000 gp; Population 640 (140 veterans War2 and 20 officers Ftr2 constitute the garrison; the remaining 480 are Com1-3s or Com1/Exp1s); Mixed (human 84% [mixed], elf 12%, halfling 4%). *Authority Figure*: Rose Ap-Erik, female human LG Pal4 (Athena). *Important Characters*: Olga Dornstar, female human LG Clr6 (Thor); Josh, male human LG Pal2 (Athena, Rose's Lieutenant).

Paulus built this keep to defend against orc raids from Orcholding. It is an outpost of Tarsh. As he spends most of his time in the city, he put his wife in command of 160 battle-hardened warriors. The keep has a large outdoor temple to Thor.

0109 Discam (Small Town): Nonstandard; AL N; TL 6; 800 gp limit; Assets 38,300 gp; Population 1,532 (Able bodied 383); Mixed (human 80% [some Common Avalonian, a few Avalonian], elf 10%, halfling 6%, half-elf 4%,); Resources: Market. *Authority Figure:* Otter Sternwinder, male Common Avalonian LG Pal10 (Mitra). *Important Characters:* Reva Claver, female Common Avalonian N Clr4 (temple of Catalagod); Kyle Saulter, male human LN Ftr8 (tax collector); Thinghol, male elf, CN Rog7 (head of the thieves guild); Aldholm Puleter, male human LG Pal5 (Captain); Penniman Prawer, male human Common Avalonian LG Pal5 (lieutenant, Mitra).

Otter Sternwinder and his lieutenants rule Discam as a tributary to the council in Tarsh. Discam pays an annual tribute for protection by the army. Local villagers raise sheep, weave silks and fashion screws and windmills. Tarsh's council representatives are overdue picking up their tribute.

0116 Boars (EL 8): The family of **8 boars** (CR 2; hp 22 each) that lair here in the fringe area of the forest are aggressive by nature and attack anyone that comes within the area surrounding their lair. They are not carnivorous by nature, thus they do not hunt as other wild animals, preferring to spend their time near their lair feeding on the roots, berries, and leaves the forest has to offer.

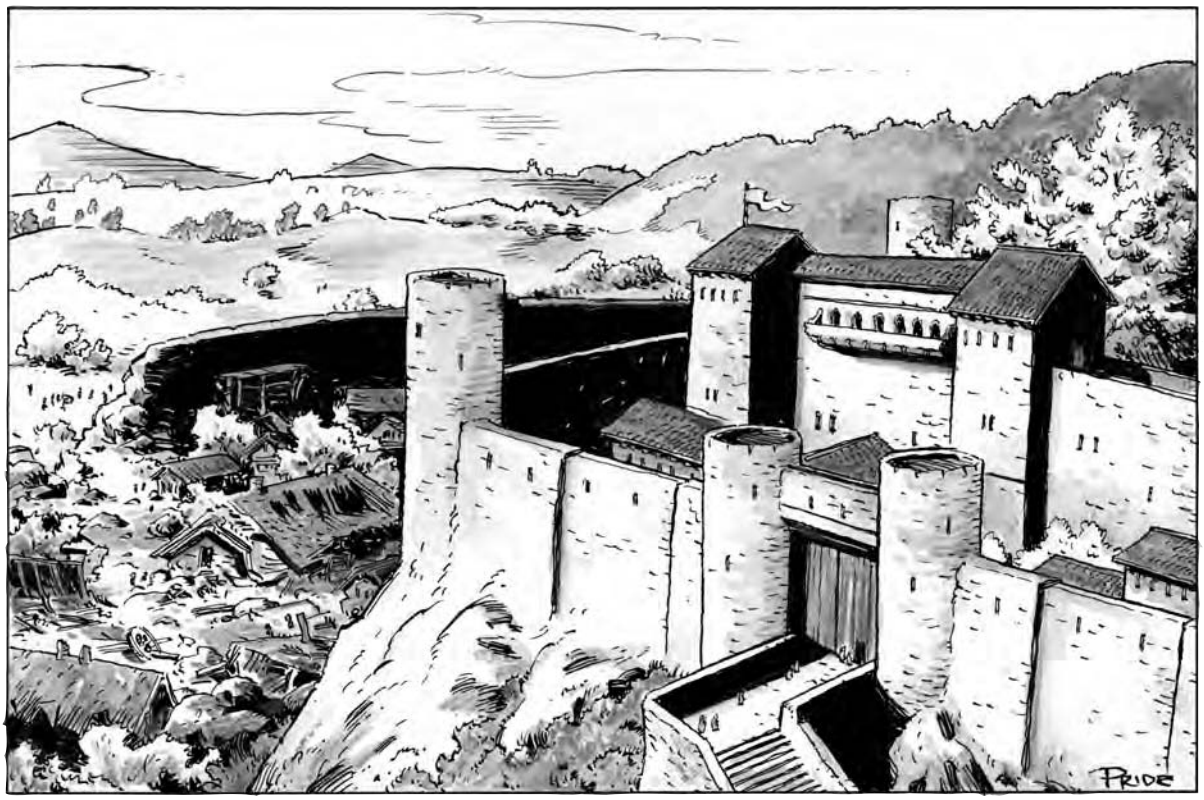
0129 Of Goblins and Sea Monsters (EL 9): A partially buried mound at the bottom of the sea here contains the skeletal remains of six goblins. A rather large and hungry sea monster (a 20 HD **elasmosaurus** [CR 9; hp 190]) swims in the area.

0201 Cavemen in the Hills (EL 9): A network of small caves provide shelter for a small clan of **40 cavemen** (CR 1/2; hp 9 each) and their **clan leader** (CR 1; hp 16). They spend their time hunting and gathering foodstuffs (of which they have a large store built up in one of the caves).

0206 Tarsh (Small City): Conventional; AL N; TL 8; 15,000 gp limit; Assets 6,675,000 gp; Population 14,240 (Able bodied 3560); Mixed (human 70% [mixed], elf 10%, dwarf 8%, gnome 6%, halfling 4%, others 2%); Resources: Market. *Authority Figure:* Marlenius, male human N Drd15 (Beytnorn, God of Trees and Vines). *Important Characters:* Lord Hermes, male human N Ari12 (head of the council); Alexiev, male half hill giant CG Ftr14 (Governor General of the Army of Tarsh, council member); Voltar, male human CG Clr13 (High Priest of Apollo, Defender of Olympus, council member); Kirbye Yordeste, male human CG Rog12 (head of thieves guild and owner of the Red Dragon Alehouse); Kaltodar, male human N Wiz12 (62 years old and runs a small magic shop selling potions and scrolls); Ardontis, male human CG Rgr13 (flamboyant head of the Tarsh rangers, council member); Lord Kelandor IX, male Gishmesh LE Ftr9/Wiz11 (visiting Lord detects as NG); Paulus the Protector, male Skandik LG Pal10 (Avenger of Thor).

A once mighty kingdom was centered here but was brought to ruin during a worldwide conflict ages ago. It was ruled by long-lived humans called Tenifell Lords. Appearing as normal humans, it is said that remnants of this race still exist and roam the Wilderlands as rangers. Scholars say there is little chance that the race will regain its former glory as the females gave birth to twins or triplets but once in a lifetime of 350 years. It is said that a Tenifell Lord wizard still guards the old city. The outer walls were breeched long ago. Only the nobles' section within the inner walls remains and makes up the new city. Rubble is piled on most streets in the old city leaving only a few paths through the old city. In the center of the city is a citadel with a small wood, a sacred tree at its center. The druids have a special relation with the horses here. The administration of the city is left to the council.

The central market has goods from Tarantis, Viridistan, Valon and the City State. It is located in a newly cleared area just outside of the inner walls. Tarsh is small in comparison to the other main city states but it is growing. Trade is beginning to return once more. Vendors ply artifacts of the old city to travelers and merchants from foreign lands. Many make a good living scavenging the old city.



0206 Tarsh

0218 Shaboban (Village): Conventional; AL CG; TL 2; 200 gp limit; Assets 4,300 gp; Population 688 (Able bodied 172); Isolated (dwarf 86% [mostly hill], human 10%, elf 3%, other 1%); Resources: fish. *Authority Figure:* Elder Gar Forkbeard, male dwarf LG Ftr6. *Important Characters:* Adurmak Zarduk, male dwarf [hill] CG Adp5 (Rosmerta, Goddess of Wealth, ale maker); Khazuk Angklin, male dwarf [hill] NG War7 (village elder); Trezhek Talek, male dwarf CG War5 (tavern owner and village elder), Keljerak Angklin, male dwarf [hill] LG Exp7 (handaxe maker).

Isolated from most of civilization, these tribal dwarves fish the Bay of Kantaroon. They trade their fish to Tarsh for more modern equipment and supplies. Of late, raiders from Cudgel have been raiding their fishing nets following a rumor that the dwarves have secretly found a treasure in an old abandoned mine in a sea cliff.

0226 Giant Squid (EL 11): Two giant squids (CR 9; hp 66 each) make their home in the Winedark Sea. They are known to attack seafarers and slow-moving ships without rhyme or reason. Woe to those who swim or fall into the water in this area. These monstrosities are as large as ships and have been known to crush vessels.

0229 Isle of Greysend: The Isle of Greysend is fiercely defended by a squadron of **12 shipwrecked knights** (male human Pal5; CR 5; hp 39 each; LG; chainmail, steel shield, longsword) who have taken horrid **goblin women** (CR 1/4; hp 4 each) to be their wives. These charmed cavalrymen are so blinded by love for their new "wives" and adopted families that they take it as a great affront if they are told their wives are goblins, instantly challenging anyone foolish enough to insult a wife's virtue to a duel to the death.

The knights have all been charmed by **Seytune the Greenhag** (female green hag Sor8; CR 12; AL LE; Str 17, Dex 17, Con 15, Int 10, Wis 14, Cha 17; shortspear, *scroll of 2 arcane spells (charm monster* [x2]*), ring of protection +1, cloak of resistance +1, wand of magic missiles* (25 charges), *potion of cure serious wounds)*, a powerful sorceress who adopted the goblin clan long ago. Many of the knights have fathered children amongst the goblin women, their spawn being similar in size and prowess to a full grown orc. There are currently **30 goblin spawn** (CR 1/4; hp 5; as orcs) on the island, ready to defend their families to the last.

0305 Klest (Small Town): Magical; AL LG; TL 3; 800 gp limit; Assets 67,800gp; Population 2,712 (Able bodied 678); Mixed (human 71% [some Common Avalonian], gnome 8%, half-elf 8%, elf 5%, halfling 4%, dwarf 2%, first men 2%); Resources: Timber. *Authority Figure:* Alton Telegonis, male human LG Wiz8. *Important Characters*: Duer Zeller, male human LG Clr4 (temple priest Brigit), Volrath Seeler, male human NG Wiz4 (village judge), Megan Lefeavor, male gnome LG Bbn4 (miller), Freda Lymer, female human CG Ftr8 (carpenter), Ione Hucker, female Common Avalonian NG Ftr6 (shield maker).

Located on the river Dor, Klest provides timber for the city of Tarsh. Alton Telegonis is chief here and presides over the tribal council. Alton is seeking rare components for making potions. It is rumored that Alton is building an army of wood golems to protect the town from wilderland invaders. The town war chest has an accumulation of 600 bat wings and 12 beholder eyes.

0307 Tower of Shrinking Canyon (Citadel): Magical; AL LE; TL 4; 100 gp Limit; Assets 625 gp; Population 200 (20

humans War1, 15 veteran orcs Ftr1-3s and 10 half-orcs Ftr2-4s mistreat the citizens and guard the citadel; the remaining 150 are Com1-3 or Exp1-3 human peasants or common orcs); Mixed (human 55% [some Common Avalonian], orc 40%, half-orc 5%). *Authority Figure*: Vistar the Runt, male Tharbrian LE Wiz6. *Important Characters*: Ackar, male half-orc CE Ftr5 (bandit leader); Sundar, male Altanian NE Bbn3 (henchman).

In a canyon six miles to the east of Tarsh is a tower that is the home of the Wizard Vistar. His assorted followers include human misfits, orcs and half-orcs. Vistar placed Ackar and his henchman Sundar in charge of the hamlet. Vistar is researching potions of growth. Frequent rock slides are gradually making the canyon smaller.

0313 Hall of the Vanguard (Castle): Conventional; AL LG; TL 4; TL 5; 100 gp Limit; Assets 1500 gp; Population 480 (80 seasoned fighters Ftr2, 30 sergeants Ftr3 and 10 officers Ftr4 constitute the castle's garrison; remaining 360 are War1-3 militia, Com1-3 peasants or Exp 1-3 craftsfolk or shopkeepers); Isolated (human 95% [many Skandik], other 5%). *Authority Figure*: Dinorta Stasdt, female Skandik LG Ftr5. *Important Characters*: Hans Longson, male Skandik NG Ftr4 (lieutenant); Hildegarde Haansta, female Skandik LG Clr4 (Thor).

These Skandiks immigrated here around 70 years ago from Longship Havens. They follow a nobleman exiled by the King of Ossary. The folk came here to escape cruelty in their native lands. An elite corps of 120 seasoned fighters guards the approaches of the River Wererat from bandits and orcs.

0322 Isle of Norninger: Perched amongst the razor sharp crags of this volcanic isle is a forgotten temple to Surtur, forged from solid brass. Its only resident, **Coalcinder, a huge elder fire elemental** (CR 11; hp 204) keeps the temple from falling into the hellish maw of the earth by his strength and will. Lava flows freely from the cracked peak of the largest volcanic cone as hot gasses erupt from brittle lava tubes at the islands north end, making travel there poisonous to the lungs and treacherous to life and limb. The southern end of the island is covered in lush vegetation, fed and fertilized by the ash that continually replenishes the soil.

0323 Giant Snakes (EL 6): Four large poisonous snakes (vipers) (CR 2; hp 13 each) spend their days basking in the warmth of the sun lying on large rocks in the area where their bodies can absorb as much sun as possible. Being predators, they attack any living creatures that come within the area. They often hide their bulk within any foliage and spring upon their prey.

0402 Wild Horses (EL 9): The rolling hills and plains here are home to a herd of **18 wild (light) horses** (CR 1; hp 19 each). They are not aggressive and often flee from predators. They attack any that try to ride or tame them, though if given the opportunity to escape they choose it over combat. These horses cause sparks when their hoofs strike stones giving rise to tales of ghost horses galloping at night.

0410 Ruti (Small Town): Nonstandard; AL LG; TL 4; 800 gp limit; Assets 55,600 gp; Population 2,224 (Able bodied 556); Mixed (elf 70% [mostly high, some northern], human 15%, gnome 8%, halfling 6%, others 1%); Resources: Copper. *Authority Figure:* Xayer Hriand, male elf [high] LE Ftr5. *Important Characters:* Uridor, male elf NE War5 (henchmen); Akallaben, male elf LE War4 (henchmen), Brilthora, female elf CE Adp2 (temple priestess Ihlwynd); Elsbeth Regaler, female halfling CE Rog3, Nimturn, male elf LG Exp4 (mayor).

Xayer and his henchmen took over the town seven years ago to control the copper mines. With Brilthora, they established a small temple to Ihlwynd, the Lord of Pestilence. Nimturn is trying to organize a resistance with little success thus far. Xayer uses the temple as a vault for all their looting. The farmers have been forced to mine. The fields have gone to seed and the people are starving. The elves have suspended their normal festivals in anticipation of a general uprising.

0416 Giant Crabs (EL 7): Making their home at the mouth of the river, this large family of **6 medium monstrous crabs*** (CR 2; hp 16 each) often attacks small boats or swimmers in the area. They are not overly aggressive and do not attack creatures larger or more numerous than themselves.

0428 Hungry Fish! (EL 6): At the bottom of the waters are the remains of eight statues, now broken, crumbling, and partially buried in the sands and muck of the seabed. A small school of **6 giant caribe*** (CR 1; hp 13 each) has taken up residence in the area and attack swimmers, fishermen, and other living creatures in the area.

0503 Northern Outpost (Castle): Conventional; AL NG; TL 5; 100 gp Limit; Assets 1,625 gp; Population 520 (65 light foot Ftr1-3, 13 heavy crossbowmen Ftr1-3, 13 heavy foot Ftr1-3 and 39 light cavalry Ftr2-4 are the experienced garrison of the castle; the remainder are Com1-3 farmers and peasants, Com1/Exp1 or Exp1-3 merchants or ranchers); Mixed (human 60% [mixed], elf 30% [high], dwarf 10%). *Authority Figure*: Justin the Valiant, human male LG Ftr4. *Important Characters*: Legoloth, male elf [high] CG Rgr4 (commander of the cavalry); Lothar the Just, male Tharbrian CG Clr3 (patriarch of the One God); Aithul the befuddled, dwarf male NG Ftr4 (sergeant of the heavy foot).

This is the northern outpost of Tarsh. Rustlers have been raiding the horse pens at night. Justin and his men serve Athena. A small settlement has grown up around the outpost, trading with local tribesmen and offering lodging to travelers.

0533 Tritons (EL 12): The Winedark Sea is home to a small enclave of **16 tritons** (CR 4; hp 16 each). A small network of undersea caves provides the tritons with shelter and protection from large aquatic predators. The tritons in this area are often encountered frolicking in the waters or hunting aquatic game, which is captured and hauled to their lair for later feasting. They have amassed a horde consisting of 1,000 gp, 1 jacinth (4,000 gp), 3 aquamarines (400 gp each), 5 zircons (50 gp each), *potion of detect thoughts, potion of cure light wounds, ring of protection +1, hand of the mage*.

0609 Spotted Lions (EL 9): The forested hills and mountains are home to a large pride of **11 spotted lions** (CR 3; hp 32 each). They lair in the mountains in a well-hidden cave, are highly predatory and often roam in a two to three mile radius hunting for food. They are known to attack creatures larger than themselves, relying on sheer numbers to bring a foe down.

0614 Cudgel (Small Town): Conventional; AL CE; TL 4; 200 gp limit; Assets 8,350 gp; Population 1,336 (Able bodied 334); Mixed (human 83% [mixed], elf 6%,

halfling 5%, dwarf 3%, others 3%); Resources: Pipeweed. *Authority Figure:* Hetman Barthel Atarardes, male human LE Mnk5 (Kuvartma). *Important Characters:* Chloe Stedmann, female human, CN War4 (horse trader); Zenor Zellerson, male elf NE Rog5 (lance and javelin shop); Rosco Seon, male Gishmesh CE Wiz3 (brewery); Eduard Wagner, male Alryan CE Clr6 (temple of Harmakhis); Diderik Bardwell, male human NE Exp6 (Coppersmith); Virdie Solomon, male halfling N Com3 (pipeweed farmer).

Cudgel is known region-wide for its pipeweed. Virdie has the largest farm. Hetman Barthel and Virdie barely tolerate each other. Virdie is secretly plotting to leave town and seeking an opportune time. Threats by Bartel have been heard at the Black Raven Inn.

0620 Isle of Wgnhaven (EL 10): The rocky plateau of the Isle of Wgnhaven hides a clan of **12 ogres** (CR 2; hp 26 each) consisting of eight males and four females. Wgnhaven has but a single natural harbor fit to land a ship within, and the ogres, being great climbers and swimmers, have found great profit over the years by rolling huge boulders from the cliff-tops surrounding the narrow islet that leads to the harbor onto the decks of passing ships. The tactic is so successful it often sinks the unfortunate vessel outright, drowning the crew. The ogres have **8 young** (CR 2; hp 13 each; noncombatants) and have gathered a *rod of the viper*, and *wand of web* (caster level 5, 20 charges) which none of them know how to use, although they think they make fancy decorations, the biggest of the tribe wearing them in their clothing, or as hair-pins. They have a sack of 1218 gp buried near their lair (DC 20) at the top of the stony plateau.

0704 Giant Slugs (EL 8): A network of sinkholes and tunnels proves home to two **giant slugs*** (CR 6; hp 66 each). These monsters are rarely encountered during the daylight hours, preferring to feed and move about at night. They subsist on a natural diet of carrion, plants, and sometimes insects. Living creatures in the area are often mistaken for food and are often slain, dragged back to the giant slugs' lair and left to rot in a vile pool formed of the slugs' secretions in one of the tunnel corridors.

0708 Obaltion (Village): Nonstandard; AL N; TL 4; 200 gp limit; Assets 5,850 gp; Population 936 (Able bodied 234); Isolated (halfling 94% [mostly common, some stout], human 6%); Resources: Hides. *Authority Figure:* Silenier, female adult gold dragon LG. *Important Characters:* Damen Sparrow, male halfling N Exp9 (master builder); Wilhelmina Granger, female halfling N Exp7 (tanner); Verna Chasity, female halfling N War5 (hunter); Rultin Swain, male halfling, CN Rog7 (brewer); Grahm Shepherd, male halfling N Clr3 (Catalagod).

These halflings hunt deer and other game in the area. They are protected by Silenier, who resides on Blackrock Peak. Long ago a group of halflings helped to defend the lair of a sleeping golden dragon from raiding orcs and have enjoyed a symbiotic relationship with her ever since. Silenier spends her waking time in human form teaching the halflings and protecting the village.

0708 Oblation Shrine (Citadel): Conventional; AL N; TL 4; 40 gp Limit; Assets 90 gp; Population 80 (20 dedicated halfling warriors War1-3 protect the citadel and the priests within; the remaining 60 are Com1-3 servants, Exp1-3 staff or Clr1-3 priests); Isolated (halfling 96% [mostly common, some stout], human 4%). *Authority Figure:* Adai, female halfling N Clr5 (Catalagod). *Important Characters:* Niflheim, male halfling LN War3 (head of Temple Guard).

The halflings have dedicated the shrine to Catalagod. Niflheim commands the temple guards consisting of 20 halfling veterans. The shrine serves also as a school for the gold dragon Silenier to teach halfling children. Adia teaches the littlest ones.

0719 Giant Toad (EL 3): In the semi-swampy grounds where the river runs through the forest, a **giant toad** (CR 3; hp 22) makes its home. Spending its days feeding on insects and berries, it rarely attacks, though if cornered or attacked first, the toad defends itself to the best of its ability. Tall tales say this is the lair of the Leaping Lurgh that can curse victims with huge warts.

0725 Merfolk (EL 15): Lairing in the Winedark Sea, a large tribe of **125 merfolk** (CR 1; hp 5 each) spend their time hunting, fishing, and generally enjoying their aquatic existence often basking on rocky outcroppings or natural reef beds formed in the sea. They are often encountered by seafarers and lend aid to those in distress. **Twelve merfolk minstrels** (Brd3; CR3; hp 13 each) sing songs and provide hope and entertainment to their people. The merfolk here are a very friendly sort, but if provoked or threatened, do not hesitate to retaliate. There are four mermaids for every male in most tribes. Only males are warriors but the mermaids protect their young exclusively. They are commanded by **5 lieutenants** (Ftr 5; CR 5; hp 32 each) and **3 captains** (Ftr 7; CR 7; hp 45 each), and have accumulated a treasure horde consisting of 3,000 gp, 6 bloodstones (40 gp each), and an *eversmoking bottle*.

0727 Isle of Ravensrill: An abandoned settlement with no apparent signs of life greets visitors to the Isle of Ravensrill. A lone sign hangs from the village gate, scrawled in red paint that reads "Hell has come to Ravensrill."

Recent lava flows, random hot springs and rent opening of fissures have frightened off the settlers, who believed they had offended the gods and brought doom upon their community. In actuality this is merely a random, natural event that precedes an eventual volcanic eruption that will blow the tiny island to bits. Alternately the judge could determine that the island is stalked by packs of **hellhounds** (CR 3; hp 26) at night, taking advantage of a trans-dimensional rift beneath the surface of the island.

0813 Giant Snakes (EL 7): Near the Goldenhorn Summit a pair of **huge constrictor snakes** (CR 5; hp 60 each) has taken up residency. They are highly aggressive and attack just about any creature that moves through the area. Their lair can be located with a little searching (Search check [DC 20]) and consists of a large hole in the ground covered with a thin lair of foliage. A creature not paying attention while walking in this area might find the snake hole by accident. Falling into the hole deals 1d6 points of falling damage (treat it as a 10-foot deep pit).

0815 Grief Castle (Castle): Conventional; AL LE; TL 3; 100 gp Limit; Assets 1,000 gp; Population 320 (50 swordsmen War1, 20 archers War2, 2 siege engineers Exp3, 1 ballista crew

War3, 2 catapult crew War3 inhabit and defend the castle; the remaining 240 are Com1-3 laborers, farmers and castle staff or Exp1-2 stable staff, merchants, breeders and expert servants); Isolated (human 95% [mixed], other 5%). *Authority Figure*: Joni Becklar, female human LE Ftr7. *Important Characters*: Talmel 'the tiger', male Altanian CE Bbn5 (consort); Beclan Sturvis, male Altanian CE Rog6 (agent).

Joni commands 50 warriors with a light catapult and ballista. Talmel and Sturvas are brothers and serve as her lieutenants. They barter with or raid passing caravans for supplies.

0827 Isle of Oarhangle (EL 12): This fishing village on the eastern shore of Orhangle is truly a place fit only for the dead and the damned. Commodore Vichelli traded his soul to Keshenga the voodoo queen in exchange for a life of riches and success at sea. Upon his death he arose as a **specter** (CR 7; hp 45) and quickly drained Orhangle of its living population. Greedy in death as he ever was in life, Vichelli and his **40 ghouls** (CR 1; hp 13 each) take twisted glee in pretending to be living folk, flying a distress flag over the harbor to draw mariners into their lair. Too late the crew of the good intentioned vessel is overcome by Vichelli and his ghouls, their vessel cast adrift at sea with all hands lost and cargo the cargo added to Vichelli's ever growing hoard. An old chest in Vichelli's estate holds a *wand of charm person with 13 charges*, *a wand of daylight* (caster level 7, 5 charges), *a necklace of fireballs type IV*, 800 gp in various gems and 22,289 sp.

0906 Fire Beetles (EL 2): On the plains here, **a pack of 5 fire beetles** (CR 1/3; hp 4 each) wanders about eating and devouring insects (both of the normal and giant variety). They often attack passersby if they are extremely hungry; otherwise they usually allow travelers to pass unmolested. A living creature that becomes the target of the pack is swarmed immediately and killed soon after (if all goes well for the beetles).

1002 Stalker Ruins (EL 10): The ruined walls of a temple can be traced in the ground here. None of the buildings remain standing, though a portion of the wall of what could have been the main chapel or sanctuary remains. **Three invisible stalkers** (CR 7; hp 52 each) haunt the grounds here.

1007 Bantley Castle (Castle): Conventional; AL N; TL 4; 100 gp Limit; Assets 875 gp; Population 280 (20 men-at-arms Ftr1 and 50 militia War1 defend the castle; the remaining 210 are Com1-3 farmers and woodsmen or Exp 1-3 shopkeepers, craftsmen and merchants); Mixed (human 90%, elf 5%, other 5%). *Authority Figure:* Bantley, male human N Ftr5. *Important Characters:* Ootling, male demonbrood, N; Sarat, male djinni, N.

Bantley Castle sits at the edge of Witch Wife Glen. In addition to twenty men-at-arms, Bantley has befriended a djinni who lives in a brass urn. The seal is always open so that he can come and go as pleases. He is allied with the halflings of Oblation and will send troops for their protection if they are ever attacked.

1020 Six-Headed Hydra (EL 5): A large grove of trees near the riverbank gives shelter to a **six-headed hydra** (CR 5; hp 63). Its lair is deep within the grove and littered with the bones of its victims. Its treasure can be found scattered in this area as well. The hydra is very aggressive and attacks any creature that comes within the area, though it does not roam very far from its lair when hunting. It is known to attack boats and small ships as they sail down the river. This monster is known as the River Reaper by locals and guards a horde of 10,000 cp.

1031 Moss Covered Armor (EL 4+): Deep under the surface of the water, covered in a fine layer of sand, dirt, moss, and mineral deposits is a suit of *+3 plate armor*. A small contingent of **12 lizardmen** (CR 1; hp 11 each) frequents the area (especially during the night).

1111 Hill Giants (EL 11): At the foot of the Blackrock Peaks a family of **4 hill giants** (CR 7; hp 102 each) makes its home. Hidden in the shadows of the mountains and secluded by the natural hilly terrain, a large wooden log cabin-like structure houses the giants — two parents and two children (both male; both fully grown). The cabin itself is of sturdy and rugged design and is able to withstand not only bad weather, but also direct physical assault. The cabin is a large, open, building with each room partitioned off from the other by large, thick animal skins. The rooms are: a main area that serves as both living and cooking quarters, evident by the large hearth and cooking utensils in here; a storage area that contains the giants' treasure and belongings; and two bedrooms (one for the parents and the other for the children). Their treasure, accumulated over years of scavenging and occasionally murdering travelers,

1115 Lepas

contains 16,000 gp, carved bone statue (50 gp), silver chalice (60 gp) and 2 amethysts (120 gp each).

1115 Lepas (Village): Magical; AL LE; TL 5; 200 gp limit; Assets 4,325 gp; Population 692 (Able bodied 173); Mixed (human 81%, elf 7%, dwarf 4%, halfling 4%, gnome 4%); *Resources:* Furniture. *Authority Figure:* Zunay Rygard, male elf LE Wiz4. *Important Characters:* Kuno Gammond, male Common Avalonian LE Clr4 (Kutabold), Ward Wildsmith, male human LE Exp6 (leather armorer), Afra Tighe, female human CE War2 (trap maker), Ensor Elford, male dwarf N Exp4 (master craftsman).

Zunay has a small wizard's tower at the edge of town. He rules Lepas with an iron fist and has since 4396 BCCC. Ensor moved here from Zarast some 10 years ago tired of the chaos it was in. He makes a good living making tables and beds using the fine ebony lumber from the nearby woods. They are sold as far away as Tarsh. Zunay is concerned that Finhorn of Zarast has an eye for Lepas so he has recently raised taxes to build a wall around his tower. The town is being forced to supply the lumber and the extra labor needed is hurting business.

1119 Huffi Castle (Castle): Conventional; AL NG; TL 5; 100 gp Limit; Assets 1,375 gp; Population 440 (The Huffi family maintains a strong garrison of elvish fighters and warriors, consisting of 1 lieutenant Ftr5, 4 sergeants Ftr3, 5 masters Ftr2, 15 veteran guardsmen Ftr1, 40 warriors War1-3; 30 archers War2-4, 10 scouts Rgr1-2, 3 priests Clr1 [Mesha] and 2 wizards Wiz1; remaining 330 are members or retainers of the Huffi family – Com1-3 servants or servants' families, Exp1-3 artisans, architects, scribes, priests' assistants and expert staff, Ari1-5 Huffi relatives or Wiz1-3 assistant spellcasters); Mixed (elf 74% [high], human 14%, half-elf 6%, gnome 6%). *Authority Figure:* Talasi Huffi, female half-noble elf CG Div6. *Important Characters:* Lewinor Huffi, male noble elf NG Ftr7 (husband); Kiya, female noble elf CG Clr5 (the Goddess Mesha, the Bringer of Seasons).

Built in 4167 by Kareva Huffi, the castle has never been taken in 300 years. The Huffi family is from a long line of noble elves. Talasi's father married a Tharbrian woman 74 years ago. She inherited the castle and a small fortune in 4421 when her father passed on. Her husband Lewinor is Captain of the Guard. This stronghold was meant to guard against a prophesy of an invasion.

1128 Giant Leeches (EL 4): Often encountered floating on the surface of the waters, **2 giant leeches*** (CR 2; hp 11 each) attack any warm-blooded creature in the water. A sated leech is either encountered floating on the surface or sinking slowly underwater where it digests its food and quickly returns to the surface for more. This area is called the Blood Water by locals.

1201 Ogres (EL 7): On the edge of a small hill stands a heavily fortified wooden hut. Within this hut dwell the ones that built it; a family of **6 ogres** (CR 2; hp 26 each) of the foulest and vilest sort. They often roam the countryside hunting live prey only to engage in a sort of cat-and-mouse game before finally trapping it, dragging it back to their lair, and cooking it. This family is known as the Uglies and they are notorious for their cruelty. Hidden in their lair is 20,000 cp, 2 (irregular) pearls (25 gp each) and a *potion of darkvision*.

1217 Minotaurs (EL 6): At the forest's edge stands a small hill with large opening that leads to a small network of interconnected caves. Within these caves dwells a mated pair of **minotaurs** (CR 4; hp 39 each). Other than a few cooking utensils, old rags, some bones, and their treasure, this cave network is empty and featureless. The couple are in hiding from their brethren because the wife is a princess who married beneath her station. The male often tries to trade game for cloth or trinkets and have over the years accumulated 2,000 sp.

1222 Giant Octopus (EL 8): Making its lair near the shore in an undersea cave, this **giant octopus** (CR 8; hp 44) often attacks ships, fisherman, swimmers, and just about anything else that moves within its area. Often the target of many hunts, this creature has withstood the test of time and has become somewhat of a legend to land-dwellers in the surrounding areas. The tentacles are said to be the hair of a demon water god called Scour. He was driven mad by shark-lice.

1304 Dwim (Hamlet): Magical; AL CE; TL 4; 100 gp limit; Assets 1,538 gp; Population 492 (Able bodied 123); Mixed (human 78%, elf 12%, dwarf 6%, half-elf 2%, gnome 2%); Resources: Pelts. *Authority Figure:* Marsh Awen, male human CE Wiz4. *Important Characters:* Helmar Robuck, male Common Avalonian CN Ftr5 (horse trader, stable owner), Stens Spearen, male ogre CE War4 (trapper), Mashequila, female half-elf NE Rog6 (fur trader).

Marsh Awen depends on Stens and his ogre friends to keep order and for muscle when raiding trolls are spotted. Some 15 miles to the northwest are the ruins of an old temple. Several independent hunters that don't live in the hamlet use this as a base.

1307 Trolls (EL 8): A small series of caves near the banks of the river house the **3 trolls** (CR 5; hp 63 each) that dwell here. Often seen hunting at night, these creatures are known to roam far from their lair in search of food. If a living creature makes the mistake of wandering into the caves here, the trolls usually make short work of him, often salting his remains and storing them in a "cooler" (a small cave the trolls dug deep underground for storage) for the winter months when food in this area becomes scarce. Among the offal in their cave is a small bag containing *dust of tracelessness*.

1313 Zarast (Small Town): Magical; AL N; TL 5; 800 gp limit; Assets 48,500 gp; Population 1940 (Able bodied 485); Mixed (dwarf 70% [mostly common, some hill], human 20%, half-elf 4%, halfling 4%, gnome 2%); Resources: Marble. *Authority Figure:* Finhorn dwarf CE Clr4 (Angall, God of the Perpetual Void). *Important Characters*: Triggik Bolter, male dwarf [hill] N Ftr5 (Mason), Pyke Hawker, male dwarf N Exp4 (armorer – chainmail), Roark Hansard, male dwarf LN Com4 (dry goods), Ernst Scudmore, male human NG Tarsh Rgr6 (informant).

The quarries in the Ered Morghane are kept busy by Finhorn. Marble Triggik is the best mason in town and thus has one of the finer houses. Finhorn really doesn't care much about Lepas, but he makes Zunay Rygard think so just to irritate him. He does want to get control of the river of Grief so that it is easier to ship marble to Tarsh. Currently it is taken overland in wagons. Ernst Scudmore was sent here by the Rangers of Tarsh to monitor the situation. He passes as a workman at the quarries.

1618 Greenswabs

1416 Overgrown Road (EL 4): A rather large portion of a well-traveled and now forgotten road is buried in the underbrush here. Closer examination reveals a mixing of leaves, underbrush, and webs. And that is when the **2 large monstrous spiders** (CR 2; hp 22 each) make their move.

1507 Charmack (Small Town): Conventional; AL N; TL 4; 800 gp limit; Assets 57,300 gp; Population 2,292 (Able bodied 573); Mixed (dwarf 80% [mostly mountain], human 16%, gnomes 4%,); Resources: Iron. *Authority Figure*: Rybolt Bighip, male dwarf [mountain] N Mnk8 (Phelonious, God of Ancient Kings). *Important Characters*: Rusty Alanson, male human CN Com5 (horse trader); Ingram Worts, male dwarf N War3 (oil shop); Adgerdin Ballster, male dwarf [mountain] CG Ftr6 (Last Shaft Tavern).

Three mines in the Ododharaun Mountains provide iron for the community of dwarves. It is shipped by river to Tarsh. Encounters with an occasional Stone Troll stops work in the mines until it is driven off or killed.

1513 Griffons (EL 8): The aerie of the **4 griffons** (CR 4; hp 59 each) is located high atop a mountain peak in this area. Those without excellent climbing skills and those without the ability to fly have a tough time reaching this area. The griffons often perch on ledges near their nest where they can watch, unseen by prey moving through the area. The griffons usually engage a target as it makes its way through the rocky terrain or attempts to scale the cliffs here.

1610 The Ruined Calendar (EL 6): A large stone calendar, now weather-beaten and worn lies in the underbrush here. No marks can be identified on its surface. A herd of **6 wild pigs (boars)** (CR 2; hp 22 each) roams the area in search of food. They are highly aggressive and attack as soon as prey is sighted.

1611 Skull Tower (Citadel): Conventional; AL ce; TL 6; 0 gp Limit (nothing is for sale here, alive that is); Assets 500 gp; Population 43 (25 medium skeletons; 12 medium zombies; 4 ghouls; 2 shadows); Mixed (undead 100%). *Authority Figure*: Namsor Natu, male Karakhan CE nec16. *Important Characters*: Javad Mekni, male Karakhan NE Ftr8 (henchmen); Elech Oakan, female Karakhan CE Clr8 (Harmakhis); Hakan Gaige, male half-elf CE Rog6 (would be assassin).

At the east end of the Plain of Skulls lies Skull Tower. The giant skull of a dragon is perched atop the tower. It is where Namsor builds his army of undead to eventually conquer the valley including Dome. Using the bones piled upon the plain and the spirits of the long dead that have no where to rest, Namsor has assembled a small army of twenty-five skeletons, twelve zombies, four ghouls and two shadows.

1618 Greenswabs (Small Town): Nonstandard; AL LG; TL 3; 800 gp limit; Assets 50,100 gp; Population 2,004 (Able bodied 501); Mixed (human 74% [some common Avalonian, Gishmesh and Skandiks], elf 14%, gnome 5%, half-elf 3%, dwarf 2%, halfling 2%); Resources: Market. *Authority Figure*: Okar Longarm, male Troll N Ftr6. *Important Characters*: Shadara Varlet, female human LG War6 (bowyer); Slania Wilddragon, female Common Avalonian CG War4 (Purple Stag Tavern); Barrye Berker, male Common Avalonian LG Adp4 (Athena, owns the Remedy House); Lopmar Levitar, male human LG Com3 (council elder).

Okar and his band of mercenaries have taken over Greenswabs and threatened the local farmers to get their cooperation. Okar has taken over the house of Lopmar Levitar and his wife often chases gnomes about. He has confiscated all the farm animals and placed them in a pen in town.

1705 Dire Hippos (EL 9): Often found grazing on the plains or bathing in the shallow pools here, this **pair of dire hippopotami*** (CR 7; hp 152 each) are very territorial; even to the point of attacking creatures hippos are not normally known to attack.

1733 Dragon Turtle (EL 9): Near the shores of Tustoral, a **dragon turtle** (CR 9; hp 138) has taken up residence. Very rarely does it make its presence known except when threatened and then only long enough to deal with the interlopers or would-be-attackers. Some local sailors in the area have even taken to praying to the dragon turtle (venerating it as a god), asking for protection as they ply their wares across the seas. It is said that any time the god surfaces for air, fish swarm nearby. The dragon turtle does not object to the worship and has in fact accumulated quite a horde from the treasures thrown overboard to placate it — 3,000 sp, 2,300 pp, 3 jaspers (75 gp each), 2 red garnets (150 gp each), a *potion of vision*, a *potion of endurance* a *scroll of 2 arcane spells (see invisibility* and *levitate)*, a *ring of mind shielding*, a *scroll of 1 arcane spell (detect secret doors)*, and a *potion of spider climb*.

1706 Dire Hippos

1802 Wererat Citadel (Citadel): Conventional; AL LE; TL 2; 100 gp Limit; Assets 750 gp; Population 240 (led by Snizt and Dimst, assisted by Garz and his 4 wererat kobolds; the remainder are common kobolds); Isolated (kobold 98%, wererat 2%). *Authority Figure*: Krivit Tar, male kobold LE Ftr6 (chieftain). *Important Characters*: General Snizt, male kobold LE War4 (leader); Dimst, male kobold LE Clr5 (shaman of Margonne); Garz, male wererat NE Rog5 (has twenty-four **dire rats** [CR 1/3; hp 5 each]).

The Wererat clan of kobolds has taken over this abandoned keep. From the safety of its high walls, they raid villages to the south and west. They believe the hills to the west are full of minotaurs.

1808 Dome (Village): Conventional; AL N; TL 4; 200 gp limit; 4,100 Assets gp; Population 656 (Able bodied 164); Mixed (gnome 74%, human 14%, dwarf 8%, elf 4%); Resources: Tin. *Authority Figure*: Gnerwen, elf N Ftr6. *Important Characters*: Fingorn, male gnome NG Ftr4 (runs Community warehouse); Cabell, male gnome N Clr6 (village priest of Dacron, God of Crafts).

These gnomes lead a meager existence off the tin mines in the Ododharaun Mountains. Gnerwen is not popular with the dwarves of Charmack so they charge him a hefty fee to ship ore to Tarsh. The gnomes maintain a lookout tower at the edge of the village to watch for marauding orcs and half-orcs from Gruesome Square.

1810 Horses, Horses, Horses... (EL 6): A small herd of **7 wild (light) horses** (CR 1; hp 19 each) roams the plains and hills of this area in their quest for food.

1815 Giant Turtles (EL 9+): The Wailing Stream is home to a large grouping of **giant turtles** (see below). These creatures can be found swimming in the river, lying on the banks basking in the sun, or eating the various plants and berries nearby. On occasion, the turtles swim the length of the river into the open sea, spend a few weeks there, and return to their lairs here. Why they do this has opened the door to much speculation among sages.

> **Giant Turtle:** CR 9; SZ H Animal [Aquatic]; HD 15d8+75; hp 142; Init +2; Spd 10 ft., swim 30 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB +7; Grap +22; Atk/Full Atk bite +16 melee (2d6+10); Space/Reach 20 ft./10 ft.; SA capsize (as a dragon turtle); SQ scent; AL N; SV Fort +14, Ref +7, Will +6; Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 2.
>
> *Skills:* Listen +7, Spot +7.

1918 Centaurs (EL 6): Separated from their tribal clan many years ago, these "outcast" **centaurs** (CR 3; hp 26 each) make their home among the dense trees and thickets of the area. They are non-aggressive and often act as guides to those souls passing through the area. Evil druids are not welcome here and neither is anyone that recklessly destroys or despoils the forests without just cause or reason. They have about 500 gp in various bags and pouches.

2005 Gruesome Square (Hamlet): Conventional; AL LE; TL 3; 100 gp limit; Assets 1,125 gp; Population 360 (Able bodied 90); Mixed (half-orc 64%, human 24%, orcs 12%); Resources: Trees. *Authority Figure*: Leunammi Tanki, male Gishmesh LE Ftr10. *Important Characters*: Lord Rhodan, male human NE Ftr6/Blk5 (evil servant of Set); Dax, male halfling NE Rog5/Ftr4; Troya, female human N Rog5/Asn4/Ftr7 (fallen paladin).

Leunammi Tanki uses this village of as a base of operations for raids on the surrounding area with this half-orcs and orcs. Lord Rhodan, Dax and Troya form the core of an independent group that is aligned with Tanki. Lord Rhodan seeks a lost treasure that he heard rumors of in Tarsh. Dax, a rather tall halfling at 5 ft, has a *belt of Giant Strength* +6, but there is a problem – it is giant sized. Troy is a fallen paladin that has turned to evil and bears a *two-handed*

vorpal sword. The village of Dome is the most frequent target of their raids. Local copse of pine and various hardwoods supply the lumber mill.

2012 Bugbears (EL 8): At the edge of the forest near the riverbanks, a small series of huts stand, looking weathered and beaten. This small "town" is home to **10 bugbears** (CR 2; hp 16 each) that spend their time hunting and fishing for survival. They are fond of harassing those that pass through the area, but usually do not kill humanoids unless the bugbears are extremely hungry. Elves are not welcome by the bugbears and are either viewed with great suspicion as they move through here or are simply attacked and slain outright.

2103 Tower of the Tooth (Citadel): Conventional; AL N; TL 5; 100 gp Limit; Assets 1,875 gp; Population 600 (40 halfling warriors War1, 60 expert halfling archers War1-3 and 10 halfling guardsmen Ftr1-3 guard the tower with devotion bordering on fanaticism; the remaining 490 are Com1-3 peasants and brewery workers or Exp 1-3 brewers and agriculturists); Mixed (halfling 80% [mostly common, some stout], human 14%, elf 6%). *Authority Figure*: Tejini, male halfling N Ftr3. *Important Characters*: Kerah, female halfling, CN Rog3 (cook); Bryson the magnificent, male Tharbrian LN Inv2 (brewer).

Tejini is third cousin twice removed on his mother's side to Rultin Swain of Oblation. Tejini inherited the Tower of the Tooth a year and a half year ago. He came here with his friends Kerah and Bryson. The brewery in the castle employs all of his family. The beer is poor though with the only water supply being the Marshes of Aykyurie. Bryson uses spells to make it more palatable. Still they intend to stick it out if they can manage to fend off the kobolds long enough to get their beer to market. They are searching for a cleric to join them to help with water purification.

2110 Wererats (EL 10): The mountain peaks off many things to many different creatures and this area is no different. A large enclave of **wererats** (CR 2; hp 5 each), all commoners from a now destroyed and long-forgotten village nearby, has made its lair here. The wererats are anything but friendly to those that venture here and are fond of setting traps to capture living prey. Prey is taken back to their lair and either killed and devoured immediately or caged until further needed (for meals, that is). The wererats often pretend to be friendly refugees. They've amassed a horde of 2,300 gp and various cast-off clothing and personal effects, including a *cape of the mountebank*.

2121 Drossyork Castle (Castle): Conventional; AL ce; TL 2; 100 gp Limit; Assets 1,125 gp; Population 360 (90 orc warriors War1 constitute the somewhat lackadaisical garrison; remaining 270 are common orcs or goblins; human slaves are Com1-3s); Mixed (orc 80%, goblin 15%, human 5%). *Authority Figure*: Grom, male ogre CE Clr7 (Angall). *Important Characters*: Beldik, male 0rc NE War6 (war chief); Rufus, male half-orc CE Rog5/Asn2 (crony to Grom).

This orc stronghold is home to the Red Skull tribe. They have two ballistae for defense (one on each tower) and 90 orc warriors. The earthen walls are 20 feet thick and two towers guard the approaches. Rufus directs the ballista fire but it is highly inaccurate. Goblin and human slaves do menial work. The Red Skulls seek more slaves.

2126 Sea Elves (EL 15): Along the coastline near the forest, a large community of **167 aquatic elves** (CR 1/2; hp 4 each) has made its home here. In addition to the ordinary aquatic elves, their defense forces include **5 warriors** (War 5; CR 4; hp 29 each; AL CG; longspear net) and **3 fighters** (Ftr7; CR 7; hp 56 each; AL CG; longspear net). Often friendly and outgoing to sailors and other seafarers, the elves do not go out of their way to help others, but do not refuse such a request on most occasions either. They simply dwell here, enjoying their existence living their lives out, and making the best of what they have and what comes along. Through trade, hunting and scavenging, the sea elves have accumulated a treasure with 4,000 gp, 6 silver pearls (100 gp each), and a *staff of earth and stone* that they cannot use but might be willing to sell, trade or offer as a reward for services rendered.

2132 Giant Porcupines (EL 6): The forest houses a family of **3 dire porcupines*** (CR 3; hp 22 each), who much like their normal size cousins, do not provoke combat unless threatened or frightened. These semi-docile animals are often encountered feeding on the plants and berries here.

2211 Giant Weasels (EL 12): Roaming the edge of the forests and attacking those that come nearby, this pack of **35 dire weasels** (CR 2; hp 13 each) is slightly more aggressive than their normal counterparts. They usually do not attack prey larger than themselves, but have in the past, relying on their sheer numbers to bring the prey down.

2214 Ninsum (Village): Magical; AL N; TL 5; 200gp limit; Assets 5,550 gp; Population 888 (Able bodied 222); Mixed (human 77% [some Common Avalonian and Gishmesh], elf 15%, half-elf 4%, dwarf 2%, halfling 2%); Resources: Salt. *Authority Figure*: Merabor, male Avalonian N Wiz5. *Important Characters*: Vendelín Machavik, male Common Avalonian N exp7 (master of the salt mines); Rombert Brightan, male human LN ftr4 (owns a Religious symbols shop); Sagan Black female Antillian N War5 (slaver); Fthilal, male human LG Clr9 (Thoth).

Of late the town has a problem with wererats in the mines starting at dusk every evening. Fthilal has lived for 10 years in a small hut at the outskirts. He knows that there is a ruined Temple of Thoth nearby but he has never been able to find it. Fthilal wishes to rebuild the temple.

2224 Citadel of the Woods (Citadel): Magical; AL NG; TL 5; 40 gp Limit; Assets 188 gp; Population 60 (10 human warriors War1, 3 sergeants War2 and 2 officers Ftr1 constitute Garroth's guard; remaining 45 are Exp1-3 assistants, librarians, servants and staff aiding Garroth in his studies); Mixed (human 83% [mixed], gnome 7%, elf 6%, dwarf 3%). *Authority Figure*: Garroth Laben, male human [Tharbrian] LG Wiz4. *Important Characters*: Kerson Mattson, male Bardik CG Brd3 (poet); Tas Bearheart, male Altanian NG War4 (lieutenant, commander of the guard).

Deep in the Kishnar forest lies the Citadel of the Woods. Its wooden walls are only 12 feet high with towers to 20 feet. Fish and game are plentiful so Garroth spends most of his time on his studies. He is hopeful of going to Tula someday to further his arcane knowledge. He wants to someday make this a retreat and school. He only has a small library at the present, but is expanding it.

2232 Levacant Castle (Castle): Conventional; AL N; TL 3; 100 gp Limit; Assets 875 gp; Population 280 (30 elf warriors War1-3, 20 elf veterans Ftr1-3, 10 elf scouts Rgr1-3, 6 elf shadows Rog1-3, 2 elf wizards Wiz2 and 2 priests Clr2 constitute the castle's defense forces; the remaining 210 are Com 1-3 farmers, Exp1-3 hunters and trackers and Adp1-3 shamans from the surrounding woods); Mixed (elf 90% [mostly high, some wood], human 10%). *Authority Figure*: Donginal, male elf [high] N Ftr5. *Important Characters*: Serfailla, female elf [wood] NG Rgr4 (huntress of Woodmother Forest); Alasenca, male elf N Adp3 (Beytnorn).

Allied with Seraphine the folk of Levacant Castle trade pelts for fish and supplies. The elves have hunted for years for a large yeti that haunts the nearby area.

2304 Forgotten Temple of the Crocodile God (EL 5): This large swamp-filled cave was once a temple to some now forgotten god. All that remains is the large stone altar and the **3 crocodile** (CR 2; hp 22 each) servants left behind by the long forgotten priests.

2307 Treants (EL 12): Guardians of the wood, standing watch at the forest's edge before the mountain peaks is how these creature see themselves. They are friendly to all that pass through so long as they do not damage the forest or its denizens. Those that bring harm to either can expect the **4 treants** (CR 8; hp 66 each) who dwell here to exact full revenge on them and pursue them until the task is done. The treants' treasure, most of it collected by those paying homage to the treants or by those "required" to pay a "fine" rather than face the treants' wrath, is stored under a stack of fallen willow leaves and branches nearby. The fines total 2,000 gp, 5 corals [150 gp each], a *potion of love*, a *wand of invisibility* [32 charges] and a *headband of intellect +1*. The treants are led an ancient named **Oakspear** (CR 12; 142 hp; as normal but with 15 HD) and his mate, **Shimiberry** (CR 13; 171 hp; as normal but with 18 HD). Since conversations take long periods to pronounce each word, the treants will rarely speak.

2315 Kobolds (EL 17): Near Ninsum stands a small (by kobold standards) kobold village. There are **233 adult kobolds** (CR 1/6; hp 2 each), **65 kobold children** (CR 1/6; hp 2 each; noncombatants), **11 sergeants** (War3; CR 2; hp 12 each) and **2 lieutenants** (War4; CR 3; hp 22 each). Their chieftain is a sorcerer named **Brokk** (Male Kobold Sor6; CR 6; AL NE; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 13; *+3 dancing shock longsword)*. These creatures spend their days tending to the young, hunting, fishing in the nearby water, and molesting travelers that wander through this area. The kobolds here are always on alert and are ready for any who decide they want to challenge the power of the kobold village. They have a substantial treasure horde, including 8,000 gp and 19 banded agates (15 gp each).

2327 Quitlant (Village): Nonstandard; AL N; TL 5; 200 gp limit; Assets 7,100 gp; Population 1,136 (Able bodied 284); Mixed (Orc 78%, human 12%, half-orc 7%, others 3%); Resources: Ore. *Authority Figure*: Gragnor, male orc N Rog4. *Important Characters*: Yorath, male orc N Adp5 (village shaman of Eqni); Usman Crowton N Ftr6 (sheriff); Barong, male half-orc, CN Com3 (mayor).

Quitlant has an ongoing feud with a group of sea elves (2126). The elves keep disrupting the shipping of their ore to Tarsh. The overlord's marines raid their shores capturing ingots of precious ore. Barong allows Gragnor to make most of the day-to-day affairs.

2401 Catobelpas (EL 6): A fearsome **catoblepas** (CR 6; hp 57) inhabits this area. Normally herbivorous, it is not above occasionally preying on luckless travelers. Various coins totaling about 700 gp lie scattered about among the remains of the creature's victims.

2412 Fransk (Hamlet): Magical; AL N; TL 3; 100 gp limit; Assets 1,363 gp; Population 436 (Able bodied 109); Mixed (human 82% [mixed], half-elf 8%, half-orc 6%, others 4%); Resources: Pelts. *Authority Figure*: Lernitig, male human LE Wiz6. *Important Characters*: Peregrin Twist, male human LE Clr5 (Kutabold); Nami Chuukese, female Ghinoran NG Rgr4 (hunter); Mindalay Kip, female half-elf N War6 (chief huntress).

Lernitig came here from Tarantis three years ago and met Peregrin on the way. They established a small shrine to Kutabold and have been attempting to convert these primitive hunters. Mindalay's father was the chief here before Lernitig took over. A small tribe of kobolds in the area has been attacking the hunting parties of late. Pike Kip was killed attempting to root them out a few years ago. Lernitig saved the village with his pyrotechnics and took over. Nami is convinced that Lernitig is conspiring with the leader of the kobolds.

2413 Gazarack (Hamlet): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,188 gp; Population 380 (Able bodied 95); Mixed (half-elf 78%, human 8%, elf 6%, gnome 4%, dwarf 4%); Resources: Silk. *Authority Figure*: Hypornal, male elf LG Ftr4. *Important Characters*: Oldak Palauan, male half-elf NG Rgr7 (silk worm farmer and spy for the Tarsh Rangers); Faracy, female half-elf LG Exp4 (silk merchant).

Gazarack makes a living raising silk worms around the shores of the river Faersala. They trade with Fransk and Ninsum bartering for goods. Hypornal has been attempting to talk Lernitig into an alliance to combat the raiding kobolds without success. Oldak has been sent here by the Tarsh rangers to investigate. He has taken up farming as a cover.

2422 Hurickta (Village): Conventional; N AL ; TL 2; 200 gp limit; Assets 4,050 gp; Population 648 (Able bodied 162); Mixed (human 80% [mixed], gnome 7%, elf 5%, half-elf 4%, dwarf 4%); Resources: Lead. *Authority Figure*: Hillarane, male human N Brd11 (village elder). *Important Characters*: Asha, male human N Com4 (head of the miners); Breton, male human N Exp3 (carver's shop); Bayani, female gnome N Com5 (fortuneteller).

The villagers of Hurickta mine lead at the edge of the Glow Worm Steppes and trade it for goods in Tarantis. Hillarane is some 67 years old and quite a story teller. He long ago retired in his travels and his experiences make him a well respected village elder. He tells stories of great glowing worms in the steppes to the village children to keep them near their homes. Long ships have been seen near the shore in the last few years.

2429 Giant Skunks (EL 4): A mated pair of **dire skunks** (see below) lair near the area. Though slightly more ferocious than their normal counterparts, they usually avoid engaging in combat unless threatened or cornered. They spend their time feeding on the foliage and small animals in the area.

Dire Skunk: CR2; SZ M Animal (6 ft. long); HD 3d8+3; hp 16; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 13; BAB +2; Grap +4; Atk claw +4 (1d4+2); Full Atk 2 claws +3 melee (1d4+2), bite -1 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA breath weapon (repulsion gas-creatures within the cone [5' high, 5' wide and 15' long] must succeed at a Will save [DC 14] or be compelled to do nothing but move away from the dire skunk for 1d6 rounds); disease (Fort DC 12, filth fever), effect charisma (anyone in a cone of repulsion gas has a –4 synergy bonus to reaction checks for 1 week); SQ scent; AL N; SV Fort +4, Ref +4, Will +4; Str 14, Dex 17, Con 12, Int 2, Wis 12, Cha 2; *Skills:* Listen +6, Spot +6; *Feats:* Weapon Finesse (bite).

2512 Black Dragon (EL 13): Known to the world as Umalajix, this conceited **mature adult black dragon** (CR 13; hp 253) has been the region's bane for at least a dozen years now. Umalajix favors the use of illusion spells; he likes to appear in the guise of a black-skinned human with long, knotted black hair. Using this disguise he engages passersby in conversation, peppering his dialogue with allusions to his own formidable abilities. He claims to have killed a master thief named Vladomir, from whom he acquired many items of wonder. Umalajix offers to trade these items for others, but the moment anyone starts seriously to consider his offer, he takes the opportunity to attack, hoping to catch his victims unprepared. He is a ruthless combatant, but flees if he fears that his life is truly in danger. Umalajix has buried his treasure, and digs it up on moonless nights to fawn over the pretty baubles. It contains 62,000 gp, 1 blue quartz (20 gp), 3 alexandrites (600 gp each), 4 ambers (250 gp each), 2 bloodstones (75 gp each), a *potion of heroism*, a *periapt of wisdom +2*, a *+2 large steel shield*, a *ring of protection +2*, *dust of illusion* and a pair of *wings of flying*.

2525 Neanderthals (EL 8): Dotted across the landscape, are small tents formed of crisscrossed wooden stakes covered with animal skins and furs. A large tribe of **21 cavemen** (CR 1/2; hp 9 each) and their **clan leader** (CR 1; hp 16) call this area home. They spend their days hunting for food in the surrounding area. Outsiders (basically any non-neanderthal) are viewed with great suspicions and are often attacked without provocation; not because the neanderthals are evil, but because they fear that which they do not understand.

2608 Hobgoblins (EL 12): The forest's edge near the base of the hill forms the base of operations for a rather large platoon of **52 hobgoblins** (CR 1/2; hp 5 each) led by **2 sergeants** (Male Hobgoblin; Ftr3; CR 3; hp 19 each) and their lieutenant, **Grolok** (Male Hobgoblin, Ftr5; CR5; longsword, chainmail, 2 javelins). The platoon's overall commander is the infamous **Hggrusk** (Male Hobgoblin Ftr7/Rog1; CR 8; *+1 leather armor, +1 longsword)*, and their business in the area is unknown at present, but given the disposition of the average hobgoblin, travelers in the area should best beware. A banner above the large communal tent shows a green spider on a gold background. The regulars wear a green arm scarf and officers where a gold scarf tied about their right leg. The hobgoblins treasure (19,000 sp, 6 moonstones [80 gp each], 2 *potions of cure moderate wounds*) can be found stored in large cloth and fur sacks tied tightly with rope.

2609 Ruined Village (EL 9): Battered and fallen buildings, overgrown roads, crumbling stone walls are all that remains of this small village. A large pack of **22 wolves** (CR 1; hp 13 each) prowls the grounds at night here.

2705 Illirasi (Village): Conventional; AL LG; TL 4; 200 gp limit; Assets 4,125 gp; Population 660 (Able bodied 165); Mixed (human 74%, elf 12%, half-elf 6%, gnome 5%, dwarf 2%, other 1%); Resources: Vineyard. *Authority Figure:* Pesh Hale, male human LG Ftr9. *Important Characters*: Kiernan Masterson, human male LG Com5 (owns the village wine press and storage vats); Jerrine female elf CG Rog6 (owns the Iron Cleaver Tavern); Dasher Smythe, male human LG Ftr7 (heads the local militia); Malem Kosraean, male human LG Clr5 (Mithra and resident expert of the grapes).

Illirasi produces some of the finest wines in the region. Their vintages are known as far away as Viridistan. Malem blesses each batch as he personally tastes them. Dasher Smythe heads up the militia against a band of raiding hobgoblins (2608).

2726 Wild Bison (EL 18): Grazing on the plains here a large herd of **255 bison** (CR 2; hp 37 each) is encountered. They are non-aggressive, but if frightened often start a stampede as they attempt to flee the area.

2730 Jackal (Small Town): Nonstandard; AL CE; TL 2; 800 gp limit; Assets 55,600 gp; Population 2224 (Able bodied 556); Mixed (orc 79%, human 17%, half-orc 4%,); Resources: Flint. *Authority Figure*: Argorik, male orc LE Clr8 (Midor). *Important Characters*: Menuha, female half-orc NE War4/Rog3 (sub chief); Shakil, male orc LE War7 (war chief).

Argorik is the shaman of this tribe of orcs. He has stirred up the rest of the orcs into such a frenzy that Argorik has taken up raiding local villages once more. A raid is planned on Quitlant to replace Gragnor and add to their numbers.

2801 Tower of the North Wind (Citadel): Conventional; AL N; TL 3; 40 gp Limit; Assets 100 gp; Population 80 (20 warriors War1-3 help Koldo defend the citadel; the remainder are servants and assistants, Exp1-3); Mixed (human 90% [several Common Orichalan], elf 5%, halfling 3%, gnome 2%). *Authority Figure*: Quillion Radick, male Common Orichalan N Sor4. *Important Characters*: Nambas Aira, female Altanian LN Clr4/Psi5 (Mosinylo, God of the North Wind); Koldo Naap, male Tharbrian, CN Ftr3 (sergeant of the guard).

Quillon Radick is bored. He sits in his tower dreaming of far off sights and distant lands. Nambas takes care of the day to day affairs so he doesn't have to do much. He isn't a very good sorcerer, but he knows enough to help Koldo hold off attacks by kobolds and bandits. It is cold most days with the winds blowing down from the north. He reads of a place called the Isle of the Blest and wishes he could become a sailor, or maybe a pirate!

2803 Giant Crayfish (EL 7): Inhabiting the nearby swamps, these creatures scuttle about looking for food, which usually consists of just about anything that moves into the area. The **7 monstrous crayfish*** (CR 2; hp 26 each) do not

wander far from their lair while hunting but have been known to relentlessly pursue their prey if it attempts to flee.

2806 Gamphasnateas River: A stagnant, stinking river, the Gamphasnates is a haven for disease carrying vermin. Any person foolish enough to actually drink the water will be infected with filth fever (Fort DC 15 to resist).

2813 Stirges (EL 7): A small rocky cliff here holds the nest of a large family of these "vampire birds." At the sight of any warm-blooded prey within the area, **16 stirges** (CR 1/2; hp 5 each) swoop to the attack. When food in the area is scarce they are known to fly quite a distance from their lair in search of food.

2822 Copper Hiding Places (EL 13): Lairing in a concealed entrance among some natural caves (DC 30 Search to find) is an **adult copper dragon** (CR 13; hp 210). It leaves its lair at various times throughout the day and night to hunt prey in the nearby area. It is friendly and somewhat jovial to good-natured and good-aligned creatures. Evil creatures are shunned and often attacked. The dragon has a horde consisting of 9,000 gp, 4 golden pearls (100 gp each), a *scroll of 2 spells (feather fall, shield)*, a *scroll of light* and a *potion of shield of faith +2*.

2910 Namatar (Village): Nonstandard; AL LE; TL 2; 200 gp limit; Assets 4,525 gp; Population 724 (Able bodied 181); Isolated (gnoll 88%, goblin 5%, orc 3%, human 2%, others 2%,); Resources: Market. *Authority Figure*: Zshaetsh, male gnoll N Ill9. *Important Characters*: Hakan, male gnoll N War6(chief); Japheth, male gnoll N War4 (sub-chief).

This village of gnolls controls access to the River of the Ancients and therefore access to the valley beyond. Zshaetsh casts simple illusions to control the other gnolls and protect the gnolls from enemies. Namatar is kept isolated by Zshaetsh to avoid dangerous ideas from influencing his tribe. The gnolls hold a market day once every four days and guarantee protection for the merchants.

2912 Gamma Wolves (EL 6): On the ground here is what at first appears to be a medium-size suit of full plate armor. Closer inspection reveals it to be a suit of metal armor with all kinds of alien devices, plugs, hoses, and tubes located in various parts of the suit. The armor is actually **mechanical power armor**. This grants the wearer a +9 armor bonus to AC and a +1 enhancement bonus to his Strength score as long as the armor is worn. No market price or prerequisites are given for the power armor as it is alien in nature and cannot be replicated using the current technology. Lairing nearby is a small pack of **3 werewolves** (CR 3; hp 13 each) who made quick work of the armor's original owner.

2923 Leonwright Citadel (Citadel): Non-Standard; AL LG; TL 4; 40 gp Limit; Assets 375 gp; Population 120 (18 light foot, War1-3; 6 heavy foot Ftr1-3; 6 crossbowmen War2-4 are the citadel's garrison; the remaining 90 are Com1-3s or Exp1-3 merchants and stable staff); Mixed (human 80% [mixed], dwarf 15%, elf 5%). *Authority Figure*: Kipet Faloun, male human LG Clr7 (Seker). *Important Characters*: Rosanna of Circe female Amazon LN Mnk10 (Nike, sister of Calendia from Falon Castle); Ashat Ireni, male Tharbrian NG War3 (falconer).

A garrison of soldiers led by Ashat Ireni protects this small outpost on the Glow Worm Steppes. Kipet Faloun has hired the mercenary Rosanna to train the garrison. Rosanna specializes in non-traditional forms of combat that are necessary out on the steppes. It is an important stop on the caravan routes.

3008 Wereboars (EL 5): The banks of the river prove home to a mated pair of **wereboars** (CR 3; hp 22 each) thought to be villagers from a remote and distant village. If angered, they attack relentlessly. If hungry, they will devour any living creature nearby. Their treasure is buried in a large sack about two feet beneath the ground. A Search check (DC 25) locates the area of loose dirt underneath which is buried the treasure. In human form, they pose as fishermen and guard a horde of 2,000 sp.

3019 Suitizor (Hamlet): Nonstandard; AL CG; TL 1; 100 gp limit; Assets 1,525 gp; Population 488 (Able bodied 122); Mixed (human 80% [mixed, several Common Orichalans], elf 10%, half-elf 6%, dwarf 2%, gnome 2%); Resources: Hides. *Authority Figure*: Fyurtig, male elf LG Ftr7. *Important Characters*: Dalen, male human CG War6 (hunter); Garreth, male Karakhan NG War 5 (hunter); Zalika Moonblood, female elf CG Ftr5 (owner of the Inn of the Noble Star).

Suitizor has no local government and subsists on hunting wild bison on the Glow Worm Steppes. Zakila runs the local tavern and serves up bison steaks and elven wine. Fyurtig leads most hunting parties as he is an excellent archer. Thus far, they have not had any serious problems with the orcs. Raids on the village from neanderthals known as the Wild Nightriders happen infrequently, with the raiders seeking to capture horses and livestock.

3032 Dire Wolves (EL 9): The **4 dire wolves** (CR 3; hp 45 each) in this area claim a rather large expanse of ground (centered on this area) as their hunting grounds. Living creatures that enter the hunting grounds had best be prepared to stand and fight or flee. The dire wolves here are of a particular nasty sort, and pursue their prey until the prey collapses from exhaustion.

3104 Ancient Plaque and Unicorns (EL 5): A large engraved plaque honoring a warrior of ancient times is partially buried here. Its surface is scratched and weather-beaten, but the gold edges can be sold to an antiquarian for 100 gp. **Two unicorns** (CR 3; hp 42 each) graze near here. They take notice when a living creature moves within the area and run away if approached.

3113 Sabre-Tooth Tigers (EL 8): In the vicinity of the Bonefire Abyss, a pride of **4 smilodons** (CR 5; hp 51 each) roam the lands, hunting and stalking those entering the area. If the tigers have recently eaten (within the last 6 hours or so), they often let living creatures pass through the area without attacking them. These tigers are not partnered with amazons and are quite wild.

3209 Nymphs (EL 8): A small wooded glade near the riverbanks is home to **2 nymphs** (CR 6; hp 10 each) of near unearthly and unparalleled beauty. Here they play the role of nursemaid and caregiver to the creatures of the river and forest. Evil humanoids that willfully or carelessly slay the forest animals are targeted immediately. Those that carelessly destroy the forest itself are likewise dealt with in a most unpleasant manner. The nymphs have taken 9,000

sp, a silver bracelet (10 gp) and a silk tapestry (500 gp) from their foes, but don't really know what to do with it all.

3218 Giant Ants (EL 18): Several large dirt mounds lead to an underground network of twisting and turning tunnels where the giant ant colony here makes its home; the nest contains **384 worker ants** (CR 1; hp 9 each), **25 soldiers** (CR 2; hp 11 each) and **1 queen** (CR 2; hp 22). Living creatures entering the area are often attacked and dragged back to the lair where they are promptly fed to the queen.

3226 Chumner (Village): Magical; AL CE; TL 3; 200 gp limit; Assets 5,900 gp; Population 944 (Able bodied 236); Mixed (human 71% [mixed], goblin 16%, orc 4%, half-orc 4%, others 5%); Resources: Sulfur. *Authority Figure*: Warstag III, male human CE Clr9 (Lord Skortch, God of Pillage). *Important Characters*: Javan, male human CE War8 (hetman); Angis Mac, male human CE War6 (slaver).

Angus imports slaves to mine sulfur from Tarantis. Warstag's position as priest is hereditary. Javan has been capturing neanderthal nomads as slaves. This has provoked the neanderthals to raid the mines and the village to rescue their own.

3304 Infamy (Village): Magical; AL CG; TL 4; 200 gp limit; Assets 4,950 gp; Population 792 (Able bodied 198); Mixed (human 77%, elf 7%, dwarf 6%, half-elf 4%, gnome 3%,others 3%); Resources: Timber. *Authority Figure*: Arnphal, male human CG Ftr8. *Important Characters*: Talfryn Welch, male Avalonian NG Clr6 (Teros); Tano Shamru, male human LG Wiz4 (mace maker); Tau Lionheart, male human CG Ftr6 (lumberjack and owns the lumber mill).

Ship building lumber is barged to Tarsh. The barges have to be well guarded as the gnolls frequently attack them passing Namatar. Rumors of unicorns can be heard at the local inn.

3304 Citadel of the Silver Sickle (Citadel): Non-Standard; AL LE; TL 4; 40 gp Limit; Assets 250 gp; Population 80 (10 experienced fighters Ftr5 and 10 martial monks Mnk3 constitute the temple guard; the remainder are Com1-3 servants and aspiring monks or Mnk1-3 monks in training); Mixed (human 98%, stone troll 2%). *Authority Figure*: Landrik, male Alryan LE Clr5 (Harmakhis). *Important Characters*: Yorauth, male troll LE War6; Yku, male Alryan LE Mnk5 (follower of Harmakhis, head of the temple guard).

Two miles outside of Infamy is the Citadel of the Silver Sickle. Arnphal has thus far been powerless to root out Landrik and his followers. Landrik has a troll to back up his temple guards. Yku has studied with the Master of the Body and is quite versed in martial arts.

3310 Statue of the Dancing Goddess (EL 5): Standing tall amidst a thick sea of weeds and vines is a stone statue of a beautiful female dressed in an elegant gown. Whenever a living creature with a Charisma of less than 13 comes within 10 feet of the statue it begins "dancing" by pivoting and turning clockwise on its base. One round later, **a trio of giant monstrous frogs*** (CR 2; hp 17 each) appears and attack all in the area.

3413 Tonat (Hamlet): Nonstandard; AL N; TL 2; 100 gp limit; Assets 1,788 gp; Population 572 (Able bodied 143); Mixed (human 80% [mixed, a few Common Orichalan and even First Men], elf 10%, dwarf 6%, half-elf 4%,); Resources: Horses. *Authority Figure*: Nerhaw, male human N Rog4. *Important Characters*: Turn Tullver, male Tharbrian N Exp4 (horse trader); Zora Zandrit, female Common Avalonian, CN War5 (animal trainer); Cuthalion, male half-elf NG War2/Clr4 (village priest of Phelonious, god of Ancient Kings).

The villagers of Tonat make their living breaking wild horses that roam the plains. This is fraught with dangers as manticores and yeti have been encountered in the area.

3429 Wild Horses (EL 11): These grassy plains are home to a herd of **wild (light) horses** (CR 1; hp 19 each). They are not aggressive and often flee from predators. They attack any that try to ride or tame them, though if given the opportunity to escape they choose it over combat.

3503 Haunted Village (EL 6): The ruins of a small village stand here. Partially collapsed buildings and structures are all that remain. The village ruins are haunted by a **will-o-wisp** (CR 6; hp 40).

3503 Haunted Village

3506 Dryad (EL 3): This grassy area is home to a **pair of dryads** (CR 1; hp 7 each; masterwork dagger). These creatures spend their day walking the nearby forests or bathing in the nearby river. They are of a very helpful sort and sometimes go out of their way to aid good creatures passing through the area. Evil humanoids are ignored and the dryads often use the cover of the nearby forest to hide from such creatures. Humanoids harming the forest or forest animals are often trapped. The dryads have found treasure amounting to 1,800 sp.

3511 Haunted Village Part II (EL 7): Here stands the ruins of a large village, almost a city actually. Many crumbling buildings line the overgrown streets and roads. Lurking near the market square are the city's lone inhabitants, **2 wraiths** (CR 5; hp 32 each).

3515 Manticores (EL 8): Perched high atop a rocky ledge, these creatures watch for potential prey to pass nearby. Once prey has been sighted, **three manticores** (CR 6; hp 57 each) swoop to the attack, attempting to slay their opponents quickly. Slain prey is carried aloft and dumped into the manticores' lair (a large, deep cave carved into the surface of the cliffs here). The manticores' treasure is scattered throughout their lair. Amid worthless debris are a *+1 short sword* and a pair of *gloves of swimming and climbing*.

3517 Sloestead Stream: The Sloestead breaks off the River Maerplain (4120) and heads to the northwest to travel some 30-35 miles. The height of the river changes drastically though the year.

3601 Giant Flies (EL 22): An insane and unusually large number of **giant horseflies** (CR 3; hp 39 each) — **732** in total — have taken up residence in this part of the swamp. Living creatures entering this area usually do not live long enough to escape and warn others as the flies swarm to attack a warm-blooded creature as soon as it is detected.

3606 Korqua (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 5,275 gp; Population 844 (Able bodied 211); Mixed (dwarf 75% [mostly mountain], human 15%, gnome 6%, others 4%); Resources: Granite. *Authority Figure*: Mayagir, male dwarf LG Rgr14. *Important Characters*: Bori, male dwarf [mountain] LG Ftr8 (master stone cutter); Hurin, male dwarf LG Clr6 (Kazadarum, god of dwarves); Athaniel, male dwarf [mountain] NG Wiz4 (rune mage).

Granite is mined in the surrounding hills and shipped to Tarsh and Tarantis. Mayagir has trained a group of human and dwarf "frogmen" to patrol along the Redrock River and keep watch for dryads that harass their barges. Athaniel scribes runes on the barges and village totems to ward off evil.

3621 Fire Lizards (EL 11): These creatures spend their days lying on the rocks or grass basking in the warmth of the sun. Rarely do they move, unless they are feeding or seeking shelter (which they do at night). A large hole in the ground nearby provides shelter for **two fire lizards*** (CR 9; hp 105 each).

3710 Wolves (EL 10): A pack of ravenous **24 wolves** (CR 1; hp 13 each) roams the area between the rivers here. Living creatures entering this area are subjected to the wolf pack, though the chances are slightly less if a creature passes through here during the daylight hours.

3816 Gargoyles (EL 10): Swooping and flying across the landscape, a pack of **11 gargoyles** (CR 4; hp 38 each) hunts any prey deemed weaker than their collective selves. This prey is targeted, attacked, and usually slain, though not outright. These gargoyles prefer to cripple maim, or disable their prey, and then eat them piece by piece while the prey is still alive. They have looted 7,000 sp, a *+1 dagger*, and a *potion of cure light wounds* from their victims.

3825 Trolls (EL 9): Lairing upon the land of the Glow-Worm Steppes, this band of **4 trolls** (CR 5; hp 63 hp) spend time roaming the land, hunting and feeding on just about anything they encounter that is agreeable with their diet (which is just about living creature). Two small wooden huts provide the trolls with shelter and protection. The trolls' treasure (1,200 gp and a *wand of enemy detection)* is contained in several small jars stored in a small hut.

3904 Falon Castle (Castle): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,625 gp; Population 520 (85 Amazon archers Ftr1, 25 Amazon warriors Amz1-3, 10 Amazon berserkers Bbn1-2, 5 priestesses Drd1 and 5 sorceresses Sor1 constitute the garrison; the remaining 390 are War1-3 militia, Com1-3/War1 peasants or Exp1-3/War1 merchants and craftsfolk. All have basic military training and will fight fanatically to defend the castle); Isolated (human 95% [Amazon], half-elf 5%). *Authority Figure*: Queen Vadra Falon, female Amazon N Amz3. *Important Characters*: Princess Etrackla Falon, female half-elf N Drd4 (Limtram, heir to the thrown); Calendia, female Amazon LN Amz8 (champion of the Amazon warriors).

This amazon tribe serves the goddess Limtram. They are all fierce warriors and a branch of the Shield Maidens of Sea Rune. Queen Vadra bears the *Shield of Limtram*, a holy relic that allows her to detect her enemies' thoughts. Their shields have lilies painted upon them.

3911 Pyre (Village): Nonstandard; AL N; TL 2; 200 gp Limit; Assets 4075gp; Population 652 (Able bodied 163); Isolated (goblin 88%, human 10%, other 2%); Resources: Market. *Authority Figure*: Goatel of Scorn, male balor. *Important Characters*: Gorath, male goblin NE War8 (tribal chief), Sopan, male goblin N War6 (slave master).

Gorath built a great pyre to summon a demon and summoned Goatel. Goatel has enslaved the entire tribe. Goatel leads them on slave gathering raids. Recently they captured a young brass dragon and plan to sell him to a wizard.

3914 Yeti (EL 9): A somewhat secluded area here provides shelter and the hunting grounds for a pack of **7 yetis** (CR 4; hp 26 each). They lie dormant most of the day, emerging from their lair in the area to hunt prey at night where their vision often gives them an advantage over other creatures.

4007 Giant Slugs (EL 9): Three giant slugs (CR 6; hp 66 each) lair in this area. They are not particularly aggressive.

4111 Crocodile (EL 9): Here, a large band of **14 crocodiles** (CR 2; hp 22 each) spend their days basking in the sun or hunting for prey that enter the river.

4114 Owls of the Tombstones (EL 5): Several large and overgrown tombstones provide the roosting place for a mated pair of **giant owls** (CR 3; hp 26 each). The owls speak in Common to any nearby creature that appears friendly and attempts to parlay with them.

4120 Trolls (EL 10): The river branches off into two separate paths at this area. Here a band of **6 rowdy trolls**

(CR 5; hp 63 each) have taken it upon themselves to exact a toll from those that attempt to pass through the area by means of the rivers. Creatures that clearly outmatch or outnumber the trolls are not required to pay the toll. Lesser creatures are not so lucky. Those that cannot pay the toll are often eaten by the trolls or used for sport. Among the various items taken from travelers are 1,800 gp and a *ring of feather falling*.

4202 Shagarack (Village): Conventional; AL LE; TL 2; 200 gp Limit; Assets 7,275 gp; Population 1,164 (Able bodied 291); Mixed (human 85%, elf 6%, orc 6%, others 3%); Resources: Silver. *Authority Figure*: Skaggar, male human LE Ftr4. *Important Characters*: Crowton Usman, male human NE Adp2 (leech, worshipper of Mungo, God of Nightmares); Arian Shabnam, female human CE Rog3 (dancer, Cha 15).

Skaggar uses cavemen and a triceratops to mine silver from local mines. They barter in Tammuzi for goods they cannot produce themselves. Crowton has become especially fond of pipeweed. Arian is Skagger's personal slave and second in commanding his absence although she would as much as kill him as look at him most of the time. She plans to escape the next time they go to Tammuzi for supplies.

4218 Salyzar (Small Town); Conventional; AL N; TL 4; TL 3; 800 gp Limit; Assets 50,700 gp; Population 2,028 (Able bodied 507); Mixed (human 84%, elf 14%, other 2%); Resources: Hides. *Authority Figure*: Sesozic, male human N Ftr8. *Important Characters*: Stilingflest Tawner, male human N Com4 (tanner); Burnet the Blade, male human N Ftr6 (hunter); Jacaranda, female elf, CN Wit5.

Salyzar depends on hunting wild game for their hides and food. Goblins led by trolls have been raiding the village at night. Thus far they have managed to fend them off largely to Jacaranda's "witchy" ways and the elven archers.

4327 Wild Camels (EL 10): A large herd of **23 wild camels** (CR 1; hp 19 each) wander the Dar Undine desert in this area. If threatened, the camels flee. They try to elude their attackers and hide in any foliage nearby. They often bite without provocation.

4405 Tammuzi (Village): Magical; AL ce; TL 3; TL 4; 200gp Limit; Assets 5,450gp; Population 872 (Able bodied 218); Mixed (human 81%, halfling 10%, elf 7%, others 2%); Resources: Pipeweed. *Authority Figure*: Vegenale male human CE Clr4 (Shahkuk, the Great Red Dragon). *Important Characters*: Keala, female halfling N Com3 (farmer); Jonavan, male human CE Ftr7 (sheriff); Karavi, male half-orc CE Rog2/Ftr3 (tax collector).

Keala is the best pipeweed grower in Tammuzi. A band of First Men lives in caves along the River of the Ancients. They have reddish brown skin and reddish orange hair from bathing in the river. Vegenale is a priest of Shaskuk, the Great Red Dragon. The halflings feel as if they are being used.

4409 Crabbiness (EL 4): An overgrown and weed-choked aqueduct is the lair of **two medium monstrous crabs** (CR 2; hp 16 each). They scamper out and attack living creatures that come within 10 feet of their lair.

4411 Tyrannosaurus Rex (EL 8): The forest in this area and the banks of the river are the lair to a vicious and usually very hungry **tyrannosaurus** (CR 8; hp 171). This monster often attacks ships, boats, and swimmers passing through the area. Land-based creatures are likewise attacked (the t-rex is not picky, just hungry).

4415 Pter'dyle (EL 7): The backwater areas of the river and its small branches provide the lair and feeding grounds for a hungry pack of **6 flying crocodiles** (CR 2; hp 22 each; as normal but with fly 30 [clumsy]). If hungry, these creatures take to the air in search of prey, often covering a very large area before returning here to feed on their prey.

4429 Arkat (Village): Magical; AL CG; TL1; TL 4; 200 gp Limit; Assets 7,125 gp; Population 1,140 (Able bodied 285); Mixed (halfling 76%, human 10%, elf 9%, other 5%); Resources: Market. *Authority Figure*: Gambalrain, male halfling N Clr14 (Brigit). *Important Characters*: Tana Chamoru, female halfling N Ftr8 (council elder); Finian Fairhill, male halfling N Rog5 (trader/merchant).

Gambalrain is keeper of the secret fire and thus the most respected village elder. Arkat trades supplies in Keldar and is usually on the caravan trails on the way to Karak. Strange skeletal riders on skeletal horses can be seen in the desert at night. They often prey upon caravans but have never attacked Arkat directly.

4507 Cave Men (EL 10): Dotted across the landscape on the banks of the Incala River, are small tents formed of crisscrossed wooden stakes covered with animal skins and furs. A small tribe of **53 prehistoric humans** (CR 1/2; hp 9 each) led by a **clan leader** (CR 1; hp 16) call this area home. They spend their days hunting for food in the surrounding area or fishing in the river. These neanderthals are slightly more tolerant of non-neanderthals than others of their kind.

4520 Offal at the Lake's Edge (EL 5): Near the lake's edge a large mound of petrified offal can be found. Roaming the area around the offal is a large pack of **wild dogs** (CR 1/3; hp 6 each).

4524 Leopards (EL 8): Large expanses of plains and grasslands provide excellent hunting grounds for the pack of **9 leopards** (CR 2; hp 19 each) that dwell here.

4602 The Snake and the Crystal Ball (EL 3): A partially buried (and non-functioning) crystal ball was dropped here many years ago by a fleeing mage. Lurking near the crystal ball is the creature that forced the mage to flee in the first place a **huge viper** (CR 3; hp 22).

4608 Triceratops (EL 10): The grassy plains and river running through here provide food, shelter, and sometimes protection to the family of **3 triceratops** (CR 7; hp 200 each) found here. Most of the time is spent grazing on the grasses and small shrubs or drinking from the waters of the river.

4712 Giant Snakes (EL 7): The tall grasses here hide the inhabitants of this area,**7 large vipers** (CR 2; hp 13 each) that spend their time coiled near trees or rocks, soaking up the suns rays or stalking the nearby riverbanks looking for food.

4718 Windstorm (Village): Nonstandard; AL LE; TL 2; TL 2; 200 gp Limit; Assets 8,700 gp; Population 1,392 (Able bodied 348); Mixed (human 82%, elf 5%, half-elf 4%, halfling 3%, others 6%); Resources: Gold. *Authority Figure*: Mauritz, male human LE Rog4. *Important Characters*: Akzel Bowman, male human LE Ftr4; Sadam Hades, male Karakhan LE Clr6 (Ihlwynd).

Miners from Windstorm make a moderate living mining gold from the Zvengatorian Mountains. Mauritz is their nominal leader, but all decisions are made in a clan meeting. Most listen to clan priest Sadam as he can evoke the power of Ihlwynd. They terrorize the area villages for supplies and provisions.

4734 Glackin (Village): Nonstandard; AL N; TL 6; 200gp Limit; Assets 6,025gp; Population 964 (Able bodied 241); Mixed (dwarf 75% [mostly hill], human 10%, gnome 6%, elf 4%, halfling 2%, others 3%); Resources: Gems. *Authority Figure*: Atlain, male hill giant N. *Important Characters*: Phoenix, male dwarf [hill] N Ftr8 ; Redrick, male dwarf N Clr7 (Rosmerta the Goddess of Wealth).

Atlain is a hill giant befriended these dwarves some 20 years ago when a group of miners were beset upon by mountain lions. He became their leader and has protected the village ever since. The dwarf fashion jewelry from their gems and merchant caravans journey here to trade for jewelry.

4816 Mountain Lions (EL 10): The prairie offers a large pride of **18 mountain lions**** (CR 3; hp 19 each) an excellent place to hunt and lair. Given their great speed and the general flatness of the terrain, prey rarely escapes the hungry mountain lions here.

4826 Keldar (Village): Nonstandard; AL N; TL 7; 200gp Limit; Assets 4,000 gp; Population 400 (Able bodied 100); Isolated (human 82% [mixed, some Common Orichalan], elf 6%, dwarf 5%, gnome 3%, halfling 2%, others 2%); Resources: oasis. *Authority Figure*: Lord Balfour, male Common Orichalan N Ftr12. *Important Characters*: Kenton Sportans, male Tharbrian N Ftr10; Xantain the Magnificent, male human N Wiz10; Zeno the Nose, male human N Ftr4; Amoc Trec, male human N Ftr6; Ten Saids, male human N Ftr5; Bentlay Fijiman, male human N Brb11; Carstans the Blade, male human N Ftr7; Tony Tors, male Alryan N Ftr6.

Keldar is the largest oasis in the Dar Udine Desert. It has been a haven for the many bandits harassing the trade routes for the last 70 years. Lord Balfour came here some seven years ago with his henchmen (Kenton Sportans, Xantain the Magnificent and Tontis Dorthman) encountering mostly nomads upon his arrival. He refurbished the abandoned keep and organized the bandits into an effective fighting force.

4826 Polimeros Keep (Citadel): Conventional; AL N; TL 7; 100 gp Limit; Assets 1,125 gp; Population 360 (90 Ftr1-3, Rog1-3 or Ftr1/Rog1 bandits constitute the core defenders of the castle; the remainder are Com1-3 peasants and rabble or ruthless Exp1-3 merchants and shopkeepers; there are also numerous War1-3s that the shopkeepers and merchants hire to keep their establishments safe); Mixed (human 100%). *Authority Figure*: Charte, male Avalonian CE Wiz6. *Important Characters*: Lord Balfour (ally; see Keldar 4826); Elaine of Kirve, female human NE Rog5 (companion of Charte's).

Original built by Lord Kelandor I, Polimeros Keep lay empty for over 250 years when it was found by Charte. Lord Balfour came here seven years ago after being exiled from Tarantis. He has allied himself with Charte, but mostly leaves him to his weather experiments. Balfour uses this keep to house his 90 human bandits.

4902 Weredstone (Hamlet): Conventional; AL N; TL 3; 100 gp limit; Assets: 1,638 gp; Population 524 (Able bodied 131); Isolated (human 90%, elf 4%, halfling 4%, others 2%); Resources: Furniture. *Authority Figure*: Canthorane male human LG Ftr6. *Important Characters*: Brogan, male human NG Brb4 (Blacksmith); Eunae, female human LG Exp3 (furniture maker); Oldak Palauan, male Gishmesh LG Clr4 (village priest of Molna, God of Travelers).

Weredstone is an agricultural community, but they have a surplus of simple wooden furniture thanks to Eunae and her two assistants Shakil (male human CG Com2) and Nairn (male human LG Com1). Canthorane is hetman of this village that sits on the edge of the Wilderlands. He rides a stag named Trueheart. In a forest some ten leagues to the southeast is an overgrown ruined village.

4907 Stags (EL 8): Throughout the hills in this area, a large group of **13 stags** (CR 1; hp 16 each) can be found, often feeding on berries, shrubs, grasses, or drinking from the nearby waters. If threatened or frightened, the stags often run away. Though, on occasion, they have been known to stand their ground and attack.

4920 Giant Goats (EL 8): High atop the snowy peaks of the Zvengatorian Mountains, a family of **9 dire goats*** (CR 2; hp 22 each) make their home. Rarely venturing forth from the area, they spend their time feeding on the rare grasses and plants that grow at such high altitudes.

4932 Adoras Shrine (Citadel): Conventional; AL LG; TL 3; 40 gp Limit; Assets 125 gp; Population 40 (10 warriors, War1 aid Aka in defending the shrine; remaining 30 are Clr1-2 priestesses or Exp1-3 assistants); Mixed (human 80%, elf15%, half-elf 5%). *Authority Figure*: Aka Aar, female Gishmesh LG War4. *Important Characters*: Villessa, female Tharbrian CG Clr3 (zIshtar); Rans, male half-elf, CN Rog3 (Villessa's half brother).

A small shrine with several outbuildings in the steppes, this site is dedicated to the Goddess Ishtar. Aka Aar is leader of ten female warriors dedicated to her name and glory. They are allied with Atlain and the dwarves of Glackin and each will come to the other's aid.

5004 Overgrown Ruined Village (EL 4): A small village choked by weeds and dust is all that remains here. Once a thriving town, it simply fell into ruin without rhyme or reason. Nothing remains of the village that stood here, save for **3 ghouls** (CR 1; hp 13 each) that frequent the northern part of the village.

5005 The Heart of Angell (Citadel): Conventional; AL LE; TL 2; 40 gp Limit; Assets 100 gp; Population 80 (20 hobgoblin warriors War1 are the citadel's regular guards; the remainder are common hobgoblins and goblin slaves); Mixed (hobgoblin 90%, goblin 10%). *Authority Figure*: Garn, male hobgoblin CE Clr5 (shaman of Angall). *Important Characters*: Krakon, male hobgoblin LE War6 (lieutenant); Chonak, male hobgoblin LE War3 (sergeant).

Little more than a wooden fort with a stone shrine to Angall. The heart of Angall itself is an obsidian skull that speaks during rituals to Garn. This hobgoblin tribe is rival to the orcs of Karnesh. They keep **4 dire wolves** (CR 3; hp 45 each) as mounts.

5010 Crocodile (EL 9): Swimming the River Hraingien, a pack of **14 hungry and aggressive crocodiles** (CR 2; hp 22 each) swarm any living creature entering the water.

These animals have been known to attack small boats on occasion, in an attempt to capsize them, thereby dumping the passengers into the water where the crocs go into a feeding frenzy.

5024 Veshnar (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 8,625 gp; Population 1380 (Able bodied 345); Isolated (human 85% [many Gishmesh], elf 9%, dwarf 4%, others 2%,); Resources: Market. *Authority Figure*: Igohan, male human N Clr6. *Important Characters*: Shamira Soltice female Gishmesh, CN Rog3 (village thief); Ishmir Hakan, male human N Ftr4 (Green Gate Tavern).

Veshnar trades rare desert fruits with Keldar and Arkat. Igohan is the village priest of Mosinylo, God of the North Wind and their leader as well as spiritual guide. Ishmir serves scorpion soup for 3 sp. Occasionally he manages to trap a giant scorpion and has a feast for the whole village. Local growers spread mats with figs, pomegranates and other delicacies once a week.

5024 Veshnar

5102 Giant Sloth (EL 9): These thickly wooded mountains provide food and shelter to the family of **3 dire sloths*** (CR 6; hp 52 each) that dwell here. Though aggressive when angered or frightened, these creatures normally leave other creatures alone that pass through the area; only attacking in times when food is scarce and the sloths are hungry.

5107 Myriad (Village): Nonstandard; AL ce; TL 2; 200 gp limit; Assets 5,175 gp; Population 828 (Able bodied 207); Mixed (human 79%, orc 14%, half-orc 4%, other3%); Resources: Market. *Authority Figure*: Hriash, male Stone Giant CG. *Important Characters*: Grash, male human CE war7 (chief); Hoa, female half-orc, N E War6 (Varuna, God of Conflict, Battles and Demands).

Hriash is a stone giant that wandered into this small village 13 years ago. He had been inspired by a traveling cleric of Tika-Nahu, the God of Campfires in his youth and left his cave. Rather than slaying them, he has been trying to convert them and show them a better way of life. He has had little success, but they now have a horse market that gives them some trade instead of raiding area villages. They supply horses to Windstorm who use them to raid other villages. Hriash cannot be called the brightest of giants.

5113 Petrified Wood Full of Centipedes (EL 5): Near the forest's edge, a large amount of petrified wood can be found. Underneath the pile of petrified wood are four large **monstrous centipedes** (CR 1; hp 9 each). They attack living creatures immediately.

5117 Aldakar's Tower (Citadel): Magical; AL NG; TL 3; 100 gp Limit; Assets 500 gp; Population 160 (Aldakar's garrison consists of 16 skirmishers War1, 12 heavy crossbow War1, 12 heavy foot War1 and 2 light catapult crew War3; the remaining 120 are Com1-3 peasants, servants and laborers or Exp1-3 skilled servants and aides); Mixed (human 87% [mixed], elf 7%, dwarf 6%). *Authority Figure*: Aldakar, male human LG Wiz3. *Important Characters*: Essex, male human NG War4 (captain); Farida, female Tharbrian CG Clr3 (Mithra).

Aldakar's great uncle Rothbard built this tower at the Egalgina Headwaters some 40 years ago to protect the area from the orcs of Karnesh. Rothbard and Aldakar's father were killed in the last siege two months ago. Aldakar, a mere 23, has inherited a force of 40 warriors and a single light catapult. Their morale is quite shaky as there have been no relief supplies in weeks.

5127 Buffalo (EL 13): The Ember Hills are the domain of a herd of **48 buffaloes** (CR 2; hp 37 each) and **25 calves** (CR 1; hp 12 each; non-combatants). If frightened, these creatures stampede the area in an attempt to flee. This often results in injury or death to the predators if they happen to be standing in the path of the buffaloes as they move through.

5208 Lizardfolk (EL 16): Hidden behind a cover of dense foliage stands a large village of **215 lizardfolk** (CR 1; hp 11 each) near the banks of the Attaterk River. Their high priest, **Grunndakk** (Male Lizardman Drd4; CR 5; *+4 greatclub)* oversees blood sacrifices and other rituals dedicated to the lizardfolk's primitive god. Many small huts formed of reeds and timber and covered in a thick lair of furs and skins line the area. The creatures here often raid ships that travel the area and rob, capture, or kill the ship's crew. Captured humanoids are either kept as slaves or saved and eaten at a later date (usually shortly after capture). Looted from various victims is the lizardfolks' horde, 600 pp and 14 jades (100 gp each).

5211 Giant Leeches (EL 12): The dark waters in this area are choked and tangled with seaweed that hide a large colony of **44 giant leeches*** (CR 2; hp 11 each). The leeches feed on living creatures in the water, be it large fish, animals attempting to cross the river, or humanoids swimming in the water.

5215 Karnesh (Hamlet): Nonstandard; AL LE; TL 4; 100 gp limit; Assets 1,475 gp; Population 472 (Able bodied 118); Mixed (Orc 80%, goblins 10%, human 6%, half-orc 4%); Resources: Pitch. *Authority Figure*: Bizbarek, male orc LE Rog7. *Important Characters*: Belgar, male orc LE War8 (tribe chief); Zeke, female half-orc NE Rog6 (pitch maker); Dintur, male orc LE Clr5 (shaman of Midor).

Karnesh sits at the edge of All Nook Wood at the Elgagina headwaters. They are a breakaway tribe from Myriad and left when Hriash came. Bazbarek has an alliance with Mauritz of Windstorm and they often join them on raids. The bogs south of south are worked by the females. A trench filled with pitch and covered with reeds provides defense for the town.

5224 Giant Scorpions (EL 10): Rock walls and broken timbers are all that remain of a ruined stone structure that once stood here, years ago. *YOU MUST TURN BACK* is carved on a cracked granite marker, evidence that the building's former inhabitants were none too fond of visitors. Like carpet that had once covered the building's floor, patches of green and russet lichen cling to the moist ground between the rocks. A large leafless oak tree stands sentinel over the debris. Hurricane lanterns, scratched and dented, hang from two of the oak's gnarled branches, as if once lighting a scene at the base of the tree.

This was once the workshop of a wizard named Klaus; his name is found in a ledger that is buried directly under the lanterns at the tree's base (DC 20 Search check). In his ledger, Klaus chronicles his efforts to domesticate and train a variety of giant vermin. Unfortunately, his pets proved a bit more than he could handle. Now the **19 large monstrous scorpions** (CR 2; hp 26 each) roam the area in search of prey.

CHAPTER FOUR
VIRIDISTAN

Perhaps the most influential city in the recent history of the Wilderlands, Viridistan — known as the Immortal City, the City of Spices and the City State of the World Emperor — is ruled by the cruel Green Emperor, Hautellein Seiheitt, and his wife, Murielle Eidn, supposedly the last of the race of the powerful and sorcerous green-skinned True Viridians. The surrounding provinces and their various capitals hold political sway in this region. The merfolk kingdom of Sae Laamer can be found in the depths of the Trident Gulf. The powerful and legendary Marmon Witches reside in the Marmon Mist Swamp north of Viridistan. It is said even the Green Emperor avoids them. To the northwest, the Eleph Territories are allied with Viridistan. The western approaches are nearly blocked by the Pinnacle and Starrcrag Mountains. The many roads that cross this civilized area of the Wilderlands are well patrolled. While the population density is still sparse, this region has the most villas, manors, farms, and ranches of any region of the Wilderlands. Mercenaries receive a lot of work from the Green Emperor.

While the region is dominated by the Common Viridians and Tharbrians, the real power in the lands surrounding the City State lies with the Viridians. This small minority (some say there are more than two True Viridians left) works behind the scenes, controlling much of what happens in Viridistan and elsewhere. Groups of Skandiks, Alryans and Altanians can also be found in the region, though in most regions the vast majority of the population is of mixed human or Tharbrian descent. Many settlements are entirely non-human, or include only a small number of humans.

Beyond the fertile valley in which Viridistan is located, the lands become increasingly mixed with reddish dirt and clays upon which only hardy plants and trees abound. Salty flatlands quickly change to hard packed sand beyond the arable parts that are not suited to most livestock. Irrigation canals frequently follow paved roads and branch to each side for larger estates.

Despite the encroachment of civilization and the influence of the Viridian Emperor, much of the region remains wild and untamed, with extensive areas that are largely isolated from the rest of the continent. The lands close by and under the direct control of Viridistan remain highly regimented and structured, but the outlying lands still contain considerable opportunities for explorers and fortune-hunters.

GEOGRAPHY

Unless otherwise noted, all regions are Warm.

Amber Ford (Calm Aquatic): South of treacherous swamps of Smirge the Eerie Eel, the Amber Ford crosses the Chekulon River along a major trade route.

Adder Copse (Dense Forest, EL 17): This deadly forest is crawling with poisonous serpents under the control of the evil Prince Dahmen.

Aves Sanctuary (Calm Aquatic): The birdkeepers of Kevala come here to capture birds or collect eggs with the intention of raising and domesticating the chicks. Some birds are best left alone; the tall wading blue-tailed stabbit attacks anything that moves toward it; the little brown warner flits from tree to tree warning all of new or unusual activities; the striped gungvird warbler is a sign of bad luck; and the white-headed hawk tells secrets of buried treasure. The watercourse is named for the ancient sage Aves the Plagued, who is said to have been tormented by 12 imps sent against him by the rulers of the Demon Empire. A fairy king took pity on Aves and enchanted the region to serve

Imperial Provinces

Viridistan exerts influence all across the region – though certainly more in some places than others. The lands around the great city are divided into imperial provinces, each with its own padishah and administrative staff. Several of these provinces — Shardis and Gommorath, for example — extend off the map-edge. This is merely a Viridian conceit — in reality their influence remains limited to the area portrayed on the map.

Effernath

Padishah: Shah Satyrbis

Capital: Caer Cadwen

Boundaries: Shorn River on the south; Shelter Haven on the west; Dyndale on the north; Sandysack River on the east.

Notes: Relatively small, this province is nevertheless important since it entirely encompasses the troublesome Elsenwood and the uncooperative wood and wild elves who live there. Outside the woods, the province also includes unpleasant bogland as well as the rich farmlands surrounding the city of Viridistan itself.

Gommorath

Padishah: Shah Drong Dirkah

Capital: Grimlon

Boundaries: Plateau of Bendigroth on the north, Lake Pitts, Ladd River on the west, Nho river on the south, and east.

Notes: Extending from the extreme north to the southernmost portions of Viridistan's territory, Gommorath encompasses a wide range of climates, and also borders on lands claimed by Viridistan's rival, the City State of the Invincible Overlord.

Lyoophiath

Padishah: Shah Abdu Inslar

Capital: Tarnol Port

Boundaries: Sully on the south; Upper Stickthorne and Sandysack rivers on the west; Ladd River and Lake Pitts on the east; and Gheulost Island.

Notes: Including the rich central plains of Viridistan's realm, this province is known for its rich hunting grounds and forests harvested for timber that is used throughout the empire.

Shardis

Padishah: Shah Pahrrib Fu

Capital: Millo Fortress

Boundaries: Chekulon and Shorn Rivers and south.

Notes: After the neighboring province of Smyrsis, Shardis is the wildest and least-settled of the imperial provinces. Owing to the traffic of pilgrims to and from the Holy Cities to the south, it is also one of the most important, for this traffic generates considerable revenue for the emperor's coffers. Millo Fortress has grown to an important waystation on for pilgrims, and Shah Pahrrib has grown rich because of them.

Smyrsis

Padishah: Shah Kijdawr Aenekosii

Capital: Tell Qa

Boundaries: Chekulon River on the south; Pinnacle Mountains on the west; Bone Hollow, Glint Valley and Shelter Haven on the east.

Notes: The wildest and most difficult-to-govern province, Smyrsis includes extensive swaths of Elphand territories as well as many wilderness regions containing many tribes of savage humanoids. The Pinnacle Mountain mines with their rich silver deposits are in this province, as is the mysterious Valley of the Dead Queens.

Thygamus

Padishah: Shah Dyshim Leayh

Capital: Tak Shire

Boundaries: Dyndale on the south; Oonsla on the west; Upper Stickthorne River on the east.

Notes: Somewhat impoverished and filled with barren hills and livestock farms, Thygamus remains one of the least desirable of the imperial provinces.

as a refuge, where the old sage dwelled, protecting a mystical fairy ring hidden in a glade near his home. No one today knows whether this legend is true or not, but some stories claim that Aves still lives and that his home is a place of magic and wonderment.

Blue-Tailed Stabbit: CR 1; SZ L Animal; HD 2d8; hp 11; Init +2 (Dex); Spd 30 ft., fly 60 ft. (average); AC 13 (-1 size, +2 Dex, +2 natural), touch 11, flat-footed 11; BAB +0; Grap +6; Atk/Full Atk bite +2 melee (1d8+2); Space/Reach 10 ft./10 ft.; SQ low-light vision; AL N; SV Fort +3, Ref +2, Will +1; Str 14, Dex 14, Con 13, Int 1, Wis 11, Cha 10.

Balicur Crossing: This dwarven-made stone bridge allows passage over the western arm of the Hyando River.

Bendigroth, Plateau of (Battlefield): Once a prosperous area, this area was deemed ungodly when disease decimated its population. Travelers sometimes shelter in the ruins of villas but avoid the area's many graves, which are always covered with dark moldy grass. It is said that the region is cursed since a great battle of six armies once took place here, and the unquiet spirits of the slain still lurk on the plains, responsible for the illness and misfortune of those who venture here. **Encounters:** ghosts, wights, wraiths

Berserker Wilds (Grasslands, EL 6): This region is named for both its wild inhabitants and for a plant that is common to the area that exudes a gas affecting all mammals. After inhaling this gas, creatures become enraged and bloodthirsty. The berserkers of the region inhale the stuff before battle, often turning on each other once their foes have been defeated. There are two major tribal groups, the chaotic evil

Northern Berserkers and the neutral Southern Berserkers. The northerners hunt in the plains west of Selisengard and the hills west of Crystal Lake, seeking game, monsters, travelers and luckless Southern Berserkers. The southerners prefer to be left in peace, though they are not overtly hostile and will talk to strangers before deciding whether to be violent. Each tribe has a great golden idol worth 10,000 gp as well as fine, sturdy horses, but little else of value. The only thing that unites the two groups is a shared hatred of orcs and goblins. Occasionally one group or the other launches raids into the Emperor's lands, though in the end these invasions always collapse and are defeated by the Viridian military. **Encounters:** barbarians, goblins, orcs

Bestial Barrens (Grasslands): The barrens are inhabited only by monsters and gnomes — most men, elves, and dwarves avoid this area if possible unless well protected. Poisonous dire toads with powerful tongues, giant lizards, rattlesnakes, three-legged runner birds that stun large prey with loud screams, and slithering prickles make this wilderness unpleasant for travelers. Wherever prickles gather, there will be a vein of valuable metal or crystal not far underground. A large rock near Ezrahaddon has a strange paw with hooked claws carved out of it. The claws retract when the rock is approached but that is all that has ever happened (up until now). Also native to the Barrens is a unique species of aromatic plant, which when eaten has effects similar to catnip. Even the most gigantic and aggressive of creatures become quite playful if they consume some of the plant, though a playful lion or bear can still be dangerous. Dragons have even been seen harvesting the plant.

Slithering Prickle: CR 2; SZ L Animal; HD 3d8; hp 12; Init +3 (Dex); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (+3 Dex, -1 size, +3 natural), touch 12, flat-footed 12; BAB +3; Grap +7; Atk/Full Atk +3 melee (1d4, bite plus poison); Space/Reach 10 ft./10 ft.; SA poison (Fortitude DC 11, 1d6/1d6 temp. Con damage); SQ scent; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +11, Climb +11*, Hide +8, Listen +9, Spot +9. *Feats:* Weapon Finesse (bite). * Slithering prickles may use either their Strength or Dexterity modifier, which ever is better, for modifying their Climb checks.

Three-Legged Runner Bird: CR 3; SZ L Beast (10 ft. long); HD 3d10+9; hp 25; Init +0; Spd 50 ft.; AC 18 (-1 size, +9 natural), touch 9, flat-footed 18; BAB +1; Grap +10; Atk claw +6 melee (1d6+5); Full Atk 2 claws +6 melee (1d6+5); Face/Reach 10 ft./10 ft.; SA scream (Fort DC 12 or target is stunned for one round); SQ scent; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

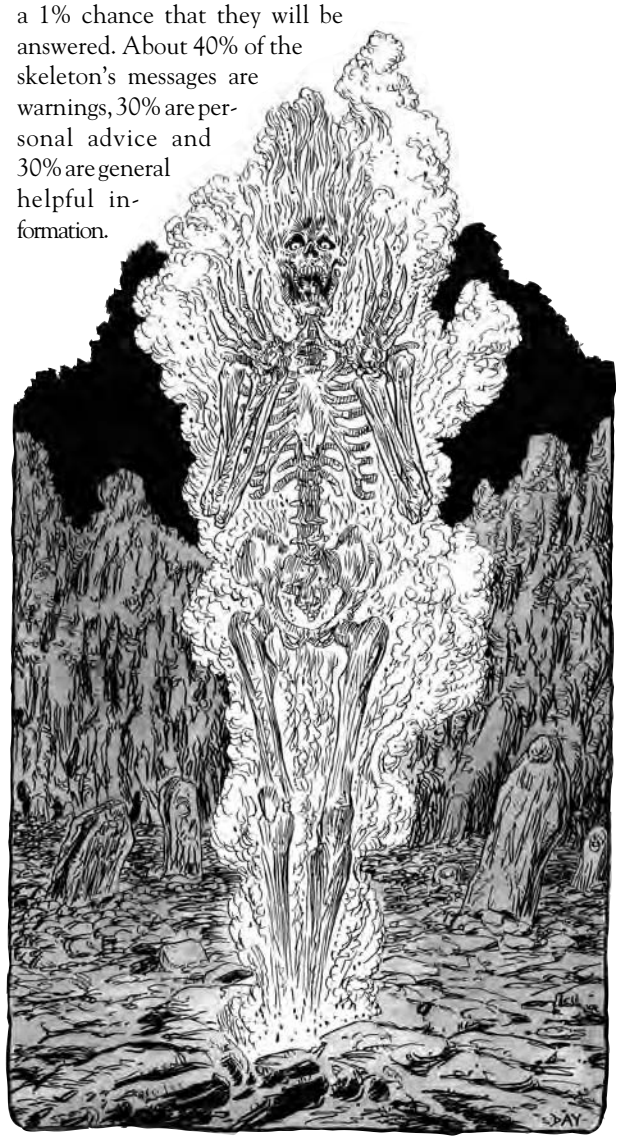
Skills: Listen +4.

Billow Torrent (Rough Aquatic): A rushing stretch of the Hyando, the torrent is a favorite spot for bears of the Thistledown to catch salmon. **Encounters:** bears, deer, foxes

Bitter End (Rugged Hills): The southern end of Bitter Ridge is especially desolate and rugged, with very little in the way of vegetation and native species.

Bitter Ridge (Rugged Mountains, low peak/high pass, EL 13): This long narrow range of small mountains is relatively easy to traverse, though the land is practically barren. The land seems cursed and has a long history of bad luck that falls upon people here. Bitter Ridge is a place of lost loves, failed dreams, last straws, foiled plans, double-crosses, frustrated last hopes, rekindled hates and terrible deaths. The entire area radiates a luck penalty of –4. As if this was not enough, Bitter Ridge is inhabited by a particularly loathsome species of giant flea that feeds on bears and antelopes. A caped apparition known as the Lost Rider is said to gallop gallops through the hills and mountains on a nightmare, dropping realistic-looking false treasure maps and changing road markers.

Bone Hollow (Rocky Desert): Bone Hollow is a horseshoe-shaped valley surrounded by hills all around except on the south. The floor of the valley is smooth rock and rubble with no vegetation of any kind. Here are the barrows of many ancient warlords who fell in combat with the ancients. In the very middle of the valley is a fumarole where a skeletal apparition appears four or five times a night. The skeleton utters extremely wise and learned utterances, and its advice should always be followed. Observers can ask questions of the skeleton, but there is only a 1% chance that they will be answered. About 40% of the skeleton's messages are warnings, 30% are personal advice and 30% are general helpful information.



Bone Hollow

Many intelligent species make journeys to Bone Hollow for help or curiosity and all are spoken to in their own language. **Encounters:** skeletons, wights

Brigand Hills (Gentle Hills): Low rolling hills, the area is made up of switchbacks and maze-like mesas used for the lawless to run from authorities. Humanoids are common here. **Encounters:** halflings, goblins, orcs

Brotbuckle Briars (Moor): A particularly bad area of wild bushes covered with thorns. Predators venturing into this dangerous maze often go mad trying to find their way out again. Wolves are known to roam this area, using briars for shelter and protection. Legend holds that the bushes were enchanted long ago to keep intruders away from an ancient shrine that is said to lie near the center of the region. They are said to actually move and close behind travelers. **Encounters:** snakes (small vipers), wolves

Buckol, River (Calm Aquatic): Originating in the Hoary mountains, the river Buckol flows through the Grimlon Outlands deeper into the lands of the Imperial Overlord.

Celedorinlin (Medium Forest): The ground grows firmer and the trees less dense in the eastern half of the Slithytove Woods. The area is named for the ruins of an ancient city that once thrived here. **Encounters:** bears, dire wolves

Cesspin Boggs (Swamp): Wights patrol these soggy areas, under the control of a wicked genie lord. The Cesspin Bogs contain the treasures of the lost civilization of the Chryezetil Lindemos.

Chekulon River (Calm Aquatic): This broad river flows down from the Glass Mountains and through the Missing Memory Marshes before joining the River Leander at Rock Haven.

Crown Knoll (Rugged Hills, EL 12): It is said that four crowns enriched with diamonds, rubies, sapphires, emeralds, pearls and other valuable gems lie beneath Crown Knoll. One legend not often spoken, says that the four kings buried here were slain by Viridians centuries ago and they will remain restless until they can affect revenge. Rumor also hints they keep in military practice and await the Keeper of the Gardens to set them free.

Crystal Lake (Calm Aquatic): The Crystal Lake area is infested with orcs. The lake itself is a clear pure blue and contains no unsavory creatures. The fish are large and tasty, the scenery idyllic and access difficult. The bed of the lake is said to be strewn with geodes and multi-colored crystals, though a species of freshwater jellyfish sometimes swarms in the depths, making collecting the crystals difficult. Orcs throw small stones into the lake while making wishes, believing the lake to be magical. Goat heads embellishing the ends of long earth-embedded poles surround the lake every 50 feet.

Dacil Vonidar, Hills of (Rugged Hills): In this small range of hills on the east side of the Pinnacle Mountains, an ancient script written on a stone bears a strange riddle. Reading the inscription requires a Decipher Script check (DC 35), which if successful reads: "Dacil Vonidar is a place that is a place that isn't. Its walls are black, its surface white; its walks are paved yet never trod; the voices even, the aura odd; most by day and known by night; its echoes sound a distant knell; its treasure vast, is hid from greed — its finder dies to birth the seed; and far is near but near is hell. Dacil Vonidar is a dream that was, a hope that is, and an impossibility that will be."

Dankbark Forest (Dense Forest): Dankbark Forest — said to be the oldest in all the Wilderlands — is known for its large population of treants and its monstrous spiders, many measuring over five feet across, that sometimes drop silver sticky webs over a whole caravan. The lairs are rumored to contain fortunes of silver objects, and many magical wands or staves. Other forest creatures are said to be quite friendly and unafraid of sentient races. A common smell that pervades throughout Dankbark is the reek moss on the northern side of trees; the moss is poisonous to touch (Contact DC 15, initial damage 2d4 Dex, secondary damage 1 permanent point of Dex). Recently, 12 werebears have reportedly moved in the forest east of the Leander River. The shed skin of the rare bortagurm snake of this forest will heal all sicknesses not magical or wound-induced. A hidden door in one tree leads to a dungeon. **Encounters:** enormous monstrous spiders, lycanthropes (werebears), treants

Dead Queens, Valley of the (Grasslands, EL 16): Long ago, this valley was home to a matriarchal hunter-gatherer society, ruled over by three queens. For countless ages the valley was peaceful, but eventually the queens Nandi, Varanna and Melusina disagreed on the use of their queenly powers and fought continuously, greatly harming the people. Some tales paint a far darker picture, claiming that the three queens and their predecessors were infected with vampirism and that their evil grew with each successive generation. One day a stranger appeared in court, a female stranger who made a terrible prophecy and not long hence this prophecy came to pass. The land was cleft by a mighty earthquake and the queens were buried in the debris. The beautiful young princesses withered and shrank, becoming misshapen. They died young and all their progeny were hideous, dying young as well. Another story claims that the valley was cursed with a fire-spell that prevents the undead from leaving, and that the queens' vampiric descendants are still there, trapped in a magical prison. It is hard to confirm these tales, for today, the valley is inhabited by all manner of the most hideous of monsters. For this reason most all creatures avoid this area, in spite hushed words about the great amount of treasure in the valley. Only those strong or foolhardy enough to take it by force should contemplate any attempts at retrieving it. Dark tales speak of a palace deep in the valley where the vampire queens' progeny and their handmaidens are imprisoned, subsisting on rats and other small animals, and growing more vengeful with each passing century. **Encounters:** chimerae, gargoyles, hezrou demons, medusae, purple worms, trolls, vampires

Demon Valley (Alpine Meadow, EL 13): There are no habitations or visible structures in Demon Valley. The beautiful meadows and small copses of trees seem an idyllic setting but for the large crag of rock in the middle of the valley that is actually a doorway to the underworld. Unsavory creatures on rare occasions meet here for unmentionable activities as well as using the Black Gate for passage between worlds. **Encounters:** basilisks, demons, ghouls, hags, specters

Druid Hold (Rugged Hills): A high hill near the Gigabolt Mountains, Druid Hold is an ancient ring of 32 stones. Each of the massive granite stones is covered in runes of religious and magical nature. Strange lights dance above the stones when seen from far away. It is said that a stronghold of caves and carved passages lies beneath the ancient monoliths.

Eagol Ruins (Rugged Hills): This region is dotted with ruined walls, burial mounds and other remnants of an ancient civilization. Caves, caverns and ancient dungeons can be found throughout the region. Barroom tales and rumor claim that ancient treasures and artifacts are here for the taking, though other rumors speak of powerful undead and guardian demons that protect the loot.

Eba Aba, Plain of (Grasslands): This windy plain is nothing but grasses and heather with an occasional coppice of wildwood. About 40% of the copses have a treasure chest buried in them 10 to 20 feet below the surface with treasure worth 10 to 1,000 gp. Not many have been found due to the amount of digging required, the booby traps, the uncertainty of the amount of worth to be uncovered and the fact there are no maps to these treasures. The bones of ancient warriors, horses and orcs are tangled in the sod. The grasses are infested with giant ticks and disease carrying rats. There is a legend about the lost King of Eba Aba who found a *roc's egg* that controlled all the genies of the world. He collected all the rings, lamps, and other vessels that contained genies and buried them in a hidden booby-trapped cave on his plain. All the genies, that is, except one. The constant winds on the Plain of Eba Aba are said to be echoes of the king's lost spirit roaming the world searching for the last genie, which is said to be buried in a brass bottle somewhere on the plains, awaiting its release filled with desire for vengeance. **Encounters:** giant ticks, rats, wild dogs, ghosts

Eddyroll Spout (Stormy Aquatic, Perilous): Eddyroll Spout is a spray of water that shoots up 50 feet in the air due to the force of both forks coming together and the rock formations there. Slippery conditions might make one lose their footing (40% chance) and leeches and other vermin nibble legs and feet. The Eddyroll is watched over by the druids of the Gigabolt for some unknown reason.

Eleph Territories (Grasslands): Home to a backward people who disdain modern tools and weapons, although they must use them on a rotating basis under terms of a treaty with the Green Emperor. Highly empathic with wild horses, they supply most of Viridistan's needs and make their homes in huge caverns. **Encounters:** barbarians, coyotes, wild horses, Elphan cavemen

Elsenwood (Dense Forest, EL 12): This enclave of wood elves is ruled by the brothers Splendulin and Efrinodel. Tightly controlled by the wood elves, Elsenwood remains wild, primitive and, for outsiders, very dangerous. The elves are highly insular and xenophobic – intruders such as powerful magic users or invading armies sometimes find themselves dancing in the forest hundreds of years, while others are simply incapacitated and transported out with warnings never to return. The elves are about five feet tall, slender, fleet of foot and have the balance of acrobats. One will never see them in the wood until it is too late, for the silvery green raiment they wear aids them in eluding others.

Emperor Farmlands (Farmlands): The Green Emperor owns and controls much land used for farming purposes. Slaves and serfs work much of the Emperor's farmlands but he also receives a 15% tax on freeman fields. There is some continual tension in the supervision of all these lands as Shah Satyrbis insists the freeman fields are his responsibility as well as smaller fields closer to Caer Cadwen. The fact that the black boggy soil along the Shorn River is much richer than the lighter soil of the Emperor Farmlands might have something to do with this on-going squabble. Good farmland is at a premium throughout the empire as it is rare. **Encounters:** farmers, Viridian soldiers, merchants

Feather Shoals (Calm Aquatic, Busy): Named for the many aquatic birds that nest in the area, Feather Shoals is also the major fishing grounds for the villagers of Feigh.

Flee, River (Calm Aquatic, Busy): Drawing from the southern fork of the Sharryn, the River Flee is a long stretch flowing through Tell Qa and around the Shimmertree Vale, draining into the Valley of the Dead Queens.

Freeman Fields (Farmlands): Independent and self reliant farmers here refuse allegiance to any lord. The farmers are occasionally plagued by outbreaks of lycanthropy; the last of these outbreaks was over a century ago, and resulted in the region being granted its current independent state.

Ghan River (Rough Aquatic): Kobolds are common just west of Leafork. Giant centipedes infest the forest near Shilly Shallows. **Encounters:** giant centipedes, kobolds

Gheulost Island: A legend exists about this island that has become "fact" in the local area. Many years ago, when the earth was dark and the sea bubbled red, there were no islands, no safe places for the sea people to safely cool their scales among the rocks. Large ferocious animals roamed the beaches and fed in the shallow waters. One day, a little sea boy, while cooling himself on a floating sea friend plant, was caught in a whirlpool and dragged down into the seething red mud at the bottom of the sea. The little boy was stuck and hot red mud clogged his gills. Then he felt under his fingers a large metal ring, the *Sea Cradle Plug*, and he pulled. All the world shuddered. Then the little sea boy was spewed far into the air and it rained red mud. He swam to the sea friend plant for protection but it stung him and stung him, for the water was cooling and it was distressed. Alas, the little sea boy sank beneath the waters and died. The waters cooled. The red mud turned to rock and many islands were formed. Warmth came from the skies instead of from the sea and so the sea people now warm themselves on the rocks instead of cool themselves. But they still avoid the main lands for men had replaced the ferocious animals. The sea friend plant is now called **sea enemy**. The red rock is *carbelium* (see 3125). The little sea boy was named Gheu. The island that was formed where the little boy was last seen is known as Gheulost. And the sea enemy plant, like islands near which the sea people dwell are called Tric and Trac, for between the islands they keep track of tricky stinging plants. This island is a major strategic resource for the emperor, and is heavily guarded and garrisoned at all times. It is the world's only source of *carbelium*, a magical

red metal that has anti-metallic properties. One or two warships guard Gheulost Island at all times, and several hundred soldiers are stationed on the island. It is death to land here. Shir, Silver Cove and Shore are permanent army camps with one tavern each and several barracks and gaming rooms. No one but military personnel and miners (mostly Elphans) are permitted on the island. The oyster pearl beds all around the island need some protection, too. Mere Lake is good fishing but there is said to be several wights in the Volk Mountains. Miners occasionally disappear in these mountains (due to the wights).

Sea Enemy: CR 2; SZ L Plant [Aquatic]; HD 3d8; hp 13; Init +1 (Dex); Spd 30 ft.; AC 12 (-1 size, +1 Dex, +2 natural), touch 10, flat-footed 11; Base Atk/Grp +3/+7; Atk stinger +3 melee (1d4 plus poison); Full Atk 4 stingers +3 melee (1d4 plus poison); Face/Reach 10 ft./10 ft.; SA poison (Fortitude DC 11; 1d4/1d4 temp. Dex damage); SQ plant; AL N; SV Fort +3, Ref +2, Will +1; Str 11, Dex 12, Con 10, Int —, Wis 10, Cha 2.

Gigabolt Mountains (Forbidding Mountains, high peak; EL 16): These mountains are known for their terrible storms that feed the angry Hyando River, and also for being dangerous country where druids and medusae live. The druids manage in such poor company by hiding and avoiding the snake-headed women. The gifts of communication with plants and animals are helpful here. The druids periodically make themselves scarce, especially just prior to and during times of political upheaval. Chaotic evil creatures are unwelcome here, either because of some ancient battle spell or because of the very spirit of the mountains, for many chaotic evil beings that enter the mountains are slain by mysterious lightning bolts (being lawful evil, the medusae remain relatively safe). Black dire wolves with huge whirling red eyes roam in packs protecting the ancient gathering places, magical stone circles and long burrows in the hills south of Gigabolt Mountains. Silvery fires called the Pyrngol Lights seen at night in this area denote buried treasure or an evil being. Several hell hound lairs are near the Pyrngol Lights.

Glass Mountain (Rugged Mountains, high peak): This highest peak in the southern Starrcrags could just as well be called orc mountain, for its slopes teem with these brutal creatures, who maintain mines in the region. **Encounters:** dire wolves, orcs

Glint Valley (Gentle Hills): Across the river to the west of the town of Oonsla is Glint Valley. Located between the Firelock Hills to the north and the Brotbuckle Hills to the south, Glint Valley is a peaceful spot protected by the Sharryn and Flee Rivers. Further, **Paladin Caelearak** (male human Pal14; CR 14; hp 77; Str 18, Dex 14, Con 15, Int 13, Wis 16, Cha 20; *spell resistance 15 full plate +3, holy avenger longsword*) and his devoted friends are the sole residents of the valley. All those with peaceful intentions are welcome. Caelearak and company will gladly accompany guests in need of help if he can be convinced the main purpose is to destroy evil rather than to merely capture treasure. That is not to say, of course, that he wouldn't want his fair cut of anything found. **Encounters:** bears, deer, smilodons

Griffon Rock (Rugged Mountains): A large rock outcropping which has been carved in the shape of a griffon. The griffon's eyes are 20 gp gems. Attempting to remove the gems cause the griffon to growl and mutter but even if they are successfully removed there will be no ill effects. A horrible, but ineffective curse is carved above the griffon.

Headspring (Rough Aquatic): This rough, glacier-fed river tumbles down form the Starrcrags and flows through the Missing Memory Marshes before joining the Kendhras River near Mishell.

Hoary Mountains (Forbidding Mountains, high pass/low peak, Cold): Unusually chilly year-round, these peaks are always covered with snow. Mountain sheep of the Hoary Mountain peaks provide the warmest wool available. It is quite valuable. They are hard to catch and shear and impossible to tame. Sapamas and alpacas, easier to catch and tame, are more numerous and their wool is light and soft. Mountain men trade these products in Grimlon for staples. A herd of mammoths is said to dwell in the mountains but frost giants hunt there too. Bugbears haunt the foothill valleys. Great herds of musk deer roam higher elevations. Somewhere in the Hoary mountains lies the Valley of Diamonds, accessible only by bird, which is said to have made a few enterprising men wealthy (not many know this valley's existence). **Encounters:** bugbears, frost giants, mammoths, mountain lions, sheep, snow leopards

Holy Mounds (Grasslands): This plain contains flower-covered burial mounds raised ages ago by a passing Mycretian army to bury their most beloved heroes. Animals avoid the mounds and sentient creatures have been known to fall into a deep coma lasting up to 30 days if they tread upon the flowers. The elves of Elsenwood have no special use for the area but allow Mycretians to gather there whenever they wish. **Encounters:** cave lions, wooly rhinoceros, wild ponies

Hurpy Scarp (Forbidding Mountain, high peak): High, craggy mountain, lair of many dangerous creatures. **Encounters:** harpies, griffons, perytons

Hyando River (Rough Aquatic): The Hyando River is a fast, rocky, deep, narrow river that has no bridges over it. Crossings are possible upriver where the river is still a stream (e.g., the East Fork Crossing), at Balicur Crossing (a shallows) and Tessell Wade, near the mouth. Its rapids foam ferociously and are said to reach out and grab anyone who gets close. Caves along the river provide shelter for travelers and hideouts for brigands.

Iso Monster Lake (Calm Aquatic, EL 20+): This lake is home to a legendary and ravenous monster that will attack any creature that comes near. The creature (or creatures) remains submerged below the surface of the lake, but occasionally sends many long tentacles to snare flying creatures or creatures near to the shore. It is said that the Iso Monster has even snared low-flying dragons. Birds and animals avoid the lake, preferring the swamps to the south or the Ayes Sanctuary to the east. Even the Marmon Witches do not venture here, which is a testament to the power of the creature. **Encounters:** mermen, nixies, river trolls, water elementals, the Iso Monster (run for your lives!)

Kendhras River (Calm Aquatic): Named for a legendary Amazon Pirate who once used the river as her base of opera-

tions, the stone drydock is crumbling and no explorer has ever found her buried treasure. The rotting hulk of a warship with the skeleton a giant sea snake wrapped many times about the ship is often seen at low tide near the mouth of the river.

Ladd River (Calm Aquatic): Bordering the Thistledown forests eastern edge, the Ladd river is a wide, shallow waterway bisecting the Brigand Hills.

Lalyn Estuary (Calm Aquatic, busy): The inlet to the Sharryn river is a nesting ground for many water fowl as well as a favored fishing area, said to contain huge clam beds. A standing stone carved with ancient letters of the Kelnorian language says *Meridian Stone of the Leys*. Though studied by many scholars, no one has yet determined what this means. The most common theory is that this is the final resting place of the famous Lady Lyn of the House of Leys. A **crazy bird-man,** rumored to eat children and pets, is said to inhabit the area between here and Feather Shoals.

Crazy Bird-Man: CR 3; SZ M Aberration; HD 6d8+6; hp 37; Init +5 (Dex, Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 18 (+5 Dex, +3 natural), touch 15, flat-footed 13; BAB +5; Grap +5; Atk/Full Atk +5 melee (1d8, shortspear, crit x3) or +10 ranged (1d8, shortspear, crit x3, range 20 ft.); Face/Reach 5 ft./5 ft.; SQ darkvision (90 ft.), low-light vision; AL CG; SV Fort +3, Ref +7, Will +7; Str 10, Dex 21, Con 12, Int 10, Wis 14, Cha 10.

Skills: Hide +11, Listen +8, Move Silently +8 (+16*), Spot +8, Wilderness Lore +6. *Feats:* Alertness, Flyby Attack, Weapon Focus (shortspear). * Bird-man receives a +8 racial bonus to its Move Silently skill while flying.

Leander, River (Rough Aquatic): The River Leander is a wide, fast and dangerous river from its mouth by Viridistan up to Leafork. Except for the narrow but sturdy bridge by the City, Shilly Shallows is the only other reliable crossing on the river. Though it is known to be treacherous in many places, the Leander is nonetheless a beautiful sight, for it sparkles with light both night and day. Some say that this is caused by some species of glowing water insect, while more romantic souls believe that miniature fey known as leandris are responsible, but no one has actually ever seen one. The suspension bridge between Leafork and Caer Cadwen is in constant and repeated states of disrepair and is not safe for caravans or carts, forcing them to detour via Rock Haven. Between Caer Cadwen and Rock haven live kobolds and treants just west of Leafork.

Marmon Mist (Swamp, EL 15): This vast and dismal swamp, dreaded for its dangerous predators, is located between the Rivers Mush and Snikle, and is best known as the lair of the Three Witches of Marmon. It is also known to harbor fearsome grey renders and primitive tribes of lizard folk.

Ming River (Calm Aquatic): This river was named for an ancient sorcerer who was exiled to the Demon Empire and became Emperor of Pain. He is said to still live somewhere in the region, punishing anyone who swears fealty to any demon lord who disobeyed his benefactor. A mischievous creature, half-fey and half-elf, is also said to inhabit the Ming, living with his nymph wife near the waterfalls feeding this river, but sightings of this strange being have been few and contradictory.

Missing Memory Marshes (Swamp, EL 14): Home to the friendly but dangerous Smirge the Eel, the Missing Memory Marshes are a perilous place for inexperienced travelers. There is only one completely dry path all the way through the marshes, known only by a few. The fog and the drooping moss makes everything look the same and it is easy to get lost, go crazy, and circle for weeks before the end comes, usually with the victims shocked senseless by the playful Smirge. Successfully finding one's way through this morass requires making a DC 20 Survival check.

Muck Bourn (Calm Aquatic): Muddy, slow branch of the Shorn river.

Mush, River (Calm Aquatic): A dirty, murky river, the Mush slowly oozes its way from the Sharryn River into the Iso Monster Lake.

Nereus Firth (Calm Aquatic): This inlet of the River Leander is known for its rich fishing grounds, and also for its seasonal explosions of sea-worms, which gives the region its name.

The Nest of Vipers (Grasslands): A beautiful meadow at the southeast edge of Slithytove Woods. The lushness of this area acts as a verdant trap, attracting animals and other unsuspecting victims to this den of hundreds of large, poisonous vipers. Viper fangs usually bring 20 gp each, while their poison can fetch 10 gp per drop, but only from the proper buyers. Yuan ti have also been sighted here. Some tales suggest that fearsome creatures called inphidians may be here as well, working with the Yuan ti to some diabolic purpose. **Encounter:** inphidians, snakes (large vipers or gaboon vipers), yuan ti

Nho River (Calm Aquatic, Busy): Originating near the coastal town of Nho, the Nho River flows deeply into Bitter Ridge.

North Mantle (Rugged Mountain, high pass/low peak): Once considered the best defense for the plains below, the passes though this rough terrain contain ruined frontier forts. The forts have long since been plundered of valuables, but stories tell of a weird moaning that echoes through the passes if anyone tries to find any lost treasures.

Nurn River (Calm Aquatic): It is said that this river was named for an army of Nurns that tried to cross this river in ancient times and was decimated by the Shining Maid and her knights. Gigantic skeletons of the invaders, many with two skulls, are sometimes found along the riverbanks.

Pebble Straits (Calm Aquatic, Busy): These shallows are one of the best-known fords of the placid Sharryn River. Traffic to and from the nearby settlement of Oonsla is common.

Pernicus, Lake (Calm Aquatic, Underwater; EL 12): Lake Pernicus is a dangerous area; heavily armed cavemen are found in large groups, protecting the silver they transport to trade. Thieves and brigands roam the southeastern banks and areas south along the Sharryn River. Demons inhabit the mountains north of the lake, umber hulks live to the west, lizardfolk live in the lake and salamanders live in the hills southwest of the lake. It is said to be the old

home to a demigod named Pernicus, whose temple lies deep beneath the surface. **Encounters:** cavemen, demons, lizard men, umber hulks

Phouth Bogs (Swamp): These lowlands between the Soppy Hills and the Vapor Hills are mucky and stagnant, filled with filthy runoff from the Shorn River. They are said to contain many personal treasures of the lost Kings of Crown Knoll. Giant snapping turtles hunt in the bogs and clouds of mosquitoes carry disease.

Pinnacle Mountains (Forbidding Mountains, high peak): Tricky mountain passes and unsafe mines discourage all but the Elphan cavemen from entering these dangerous mountains. The cavemen work various mines throughout the region. The Skandiks believe that the highest peak of the Pinnacles is the earthly end of the Rainbow Bridge leading to Asgard. Most sages believe that this is within the Kingdom of Karak, though no hero has ever seen the bridge at either location. The silver ore is carried out by secret tunnel to Lake Pernicus south of Stukwrak where the cavemen are paid in venison, mutton and ale. Brigands give trouble between Yrahm Jakupda and the Sharryn River; thieves try trickery at most points from Shimmertree Vale to Glint Valley, but outright attacking the military escort guarding the ore is unwise for most outlaw bands. Wyverns are said to nest in an abandoned silver mines. One mine collapsed many decades back due to vicious birds attacking the timbers (some say it was due to the tiny sawtooth maggot worm).

Pitts, Lake (Calm Aquatic): This lake is believed to be of artificial construction, accidentally made by a geomancer who was trying to bury an invading army. An aquatic species of tanglenut is found in the lake, bearing strange nuts that float to the surface and explode with a "pop" to spread their seeds. Piranha and barracuda roam the waters of Lake Pitts but, of course, cannot harm the Stone Man who lives at the bottom of the lake. Black panthers roam the shores and environs.

Quessen River (Calm Aquatic): A branch of the Sharryn River, the Quessen flows slowly through the hills into Demon Valley.

Rakshashas (Gentle Hills, EL 13): Many gnomes and a few rugged halflings make their home in the Rakshasas wilderness, accounting for the mines and burrows that cover this area. **Encounters:** dwarves, halflings, hill giants

Rock Falls (Rough Aquatic): Series of short drops along the Hyando, the rock falls are home to very short bugbears. **Encounters:** bugbears

Sae Laamer, Kingdom of: The merfolk of the Trident Gulf have a long and troubled history that dates back before even the beginnings of the Viridian people. Sae Laamer, the rich and beautiful abode of the merfolk is located deep in the treacherous sea between the islands of Tric and Trac. Its ruler, Queen Deleamaka (see 3228) dreamed of re-establishing the years of freedom that her people had under the Viridian emperors Riddisorn and Cneninadus, but her plans were frustrated when the merfolk's powerful *amulet of Khetren* fell into the hands of the evil god Armadad Bog. Today, the merfolk of Sae Laamer are subject to Armadad Bog's will, and Deleamaka is desperate to see her people freed. Deleamaka has even approached the World Emperor, leader of the Mer Shunna cult that worships Armadad Bog, begging for the return of the amulet. Unfortunately for Deleamaka, the emperor would prefer to keep her for his harem rather than offend his deity by asking for the amulet back, and she is currently planning to return to Sae Laamer, though the emperor may not let her. She currently resides in one of the mermaid tanks under the Imperial Palace. Sae Laamer remains a jewel of ancient merfolk art and architecture, housing over **400 merfolk** (CR 1/2, hp 6 each). The settlement's standing military force consists of **32 merfolk warriors** (War1-3), **12 merfolk officers** (Ftr1-3) and **24 shark tenders** (Ftr1/Rg3) who have tamed a school of **18 large sharks** (CR 2, hp 38 each) that aid them in battle. In the queen's absence, the kingdom is ruled by her daughter **Chael** (female merfolk Ari3/Clr5; CR 7; hp 26; AL LG; Str 12, Dex 18, Con 12, Int 13, Wis 14, Cha 19;

Sae Laamer

+2 trident, amulet of natural armor +3). Her brother **Ethuel** (male merfolk Ari3/Ftr4; CR 6; hp 29; AL LE; Str 18, Dex 12, Con 16, Int 12, Wis 8, Cha 17; *+3 heavy crossbow*) is jealous of the attention paid his sister and contemplates taking the throne himself if their mother fails to return. The merfolk are compelled to participate in Armadad Bog's bloody rituals and their hope for freedom fades with each passing day.

Saffrin, Lake (Calm Aquatic): A calm and picturesque lake that is nonetheless the center of considerable activity and mystery, from the ruins of Selisengard to the strange creature known as the Lady of the Lake and a hostile grig fey who hangs her victims from trees. The village of Saimon is located at the southern tip of the lake. **Encounters:** badgers, bears, deer, fox

Salmo, Cape (Grasslands): This cape is often called the Helm for the shape of its headland rocks. It teems with shorebirds and citrus trees, and so is a welcome stopover for low-provisioned ships and a good place to look out for pirates.

Serd Worms (Moor): Many legends surround this desolate moor southeast of the Starrcrags. Some suggest that it was once the haunt of powerful and evil dragons, while others suggest that especially large and dangerous purple worms once dwelled here before being driven off by a dwarven hero whose name is long forgotten.

Serf Terrace (Farmlands): Peasants who dwell in these northeastern plantations work year round, rotating crops to make efficient use of the poor soil.

Sharryn River (Calm Aquatic): Named for a fey demigoddess also called the spirit of roses, this river often turns pink in the fall. It is believed that bathing in the river's waters at twilight will cure lycanthropy, but only those who were of non-evil alignment before contracting the disease.

Shilly Shallows (Calm Aquatic, Busy): Technically of the mouth of the Kendhras River, the shallows have a long history. It is there where Pegohas wooed the fair Maselle and where the ancient King Ahabdosset defeated the demon Grotubyl and his orc legions. Giant centipedes infest the forest. Skeletons haunt the Shilly Shadows as well as an occasional ghoul or ghost.

Shimmertree Vale (Grasslands): Shimmertree has a high percentage of birches and aspens and oaks. Several dryads live in the vale. A large variety of fire breathing praying mantis inhabits the valley (see below), the only known effective enemy to the buzzing lapsuckers, a pest to humans and animals alike. The mantises make good pets. A herd of tiny horses runs wild in the valley. They are said to know the Way to the Gods.

Fire Breathing Mantis: CR 2; SZ S Vermin; HD 2d8+2; hp 11; Init +2 (Dex); Spd 20 ft., fly 40 ft.; AC 16 (+2 Dex, +4 natural), touch 12, flat-footed 14; BAB +3; Grap -1; Atk claw +3 melee (1d4); Full Atk 2 claws +3 melee (1d4) and bite -2 melee (1d4); Face/Reach 2 1/2 ft./0 ft.; SA improved grab (grapple +2), fiery breath (20 ft. cone, 1d8 fire, Reflex [DC 12] for half damage, every 1d4 rounds); squeeze (held opponent, automatic claw damage, bite at +3 melee); SQ vermin; AL N; SV Fort +3, Ref +2, Will +2; Str 10, Dex 15, Con 13, Int -, Wis 14, Cha 11.

Skills: Hide +9*, Listen +5, Spot +8. *Feats:* Weapons Finesse (claw, bite). * A mantis surrounded by foliage receives a +8 racial bonus to Hide checks.

Shorn River (Calm Aquatic, Underwater): A strong coastal river, the Shorn slows down at Cesspin Boggs, and comes to a halt at the Phouth bogs. Lacedons travel this river from the coast.

Slithytove (Dense Woods/Swamp): Slithytove Woods is not exactly swamp, but it is usually mushy. It is known for its vermin, snakes, leeches and slimy worms that writhe in the mud. The woods are usually choked with a thick, fog-like vapor. There is little grass except for tough swamp grass and pampas. The trees are mostly gnarled softwoods called gongo trees. The mud rocks are said to move. The region is named for a local predatory snake and is also believed to be the home of a notorious leprechaun and his herd of pet jackalopes.

Smitch Chasm (Rugged Mountains, low pass): Deep gulch located in the Brigand Hills, the Senitch is a favored and protected spot for local thugs to hide themselves from the law.

Snikle, River (Calm Aquatic): Running along the west side of the Marmon Mist, the Snikle is home to giant lizards and wild swamp goblins.

Soppy Hills (Gentle Hills): Wet and soft, the Soppy Hills are vast peat mounds covered is loose grasses and weak earth. Purple worms have burrows under the hills. Bullettes and ankheg are also sometimes encountered.

South Mantle (Grasslands): A broken wall spans the main pass but the gate was breached ages ago, and smaller ruins dot the region. Huge boulders worked into smooth spheres are found near the ruins. While locals claim that these are the kidney stones of titans, others suspect that they were simply the siege weapons of giants.

Spire Falls (Stormy Aquatic): Short but rushing waterfall, the Spire Falls are a mere 50ft high, but the force of the river causes the falls to arc nearly half that distance when falling.

Sprinkle Creek (Calm Aquatic): Breaking from the Leander at Dell, Sprinkle Creek is a great source of trout and smaller fish. Many of the normal animals of the Elsenwood prefer this small stream.

Starrcrag Mountains (Forbidding Mountains, low peak/high pass, EL 15): An insular and somewhat xenophobic clan of red-bearded mountain dwarves lives in the Starrcrags. The spirit of the highest peak in these mountains often appears as a 60-foot, twinkling star. Any wayfarer will be asked a riddle. Correct answers result in instant knowledge of the path across the peaks and incorrect answers result in a torrential storm with violent winds that make further progress impossible for one full day. **Encounters:** dwarves, giant eagles, prospectors, storm giants

Stay Falls (Stormy Aquatic, EL 19): A little ways upstream of Ruppin Athuk, a beautiful awe-inspiring waterfall reflects the morning sun off a rock that conceals a secret door to wealth and magical treasures belonging to a once famous powerful magician (now said to be a lich!). A large crystal shrine reflects a beam of light once a year on the door to illumine the opening device. Water from the pool of Stay Falls that touches the shrine will heal curses and neutralize evil spells of the Transformation school.

Stickthorn River (Calm Aquatic): Named for a troublesome thorn bush lining its banks, both the Upper and Lower branches of this river have excellent fishing. Wild boars roam the hills round about and large crystals (suitable for crystal balls) can be found in and under the bed of the Upper Stickthorn.

Tanngrisner (Gentle Hills, EL 15): This hidden valley is named for its most famous inhabitant, an aged monk who leads a group of other ascetics in the creation of teas, infusions and potions. It is a beautiful and untamed place, and hostile outsiders often find themselves unexpectedly transported elsewhere.

Targnol Plains (Grasslands): Named for a king who died in battle here long ago, the plains are abundant with animal life. Antelope, wooly buffalo and other game animals thrive in this grassy region. The area is rich in flowers and grasses because of its many freshwater springs. The plains are filled with gnolls, who mostly keep to themselves and kill game. There are several Wights that live in the many beach mounds that lie along the coastal road. The wights desire only to add to their unhappy number. Use of the coastal road is not advisable without magical weapons. **Encounters:** wights, gnolls, dire wolves

Thistledown (Medium Forest, EL 8): Thistledown is good logging country, not being protected by elves. The forest is full of thistle and cottonwood trees and in the spring the region's fairies love to float through the air on the wind-blown seedlings. A being called Faedoom is said to inhabit the forest and protects the fairies, visiting destruction on all those who harm them. The great threat of the forest is a creature called Koses (his lair is at hex 3815). **Encounters:** fey (mostly debased and evil, a few good), satyr, other sylvan creatures, many of which have turned to evil in order to resist the encroachment of humans, Koses

Trident Gulf (Rough Aquatic, Busy, Underwater): Choppy but relatively shallow body of water between the City State and Ghuelost Island. Naval ships of the World Emperor are on heavy patrol here and any unfamiliar ships are attacked with war machines and magic and destroyed on sight. The merfolk of Sae Laamer are also sometimes encountered.

Utscur Bogs (Swamp): Disease infested wetland, the Utscur bogs are home to the wicked Swilon trolls. They hide the famous magical *windrider bronze horse*, statues of gold, and the ancient art of King Dellar the Stellar. The region is treacherous and its terrain constantly changes. Many a once-living beast and human are perfectly preserved in the tricky, shifting peat. **Encounters:** giant insects, trolls, leeches, oozes and jellies

Vapor Hills (Gentle Hills): These hills release trace amounts of methane gases. Bearing a torch in the area has a 40% chance of igniting a gas pocket per hour, causing 4d6 points of fire damage to all in a 15 ft. radius.

Villain Cliffs (Rugged Mountains, low peak/high pass): The first major landmark seen by travelers sailing toward Viridistan, the Villain Cliffs were named by ship captains from the past upon dealing with the World Emperor. Arch criminals are sometimes hung from the cliffs to die.

Yahg Khosha (Rocky Desert, EL 18): Extremely rough country of brambles, ravines, clefts and caves of rock, large craggy hills and loose rubble, Yahg Khosha is the ancient home of balor demons. There are many here still, it is said, though it more likely to encounter demonic activity in the mountains further southeast, where there is supposed to be an evil temple. Other reported denizens are strange half-man, half-yak creatures, but no firm evidence of their existence has yet been obtained. **Encounters:** evil outsiders, fire elementals, salamanders

Zirzus Plain (Grasslands): This region was named for an explorer from the region who claimed that he had been brought to Mount Olympus by Aphrodite. The scruff and scrub blanketing the Zirzus Plain supports several herds of wild horses, as well as such exotic creatures as three-legged runner birds (see Bestial Barrens entry), giant lizards and blink dogs. Deadly beholders have been seen on the plains, along with infestations of wererats. Some inhabitants report seeing creatures that resemble the noble lammasu. A few hardy settlers maintain farmsteads, and long-abandoned outposts dot the region.

Specific Locations

0107 Daican (Hamlet): Conventional; AL N; 200 gp limit; Assets 4,175 gp; Population 668 (Able bodied 167); Mixed (human 70% [mixed], dwarf 15%, gnome 10%, elf 5%); Resources: iron. *Authority Figure:* Caelnoreon, male human N Ftr6. *Important Characters:* Qoenwan, male human CN Ftr5 (iron smelter); Joadric, male human N Clr6 (Kale Kala); Brerrab, male dwarf N Exp7 (head of mining guild); Bo Zohrahlan; male Altanian CN Ftr3 (Innkeeper).

Daican is a mining village. It provides high-grade iron ingots for Viridistan. Caelnoreon administers the village for the mining guild and provides for defense. Bo serves up lion steaks at the Noble Pixie Cellar Bar for 2 gp.

0109 Dire Skunks (EL 4): A mated **pair of dire skunks** (see below) have found a home in this area. They are generally docile and usually ignore most people in the area.

Dire Skunk: CR2; SZ M Animal (6 ft. long); HD 3d8+3; hp 16; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 13; BAB +2; Grap +4; Atk claw +4 (1d4+2); Full Atk 2 claws +3 melee (1d4+2), bite -1 melee (1d6+1); Face/Reach 5 ft./5 ft.; SA breath weapon (repulsion gas-creatures within the cone [5' high, 5' wide and 15' long] must succeed at a Will save [DC 14] or be compelled to do nothing but move away from the dire skunk for 1d6 rounds); disease (Fort DC 12, filth fever), effect charisma (anyone in a cone of repulsion gas has a –4 synergy bonus to reaction checks for 1 week); SQ scent; AL N; SV Fort +4, Ref +4, Will +4; Str 14, Dex 17, Con 12, Int 2, Wis 12, Cha 2; *Skills:* Listen +6, Spot +6; *Feats:* Weapon Finesse (bite).

0119 Pamak Illip (Village): Conventional; AL N; TL 6; 800 gp limit; Assets 38,200 gp; Population 1528 (Able bodied 382); Mixed (human 85%, dwarf 6%, gnome 5%, halfling 4%); Resources: Metal Ores. *Authority Figure:* Deogel, male human CG Ftr7. *Important Characters:* Ererraw, male human CG Clr8 (Apollo); Ceisa, female human NG Wiz5 (innkeeper); Crea female dwarf N Sag6/Exp2 (mineral sage, geologist).

The residents of Pamak Illip mine iron, copper and tin from the Pinnacle Mountains. Crea identifies deposits for exploration.

0126 Lion's Den (EL 9): A pride of **8 lions** (CR 3, hp 32 each) makes its lair in the area. They generally avoid contact with humanoid races, but attack if their lair is threatened.

0131 The King's Tomb: The plundered tomb of an ancient king is found in a small, barren cave connected to the surface by a worn set of green marble stairs. Anyone traversing the stairs is confronted by an illusory image of the long-dead king who pleads for all to leave him rest in peace. Any items of value, whether originally left in the cave or buried with the monarch, are long gone. Some say this is the tomb of the first True Viridian king, though no images of Armadad Bog appear in this tomb.

0220 Grotto of Grime (EL 26): Slaekt, a **great wyrm gold dragon** (CR 26; HD 41d12+451; hp 900; AL LG; Str 47, Dex 10, Con 33, Int 32, Wis 33, Cha 32) holds sway over the territory here. In this rugged and hardy countryside, halfway between Pamak Illip and Glass Mountain is located Slaekt's grotto. Littering the entrance of this den are piles of bones, a warning to those with designs upon the inhabitant or his horde. The dark, rocky, sandy depths of his abode are covered with gems, coins, jewelry, and other valuables – all of which are filth encrusted. Splattered with iridescent flecks of blue, this golden dragon is dazzling to look at, enough so that any who look directly into his whirling colorful eyes are mesmerized unless the make a successful Will save (DC 41). Being the oldest, most intelligent, and most feared dragon in the world, only a few are capable of talking with him (though lawful good, he still eats intruders). Slaekt enjoys feasting on mountain goats and desert creatures, however an occasional raid for cattle or terrorizing of a nearby village to the west is not unheard of. While somewhat retiring and antisocial, Slaekt is easily aroused. If one cares to live, they are warned not to touch his treasure. Slaekt's keen mind is the caretaker of a great deal of ancient lore, including knowledge of many long-forgotten spells, important history, magic lore, and many of old powerful relics in the empire. However, the locations of such relics is not known by this grand creature. Preferring to be alone, Slaekt does not welcome visitors unless properly approached with large gifts — preferring gems, coins, and magic items. Those who are allowed entrance find Slaekt to be quite the conversationalist, seeking information about the goings-on of the world outside. His accumulated treasure contains dozens of magic items and literally millions of gp in gems, coins and art (left up to the judge). Hidden at the bottom of a jewel-filled golden urn buried in one of the many piles of gems and magical items is the amulet *Tokborndeth*.

0222 Chimera Lair (EL 9): A mated **pair of chimera** (CR 7, hp 76) makes its home here. Both are equally territorial and attack most living creatures entering their area. They protect a horde of 1,000 gp, a *potion of cure moderate wounds*, and a *potion of blur*.

0233 Calah (Hamlet): Non-Standard; AL N; TL 8; 100 gp limit; Assets 1,438 gp; Population 460 (Able bodied 115); Mixed (gnome 80% [mostly common, some city], dwarf 10%, human 10%); Resources: glass. *Authority Figure:* Slintigil, male gnome CE Ftr5. *Important Characters:* Agrumar, male gnome NE Wiz5 (owns the feed, seed and dry goods store); Aleritram, male gnome N Exp5 (master glass blower); Thilakin, male gnome LN Clr4 (Sashu, god of Justice).

Tokborndeth

Tokborndeth is a golden amulet set with a piece of polished onyx. Once per day the amulet's wearer can add up to eight negative levels to any one creature with a successful ranged touch attack as per the spell *energy drain* cast by a 18th level sorcerer. These energy levels are transferred to the wearer, bestowing five temporary hit points per level drained, and last for 24 hours at the end of which time they return to the original owner.

Caster Level: 18th. *Prerequisites:* Craft Wondrous Item, *energy drain*. *Market Value:* 64,800 gp. *Weight:* 1/2 pound.

With the support of Agrumar, Slintigil controls this small hamlet. Aleritram owns the glass blowing foundry. As long as business stays good, he doesn't care what Slintigil does.

0301 Neapolis (Hamlet): Conventional; AL CE; TL 3; 100 gp limit; Assets 988 gp; Population 316 (Able bodied 79); Mixed (human [many Elphan]); Resources: bronze. *Authority Figure:* Huh Hjod, male Elphan CE Ftr4. *Important Characters:* Ruk, male Elphan NE War4 (tribal chieftain); Bidash, male human CE Clr4 (shaman of Mawdorn god of Shadows); Vruk, male Altanian LE Exp4 (owns the smelting operations).

Huh dominates this tribe of cavemen through Ruk and Bidash. They mine copper and tin, which is then smelted into bronze. The bronze is then shipped from Neapolis to Viridistan.

0303 Giant Beetles (EL 5): A small pack of **3 giant bombardier beetles** (CR 2; hp 13 each) have made a home here. They are nocturnal hunters, and come out as the sun is disappearing over the horizon.

0313 Flying Castle: A small metallic castle made of aluminum lies here, completely covered with cinders and ashes. It used to float in the sky but its mechanism failed and it came crashing to earth, although it is only slightly damaged because it was flying quite low at the time. The skeletal remains of a human leg are caught in the doorway. Inside the castle are a variety of broken metal tools.

0314 Anme Caphri (Hamlet): Magical; AL LG; TL 7; 100 gp limit; Assets 438 gp; Population 140 (Able bodied 35); Mixed (human 88% [mixed, many Common Viridian and Tharbrian], elf 8%, gnome 4%); Resources: sheep. *Authority Figure:* Ramtagor, male human LG Wiz7. *Important Characters:* Haowyr, male human CG Ftr6 (owns largest sheep ranch); Paennon, male human LG Clr4 (Athena); Migodric, male human NG Rog2/Ftr2 (sheep merchant).

The residents of Anme Caphri are sheepherders. There is a small shrine to Athena here that is attended by Paennon. The village is too small to support a cleric so Paennon spends most of his time in the fields helping tend the sheep. It is said by the villagers that there is a great treasure to be found in the Valley of the Dead Queens.

0321 The Fire Hydra Lair (EL 7): A rocky outcropping provides shelter to **a six-headed pyrohydra** (CR 7; hp 63), with a treasure of 600 gp and a *raise dead* scroll.

0406 Stukwrak (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 5,225 gp; Population 836 (Able

bodied 209); Mixed (human 85% [some Tharbrian], dwarf 8%, gnome 7%); Resources: market. *Authority Figure:* Irgainel, male human N Ftr7. *Important Characters:* Farran the Bold, male Tharbrian LG Clr14 (innkeeper) Beoc Prooze, male human CE Ftr8 (slaver); Morwen, female human vampire CE Wit8 (town witch).

Stukwrak is a town of chaotics, mostly evil, and were it not for Farran the Bold who settles disputes fairly, the town would not exist. He also has certain magical items that protect him as well as the blessing of the shah of Smyrisis. Beoc Prooze captures strong cavemen and sells them in Targnol Port as slaves. He is absolutely ruthless. It is said that Morwen gathers her exotic aphrodisiacs in the hills about but no one knows where. Bats flutter about her wherever she goes at night.

0412 Huge Scorpion (EL 6): A **huge scorpion** (CR 6; hp 104) lairs in this area, moving among the rocks and underbrush.

0421 Orc Diamond Mines of Glass Mountain (EL 1 to 15): Orcs (CR 1/2; hp 4) are not especially good miners, but they are greedy. The orcs trade uncut diamonds with thieves, brigands and shifty-eyed traders, directed in their mining activities by **Fagslak** (CR 14; hp 136; AL CE; Str 15, Dex 17, Con 16, Int 15, Wis 15, Cha 17; battle axe, throwing axes). **Gakbog** (CR 10; hp 85; AL CE; Str 14, Dex 15, Con 16, Int 16, Wis 16, Cha 16; longsword) and **Unstigib** (CR 9; hp 84; AL CE; Str 15, Dex 17, Con 17, Int 16, Wis 16, Cha 16; warhammer) oversee the guards of both entrances to the mountain. The orcs protect a curious statue of an unknown being or beast carved from an obsidian peak on the mountain. Lights play about the statue on dark nights, after which the statue has been known to change shape. One underground tunnel leads to a large crystal room filled with treasures, booty and diamonds that the orcs enjoy counting (even though many orcs cannot count past ten). They have few magical items, but lots of wealth. There is a legend about a princess who sat on top of Glass Mountain a long time ago waiting for a prince to claim her as per instructions of a king. A prince did come, so the story goes, riding on a horse made of diamonds. But the princess became greedy and struck the horse to shatter it, but the diamonds sank into the Glass Mountain top as though it were mud. The prince turned into a hideous orc and ate the princess, and her bleached bones still lie in the morning sun at the top of Glass Mountain, untouched by the centuries.

0422 The Crystal Monster: In the small mountain range to the south of Crystal Lake there lives the one and only **Crystal Monster** (see sidebar). This lizard-like creature with an insect-like head and multi-faceted eyes is about the size of an alligator. Its gem-encrusted hide has many good magical powers and the six tentacles on its head that can heal all manner of diseases. It is generally harmless unless it feels threatened or an evil individual comes near; then it will excrete a poisonous gas. It lives in mountain clefts and is hard to spot by day, but can be found at night due to its glow.

Crystal Monster: CR 9; SZ M Magical Beast; HD 12d10+72; hp 153; Init +6 (Dex, Improved Initiative); Spd 30 ft., swim 40 ft.; AC 27 (+2 Dex, +8 natural, +4 deflection, +3 luck), touch 19, flat-footed 15; BAB +12; Grap +17; Atk/Full Atk pincer +17 melee (1d6+7, crit 19-20/x3); Reach 5 ft. (10 ft. w/ tentacles); SA breath weapon (6d10 points of fire damage, 30 ft. cone, DC 22 Reflex for half, useable 1/1d4 rounds), poisonous corrosive gas cloud (3x/day; 15 ft. radius, 4d6 points of acid damage [Reflex DC 22 for half damage] plus poison [Fortitude (DC 22), 1d2/0 permanent Con drain]; SQ darkvision (60 ft.), damage reduction (20/+2), low-light vision, spell-like abilities (at will - *detect chaos/evil/good/law*, *remove disease* as 12th-level cleric), SR (24); AL CG; SV Fort +19, Ref +15, Will +12; Str 21, Dex 14, Con 23, Int 15, Wis 17, Cha 20.

Skills: Hide +17, Listen +18, Spot +18, Search +17. *Feats:* Improved Critical (bite), Improved Initiative, Iron Will.

0427 Stag Beetle (EL 4): Lying in wait, **1 giant stag beetle** (CR 4; hp 52) usually looking for its next meal, attacking living creatures that enter the area.

0501 Clay Golem Lair (EL 10): Abandoned by the one that created it, **a clay golem** (CR 10; hp 60) remains here attacking those that come near.

0510 Sputgar (Hamlet): Conventional; AL CE; TL 2; 100 gp limit; Assets 1,225 gp; Population 392 (Able bodied 98); Isolated (human 95% [mostly cavemen], dwarf 5%); Resources: silver. *Authority Figure*: Ludgar, male Caveman N Ftr4. *Important Characters:* Ary, male Caveman N Ftr5 (head miner); Godish, male Caveman CE Clr4 (shaman of Natch Ur)

This caveman settlement houses the cavemen who work the nearby silver mines. Ludgar is a protective ruler who works hard to make sure that his people receive a fair price for their goods. Thousands of pearl-loving panargees (ordinary birds) can be seen flying in the mountains west of Sputgar making their nests out of rotting wood.

0519 Viper's Nest (EL 4): A pile of 35 copper daggers covered with blue-green rust, found within a stone coffer overgrown with brush inside a partially intact small stone house. The interior of the house is half filled with a fine dust and is inhabited by **3 medium-sized vipers** (CR 1; hp 9 each). An astrolabe lies in the southeast corner. An unpolished stone statue of a humanoid with 6 arms stands on a small hillock nearby. Its head is lying on the ground nearby.

0523 Lizardfolk Temple: On the southern shore of Crystal Lake is a well-known, partially-ruined ancient temple with an intact large marble lizardfolk idol (CR 10; 4 ft. thick; Hardness 8; hp 480; damage reduction (20/+3), +15 ranged touch (*disintegration*, 1/round, 50 ft. range, as cast by a 16th-level sorcerer) in the central room. It has two huge ruby eyes that shoot *disintegrate* rays at anything that approaches within 50 feet. Many mostly disintegrated skeletons

of orcs and men lie inside the central room around the statue. The rubies are worth 10,000 gp each if recovered without destroying the statue.

0527 The Lady of the Lake: This section of Lake Saffrin is known for being the abode of the **Lady of the Lake** (female human ghost, Sor20; CR 22; hp 122; AL LN). Not much is known about this ancient one except that she lives under the water for decades without ever showing herself, sometimes rising out of the water to correct wrongs or grant gifts to those who have done good. No one has ever actually seen the lady, and her view of right and wrong is sometimes bizarre. Her "corrections" can be ruthless and overly enthusiastic. Once she turned the population of an entire village into beasts. Forty skeletons hang on poles in the portion of the Slithytove Woods between Lake Saffrin and Saimon, the work of the tiny and evil fairy, named **Embe** (female grig Sor6/Rog5; CR 12; hp 46; AL CE). The forest between Lake Saffrin and Slithytove is full of tangle vines and giant chigger bloodsuckers of up to 2 inches in size. A magical pool of water in this forest washes away wrinkles but increases actual age (reduces apparent age by 1d12 years, but adds 1d12 years to actual age, no save).

0528 Saimon (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 8,500 gp; Population 1,360 (Able bodied 340); Mixed (human 90% [mostly Common Viridian, some Tharbrian and Altanian], halfling 5%, elf 5%); Resources: fish. *Authority Figure:* Bleofrus the Smelly, male Common Viridian LE Ftr8. *Important Characters:* Miria, female human LN Ftr6 (fisherman); Goald, male Tharbrian N Clr5 (Grismal, Guardian of the Underworld); Oneaf, male human CN Ftr5 (proprietor of the Green Gill Tavern).

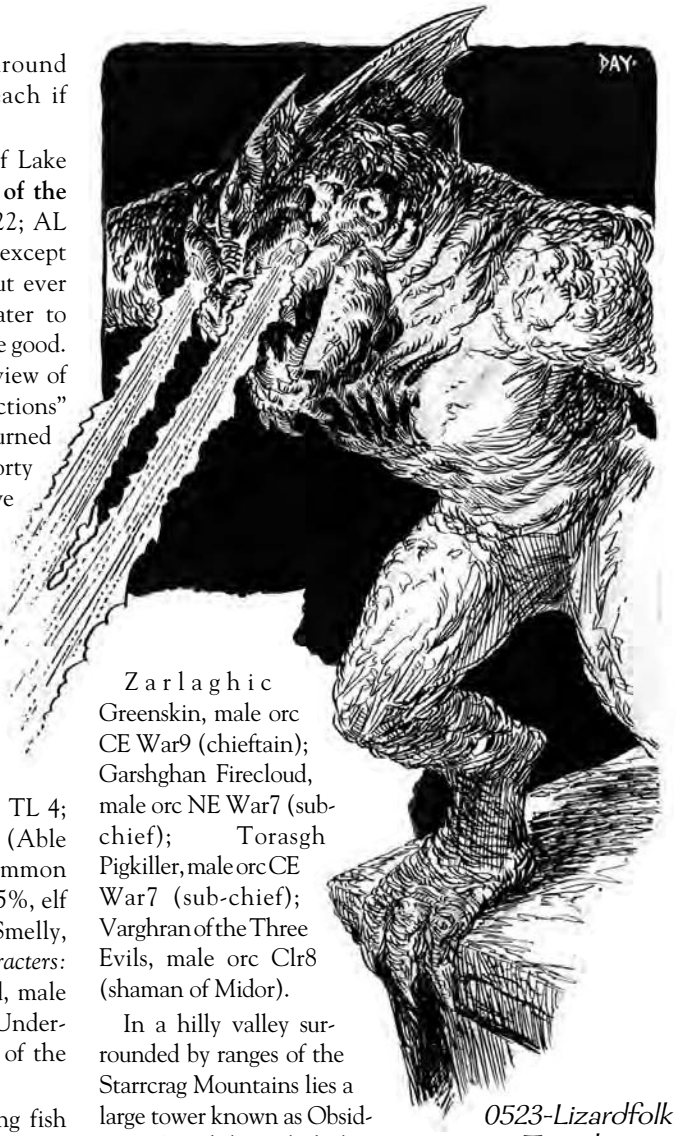
The fishermen at Saimon catch the best tasting fish caught anywhere, salting and trading them. Fish are stored in vessels carved from agate. One fisherman, Bleofrus the Smelly (Exp 3; hp 12; Profession (fisherman) +7) stores his in vessels of amber, quartz and marble.

0534 Fire Beetle Nest (EL 1): A small nest of **3 fire beetles** (CR 1/3; hp 4 each) is here. These particular beetles usually hunt at night, remaining dormant during the daylight hours.

0603 Black Bear Den (EL 5): A family of **3 black bears** (CR 2; hp 19 each) lair in the area here. They ignore creatures passing through unless they are hungry or threatened.

0611 Fire Giants (EL 14): A large stone and wooden structure provides the lair and home of a small clan of **5 fire giants** (CR 10; hp 142 each).

0619 Obsidian Citadel (Citadel): Non-Standard; AL CE; TL 4; 200 gp limit; Assets 9,000 gp; Population 1440 (200 orc warriors War1-3, 80 orc shock troops Bbn1-3, 60 orcish worg riders Ftr2-5 and 20 orc officers Ftr3-6 constitute the living garrison; the remainder are normal zombies and enhanced zombies called cauldron-born who can be commanded to defend the citadel); Mixed (orcs 40%, zombies 30%, cauldron-born 30%); Resources: electrum. *Authority Figure:* Gnorl Haghunka, male storm giant CE. *Important Characters:* Zarlaghic Greenskin, male orc CE War9 (chieftain); Garshghan Firecloud, male orc NE War7 (sub-chief); Torasgh Pigkiller, male orc CE War7 (sub-chief); Varghran of the Three Evils, male orc Clr8 (shaman of Midor).



0523-Lizardfolk Temple

In a hilly valley surrounded by ranges of the Starrcrag Mountains lies a large tower known as Obsidian Citadel, ruled by a particularly ferocious **storm giant**. He rules several hundred personal servants and an army of slaves made up of **orcs, zombies** and **cauldron-born** — enhanced zombies that are said to be created in a powerful artifact created by an evil god of the dead. He prefers solitude and slays all visitors; his servants raise crops and mine electrum. His minions keeps the orcs from coming north and the dwarves from coming south, keeping them apart. The slick black citadel tower and other obsidian bulwarks have a long checkered history lost in antiquity. The interiors are stark but many riches are hidden throughout the corridors, rooms, chambers, tunnels, stairs, caverns and pits. A prophecy of long past says an owl man of lapis lazuli with crest of porphyry will free the tower of its evil curses and start it on a long age of standing for good.

Cauldron Born: CR 2; SZ M Undead; HD 3d12; hp 20; Init +5; Spd 30 ft.; AC 17 (+1 Dex, +4 natural, +2 heavy steel shield), touch 11, flat footed 14; BAB +0; Grap +3; Atk/Full Atk scimitar +3 melee (1d6+3/18-20) or claw +3 melee (1d4+3); SQ DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 17, Dex 15 Con -, Int – Wis 10, Cha 1. *Feats:* Improved Initiative.

0621 Serd Worms: This group of streamlets cascade down from the Starrcrag Mountains, feeding the Chekulon River. They are very cold and clear.

0624 Demon Lair (EL 13): Trapped on this plane for the last 10 years, this **vrock** (CR 13; hp 60) is anxious to return to its home plane. If presented with the chance to return home, it often plays the role of friend and ally until such time as it is time to go; then the vrock attempts to take those that aided it with it back to its home plane. It guards a horde with 3,000 gp, a pink pearl necklace worth 3,000 gp and a *staff of healing* (39 charges).

0626 Ruins of Selisengard: A long-forgotten curse lies upon the ruins of Selisengard, making it appear as a medium sized hill. Below the illusion and below the rubble, sets of underground vaults containing long aged elven wine, a king's collected treasures, and a room with a lost *+3 vorpal longsword*, *helm of brilliance* and a *+5 large steel shield*. This treasure is protected by a most heinous curse, causing any who touch the items to become 2,000 years older over a period of 24 hours (Will save DC 35 avoids). The curse can only be dispelled by a *miracle* or *wish*.

0707 Water Naga Lair (EL 7): This area is home to an evil and vile **water naga** (CR 7; hp 59). She attacks any living creature that enters the area. Slain creatures are dragged to her lair and devoured. The lair contains a metal chest with 1,700 gp and a gold ring worth 200 gp.

0716 Su-Monster Den (EL 7): A large family of **5 su-monsters** (see below) makes its home in this area. They often molest travelers in the area, stealing goods and devouring those they kill.

Su-Monster: CR 3; SZ M Magical Beast; HD 5d10+5; hp 32; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (+3 Dex, +1 natural), touch +13, flat-footed 11; BAB +7; Grap +7; Atk claw +7 melee (1d4); Full Atk 2 claws +7 melee (1d4), bite +3 melee (1d6); Space/Reach 5 ft./5 ft.; SA psionics, rage; SQ Immunity to psionic attack modes; AL CN; SV Fort +4, Ref +7, Will +2; Str 11, Dex 16, Con 13, Int 10, Wis 13, Cha 13.

Skills: Climb +16, Hide +11, Move Silently +5, Spot +3. *Feats:* Multiattack, Multidexterity, Weapon Finesse (claw).

Psionics (Sp): Su-monsters have a latent psionic ability that enables them to deliver some form of psionic attack if psionic energy is being used within 120 feet of them. Su-monsters can, once per round, manifest one of three psionic attack modes: ego whip, mind thrust, or psychic crush.

Against nonpsionic creatures the selected attack mode will stun the target as follows unless a successful Will save is made; ego whip 1d4 rounds (DC 5), mind thrust 1d2 rounds (DC 2), or psychic crush 2d4 rounds (DC 3).

Immunity to Psionic Attack Modes (Ex): Su-monsters are immune to all psionic attack modes.

Rage (Ex): 1/day — If a female su-monster is attacked, a male su-monster will fly into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The enraged su-monster gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. Female su-monsters can also fly into a berserk rage if their young are attacked.

Skills: Su-monsters receive a +8 racial bonus to Climb checks.

0817 Starrcrag Mountain Gold dwarf Mines (EL Variable): A red bearded clan of mountain dwarves lives in this portion of the Starrcrags and tolerates no visitors except traders. There are over **300 ordinary dwarves** (CR 1/2; hp 4 each), aided by **50 warriors** (War1; CR 1/2; hp 5 each), **30 mountain guards** (Ftr1-3), **10 officers** (Ftr5) and **5 stone wizards** (Wiz5). Wrinkled and tough as old tree roots, these large-headed, barrel-chested fighters are tenacious miners. They are the last remaining expert goldsmiths that can capture wondrous magical powers into golden jewelry. There is a warning monument deep in the mountain, erected to remind the dwarf descendants of Bruskin, who lost his artistic pride and became miserly. His hoarding of wealth attracted dragons, brigands, and orcs, keeping him preoccupied with wars and skirmishes for thirty wasted years when his cohorts got little mining done. He eventually died by the sword and his riches were plundered. The powerful *Cat's Eye Ring*, finely wrought long ago, is lost somewhere in the mines. On the wall of the central living quarters there hangs the magical sword named *Fence* that only defends and never strikes, a fine coach that folds into a pocket-size money bag and the lost *Mermaid Trident*. By the hearth is a horn of ivory bounded with diamonds (worth 8,000 gp), and several spears of a strange balance (halfspears, +1 to ranged attack, -1 to melee attack).

0827 Stone Golem Lair (EL 11): A large **stone golem** (CR 11; hp 77) dominates the area. When a creature comes within 20 feet of it, it reveals its true nature and attacks.

Cat's Eye Ring

This artifact, which has a long list of owners, provides its wearer with a +8 enhancement to Dexterity, low-light vision and the ability to see all invisible creatures and objects within 60 ft. The *Cat's Eye Ring* further bestows a +10 circumstance bonus to Listen and Spot checks, as well as an additional +5 circumstance bonus to Balance and Tumble checks. Finally, the ring grants the wearer the Alterness feat if she does not already have it. Anyone wearing this band for even a single night has her eyes change in appearance to those of a cat. Continual wear for a month's time results in the wearer's digits growing slender and her nails claw-like. These two effects combine to decrease the wearer's Charisma by 2 if the ring is worn for longer than one month. The catlike features disappear after the wearer has left the ring off for a year and a day. *Caster Level:* 16th; *Weight:* -.

Fence

A bejeweled, finely-wrought mithral shortsword, *Fence* exists only to protect its wielder. Any attempt to use *Fence* to cut a person or object fails, however while in use it provides a +4 bonus that stacks with all others to the wielder's AC. *Fence* also has a *dancing* enhancement that allows the user to let it go in combat and fight with a different weapon while *Fence* defends him. *Caster Level:* 15th; *Weight:* 3 lb.

0832 Ezrahaddon (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 6,750 gp; Population 1,080 (Able bodied 270); Mixed (human 80% [most Common Viridian, some few Alryan, Skandik and Tharbrian], elf 10%, gnome 5%, dwarf 5%); Resources: grain. *Authority Figure:* Kolder, male elf N Ftr6. *Important Characters:* Gweratrem, male Alryan LN Ftr4 (farmer); Laruwen, female Tharbrian N Clr5 (Modron); Elelilla, female Common Viridian CN Rog5 (Innkeeper).

A farming community, Ezrayaddhaddon's main crops are wheat, barley and rye. Kolder rules in an even-handed (some might say emotionless) manner, while Laruwen sees to the safety and health of the villagers, often engaging outside adventurers to hunt down dangerous creatures from the nearby Bestial Barrens.

0901 Pac Caves (Castle): Non-Standard; AL CE; TL 5; 800 gp limit; Assets 42,300 gp; Population 1692 (Able bodied 423); Isolated (human 100% [mostly Elphan and Cavemen, some Common Viridian]); Resources: copper. *Authority Figure:* Fuhdu Pac, male Elphan CE Ftr4. *Important Characters:* Amir Nailah Musa, male Common Viridian CE Ftr9 (3rd son of Padasha Shah Pahrrib Fu); Lehoi of the Blue Land, male human Ftr7 (Calvary Captain); Hauk Pikewielder, male Common Viridian Ftr5 (sergeant of the cavalry); Stanislov the Strangler, male human NE Rog3/Ftr3 (sergeant of the guard).

This is one of a series of caves in the Eleph Territories. The Emperor, wanting northern frontier protection, formed an alliance with the Elphan cavemen. In return for building a series of forts, the cavemen would serve to help garrison them and work the mines. Most of the cavemen still live below in the caves, but many have been taught more modern use of weapons and skills. They are quite adept at training elephants and other beasts to serve as mounts. They are often called the Elphan Riders. Amir Nailah Musa has been assigned a cavalry section and is responsible for protection of the area.

0910 Demon! (EL 14): A great **hezrou demon** (CR 14; hp 67) lives here, killing and devouring those that wander too close to its lair. It came to this plane at the request of a foolish wizard who was promptly slain and eaten. Contained in a large wooden chest are 1,000 pp, 3 black emeralds (800 gp each), and a *potion of spider climb*.

1005 Whan (Thorp): Conventional; AL LG; TL 7; 40 gp limit; Assets 100 gp; Population 80 (Able bodied 20); Mixed (halfling 90%, human 6%, elf 4%); Resources: market. *Authority Figure:* Goodpaster, male halfling LG Ftr6. *Important Characters:* Sugrin, male halfling LG Ftr4 (farmer); Merudo, male halfling NG Clr3 (farmer, priest of Zarkon); Aomma, female halfling LG Sor3 (runs the general store and astrologer's shop).

Whan would be unremarkable except for the farmers' market held here once a week. Farmers from 20 miles around come to sell their fresh fruits and vegetables. Goodpaster, the mayor of this small halfling community, has a small pig farm. He spends a great deal of this time traveling the area promoting the market. Aomma sells herbs and remedies in her small shop. She sets up a stand at the fair and tells fortunes.

1016 Dire Badgers (EL 4): A mated **pair of dire badgers** (CR 2; hp 25 each) lairs here. They attack if threatened.

1022 Hradd Ruins (EL 10): The ruins of the ancient city of Hradd are said to be haunted with the spirits of the dead. **Krak** (female gnoll Rng9; CR 10; hp 80; AL CN), a gnoll ranger, lives in and under the Hradd Ruins and is friendly to the hunchbacked dwarf Kappa since he saved her life. Many wights populate the ruins and haunt the coastal roadway.

1102 Eo Caves (Castle): Non-Standard; AL N; TL 5; 200 gp limit; Assets 5,025 gp; Population 804 (Able bodied 201); Mixed (caveman 80%, human 20%); Resources: zinc. *Authority Figure:* Eo Hrud, male caveman CG Ftr5. *Important Characters:* Amir Hroald the Lance, male Common Viridian LN Ftr10 (4th son of Padasha Dyshim Leayh); Sugoi of the Pale Home, male Common Viridian N Ftr8 (captain of the guard); Maiorga of the Lightning Rocks, male Common Viridian N Wiz6 (advisor to the Amir); Bardol of the Gray Country, male human NG Ftr5 (Cavalry Sergeant).

This fort on the northern frontier is under the command of Hroald the Lance. A section of 40 cavalry is attached along with 30 light footsoldiers. The cavemen live in the caverns beneath the village and serve as miners, but a few have become guards and servants.

1109 Yrahm Jakupda (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 1,663 gp; Population 532 (Able bodied 133); Mixed (human 80% [many Common Viridian], halfling 10%, elf 5%, half-elf 5%); Resources: pelts. *Authority Figure:* Rinnamoor Stub, male Common Viridian N Ftr7. *Important Characters:* Joadric, male human N Ftr6 (hunter); Thinnor, male Common Viridian CN Rog8 (trap maker and designer); Chywen, female human N Wiz7 (runs the post office and stage line).

Rinnamoor and Joadric are the best hunters in Yrahm Jakiupda. They spend much of their time hunting in Shimmertree Vale.

1119 Mishell (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 1,350 gp; Population 432 (Able bodied 108); Mixed (halfling 95%, human 5%); Resources: wine.

Mermaid Trident

This glistening polearm has a +3 enhancement bonus. Upon command, once per day, the wielder can transform himself into a merfolk or human for as long as desired. Thus this armament is useful to either land or sea dweller. *Caster Level:* 11th; *Weight:* 5 lbs.

Authority Figure: Soggono, male halfling N Ftr5. *Important Characters:* Boppi, male halfling N Exp4 (vinter); Perarry, male halfling N Rog4 (money changer); Riagrin, male halfling N Ftr2/Rog1 (innkeeper).

In a small valley east of the Starrcrag Mountains lies the village of Mishell. The fertile soil makes for a fruity grape the halflings ferment into dessert wine. Riagrin sells quite a bit of it at the Ghost Dancer Inn, which is rumored to be haunted. They trade their wine for gold to the mountain dwarves.

1121 Baby in a Bubble: A 15-foot-diameter glass sphere lies half buried in red mud. If the mud is cleared away a human baby (no older than 1 month) can be seen hovering in the center of the sphere. The baby appears to be dead but the body is completely intact. Breaking the glass causes the baby to come to life. The baby is a perfect human specimen.

1123 Smirge the Eerie Eel: The best-known inhabitant of Missing Memory Marshes, **Smirge** is a 30-foot eel who loves to slush along in mud and shallow water and grin her silly but horrible grin. She gets easily excited, to the tune of about 4,000 volts. This is very effective in water or on wet ground but has no effect at all on dry land or dry boots. Smirge loves people and lights up whenever she sees them. She is often puzzled when her new friends flee from her or fall over and refuse to move anymore.

Smirge, the Eerie Eel: CR 14; SZ G Magical Beast; HD 19d10+171; hp 275; Init -1 (Dex); Spd 10 ft., swim 30 ft.; AC 19 (-4 size, -1 Dex, +14 natural), touch 5; flat-footed 19; BAB +15; Grap +37; Atk bite +25 melee (1d10+10); Full Atk bite +25 melee (1d10+10) and tail slap +23 melee (1d6+5 plus electric shock); Space/Reach 30 ft./15 ft.; SA electric shock (8d8 to 25 ft., 4d8 to 50 ft., 2d8 to 100 ft., 1d8 to 200 ft., electricity); improved grab (grapple bonus +41), swallow whole (1d10+10 plus 1d10 acid/round, 25 points of damage vs. AC 20 gizzard to escape); SQ darkvision (30 ft.), +4 racial bonus to Move Silently checks, tremorsense (water only); AL CG; SV Fort +20, Ref +12, Will +6; Str 31, Dex 9, Con 28, Int 9, Wis 7, Cha 6.

Skills: Listen +10, Move Silently +4, Spot +10, Swim +25. *Feats:* Alertness, Iron Will, Lightning Reflexes, Multiattack.

1127 Type I Demon (EL 13): A **vrock demon** (CR 13; hp 60) wanders the area here, killing and devouring those that come too close. Its lair is beneath a secluded outcropping of stone (Search DC 20 to locate). Its horde contains 2,400 gp, 6 green garnets (150 gp each) and 100 pp.

1210 Gorgon Lair (EL 10): A mated **pair of gorgons** (CR 8; hp 68 each) lives in this area. The area is littered with broken statues of humanoids and animals.

1229 Pegasus Lair (EL 6): A family of **3 pegasi** (CR 3; hp 34 each) can be found here. The adults fight to the death to protect their young pegasus if threatened.

1302 The Cursed Cave: A cave leads downward. Inside the cave is a tomb with a stone sarcophagus that contains a skeleton and 150 gold pieces. The first person to attempt to open the casket falls potential victim to a curse (Will DC 28) causing him to lose all feeling in his hands (-6 to Dex) until a *remove curse* is cast on him.

1303 Lammasus (EL 10): A mated **pair of lammasu** (CR 8; hp 59) lair in the area. They are very old and only enter combat if threatened. They are a good source of advice and know a great deal about the surrounding lands and are often sought out for such knowledge. They have 5,400 gp in a number of tied leather sacks.

1323 Giant Lizards (EL 6): A pack of **5 giant lizards** (CR 2; hp 22 each) roam the area killing those that stay too long in this area. They hunt at dusk and at dawn.

1327 Ambusead (Hamlet): Conventional; AL LE; TL 7; 100 gp limit; Assets 525 gp; Population 168 (Able bodied 42); Isolated (goblin 95%, orc 5%); Resources: oil. *Authority Figure:* Malfut, male goblin LE Ftr4. *Important Characters:* Rorag, male goblin CE War4 (oil boss); Horg, male goblin LE Ctr4 (shaman of Angall).

The goblins of Ambusead collect oil from pools in Slithytrove. Malfut is their chief and Rorag supervises the oil gathering.

1406 Hell Hounds (EL 7): A pack of **5 ferocious hell hounds** (CR 3; hp 22 each) roams the area.

1418 The Stone Golem (EL 11): An ancient **stone golem** (CR 11; hp 77) stands watch over a ruined wooden hut.

1428 Ruins of Celedorinlin: The ancient city of Celedorinlin is now empty and ruined save for an enchanted creature, a **horse of the gods**, said to be trapped there due to various wards placed there. Petrified snake sections litter the streets around a ruined temple of a forgotten snake god. The building is made entirely of carved blue zircon. Bones, pottery bits and an occasional piece of crystal lie half-buried in the mud near the temple.

Horse of the Gods: CR 7; SZ L Magical Beast; HD 5d8+20; hp 50; Init +2 (Dex); Spd 50 ft., swim 40 ft., fly 120 ft. (good); AC 20 (-1 size, +2 Dex, +7 natural, +2 deflection), touch 13, flat-footed 18; BAB +4; Grap +14; Atk hoof +10 melee (1d6+6); Full Atk 2 hooves +10 melee (1d6+6) and bite +5 melee (1d4+3); Space/Reach 5 ft./5 ft.; SQ DR 10/magic, fast healing (2), scent, spell-like abilities, SR 18; AL NG; SV Fort +8, Ref +6, Will +5; Str 22, Dex 14, Con 19, Int 12, Wis 17, Cha 15.

Skills: Listen +13, Sense Motive +10, Spot +13. *Feats:* Alterness, Iron Will.

SQ—Spell-Like Abilities (Sp): at will - *detect thoughts*; 4/day - *plane shift*; 2/day - *etherealness*, as cast by a 15th-level sorcerer, affecting both it and its rider.

1501 Ot Caves (Castle): Non-Standard; AL CE; TL 5; 800 gp limit; Assets 39,400 gp; Population 1576 (Able bodied 394); Isolated (human 100% [Elphan and Cavemen with some mixed]); Resources: rubies. *Authority Figure:* Hakpin Uh, male Elphan, LE Ftr5. *Important Characters:* Amir Nishan of the Three Faces, male Common Viridian CE Ftr11 (3rd son of Padasha Shah Kijdawr Aenekosii);

Berasko of the Stinking Desert, male Dorin CE Ftr8 (captain); Egil the Club, male Neamuain Ftr7 (lieutenant); Tolenka of Ladoga, male Tharbrian N Ftr5 (sergeant).

This castle protects the gem mines of the Emperor. The Emperor has allied himself with the local Elphan cavemen, who live in the caverns below. The cavemen are very good at training horses. Some have become adept at riding elephants.

1502 Invisible Stalker (EL 11): Trapped here by a now dead wizard, the **invisible stalker** (CR 11; hp 52) has been driven insane and attacks those in the area.

1505 Erba Alba (Hamlet): Non-Standard; AL N; TL 8; 100 gp limit; Assets 838 gp; Population 268 (Able bodied 67); Mixed (human 79% [mostly Common Viridian, some Tharbrian], elf 12%, half-elf 5%, halfling 4%); Resources: horses. *Authority Figure:* Dareth Fleet, male Tharbrian N Clr4 (Scodem). *Important Characters:* Aethon Carorraent, male Common Viridian LN Ftr4 (rancher); Jerayma Ybayswen, female human N Rgr3 (wrangler).

Erba Alba has several horse ranches in and around these low hills. Aethon owns the largest ranch and has 40 fine stallions that he trades as riding horses. Dareth, the local priest, is also mayor. Jerayma, Aethon's wrangler, gets very possessive of every horse she trains. She claims to know if a horse rejects a buyer.

1527 Shedu Lair (EL 9): A mated **pair of shedu*** (CR 7; hp 76) dwell here, enjoying the company of those that stop by for a visit. They are friendly to those they encounter, often helping those in need. Buried near a particularly large birch tree are 1,300 gp, *potion of cure light wounds, scroll of flame blade, scroll of levitate, scroll of magic weapon.*

1603 Horse Caverns (Castle): Conventional; AL NE; TL 5; 200 gp limit; Assets 5,000 gp; Population 800 (Able bodied 200); Mixed (human 90%, dwarf 5%, other 5%). *Authority Figure:* Amir Kolenka Shurikov, male Common Viridian NE Ftr9 (4th son of Padasha Shah Drong Dirkah). *Important Characters:* Iparragirre the Green Wizard, male Dorin N Wiz8 (Amir's advisor); Thorgest Birdrunner, male Common Viridian CE Ftr7 (captain); Hakon the Cougar, male human LN Ftr5 (Sergeant); Kalf the Lance, male Tharbrian NG Rgr5 (horse trainer).

A main source of cavalry for the World Emperor, the canyon is entered by a defile. The cavalrymen are allied with the village of Erba Alba.

1604 Displacer Beast Lair (EL 8): Lairing here are **4 displacer beasts** (CR 4; hp 51 each), devouring the remains of creatures that wander too close to their home. A small chest contains 524 gp and a green spinel (200 gp)

1621 Ghoul Pack (EL 5): A pack of **5 ghouls** (CR 1; hp 13 each) haunts this area. They are more often encountered at night hunting those in the area.

1631 Raknid (Village): Conventional; AL CG; TL 7; 200 gp limit; Assets 4,025 gp; Population 644 (Able bodied 161); Isolated (elf [spider]† 100%); Resources: wine. *Authority Figure:* King Bulerindel, male elf [spider] LG Ftr6. *Important Characters:* Elil-Galad, male elf [spider] CG Wiz11 (heads up wine making); Delilmalas, male elf [spider] LG Clr9 (Cilborith).

In this strange grove of large baksome trees live several families of spider elves. They are a strange leggy species not unlike wood elves except they lack a love for the woods and can spin webs from a tail-like appendage. They live in the hollowed-out trunks of large baksome trees, and sometimes protect wayfarers from the giant spiders of the Dankbark Forest. King Bulerindel pushes for more friendly relations with men beyond selling them wine and ropes, but has not been very successful. They often barter creatures caught in their webs.

1712 Tell Qa (Large Town): Non-Standard; AL CG; TL 9; 3,000 gp limit; Assets 309,375 gp; Population 3,300 (Able bodied 825); Mixed (human 75% [mostly Common Viridian, some Tharbrian], elf 10%, dwarf 6%, halfling 5% gnome 4%); Resources: market. *Authority Figure:* Shah Kijdawr Aenekosii, male Common Viridian LG Mnk23. *Important Characters:* Gal Unorew, male Common Viridian CG Ftr19 (army commander); Brerrab Ocehan, male Common Viridian NG Wiz20 (advisor to the Shah); Talehar Asendath, male human CG Ftr10/Exp7 (siege engineer); Sandira, female Amazon CN Exp5/Rog4 (proprietress of the Room of Passionate Pleasures)

Smyrsis is probably the most difficult province to control and Shah Kijdawr Aenekosii is only in the position because of his great competence. An enemy to all that is evil, the shah keeps troublemakers in their own areas. He continually opposes most of the rest of the council, including the emperor. The shah has no grandee at the moment since he banished his most recent one. Tell Qa is a very strong, secure fortress on a cliff overlooking the River Flee. It has two outer curtains and baileys, many round towers and bastions, two donjons and a great earthen wall outside the moat. Four mangonels guard the four quarters. There are several secret passages, some known only to the shah and others of his close retainers. There is reputed to be a room of emeralds in Tell Qa but nobody has ever seen it. Many have visited the Room of Passionate Pleasures which the shah hates and has threatened to close. His troops protest this unpopular action and ignore crimes there. The forests along the River Flee abound in kobolds. Travelers move in large groups to avoid being imprisoned in one of the many riverbank caves were the kobolds dwell. A powerful monster called the "Gormhorn" roams the Tell Qa environs. It high metabolism forces it to eat almost constantly. Its head is in the shape of a ragged horn outlined with four burning eyes on each side. Several long protruding tentacles come from the end of the horn to suck blood.

1717 Chimera Lair (EL 7): A single **chimera** (CR 7; hp 76) makes its home here. Its mate was slain several years ago by adventurers and its bones can be found nearby.

1722 Munj (Village): Conventional; AL N; TL 8; 200 gp limit; Assets 4,425 gp; Population 708 (Able bodied 177); Mixed (human 85% [mostly Common Viridian, some Tharbrian], elf 10%, gnome 5%); Resources: alligator hides. *Authority Figure:* Whitgren Big Mouth, male human N Ftr7. *Important Characters:* Buck "Alligator" Finch, male Altanian N Ftr6 (alligator hunter); Ibendagord, male human CN Brd5 (entertains at the local inn); Freillan, female Common Viridian N Rog3/Ft2 (skinner).

Whitgren and Buck are the two best alligator hunters in Munj. Every year they compete for the largest gator in the spring festival. Whitgren also owns the Bogwater saloon where Ibendagord sings and plays the mandolin for pa-

trons. Travelers stop here as a rest over on the stage lines. Freillan brags that he can skin faster than anyone alive.

1727 The Four Lords of Destruction: It is said that these four restless souls protect the region known as Crown Knoll. Perhaps they are the original four kings who wore the crowns for which the area is named. Strange voices, invisible horses and the cries of slaves can be heard often in the area and most nearby inhabitants are afraid of it. Plunderers attempting to dig in the mound are often found later burned to a cinder or hacked to pieces.

Lords of Destruction, Skeletal Knights,* Male Human Ftr14: CR 17; M Undead; HD 14d12; hp 91; Init +7 (Dex, Improved Initiative); Spd 40 ft.; AC 26 (+3 Dex, +4 natural, +9 armor), touch 13, flat-footed 23; BAB +14; Grap +23; Atk +3 *unholy shock greatsword* +26 (2d6+17+1d6 electricity crit 19-20) or +2 *composite longbow* (+5 Str bonus) +22 range (1d8+10, crit x3, range 110 ft.); Full Atk +3 *unholy shock greatsword* +26/+21/+16 melee (2d6+17+1d6 electricity, crit. 19-20), or +2 *composite longbow* (+5 Str bonus) +22/+17/+12 ranged (1d8+10, crit. x3, range 110 ft.); Face/Reach 5 ft./5 ft.; SA fear aura (30 ft. range, Will [DC 18], above 5HD immune), spell-like ability; SQ damage reduction (15/+1), darkvision (60 ft.), find target (*discern location* on circlet), fire immunity, SR (22), turning immunity, undead traits; AL NE; SV Fort +10, Ref +9, Will +8; Str 28, Dex 16, Con —, Int 12, Wis 15, Cha 18.

Skills: Bluff +9, Diplomacy +12, Intimidate +30‡, Listen +5, Riding +13, Sense Motive +14‡, Spot +5. *Feats:* Cleave, Combat Expertise, Dodge, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Initiative, Improved Disarm, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Whirlwind Attack.

‡ Skeletal warriors receive the racial bonuses of +8 to Intimidate and +6 to Sense Motive.

SA—Spell-Like Ability (Sp): 2/day - *fireball*; Cast as per a 15th-level sorcerer.

Languages: Common, elven.

Possessions: +4 belt of giant strength, +3 unholy shock greatsword, +2 composite longbow (+5 Str bonus), *+3 arrows* (x30), *+2 cloak of resistance, +4 breastplate, boots of striding and springing.*

1734 Horton Hears a Cockroach: A small glass city consisting of a couple of hundred buildings lies in a small crater. Its total width is 2 feet. A closer look reveals that the city is inhabited by cockroaches. Nearby is an old heavily weathered stone building. The entrance is still locked but will open if forced. Inside is a large number of rusted weapons.

1819 Quickbog (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 1,400 gp; Population 448 (Able bodied 112); Mixed (human 90% [mostly Common Viridian], elf 5%, halfling 5%); Resources: rice. *Authority Figure:* Brackdiles, male Common Viridian] N Ftr3. *Important Characters:* Jeriacien, female Tharbrian N Wiz4 (Accountant); Edeviel, female Tharbrian CN Ftr4 (armorer); Tredrikor, male human LN Ftr3 (mason).

Rice is the staple stock of Quickbog. Planted in the Kendhras River and the bogs to the west, it is grown in abundance. Edeviel makes chainmail to fit. Jeriacien dabbles in magical research when she is not busy working on the town's books. Brackdiles, who owns the town bathhouse is also head of the council and is very jealous of anyone flirting with Jeriacien. Poisonous snakes, giant toads and alligators infest the bogs outside of town.

1827 Blink Dogs (EL 6): A pack of **4 blink dogs** (CR 2; hp 22) lair in the area. They are non-aggressive unless molested or threatened.

1908 Eagol Ruins (EL Variable): A group of degernate, wayward dwarves haunts what is left of a once proud castle, Eagol. Nameless, at least to outsiders, they sneak through rubble and underground passages full of radioactive waste. Hideously deformed, these "Eagols" have developed their powers of telepathy to communicate with each other over long distances. Their skin is poisonous to touch and they are unpredictable. The once great source of power that controlled the wonders of the Aouatad Temple, long thought lost, is still intact and protected by the Eagols. This portable "weapon" is based on telekinetic principles and can cause great good or great destruction. Radioactive diamonds that cause wasting disease litter the lower regions.

Eagols, Degenerated Dwarves: SA poisonous touch (Fortitude [DC 16], 1d6/1d6 temp. Cha damage); SQ telepathy (*telepathic bond*, 10th-level sorcerer, only with other Eagol dwarves); Cha 5; but otherwise as dwarves.

Hazard Diamonds: As per diamonds, except anyone beside Eagol dwarves may be infected by radioactive wasting disease.

Radioactive Wasting Disease: Contact infection; Fortitude save (DC 20) to resist; 1 day incubation; 1d3 Str, Con, and Cha; another save must be made each time temporary damage is taken or 1 pt of each Str, Con, and Cha is permanently drained; requires three successful consecutive saves to recover.

1925 Stony Slip (Hamlet): Magical; AL LG; TL 6; 100 gp limit; Assets 763 gp; Population 244 (Able bodied 61); Mixed (human 85% [mostly Common Viridian, some Tharbrian], elf 10%, half-elf 5%); Resources: reeds. *Authority Figure:* Bowyer Hernides, male human CG Wiz4. *Important Characters:* Leggy Ybiek, male Common Viridian LG Ftr7 (thatcher); Zedon Unalef, male Tharbrian NG Ftr5 (bow maker); Calenia Gliliviel, female half-elf LG Clr6 (Odin).

Reeds are gathered from the Chekulon River banks and floated down river on barges. All of the houses have thatched roofs. A small shrine to Odin sits off the village square attended by Calenia. To the southwest is Crown Knoll.

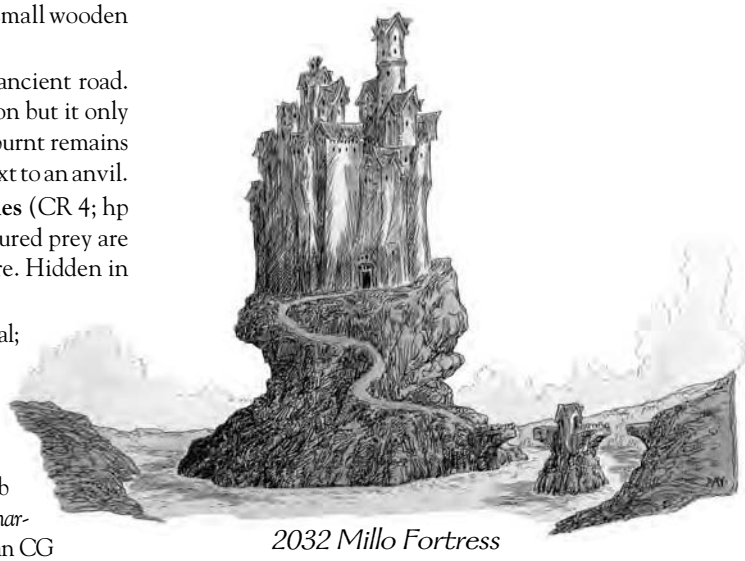
1906 Goblin Tribe (EL 10): A small tribe of **67 goblins** (CR 1/4; hp 4 each) known as the Severed Hand has set up camp here. Small huts and ruined wooden buildings dot the landscape. The tribe is protected by **5 goblin fighters**

(Ftr3; CR 3; hp 19; AL NE; SZ S; chain shirt, small wooden shield, short sword, 6 javelins, 40 gp).

2018 The Old Road: The remains of an ancient road. This particular section is still in good condition but it only runs for a total length of 300 feet. Inside the burnt remains of a small building is a human skeleton lying next to an anvil.

2020 Harpies (EL 7): A family of **3 harpies** (CR 4; hp 31 each) swoops and hunts in the area. Captured prey are carried off and devoured at the harpies' leisure. Hidden in their nest is a suit of *+2 leather armor*.

2032 Millo Fortress (Small Town): Magical; AL N; TL 9; 800 gp limit; Assets 51,000 gp; Population 2,040 (Able bodied 510); Mixed (human 80% [mostly Common Viridian, some Tharbrian], elf 10%, dwarf 5%, halfling 5%); Resources: market. *Authority Figure:* Shah Paharrib Fu, male Common Viridian LE Wiz20. *Important Characters:* Grand Folsaha Pipt, male Common Viridian CG Clr16 (high priest of Shang Ta); Grand Foksaha Gubbin, male Common Viridian CG Clr16 (High Priest of Seker); Galohawin Adrardon, male Common Viridian N Ftr17 (General).



2032 Millo Fortress

Millo Fortress is an ancient stronghold designed as the first line of defense against unruly desert people and berserkers. It is now a way station on the road to the Holy Cities. The fortress' moat is river fed and its sheer curtain walls are formidable indeed. Surrounded by dangerous forest, travelers are most relieved to reach the inner courts of Millo Fortress. **Werebears** (CR 5; hp 62 each) have recently been terrifying the fortress environs and an expedition to discover their lair has been delayed for lack of volunteers. Shah Fu and Grandees Pipt and Gubbin run the outpost by the book. Food and supplies are care fully measured. Of course, they live in comfort while most of the help live spartan lives. The one pleasure in most of their lives as well as the travelers' is the one large inn, The Sandy Sword. Friends and travelers exchange gossip and sing rowdy songs. Innkeeper Red Dukker leads and encourages the merrymaking with his crazy stories.

2102 Stone Giants (EL 10): A mated **pair of stone giants** (CR 8; hp 119 each) lives here among the rocks and boulders. Their lair is a large stone structure slightly hidden among the surroundings.

2113 The Stone Ship (EL 7): In a gully is a full sized stone replica of a merchant ship. A search of the ship will reveal that it holds a large number of skeletons. On nights of the full moon the skeletons all get up and move about as though they were actively manning a real ship. The ship rests in front of ruins of a large temple. The altar is still intact. If anyone touches the altar **a specter** (CR 7; hp 53) awakens and attacks. In the rear of the altar is a secret panel that contains two gems worth 500 gp and 50 gp and a potion which was once *invisibility* but is now merely a magical, nonfunctioning, bad-tasting liquid.

2129 Stag Beetles (EL 7): Three stag beetles (CR 4; hp 52) scuttle about scavenging what they can from creatures that pass through the area.

2205 The Old Man of the Wood: A strange man lives in a wood on the north banks of the Sharryn River between Pebble Straits and River Snikle. He is called **Old Man of the Wood** (Male Human Wiz19; CR 19; hp 62; AL CN; has *time stop*, and *shape change*) and he is very dangerous. He sometimes appears as a helpless lost child, sometimes as a gaunt young girl, but usually as a withered old beggar. The old man feigns needing help and when someone offers assistance, he turns the person into a tree. He can also immobilize whole caravans in time and then turn them gradually into trees.

2213 Vampire Spawn (EL 6): Two adventurers met their demise here years ago at the hands of a vampire. The vampire has since moved on, but left his "servants" behind as vampire spawn (CR 4; hp 26 each).

2216 Ramarch (Small Town): Conventional; AL N; TL 8; 800 gp limit; Assets 40,200 gp; Population 1608 (Able bodied 402); Mixed (human 85%, halfling 5%, elf 5%, hill giant 5%); Resources: goats, market. *Authority Figure:* Bors de Ectris, male Common Viridian N Ftr8. *Important Characters:* Goald, male hill giant N Ftr7 (muscle from Yakin Ley); Theaband, male Common Viridian CN Wiz6 (alchemist); Riama, female human NG Clr6 (goat herder, priestess of Thor).

Ramarch's largest industry is goat herding, although they raise a few cattle and swine. Theaband runs a small alchemist shop. While not tending goats, Riama spends her time tending to the temple to Thor. The town has been recently captured by the hill giants of Yakin Ley. Goald and 20 other giants have remained to "administer things" through the mayor, Bors de Ectris.

2218 Smale (Hamlet): Conventional; AL N; TL 8; 100 gp limit; Assets 1063 gp; Population 340 (Able bodied 85); Mixed (human 80% [mostly Common Viridian], elf 10%, halfling 5%, dwarf 5%); Resources: leather. *Authority Figure:* Pilfer Exterkal, male Common Viridian N Ftr4. *Important Characters:* Arerrand, male Common Viridian N Rog4 (hangs around the docks spying for Viridistan); Etelacia, female Common Viridian LN Sor6 (Astrologer's shop); Onireveth, female Tharbrian N Ftr5 (leather worker).

Located at the headwaters of the River Leanders and Ming, Smale is a strategically located small port. Travelers and merchants use Smale as a stopping of point for points further north and west. Mayor Pilfer owns the storage houses near the docks. The elves of Elsenwood trade furs here for leather and other goods.

2223 Rock Haven (Hamlet): Non-Standard; AL CG; TL 8; 100 gp limit; Assets 1613 gp; Population 516 (Able bodied 129); Mixed (elf 90% [mostly wood, some high and wild], half-elf 5%, halfling 5%); Resources: forest. *Authority Figure:* Astripodin, male elf [high] CG Clr9. *Important Characters:* Gilmandil, male elf [wood] NG Rgr8 (animal trainer); Elráwyn, male elf CG Brd6 (musician); Miraodith, male elf CN Wiz8 (proprietor of the Big Rock Inn).

The elves of Rock Haven act as a trade intermediary between the wood elves of Elsenwood, the human villages and Viridistan. Although their greatest resource is Elsenwood itself, Gilmandil trains forest animals here for domestication. He will not sell them outside of the village and never to humans. Elráwyn has a small music school for gifted elven children.

2309 Oonsla (Village): Non-Standard; AL N; TL 7; 200 gp limit; Assets 7,225 gp; Population 1,156 (Able bodied 289); Mixed (human 80% [mostly Common Viridian, some Tharbrian], orc 10%, elf 5%, half-orc 5%); Resources: grains. *Authority Figure:* Eutenax, male Common Viridian LE Ftr7. *Important Characters:* Gleibard, male Common Viridian LE Ftr6 (plantation owner); Theaband, male human NE Rog4/Ftr2 (slaver); Noahar, male human LE Clr7 (Mondorent, Goddess of Tomb Robbers).

Oonsla is a village of small plantations along the Sharrn River. Eutenaz and Gleibard are the largest plantation owners and so control the village. Theaband provides slaves to all the plantations. The ford at Pebble Straits to the east is a major crossing point.

2314 Yakin Ley (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 1,163 gp; Population 372 (Able bodied 93); Mixed (hill giant 95%, ogre 5%); Resources: berries. *Authority Figure:* Spaen Brotbuckle, male hill giant CG Ftr10. *Important Characters:* Jutum the Devourer, male hill giant N War8 (guard); Aknekkle Seven Blow, male hill giant N War7 (guard); Acaref, male hill giant N Clr9 (shaman of Hei).

The hill giants of Brotbuckle Clan are a warty, blubbery and shy sort, preferring not to interfere with humans. However, if they can get away with something, they will blunder on, doing it openly. They fight ferociously but prefer not to. An occasional hill giant will develop a taste for human but are usually thrown out by the giants themselves for causing too much trouble. Spaen Brotbuckle, leader of the Clan, got his position accidentally and is now held in awe by his fellow giants. The Yakin Ley hill giants long feared a creature called the Moaning One of the Hundred Hands who dwelt in Rock Hollow. Hecatoncheires (the thing's real name) claimed to control the weather and threatened vile storms or worse if proper offerings were not given. One day, the Moaning One came demanding a collection of powerful magical items called "The Magical Three" as a sacrifice. Unable to obtain the items, the giants were thrown into a panic. Spaen, being even denser than most Giants, thought the Moan said "The Magical Tree" and so he risked the wrath of the Wood elves (actually, he was too scared to think about it) and ripped up the Holy Tree of the Magical Branches in Elsenwood, carried it all the way back to Yakin Ley and threw it into the Rock Hollow. The Moaning One was never heard from again and Spaen was a hero. The giants are, hefty but slightly rotund, have many warts and have a penchant for talking bones and singing harps. Jutum the Devourer and Aknekkle Seven Blow with their pet blink dogs guard the Yakin Ley grounds.

2319 Elves (EL 10): A small band of **45 elves** (CR 1/2; hp 4 each) lairs here among the trees. Their homes are formed of wood and moss and are built high up in the trees to insure maximum protection against would-be invaders.

2321 Shelter Haven (Village): Conventional; AL NG; TL 8; 200 gp limit; Assets 8,400 gp; Population 840 (Able bodied 210); Isolated (fey 100% [various types]); Resources: forest. *Authority Figure:* Lómithrawyn, male faerie CG Ftr17. *Important Characters:* Daralaenderiel, male faerie NG Wiz15; Gannamalden, female faerie NG Wiz14; Banaendario, male faerie N Ftr14.

Somewhere at the far western edge of Elsenwood, beyond the western end of the Leafork Road, lies the abode of the fair folk called Shelter Haven. These fairies are very tall, about six or seven feet, and are seldom visible to most humans. Sometimes a faint glimmer of light or a sparkly glow can be seen out of the corner of one's eye but the fair folk avoid all not of their kind. Time moves at its own pace at Shelter Haven and humans caught there might find their families suddenly grown old when they return. The fairies never grow old, however. It is not wise to speak the name of a fairy here, for if one knows such a name, the fairy would come and punish the speaker out of fear of being magically controlled. It is better to call them "fair folk" than "fairies" for the same reason. The fair folk probably live under one or more of the several knolls in the area; but many fortune hunters attempting to disturb them have disappeared. Great wealth is said to be in abundance there — finely wrought drinking cups and vessels, fine harps and lyres, finger rings and bracelets, draperies and rugs in lush blues and reds, white horses bedecked in gold — but few have had the privilege of viewing it.

2410 Spider Den (EL 6): The entire area is covered with thick webbing strung between the rocks, trees, and ground. Moving among the webs is a nest of **5 large monstrous spiders** (CR 2; hp 22 each).

2422 Kobolds (EL 2): A clan of **63 kobolds** (CR 1/4; hp 4 each) has taken up residence in the Elsenwood here, preying on traffic between Rock Haven and Caer Cadwen. They have amassed a horde of 200 gp and 2 bloodstones worth 50 gp each.

2425 The Red Tower: This ruined tower is covered with shimmering red mold. It is inhabited by several thousand large (non-giant) red ants, and four giant footprints are imbedded in solid stone. A half-inch of foul smelling contaminated water remains in each one. A rusted five-foot polearm is stuck in a boulder at the end of the trail near the rust covered remains of some sort of vehicle. The vehicle's doors appear to be intact but if an attempt is made to open them the machine will collapse into a pile of rust leaving the character holding a door handle of untarnished steel.

2502 Jes (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 6,275 gp; Population 1,004 (Able bodied 251); Mixed (halfling 95%, elf 5%); Resources: cabbage. *Authority Figure:* Ten Tukkle, male halfling CG Ftr5. *Important Characters:* Bilina, female halfling NG Ftr2/Exp2 (cabbage

grower); Galali, male halfling CG Rog3 (General store owner); Peroima, female halfling CG Clr3 (Losborst).

The peaceful community of Jes is the home of several halfling cabbage growers. Ten Tuckle got his name for a cabbage he once grew with ten heads on one vine. He and Belina have been courting for the last 18 months.

2503 Ape Tribe (EL 3): A tribe of **18 large gray apes** (CR 2; hp 29) lives in the forest south of Jes, and they protect the little blind goats that supply them with milk. When threatened, they all disappear inside a large tree with a secret entrance and tunnel leading to underground rooms of treasure. The neighboring manticores sometimes raid the area, carrying off apes and goats for food.

2504 Manticore Lair (EL 9): A large den of **5 manticores** (CR 5; hp 57 each) — two mated pairs and one young, lair here. The remains of those that have bothered them can be found here too. A locked wooden chest (Hardness 5; hp 15; Open Lock [DC 15], Break [DC 20]) contains 1,000 gp and a *potion of cure serious wounds*.

2508 Pebble Straits: Just east of the "pitchfork" of the Sharryn river, the Pebble Straits are a run of very rocky and churning waters.

2521 Leafork (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 4,675 gp; Population 748 (Able bodied 187); Mixed (human 78%[most are Common Viridian, some Tharbrian and Altanian], elf 18%, halfling 4%); Resources: ferry. *Authority Figure:* Gripendar, male Common Viridian CE Ftr6. *Important Characters:* Oneri, male Tharbrian NE Ftr5 (ferry master); Ulomak, male Bardik N Brd5 (musician); Zomannon, male human CN Wiz5 (artist).

Leafork's only major resource is the ferry operated by Oneri. It crosses the River Leander at the Shilly Shallows.

2528 Gashmu (Village): Magical; AL N; TL 8; 200 gp limit; Assets 6,000 gp; Population 960 (Able bodied 240); Mixed (human 84% [mostly Common Viridian, some Tharbrian], elf 8%, half-elf 4%, halfling 4%); Resources: horses. *Authority Figure:* Taltar, male Common Viridian CG Wiz9. *Important Characters:* Le'Mod, male elf CN Rgr9 (wrangler); Wendallan, female human NG Ftr6 (rancher); Saubeth, female human CG Clr8 (Apollo).

Gashmu raises horses and the best are sold in Viridistan. Le'Mod is a skilled wrangler and has trained many fine stallions and warhorses. For the right price, he can train superior quality mounts.

2530 Fire Giant Lair (EL 12): A mated **pair of fire giants** (CR 10; hp 142 each) lives in a large stone structure. The giants have 4,950 gp between them. A *ring of protection +2* is half buried in the dirt (Search DC 20 to see it).

2612 Ogre Magi (EL 10): Practicing magic and torture on those that journey too close to their home, **2 ogre magi** (CR 8; hp 37 each) are the scourge of those nearby. A large wood and stone building serves as their lair. Inside the building, in addition to their treasure, is a large cooking pot and steel cage. The magi have a treasure with 16,000 sp, 180 pp, 2 gold and platinum bracelets (1,000 gp each) and a *potion of ghoul touch*.

2621 Caer Cadwen (Small Town): Non-Standard; AL N; TL 9; 800 gp limit; Assets 76,600 gp; Population 3,064 (Able bodied 766); Mixed (human 100% [mostly Common Viridian, some Tharbrian]); Resources: market. *Authority Figure:* Shah Satyrbis Orkiss, female succubus (*polymorphed* to male Common Viridian form) CE Clr24 (Orcus). *Important Characters*: Grand Dagmaggus, male Common Viridian LE Ftr17.

Caer Cadwen is a castle of the older type with square or rectangular baileys, towers, barbican and keep but the buttresses and bastions on the outer curtain were added later and are round. It is said that the Hags of Marmon built the older parts of Caer Cadwen. The town that grew up around the walls was named for the castle. The Shah's solar is the most luxurious in the land, including, probably, the emperor's. In the Great Hall is a magic mirror that shows what is taking place in all the other province capitals of the empire. It is used mainly for amusement, but occasionally more. Shah Satyrbis rules with an iron hand and all dissidents and malcontents are ruthlessly hanged or tortured. Satyrbis gets along well with the emperor and shares the overseeing of some of the emperor's farmlands. Satyrbis performs just enough good deeds to confuse people into thinking he is good, kind and generous when instead "he" is in fact a succubus in the direct service of the demon prince Orcus. Dagmaggus — dark, tall and skinny with an ugly beak-nose — is just as cold as his boss. He carries out orders exactly but has a few designs of his own on his superior's job, as well as dastardly plans for amassing a private fortune. His *ruby sword* sweats blood whenever a person of higher level is present who has aggressive designs on its owner. The "blood," however, is poison (DC 14; 1d4 Str/1d4 Str). Lost under a storeroom floor (DC 25 Search) is a small stone that radiates magic and is inscribed with very old runes (DC 20 read languages) that say *I – to Flower*. It is the first of seven legendary items, the *Stones of Power*.

2704 The Mouse House: From under an overhanging tree root, an old and crumbling skull grins at passersby. Field mice have made a comfortable nest inside the skull, and occasionally one looks out at the world through the left eye socket. The field mice have collected a number of small items, but none are of any real value. Below, a rusting masterwork longsword

Stones of Power

There are seven of these enchanted stones, each inscribed with a number and a runic inscription (DC 20 read languages to decipher). They are called *I – to Flower; II – to Cry; III – to Burn; IV – to Cower; V – to Dethrone; VI – to Spurn; and VII – to Save and Protect, to Heal and Learn*. These items add two class levels to any LG or CG owner as long as all seven remain in her possession. In addition, if each of the instructions on the stones is followed in order (it is up to the judge to determine exactly what each instruction entails), the stones give the bearer the permanent ability to use *suggestion* as a spell-like ability on all kings, nobles and rulers within 30 feet (DC 30 Will resists) as long as they remain in her possession. If lost, all effects are also lost and the instructions must be followed in order for the powers to be restored.

lies tangled in the tough grass. It is of Byrny (see City State map 2312) make, and may be rendered useful once again with a bit of hard work. The hilt is hollow and a small slip of paper has been hidden inside. On the one side it says: "Inspected by No. 13" and on the other is a crudely drawn map.

2711 Ruppin Athuk (Village): Magical; AL CE; TL 7; 200 gp limit; Assets 7,975 gp; Population 1276 (Able bodied 319); Mixed (human 85% [mostly Common Viridian, some Altanian and Tharbrian, a few Amazon], half orc 15%); Resources: swine. *Authority Figure*: Wenlock Denne, male Common Viridian N Wiz7. *Important Characters:* Uledribard, male human CE Ftr8 (swine herder and hetman); Dorecan, male half-orc CE Ftr7 (henchmen of Wenlock); Fyng Riama, female Amazon NE Rog5/Asn2; Vraol, male half-orc CE Clr7 (Ugtargnt, Demon-God).

Wenlock Denne controls Ruppin Athuk with the aid of Uledribard and Dorecan. It is the site of a new cult of demon worshippers led by Vraol. They sacrifice swine and other beings to their "god" every full moon.

2716 Brown Bears (EL 7): A den of **3 brown bears** (CR 4; hp 51) make their home here. They most often ignore those passing through the area unless they are extremely hungry. They do not attack those that outnumber them.

2804 Baboons (EL 4): A family of **6 baboons** (CR 1/2; hp 5) play and frolic in the area. Their home is among the trees and undergrowth.

2818 Drydale (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 400 gp; Population 128 (Able bodied 32); Mixed (human 90% [mostly Common Viridian, some Tharbrian], elf 10%); Resources: sod. *Authority Figure:* Kinnakon, male Common Viridian N Ftr3 (Mayor). *Important Characters*: Arerrand, male human N Ftr3 (grower); Ceriveth, female Skandik LN Ftr2 (owns feed and dry good store).

Drydale would not be of note if it were not on an important road junction. It has been the path of many Vasthosts and invaders over the centuries. Drydale grows sod for export. Arerrand is an important grower in this small community and serves on the council. Some of the neighboring elves have come to settle here. One merchant sells vampire grass sod.

2821 Y'Dell (Village): Conventional; AL LG; TL 7; 200 gp limit; Assets 6,075 gp; Population 972 (Able bodied 243); Mixed (human 82% [mostly Common Viridian, some Tharbrian], elf 11%, dwarf 4%, halfling 3%); Resources: wine. *Authority Figure:* Louvergail B'Ket, male Common Viridian LG Ftr5. *Important Characters:* Little Maeven, female human NG Sor6 (Librarian); Andreas Eliegord, male Dunael LG Clr5 (Losborst, vintner); Burle Ocilinad, male Common Viridian Ftr4 (owns the Giddy Leprechaun Tavern).

Y'dell and Kaheld produce some of the finest vintage in the Wilderlands. Andreas uses the blessing of Losborst to grow an exceptional grape. Maevan has collected an extensive library mostly dealing with wine production, and also has a few magical tomes. Louvergail has established a good working relationship with the elves of Kahled. The woodsmen often sell tanglenuts when plentiful.

2929 Genie Lord (EL 9): A wicked **genie lord** (efreet; CR 8; hp 65) controls the **wights** (CR 3; hp 26) of Cesspin Bog and has accumulated a horde consisting of 1600 gp, 4 silver pearls worth 100 gp each gp, a *potion of bear's endurance* and a *scroll of identify*.

2931 Ogre Enclave (EL 8): A band of **10 ogres** (CR 2; hp 26 each), once part of a large war party, live here in ruined buildings and crumbling structures. They have amassed a horde of 2,564 gp and an emerald worth 500 gp.

3016 Giant Spiders (EL 4): Thick webs in the area are home to **2 large spiders** (CR 2; hp 22).

3003 Iso the Lake Monster: Iso (see below) is a strange creature with (it seems) hundreds of long tentacles, slimy and covered in suction cups. No one has ever seen its body, though legend holds that it has a human head covered by many scars, and that it was once a mortal man who challenged the gods. Any spot within 250 feet around the lake is not safe. Iso has even been known to snare low-flying dragons from the air or lure animal prey through a sort of humming vibration that is most attractive and curious. There are plenty of fish in the lake and Iso gets along well with all the other creatures that live here save the merfolk. The Marmon Hags and the Iso Monster leave each other alone.

Iso the Lake Monster: CR 24; SZ C Magical Beast [Aquatic]; HD 65d10+1,105; hp 1,528; Init +0; Spd swim 30 ft.; AC 37 (-8 size, +35 natural), touch 2; flat-footed 37; BAB +57; Grap +94; Atk tentacle +78 melee (2d8+21); Full Atk 20 tentacles +78 melee (2d8+21); Space/Reach 100 ft./15 ft. (100 ft. with tentacles); SA improved grab (grapple bonus +102), constrict (2d8+21); SQ scent, SR (50), watersense (300 ft., as tremorsense but uses water); AL N; SV Fort +51, Ref +36, Will +21; Str 53, Dex 10, Con 45, Int 2, Wis 11, Cha 9.

Skills: Listen +9, Spot +9. *Feats:* Alertness, Cleave, Combat Reflexes, Great Cleave, Lightning Reflexes, Power Attack, Multiattack.

3024 Kahled (Hamlet): Magical; AL CG; TL 8; 100 gp limit; Assets 1,000 gp; Population 320 (Able bodied 80); Mixed (elf 90% [mostly high, some wood], human 5%, dwarf 3%, gnome 1%, halfling 1%); Resources: wine. *Authority Figure:* Prince Dalemarel, male elf [high] N Wiz15. *Important Characters:* Prince Rilannon, male elf [high] CG Ftr8/Arc7 (Prince of the grape); Legetram, male elf NG Clr15 (high priest of Cilborith); Eowealla, female elf [wood] CG Wiz7/Lor7 (Astronomer/Sage); Dwiahan Maek, male human CG Rgr7/Drd5 (woodsman).

Dalemarel and Rilannon are princes among the elves. They are cousins to Splendulin and Efrinodel, brother Lords of the elves.

3102 Werebear Band (EL 8): Once a family of villagers, now roaming the lands as lycanthropes, this small group of **3 werebears** (CR 5; hp 51 each) has made this area theirs. Occasionally they help out those they can without subjecting themselves to the fear and hatred typically heaped upon those inflicted by lycanthropy.

3107 Witch Lair (EL 42): Experts at shapechanging, all three witches (called the Marmon Hags) can take on any form, appearing most often appear as hags or beautiful maidens. The Marmon consider themselves outside moral

alignments and are incredibly ancient. They are touchy about their privacy — they keep the swamp supplied with frogs that were once unwanted visitors. A long hut is their lair, a location where they do a lot of spinning. Strange occult objects, herbs, and containers line the walls. Several other huts contain magical items of great power (30 to 60 per hut), and virtually any non-artifact item can be found here. Intruders seldom leave like they came unless they have great power or have something of great magical value to trade. **Chael** (Wit20/Drd 20; hp 415; AL N; Str 28, Dex 23, Con 23, Int 24, Wis 26, Cha 10) is the leader of the three and is the most creative; **Phyth** (Wit20/Drd 15; CR 35; hp 350; AL N; Str 28, Dex 23, Con 18, Int 26, Wis 24, Cha 20) is the most unstable and prefers to molest or eat intruders; **Gaedd** (Wit20/Clr20 [Rhiannon]; CR 40; hp 460; AL N; Str 28, Dex 23, Con 24, Int 23, Wis 22, Cha 20) is a steadying influence and helps them keep a low profile. The Marmon do not know quite what to make of Mycretians. They would like to meet Mycr or a prophet of his and match talents. Judges could appropriately give the Marmon hags each a Divine Rank 0. They have no worshipers, but their power is so ancient as to be nearly god-like. Even the Green Emperor of Viridistan fears them, though he suspects they are the reason he is recently losing his spell knowledge and blames them for the disappearance of some of his magic items. The spies he has sent to investigate the hags have never returned. Despite his suspicions, the hags are not to blame. The Marmon are well aware of what has been happening to Hautulin Seheitt in Viridistan but don't care one way or the other; however, they are curious how so many objects of magic could have disappeared without their knowing where they went. The witches suspect Whitefire (an apothecary in Viridistan who is a male True Viridian CE Wiz30 and the lost son of the Green Emperor) since he has stolen some of the Emperor's items; they plan to investigate.

Further discussion of the Marmon Witches can be found in the classic Judges Guild product *City State of the World Emperor*.

3123 Hefaeland Cleft (Small Town): Conventional; AL CG; TL 8; 800 gp limit; Assets 40,000 gp; Population 1,600 (Able bodied 400); Isolated (wood elf 100%); Resources: Timber. *Authority Figure:* Efrinodel, male wood elf CG Ftr18. *Important Characters:* Splendulin, male wood elf LG Wiz15 (Lord of elves); Lómithrawyn, male wood elf Rgr7/Arc5 (son of Efrinodel); Celondir, male wood elf Rog8/Shd3 (son of Efrinodel); Eärorion, male wood elf NG Clr14 (son of Splendulin, high priest of Cilborith); Lómithrambor, male wood elf CG Rgr11 (son of Splendulin).

Hefaelond Cleft is so well hidden and protected that very few know its exact location. Because of this, the elves have lived for centuries in their underground home through many political regimes and have always survived. Splendulin and Efrinodel, brother lords of the elves, rule all Elsenwood and their unknown number of kin and elfin subjects. Each has two sons, Lómithrawyn, Eärorion, Lómithrambor, and Celondir, who are very competitive and despise their cousins. The elves are amused at the wall the emperor has built, and they mistakenly think that he put it there to keep them out. But the emperor is really more worried about the Hags of Marmon than he is about elves. This may be a mistake on his part, however.

3125 Sunwatch (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 1188 gp; Population 380 (Able bodied 95); Mixed (human 84% [mostly Common Viridian, some Tharbrian], dwarf 5%, elf 5%, half-orc 3%, half-elf 2%, gnome 1%); Resources: military. *Authority Figure:* Bellook Kud, male Tharbrian N Ftr8. *Important Characters*: Eteivudd Mar, male Common Viridian LN Ftr7 (captain); Dekon Nydirared, male Common Viridian NE Ftr6 (Captain); Alorenn Aroired, male human CN Wiz8 (head of wizard's section).

Sunwatch is the headquarters for one of the Green Emperor's battles. Bellook Kud is the general of 2500 troops that make up this force. A detachment of 200 archers with special Carbelium arrows is attached to Kud's battle. Carbelium is a very rare red metal, lightweight, but extremely hard, mined on the well-protected Gheulost Island. This strange metal, it has been decreed, can only be used for the creation of the Green Emperor's special arrowheads. These special arrows seem almost magically antithetical to iron and steel.

3133 The Rat Bridge (EL 5): This very old bridge is almost completely covered by vines. A careful examination reveals that there is a hole in the middle of the bridge through which the hollow center of it can be entered. Inside the bridge's center lives a small family of **12 dire rats** (CR 1/3; hp 5).

3217 Home of the Hill Giant (EL 7): Living here, in a rather small crumbling structure, is **a hill giant** (CR 7; hp 102). A large cloth sack contains 2,600 gp.

3218 Ukrak Morfut (Hamlet): Conventional; AL CE; TL 4; 100 gp limit; Assets 613 gp; Population 196 (Able bodied 49); Mixed (gnoll 80%, troll 20%); Resources: iron. *Authority Figure:* Szrinkintau, male gnoll LE Ftr4. *Important Characters:* Gidash, male gnoll CE War4 (chief miner); Rank Ragdish, male troll War3 (troll leader).

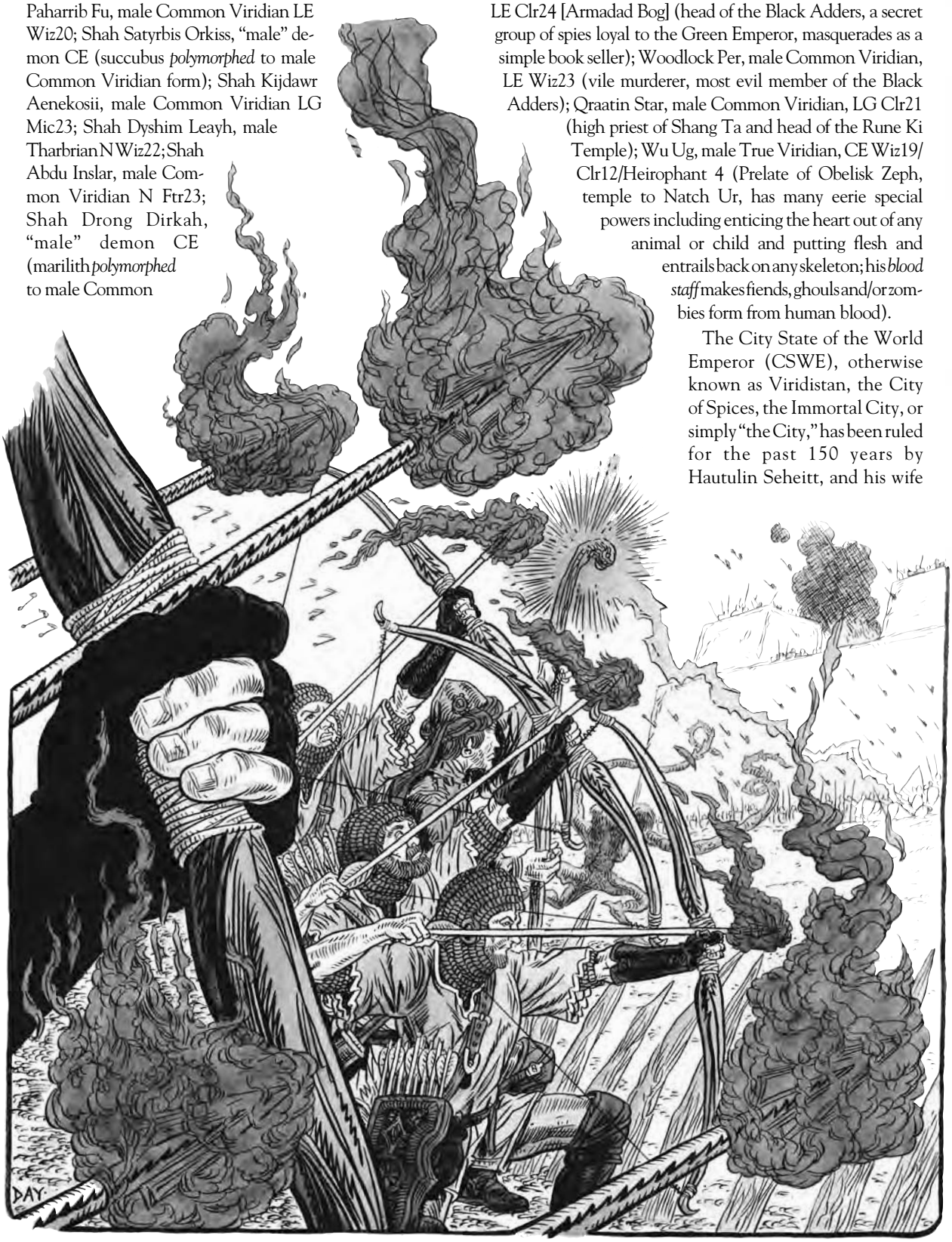
The trolls and gnolls mine a small quantity of iron, but they spend much of their time raiding the local area. This has been a hindrance to trade, but thus far the emperor has done nothing about it. The coal miners east of Dyndale have had to add extra guards.

3223 Gateway to the Burning Sea: Deep within the Elsenwood lies this ancient, overgrown gateway that transports those stepping within to the shores of the Burning Sea. It is a one-way portal, which may explain the many attempts to destroy it over the years. So far, the gate has resisted all such attempts.

3228 Viridistan (Metropolis): Magical; AL N; TL 10; TL 10; 100,000 gp limit; Assets 375,000,000 gp; Population 120,000 (Able bodied 30,000); Mixed (human 70% [mostly Common Viridian, with many Tharbrian and some Altanian and Amazon, many slave races; few True Viridians, though more than popularly known], dwarf 10%, elf 5%, half elf 5%, others 10%); Resources: spices. *Authority Figure:* The Green Emperor Hautulin Seheitt, male True Viridian LE Sor28/Clr18/Thaumaturgist 4, Divine Rank 0 (World Emperor, Green Emperor, God-Priest of Armadad Bog). *Important Characters:* Murielle Eidn, female True Viridian LE Sor26/Clr16 (Empress, high priestess of Armadad Bog, leads the Mer-moon sacrifice); Nantarth El-

Antaggrah, male Common Viridian LE Wiz26 (Imperial Viceroy, Black Adders answer to him); Kavar Laanaban, male Common Viridian LG Wiz25 (Suzerain of the Western Provinces); Fals Fellenbakhi, male Common Viridian LE Wiz24 (Suzerain of the Eastern Provinces); Shah Paharrib Fu, male Common Viridian LE Wiz20; Shah Satyrbis Orkiss, "male" demon CE (succubus *polymorphed* to male Common Viridian form); Shah Kijdawr Aenekosii, male Common Viridian LG Mic23; Shah Dyshim Leayh, male Tharbrian N Wiz22; Shah Abdu Inslar, male Common Viridian N Ftr23; Shah Drong Dirkah, "male" demon CE (marilith *polymorphed* to male Common Viridian form); Queen Deleamaka, female merfolk CG Wiz15 (ruler of the Sae Laamer merfolk; on a diplomatic mission to Viridistan); "Whitefire," male True Viridian, CE Wiz30/Archmage 5 (lost son of the Green Emperor and head of the worshipers of Natch Ur); Musi Suleim, male Common Viridian, LE Clr24 [Armadad Bog] (head of the Black Adders, a secret group of spies loyal to the Green Emperor, masquerades as a simple book seller); Woodlock Per, male Common Viridian, LE Wiz23 (vile murderer, most evil member of the Black Adders); Qraatin Star, male Common Viridian, LG Clr21 (high priest of Shang Ta and head of the Rune Ki Temple); Wu Ug, male True Viridian, CE Wiz19/Clr12/Heirophant 4 (Prelate of Obelisk Zeph, temple to Natch Ur, has many eerie special powers including enticing the heart out of any animal or child and putting flesh and entrails back on any skeleton; his *blood staff* makes fiends, ghouls and/or zombies form from human blood).

The City State of the World Emperor (CSWE), otherwise known as Viridistan, the City of Spices, the Immortal City, or simply "the City," has been ruled for the past 150 years by Hautulin Seheitt, and his wife



3228 Viridistan, City State of the World Emperor

Murielle Eidn, who are popularly believed to be the last of the True Viridians — a once haughty and powerful race. Sehitt, the "Green Emperor," for that is what he is called, due to the cast of his skin (he has restored the rule of the True Viridians), is highly lawful and evil, and prone to extensive use of sorcery to maintain the Imperial Domain. Both claim to be descendants of the gods of the Uttermost War; living gods deserving of worship. Some claim they are descended from the wild men (ancient Tharbrians) and the mermaids of Trident Gulf. The True Viridians founded Viridistan 4332 years ago (in 101 BCCC), shortly after subjugating large areas held by the wild men.

The City State of the World Emperor has always been ruled with a strong hand by its "hereditary" monarch. The High Council, made up of one viceroy, two Suzerain, and six Padishah, meets twice a year in late spring and fall for official reporting, information sharing, and setting mutually beneficial policies to recommend to the Emperor. It has no vote in the final say. The City has had a stormy and checkered history centering around Viridian internal bickering and assassination plots to gain control of the throne. The "hereditary" monarchy has therefore seldom been passed on to son or daughter but due to treachery of one kind or another it has often been usurped by Viceroy, Suzerain and occasionally by a Padishah. The aristocratic True Viridian race was thus gradually destroyed from within until Seheitt and Eidn were rumored to be the last two of the race left, except possibly for their only son who disappeared 75 years ago and has not been seen since (he is in fact the current head of the priesthood of Natch Ur and plots for his father's throne). In truth there are far more True Viridians in existence, some in the far flung corners of the Wilderlands as well as many still in Viridistan, though most do not show their faces or use sorcery or other means to disguise themselves.

Since common men (Tharbrian descendants of the Wild Men and Common Viridians) had for some time been moving up in social class into gentry and nobility ranks to replace the diminishing Viridians, the Emperor has attempted to replace some of them with demons and has been successful in four cases. The demons must look like common men and women, however, because most Viridian citizens do not care for strange differences in their neighbors. For this reason the Emperor and Empress can no longer show their faces in public and orcs and goblins are not welcome in the City even though some Mer Shunnans and Natchai (followers of Armadad Bog and Natch Ur) are friendly with them.

All six provinces of Viridistan are ruled by mortal kings (or so the general populace thinks) called Padishah. These rulers swear their allegiance to the Green Emperor and the Immortal City when they are picked by the Emperor from the ranks of Grandhee and Archon outwardly at special tournaments but actually via political and religious intrigue.

All but two of the Viridian emperors of the Immortal City have been thoroughly evil: Reddisorn the Golden (ruled from 2089 - 2272 BCCC), Conqueror of the Great Wind and enemy of Kukalan, and Cneninadus the Mycretian (ruled from 4226 - 4283 BCCC). Cneninadus' reign approached the Golden Age of Reddisorn in its encouragement of the arts, education and civil rights but had not the peace and tranquility he sought. It was unheard of for any Viridian to become a follower of the god, Mycr. Indeed, most emperors had been Natchai, a religion with an alignment far removed from that of Mycr. The Mycretian distaste for human sacrifice, blood-thirsty greed and the powers of the Dark exacerbated the enmity between Cneninadus and the eleven other then-existing (publicly known) True Viridians and so his reign was marked by bloodshed and attempted assassinations. He was finally murdered by Hautulin Seheitt and eight demons in 4283 BCCC. It is said that the Green Emperor is substantially in the debt of several of the demons he summoned to aid him in the overthrow of Cneninadus. The Green Emperor has an elite group of six (divided into two teams of three) highly loyal and fanatical followers of Armadad Bog known as the Black Adders. They are highly trained experts in tracking, sabotage, assassination, and other highly paid dirty work. All six live in the City incognito in other professions, and are known by only the Emperor, Empress, and three others. The Black Adders are extremely intelligent, extremely resourceful, and extremely effective.

The Green Emperor, a Mer Shunnan, was a high priest of Armadad Bog at the time he took power. In doing so he greatly increased the importance of Armadad Bog, angered the followers of Natch Ur since Emperors are traditionally followers of that god, and restored the rule of the True Viridians to the throne of Viridistan, as many of the recent Emperors had not been of that race. In the Great Slaughter of Pain in 4284, Seheitt decimated the Mycretians and their sympathizers, even making two raids with Imperial troops into the caverns of the Holy Cities to kill two of their Prophets. He still maintains Imperial troops in and around the Holy Cities to this day, who occupy the area in an uneasy truce with the local populace. Upon completion of this bloodbath of terror, the Green Emperor was rewarded by Armadad Bog by being ordained as the only Mer Shunnan God-Priest, at which time Seheitt ascended to god-hood himself and was given Divine Rank, though still a mortal man. Armadad Bog took up residence deep under the palace in the natural bay inlet soon after Seheitt had built him a temple near the inner castle curtain.

In addition to the Mer Shunnan worshipers of Armadad Bog and the Natchai followers of Natch Ur (many of who secretly see the current weakness of the Emperor as a chance to regain the throne of Viridistan for a follower of their god), the city has major temples to Shang Ta the Sky God, Nephthys the Spider Goddess of Wealth, Seker, the Gnosophim of Thoth, Tama Hama the Goddess of Passion and the Health Seekers of Ugtargent. Many other minor shrines are present. Secret cults of Mycretians also can be found in the city. It is still technically illegal to be a Mycretian within the City walls, but within the last twenty years or so, the Green Emperor has not been pressing the hunt, nor charges, as often as before. He has seemed preoccupied. But since he does still occasionally lash out, it is not wise to broadcast the fact of one's being a follower of Mycr. Mycretians have increased rapidly in numbers in those few years, until now they number about ten percent of the City, and for the most part, are well received and liked by most of the City's inhabitants. Mycretians have had a direct hand in the in-

creasing tensions that are now racking the Immortal City, especially in their rescuing and spiriting away humans in danger of being sacrificed. Greatly weakened during the past 150 years due to the Green Emperor's vicious antagonism, the Mycretians have only been able to step up their missionary activities within the last fifteen years. The percentage of high level Mycretians is higher now than it has been in the Immortal City for decades. Several gods have been angered, and the City and surrounding areas experienced a minor earthquake three months ago. Most of the damage has been repaired. Taxes have been doubled in the last five years in the City State of the World Emperor.

The bothersome Hill Giants of Yakin Ley have captured Ramarche and Ruppin Athuk by defeating three Equithrongs and four Vasthrongs of the Emperor's, and little has been done about it. While the Emperor has only appeared publicly in the last twenty-five years with his head and face covered by a silver cowl, he has not been seen at a public function for eighteen months. Rumor has it that the Emperor has been gradually losing his once incredible magical powers, and has become uncertain or even afraid. Other rumors claim he is getting senile. Still others claim that the many powerful demons he summoned to aid his overthrow are exacting their price. Some (including the Emperor himself) believe the Marmon Hags may be responsible. The truth is far darker — his long lost son, a wizard of great power and a follower of Natch Ur, plots against him.

The City State of the Invincible Overlord has sent tribute to Viridistan once a year since the Bloodless Battle of Barrad in 3788, when three of the Overlord's Vasthosts and the whole nearby village of Barrad dropped dead in their tracks due to unknown causes. Further evidence of the Emperor's strength came again in 4105 when what has become known as the Blackhart Crag Reminder, when a surprised Emperor archer Equithrong decimated an Overlord Vasthost with its special carbellium arrows. Constant minor testing of the Emperor's strength (at least until recently) had always been met with more than adequate arrows or sorcery. In the last ten years, however, more and more of these "testings" have succeeded, but with no logical pattern to which incidents go unchallenged. And now, the Emperor has again outrageously increased the tribute. Spies between the two cities are thick.

World Emperors for centuries have maintained a small wall between the Elsenwood Forest and the Emperor's farm lands, ostensibly to protect crops from marauding animals and to help keep an eye on the pesky wood elves' thieving habits. However, Seheitt, the Green Emperor, has just finished a seven year project to triple the height and strength of the wall, to add a moat, and to double the guard, all for reasons indecipherable to the general populace. Doubling the taxes has made many of the people very angry. Yet, for the Emperor to say nothing to defend his strange new policies is most out of character. It is "untidy," a main reason why the Emperor has always despised the Invincible Overlord. For 150 years almost every situation had been dispatched quickly and orderly (even if somewhat ruthlessly) with the popular feeling always well in hand. So the inhabitants of the Immortal City are understandably uneasy and prone to listen seriously to rumors.

Recently, Queen Deleamakan of Sae Laamer approached Seheitt, asking him to intervene and obtain the *Amulet of Khetren* from the evil god Armadad Bog, who dwells beneath the Imperial Palace and who has enslaved her people. The Emperor is unwilling to grant her request, and has contemplated adding the mermaid queen to his harem, making Deleamakan quite eager to return home.

The Immortal City is known as the City of Spices for its many rare and unusual varieties as well as common varieties of spices which are grown here. The Mycretians and other City experts' knowledge on the care and marketing of herbs and spices is greatly in demand. The wine industry, too, is substantial as many extensive grape arbors are grown in frequent forest clearings and fields in various places along River Leander. Most of the province capitols produce their own ale and enough to trade besides. Targnol Port and the City State are both on the main trade route and both are major shipping ports. Trade by both land and sea is growing and the wide avenues of trade in Viridistan bustle with activity throughout the year's nine months of good weather.

In the last five years the Emperor has doubled the size of his military troops (again at the expense of the taxpayers) until now he commands the equivalent of about five Vasthosts. Two battles are under each Padishah in each of the six provinces; two battles that he keeps in the Sunwatch and Moontower villages, and one that is scattered about in smaller groups. Guards and patrols police the City State so there is not much reason to keep large numbers of militia in the area. There are two Equithrongs of archers in the City, mostly "in reserve." Archers make up a larger than usual percentage of the Green Emperor's army. Carbelium, a very rare red metal, lightweight, but extremely hard, is mined on the well-protected Gheulost Island. This strange metal, it has been decreed, can only be used for the creation of the Green Emperor's special arrowheads and the Emperor's elite archers are armed with them.

A secret personage of great importance in the city is the shadowy figure named Whitefire (male True Viridian, CE Wiz30/Archmage 5), who runs an apothecary close to the palace wall. Whitefire never lets his features be clearly seen. Dressed in black heavily hooded robes, he slinks about the city only at night; his name "Whitefire" comes from the unearthly flames that often unconsciously grace his fingers. No one in the city, not even his father, Hautulin Seheitt, knows his true identity. Whitefire is the Archmage for all Natchai. Whitefire has met the god Natch Ur twice, a record for mortals. A tunnel leads from the apothecary basement under the wall and into the palace. Whitefire has his own plans for taking over his father's rule but although he has managed to steal eleven magical items from the palace, he cannot find where his father has hid (he thinks) all the other magical sources of power. The Marmon Hags suspect him and are watching him.

For more on Viridistan, see the classic Judges Guild product *City State of the World Emperor*, available through various online merchants as well as soon from *drivethrurpg.com*.

3233 Recre (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 4,050 gp; Population 648 (Able bodied 162); Mixed (human 90% [mostly Common Viridian, some Tharbrian], gnome 5%, halfling 4%, elf 1%); Resources: grain. *Authority Figure:* Gamor the Boor, male Common Viridian N Ftr5. *Important Characters:* Ocea Acaref, male Tharbrian N Ftr4 (farmer); Oloha Nydigowan, male Common Viridian LN Ftr3 (farmer); Ybiaf Crilihan, male human N Wiz4 (proprietor of the feed and seed store).

Recre and Braddol are major suppliers of grain to Viridistan. All grain is shipped through Braddol, however, so they set the prices. Gamor the Boor is not only the largest farmer, but he also owns the Five Shield Inn. His wife and five sons manage it while he is at the farm. Many travelers stop here on their way to the Holy Cities and Wortess.

3309 Mummies (EL 5): A makeshift graveyard once held the remains of two adventurers. They have since returned to the land of the living as **2 mummies** (CR 3; hp 42) that stalk and kill those in the area.

3322 Rusty (EL 3): A rust monster (CR 3; hp 27) has moved into the area here. Littered about the area are several wooden shields, clubs, and broken weapons (wooden of course) and a diamond worth 700 gp.

3331 Braddol (Small Town): Conventional; AL N; TL 7; 800 gp limit; Assets 39,100 gp; Population 1564 (Able bodied 391); Mixed (human 82% [mostly Common Viridian, some Tharbrian and Altanian], dwarf 6%, elf 5%, gnome 4%, halfling 3%); Resources: clams, grain. *Authority Figure:* Dinarza Dans, male Common Viridian N Ftr7. *Important Characters:* Zardo Onedrikith, male Common Viridian Ftr6 (head of the farm cooperatives); Unitha Veri, female Common Viridian CN Clr6 (and proprietor of the Happy Clam Inn); Cadub Chiewyr, male Altanian NG Ftr4 (fisherman).

Braddol has two main industries, farming and clam fishing. Of late, they are having problems buying fishing boats from Wortess at a reasonable price so they are considering building their own. The problem is getting a good source of wood as Elsenwood is out of bounds due to the elves.

3402 Trenth (Hamlet): Non-Standard; AL LE; TL 8; 100 gp limit; Assets 1,288 gp; Population 412 (Able bodied 103); Mixed (human 100% [mostly Common Viridian, many Tharbrian]); Resources: herbs. *Authority Figure:* Degonial, male Tharbrian LE Clr10 (High priest of Margonne). *Important Characters*: Owydd Teoddyn, male Common Viridian LE Ftr7/Blk2 (mercenary); Reodry Aethercyn, male Tharbrian NE Ftr7 (mercenary); Glodry Mun, male Common Viridian LE Wiz8 (botanist).

Trenth specializes in herbs for making potions and remedies. Not many are effective and some have a reverse effect. Owydd and Reodry run a mercenary service. The plains between Trenth and Adder Copse and Trenth are **giant coral snakes** and **gargoyles.**

3406 Wild Boar Lair (EL 4): Hunting and feeding here are **2 boars** (CR 2; hp 22 each) hunt and feed here. They are highly aggressive and charge into combat when encountered.

3410 Tak Shire (Small Town): Magical; AL N; TL 9; 800 gp limit; Assets 68,900 gp; Population 2756 (Able bodied 689); Mixed (human 84% [mostly Common Viridian, some Tharbrian], elf 11%, halfling 3%, dwarf 2%); Resources: market. *Authority Figure:* Shah Dyshim Leayh, male Tharbrian N Wiz22. *Important Characters:* Geddry Vennyn, male Common Viridian Ftr10/Ari10 (general); Lanry Gec, male human NG Wiz19 (advisor to the Shah); Dacyn Owon, male Common Viridian NE Clr17 (advisor to the Shah, High Priest of Armadad Bog).

Located between trolls and quarrelsome pigherders, Takshire is nestled in barren hills around Geyser Spring, the source of the Upper Stickthorn. Takshire is more of a village than a fortress since the two curtain walls surround only small buildings — there is no keep or castle. The shah lives simply in the neighborhood of his advisors and all have irrigated gardens. Known familiarly by all as "Squat", the shah is quite obese, short, and friendly but not jolly. He is fair, efficient and competent but has a weakness for fine women. He is very good with *lightning bolts* and setting up big magical defense screens.

3425 Midwall (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 938 gp; Population 300 (Able bodied 75); Mixed (human 80% [mostly Common Viridian, some Tharbrian], dwarf 10%, elf 10%); Resources: Military. *Authority Figure:* Douganthor, male Common Viridian CE Ftr7. *Important Characters*: Groiwyr Aliliwin, male Tharbrian N Ftr6 (captain of the guard); Glardomas Chordon, male Common Viridian LN Ftr6/Exp3 (siege artillerist); Wase Agrigotha, male Common Viridian NE Wiz7 (army wizard).

World Emperors for centuries have maintained a small wall between the Elsenwood Forest and the Emperor's farmlands, ostensibly to protect crops from marauding animals and to help keep an eye on the pesky wood elves' thieving habits. However, Seheitt, the Green Emperor, has just finished a seven year project to triple the height and strength of the wall, add a moat, and double the guard, all for reasons indecipherable to the general populace. Doubling the taxes made many of the people very angry.

3503 Walking on Broken Glass (EL 1): Several hundred shards of shattered glass scattered across the area. A careful search has a 50% chance of locating 1D6 clear gems worth 1d6x10 gp. There is a hole in the ground containing a family of **6 normal rats** (CR 1/4; hp 1 each). They have collected 14 cp, 31 sp, and 11 gp. An ancient helm with wings of silver (worth 25 gp) is partially buried near the hole. A steel spear is embedded in a petrified tree stump. The point pins a piece of indestructible yellow cloth to the stump.

3525 Sliant's Lair (EL 7): There is a large evil **serpent** (huge half-fiend viper; CR 8, hp 39, SA *spit poison:* Range 10 ft., Fort DC 19, initial damage 1d10 Con, secondary damage paralysis; AL CE; Str 20, Dex 19, Con 16, Int 10, Wis 12, Cha 4) named Sliant in Elsenwood near the wall who is conversant in Viridian and the common speech. The elves know his ways and don't like him, but he does keep the wall guards from wandering too far. Besides eating an occasional guard, Sliant is known to set fires to attract the unwary, then spitting poison at his prey. Sliant's poison is not only an immobilizer but also hallucinogenic, which makes it extremely valuable to certain religions and elements of society.

3532 Sharks! (EL 8): A school of **5 huge sharks** (CR 4; hp 65 each) swim the area here. Swimmers are a delicacy and these sharks are known to tip small boats over in order to obtain their food.

3610 Black Bears (EL 7): Six black bears (CR 2; hp 19 each) have made their home here.

3616 Mislanta (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 7,125 gp; Population 1140 (Able bodied 285); Mixed (human 81% [mostly Common Viridian, many Tharbrian], elf 7%, gnome 5%, halfling 4%, dwarf 3%); Resources: timber. *Authority Figure:* Askenoke, male Common Viridian N Ftr9. *Important Characters:* Ciranoth Eworth, male human N Ftr7 (woodsman); Gascan Vonic, male Skandik N Drd8 (Beytnorn); Yeodric Syron, male Common Viridian CN Wiz4/Sag2 (alchemist).

Mislanta provide timber for Viridistan. Logs are barged down river to Targnol Port. Yeodric runs a poison shop. Gascan is mounting a campaign to end logging in Thistledown, but having no success.

3724 Sully (Village): Conventional; AL CG; TL 7; 200 gp limit; Assets 6,925 gp; Population 1108 (Able bodied 277); Mixed (human 78% [mostly Common Viridian, some Tharbrian], elf 10%, halfling 6%, dwarf 4%); Resources: fish. *Authority Figure:* Nussania, female Common Viridian N Ftr6. *Important Characters:* Ceralin Gwirenyth, male human CG Ftr5 (head of fishing guild); Olaewia Aude, female Common Viridian NG Sor5 (owner of the Silver Eel Tavern); Unilide Adwigong, female dwarf CG Ftr4 (proprietor of building supply shop).

Sully is a fishing village just outside the wall.

3725 Moon Tower (Hamlet): Conventional; AL N; TL 9; 100 gp limit; Assets 1,313 gp; Population 420 (Able bodied 105); Mixed (human 90% [mostly Common Viridian], dwarf 5%, elf 5%); Resources: military. *Authority Figure:* Thornan Black, male human CG Ftr8. *Important Characters:* Deserro Thun, female Amazon N Ftr7 (weapon instructor); Denhu Avol, male half-elf N Rgr6 (tactics instructor).

The mercenaries of Moon Tower have lost their spellcasters — literally. One day, all the spellcasters simply vanished without trace, in full view of witnesses. Nothing has been seen or heard from them since. This leaves Moon Tower with a significant part of its defenses missing. General Thornan maintains a well-stocked armory and supplies for a three month campaign at the ready.

3629 Strangle Weeds (EL 8): The area here is covered in thick vegetation among which live **7 strangle weeds*** (CR 3; hp 30 each).

3727 Water Ghouls (EL 9): A sunken ship provides the nest and lair for a group of sailors, now **20 lacedons** (aquatic ghouls; CR1; hp 31) who drowned at sea many years ago. Their treasure is contained in the sunken ship near the aft portion of the ship. A small chest contains a *ring of water walking* and 3,856 gp.

3801 Prince Dahmen's Lair: Prince Dahmen is a huge, intelligent, evil snake who rules over his less-intelligent subjects, the poisonous adders. Prince Dahmen can squeeze plate armor until it collapses or mesmerize those opponents he wishes to save for later. The adders' favorite sustenance is humans, and they attack any living thing. All the adders can spit poison 2 to 3 feet but it is dangerous only in the eyes or in the blood.

Prince Dahmen, Huge Advanced Dire Viper: CR 17; SZ H Magical Beast; HD 20d10+60; hp 190; Init +8 (Dex, Improved Initiative); Spd 20 ft., climb 20 ft., swim 20 ft.; AC 24 (-2 size, +4 Dex, + 12 natural), touch 12, flat-footed 20; BAB +17; Grap +36; Atk bite +29 melee (1d6+11 plus poison); Full Atk bite +29/+24/+19/+14 melee (1d6+11 plus poison); Space/Reach 15 ft./20 ft.; SA poison (Fortitude [DC 23] to resist, 2d6/2d6 temp. Con damage); improved grab (grapple +39), constrict (1d8+16), mesmerize (gaze similar to *hold person*, 20th-level sorcerer, Will [DC 21] to resist, 60 ft. range); SQ scent, tremorsense (60 ft.); AL NE; SV Fort +17, Ref +18, Will +11; Str 33, Dex 19, Con 17, Int 14, Wis 17, Cha 12.

Skills: Balance +12, Bluff +15, Climb +18, Concentrate +14, Hide +6, Listen +16, Sense Motive +9, Spot +14. *Feats:* Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Power Attack, Reflexes.

3805 Quiff (Village): Conventional; AL CE; TL 4; 200 gp limit; Assets 4,000 gp; Population 640 (Able bodied 160); Mixed (goblin 94%, gnoll 5%, ogre 1%); Resources: feathers. *Authority Figure:* Tobbletok, male goblin LE Ftr7. *Important Characters:* Vurtgar, male goblin CE War6 (leather armor maker); Gragar, male goblin NE War4 (feather puller); Bagor, male goblin CE Clr7 (shaman of Angall).

This goblin community along the Sharryn River raises ducks for their feathers.

3808 Tanngrisner (EL 15): Nestled away in a difficult-to-find valley among the rugged hills east of the Quessea River source there lives a short, stocky, grizzled old monk with salt and pepper hair and full beard named **Tanngrisner** (male human Drd12/Mnk8; CR 20; hp 97; Str 12, Dex 18, Con 15, Int 14, Wis 17, Cha 14). His enterprise is large and he has many monks working for him making special blends of teas from roots, stems, bark, leaves, flowers and berries of shrubs, trees and herbs of common and exotic varieties. The monks (all of whom are multi-classed druid/monks) are all short like their leader, wear brown-cowled robes and seldom speak. The sashes around their waists are interwoven hemp, gold and sweet smelling spices. Monsters seem to shy away from this strange company and evil creatures lose morale when the monks are near. Persistent problem visitors find themselves awaking from a drug-induced sleep miles away and confused. Animals keep the monks informed about approaching visitors; harmony with nature is the rule here. The tea is traded in tins: common tea, 8 sp per tin; the middle blends range from 1 gp to 3 gp; expensive teas, 4 gp to 10 gp; exotic teas, 10 gp and up. Tanngrisner is very intelligent, friendly, hospitable (a one night stay is all that is allowed, however) and unlike the other monks, a good conversationalist. He has a magical gaze weapon. If he wants to, he can "turn his eyes on" and use them as the powerful weapons they are (cause *confusion* and *fear*). Mycretian herbalists and peers are welcome visitors and may stay longer periods of time.

3810 Troll Lair: Living in this god-forsaken corner of the Rakshasas Hills are **5 trolls** named **Koppukguffaw,**

Libbledubble, Lumminpup, Nobbsukkle and **Rababubub** (ftr4; CR 9; hp 109 each). During the day, they sleep underground. These five are equally at home in the forest, rocky hills or riverbanks. **Two gray-clad gnomes** (CR 3; hp 24) cook for the trolls and manufacture great treasures from the loot the trolls capture. So far the trolls have 4,000 sp and a *ring of regeneration* (which the trolls have no use for). The gnomes have made a number of beautiful art objects — brooches, rings, statues and other pieces of jewelry with a total value of 1,400 gp (specific value by piece is up to the judge).

3815 Koses' Lair: This frightening creature is the one great danger in the Thistledown Forest. **Koses** is an old creature with no arms, three heads of simian-looking monsters, the body of a gorilla and four human legs and feet. Its main diet is leaves and shoots but it cannot digest them without entrails of mammals. Animals, humans, orcs, and all other humanoids are potential prey, so it is fortunate that Koses seldom travels far from his lair. Its bed is made of gems and bones. The lair is easy to locate due to the stench. A search for at least eight hours is required to locate the following gemstones: 1 fire opal (2,500 gp), 1 emerald (1,800 gp), 3 pink pearls (240 gp each), 14 smoky quartz (35 pg each), 5 onyx (30 gp each), 3 moss agates (15 gp each), 35 irregular fresh water pearls (8 gp each).

Koses: CR 8; L Aberration; HD 12d8+36; hp 90; Init +2 (Dex); Spd 50 ft.; AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB +7; Grap +27; Atk bite +13 melee (1d8+9); Full Atk 3 bites +13 melee (1d8+9); Space/Reach 10 ft./10 ft.; SA stun gaze (30 ft. range; Will [DC 20] or stunned for 2d6 rounds, 3/day); SQ bonus feat (spring attack), scent, darkvision (60 ft.); AL N; SV Fort +9, Ref +8, Will +9; Str 23, Dex 15, Con 16, Int 3, Wis 12, Cha 5.

Skills: Hide +6, Listen +9, Move Silently +8, Spot +9, Wilderness Lore +5. *Feats:* Alertness, Endurance, Great Fortitude, Lightning Reflexes, Spring Attack.

3820 Kappa's Territory: A hunchbacked dwarf named **Kappa** (male dwarf Rng7; CR 7; hp 71; AL N) lives alone on the Targnol Plains and makes peace with all the animals.

4021 Gnolls: A tribe of 48 gnolls (CR1; hp 11 each) live quietly here, keeping to themselves and trying not to attract too much attention. They have amassed 400 sp and a set of masterwork half plate armor.

3832, 4031 Islands Tric and Trac: Many strange mariner yarns are spun about Tric and Trac. The most persistent tale is that the islands move and at times even seem to have minds of their own. Sometimes they seem to bob up and down on the waves. Once on the islands, explorers find them as solid as any other. Tric and Trac are uninhabited since they are nothing but sand and rocks, but the tales spun among sailors keep men away as well, and too many ships have disappeared in the area. Several local legends surround these harmless islands including:

- The sole survivor of a shipwreck raved on and on about beautiful female voices and enticing songs coming from near the islands.
- Many maps of chests of gold and jewels and treasure galore have turned up every now and then but when digging was tried, the holes always filled up with water as fast as they were dug, as if the sea were protecting the treasure.
- Green, many-tentacled sea monsters have been sighted in the area seemingly taking directions from mermaids.
- Water spouts, under the guidance of some great god, protect the area from curious eyes.
- The island of Tric is named for an old stone giant who lives there, accompanied by his pet wolf, Licker. Tric enjoys helping stranded mariners and others in need. His brother Trac lives on the other island, and enjoys tormenting and killing any that venture nearby. His spiked pit traps are found throughout the island.

3833 Strangle Weeds (EL 7): Thick vegetation provides camouflage for **4 strangle weeds** (see 3629) that have taken up residency here.

3924 Aquatic elves (EL 8): A small tribe of **27 aquatic elves** (CR 1/2; hp 4 each) currently patrols the area. They aid travelers, swimmers, and seafarers in the area. In addition to the other ordinary elves, two **aquatic elf warriors** (War2; CR 4; hp 29; AL CG; Str 18, Dex 15, Con 15, Int 11, Wis 13, Cha 11; longspear, net) aid on patrols. They have accumulated 210 gp, 800 sp and 4,000 cp.

4002 Hezrou Demon Lair (EL 14): A hidden cave (Search DC 22) provides the home and shelter for a **hezrou demon** (CR 14; hp 67). Its lair contains the remains of previously killed and devoured victims as well as their treasure. The hezrou is currently searching for a way to return to its true lair in the Abyss. Its horde contains 1,100 pp, 15 alexandrites (250 gp each), scarab (golembane), and a *vest of escape*.

4006 Twisted Metal Pile: A twisted a crumbled pile of metal. Although the metal is not rusted it is very old because it is pitted by windblown dust and sand. Beneath the metal is a pile of assorted metal implements. Only one still functions — a flashlight (one hour only).

4009 The Black Gate: This ancient archway (hardness 25, hp 540, DR 30/+4, SR 30) located in the heart of Demon Valley allows access to and from several planes of the Abyss by a user who makes both a DC 30 Knowledge (arcane or religion) and a DC 25 Knowledge (the planes or Abyss). It can only be opened at midnight during a full or new moon, and only remains open for 10 minutes at a time.

4029 Sahuagin Tribe (EL 14): A large tribe of **63 sahuagin** (CR 2; hp 11 each) and **3 sahuagin warriors** (CR 4; hp 32; AL LE; Str 17, Dex 15, Con 14, Int 14, Wis 13, Cha 10; trident, heavy crossbow, 20 bolts) makes its lair here. They spend their days hunting and harassing seafarers. They have a small horde of 900 sp and a *+1 trident*.

4119 Targnol Port (Small City): Conventional; AL N; TL 9; 15,000 gp limit; Assets 5,491,875 gp; Population 11,716 (Able bodied 2,929); Mixed (human 80% [mostly Common Viridian, some Tharbrian and mixed], dwarf 9%, elf 6%, gnome 3%, halfling 2%); Resources: sea trade. *Authority Figure:* Shah Abdu Inslar, male Common Viridian N Ftr23. *Important Characters:* Prourk Giolan, male Common Viridian N Ftr10/

Ari7 (General); Thilakin Frilad, male human CN Wiz20 (runs magic school); Asomond Leliron, male Common Viridian N Clr18 (High priest of Thoth); Baegord Unaotrem; male Altanian Rog15 (head of the Thieves' Guild).

Targnol Port is a large town of disreputable character and unseemly habits. Most of the inhabitants are poor fishermen, but in the nobles' area large stone houses are well decorated and fortified. Shah Abdu Inslar is a very strong fighter with a sly streak. He enjoys warring about the countryside. He carries a hollow mace filled with poison and a flail. A black temple of black polished marble as smooth as glass graces the port center. It has a grand hall hung with silken tapestries, discreet alcoves with sofas covered with the softest furs of sapamas, alpacas, rabbits and chinchillas. Verandas, porches, fountains surrounded by flower gardens and shrubs all grace the central point at which stands a solid gold chimera. Tears shed in the Garden of Tears have been known to change to diamonds. A black enchantress lies in state in the viewing room and great reward is promised to any who break the enchantment (of course, this may not be wise) that holds her in deep sleep.

4123 Dragon Turtle Den (EL 12): Beneath the waves, in a large hidden cave (Search DC 20), is a family of **3 dragon turtles** (CR 9; hp 138). They often aid those in trouble in the immediate area, but are prone to violence if attacked or threatened. Its lair contains 2,000 gp and three platinum jars worth 900 gp each.

4203 Hyyap (Village): Non-Standard; AL N; TL 7; 200 gp limit; Assets 8,600 gp; Population 1,376 (Able bodied 344); Mixed (human 85% [mostly Common Viridian, some Tharbrian], halfling 10%, elf 5%); Resources: fowl. *Authority Figure:* Vizerheno, male Common Viridian N Clr10 (priest and mayor). *Important Characters:* Beric Astelith, male Common Viridian N Ftr8 (sheriff); Yohan Higod, male Karakhan LN Mnk6 (chicken farmer); Chirawen, female halfling N Rog6 (builds cages).

Located at the mouth of the Layln Estuary, Hyyap raises chickens, turkeys and other land fowl. There is a large temple to Modron.

4205 Feigh (Hamlet): Conventional; AL LG; TL 7; 100 gp limit; Assets 1,038 gp; Population 332 (Able bodied 83); Mixed (human 70% [mostly Tharbrian, many Common Viridian, some Altanian and Skandik], elf 12%, half-elf 6%, dwarf 4%, gnome 4%, wild men 4%); Resources: fish. *Authority Figure:* Spippy Slagdod, male Skandik LG Ftr6. *Important Characters:* Glari Onireveth, female Altanian NG Ftr4 (Innkeeper); Etelacia Onireveth, female Tharbrian LG Clr3 (Innkeeper); Paelia, female half-elf Rgr3 (hunter); Aleritram Thoeth, male Tharbrian LG Ftr3 (fisherman).

At the base of the Feather Shoals is Feigh, a small fishing community. Glari and Etelacia run the Ruddy Medusa Tavern and Inn.

4323 Shir (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 850 gp; Population 272 (Able bodied 68); Mixed (human 95% [mostly Common Viridian, some Tharbrian], dwarf 2%, half-elf 1%, elf 1%, gnome 1%); Resources: military. *Authority Figure:* Granpid, male Common Viridian N Ftr8. *Important Characters:* Ragerip, male Common Viridian N Ftr7 (captain); Stagilr Imebof, male Common Viridian LN Ftr7 (Captain); Ekkeb Ohirrod, male human N Clr7 (Thoth); Gahlm, male Elphan N War6 (head of the miners).

Shir, along with Silver Cove and Shore Camp are permanent army camps, each having one tavern, several barracks, and gaming rooms. No one but military personnel and miners (mostly Elphans) are permitted on the island to protect the Platinum. The oyster pearl beds all around the island are protected also.

4231 Monstrous Crabs (EL 7): Scuttling through the area, a pack of **6 monstrous crabs*** (CR 2; hp 16 each) feeds on the plants and small animals in the area.

4308 Nathai Obelisk of Feigh: This amber obelisk stands 10 meters tall and is covered with glyphs in muted colors. It stands upon a round dais of blue white marble 20 meters in diameter. It is a sacred gathering place for fairies and it is said that the prince of fairies worships here every new moon of the Handmaiden. Animals and local peasants never venture near the obelisk as it is guarded by the spirit of Nathai Arphonel, a legendary fairy queen killed by Loki and restored by her Handmaiden goddess. The fairies have been known to take terrible toll upon those who tarry near this grove. Farmers say that a halfling wearing a ring of invisibility managed to mount the dais on the south side and examined the obelisk at noon. He touched yellow, blue and red glyphs and was transported hundreds of leagues to the south in an eye blink.

4316 Su-Monster Lair (EL 5): A mated **pair of su-monsters** (see 0716) lair here. Their young were captured and sold a few weeks ago by trappers. This episode has left them both in a state of unhappiness and anger. Now, they take this aggression out on those that come too close.

4320 Harpies (EL 8): A large pack of **5 harpies** (CR 4; hp 31 each) makes a lair in this area. These are some of the most evil and vile of harpies, attacking relentlessly all those that wander too close to this area. Their lair is littered with the bones and remains of past victims. The pack's treasure consists of 2,600 gp, 150 pp and a *ring of climbing*.

4324 Silver Cove (Hamlet): Conventional; AL N; TL 7; 100 gp limit; Assets 1,563 gp; Population 500 (Able bodied 125); Isolated (human 95% [mostly Common Viridian], dwarf 5%); Resources: pearls. *Authority Figure:* Shooran Ooze, male Common Viridian LE Ftr9. *Important Characters:* Cajufa Paqili, male Common Viridian NE Ftr8 (Captain); Biviylei Viogg, male Common Viridian Ftr7 (Captain of the Calvary); Azoyjiw Ruladi, male Common Viridian N Wiz6 (army wizard).

This hamlet is a permanent army camp on Gheulost Island and like its sister camps, this camp has one tavern, several barracks, and gaming rooms. The garrison helps to defend carbelium mines and shipments.

4424 Shore Camp (Small Town): Conventional; AL CE; TL 7; 800 gp limit; Assets 38,000 gp; Population 1,520 (Able bodied 380); Mixed (cavemen 80%, human 8%, dwarf 2%); Resources: carbelium. *Authority Figure:* Garhous, male Common Viridian N Ftr10. *Important Characters:* Kirmef, male Elphan CE Ftr9 (captain of the Elphans); Aowofea Ugiorujo, female Amazon NE Ftr7 (captain of Amazon squadron); Eulpalmo the Demented male Common Viridian NE Ftr5/Blk4 (captain of Blackwold Strikewing).

Another permanent army camp on Gheulost Island, consisting of one tavern, gaming rooms, and several barracks. One or two warships guard Gheulost Island at all times with Admiral Eupalmo commanding. The cavemen are being trained to become light infantry.

4427 Giant Squids (EL 11): A mated **pair of giant squids** (CR 9; hp 66) swim here, making it part of their territory. They often attack swimmers, fishermen, and other seafarers in the area.

4502 Kevala (Village): Conventional; AL LG; TL5; TL6; gp 200 limit; Assets 4,120 gp; Population 636 (Able bodied 240); Mixed (human 90% [mostly Tharbrian, some Common Viridian and Skandik], elf 6%, halfling 4%); Resources: birds. *Authority Figure:* Damsel Merklin, female hawk folk (Curator) LG Sag8; Artimas Hatcher, male Tharbrian CG Ftr5 (Mayor). *Important* Characters: Flopsi Motoes, female halfling, LG Wiz5 (Wandmaker); Dizzy Dwezel, male Tharbrian, LG Ftr4 (Innkeeper); Tarnvester, male Common Viridian, CG Ftr3 (Bird Trainer).

The shallow waters of the Aves Sanctuary is a perfect habitat for birds of all types and the Kevala bird industry is quite active: bird droppings, 7 cp; feather quills, 1-4 cp; feather pillows, 3 sp; feather beds, 10-20 gp; healing bill extract, 1 gp; roast zherry, 6 sp; trained falcons, 20 gp. The Gliding Feather, a bird training academy, has a walled stable and rises three stories. Roc-riders in training occupy the lower floors. Since only one Roc is kept here, the school is for novices only.

4610 Glabrezu Lair (EL 15): Lurking in the darkness of a cave, feasting on the flesh of those unfortunate enough to enter here, is a **glabrezu demon** (CR 15; hp 85) guarding a horde with 4,000 gp, 6 banded eye agates (15 gp each), 7 black pearls (300 gp each) and a *staff of life* (24 charges).

4621 Giant Squids (EL 11): Once part of a larger family, **2 giant squids** (CR 9; hp 66) swim here. The rest of their family has been hunted and killed by fishermen. They are the only two of a family of six that survive.

4630 Nho (Village): Magical; AL N, TL 7; 200 gp limit; Assets 7,520 gp; Population 1,391 (Able bodied 402); Mixed (human 90% [mostly Common Viridian and Tharbrian, some Altanian], dwarf 4%, gnome 3%, goblin 3%); Resources: fish, artifacts (non-magical). *Authority Figure:* Melit Shazepan, male human N Ftr7 (sheriff); Shizzan Fillar, female gnome LN Clr7 (mayor). *Important Characters:* Ewitik Earthmaster, male dwarf N Exp5 (expedition lead); Graham the Incessant, male Common Viridian LE Wiz5 (expeditionary sage, deputy mayor); Dwilla Lodebottom, female Common Viridian CG Ftr4 (innkeeper); Kali Medpar IV, male Tharbrian NG Ari2/Com1 (fisherman leader); Dexxel Modlet, male goblin NE Ftr2 (slave leader).

Due to the Harkarim Ruins to the South East, Nho has increased in size to support the influx of explorers and investigators. The original town council fell by the wayside, facilitating the takeover of control by a self-appointing council of wizards bent on locating any and all secrets and devices of power still buried nearby. The goblin slaves are kept in line by Dexxel, giving little reason for the dwarven and gnomish population to object too strongly to their reasonable treatment; an odd cultural twist certainly noteworthy to those coming here for the first time. Recently, several slaves were lost in tunnels beneath the ruins, giving Graham and Ewitik cause to abandon further exploration until the problem can be determined and dealt with, directing the excavation efforts instead toward the untouched mounds of the ruins in the meantime. Kali, once a low ranking member of a minor noble family, leads the fishermen, keeping them held together as a formidable selling group, maintaining good prices for their catch. For what reason he is here is unsure as he refuses to discuss or address his past, especially when directly questioned about it.

4632 Giant Spiders (EL 5): A mated **pair of large monstrous spiders** (CR 2; hp 22 each; swim 40 ft.) dwell here. The area is covered in webs and a few bones are caught within the thick, sticky strands.

4707 The Stone Man: This guardian construct is believed to have been placed in Lake Pitts millennia ago. It is part of the mud bottom, never moving, until nature goes wrong or the lake's peacefulness is threatened. Then he rampages, destroys the change makers and returns to his resting spot. Miniature silver statues of Stone Man surround the lake to appease him.

Stone Man: CR 35; SZ H Outsider [Earth]; Divine Rank 0; HD 50d8+700; hp 1100; Init + (Dex); Spd 30 ft.; AC 46 (-2 size, -1 Dex, +28 natural, +6 deflection, +5 divine), touch 18, flat-footed 46; BAB +57; Grap +87; Atk slam +75 (2d12+33); Full Atk slam +75/+70/+65/+60 melee (2d12+33); Space/Reach 10 ft./10 ft.; SA spell-like abilities (at will as per 20th-level cleric or sorcerer - *animate objects, banishment, control weather, earthquake, elemental swarm* (earth only), *flesh to stone, gate, greater dispelling, iron body, major creation, miracle, soften earth and stone, stone shape, stone to flesh, teleport without error, transmute mud to rock, transmute rock to mud, true seeing, wall of iron, wall of stone*); SQ bonus feat (whirlwind attack), temorsense (120 ft.), darkvision (120 ft.), low-light vision, damage reduction (35/+4), regeneration (20), resistance (fire, cold, acid [40]; electricity, sonic [20]); SR (38); AL N; SV Fort +48, Ref +31, Will +41; Str 54, Dex 9, Con 38, Int 20, Wis 28, Cha 16.

Skills: Concentrate +72, Diplomacy +9, Intuit Direction +67, Knowledge (nature) +68, Listen +72, Search +68, Sense Motive +72, Spot +72. *Feats:* Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Sunder, Whirlwind Attack.

4719 Augge (Village): Conventional; AL CG; TL 5; 200 gp limit; Assets 8,750 gp; Population 1,400 (Able bodied 350); Mixed (human 80% [mostly Common Viridian, some Tharbrian], 15% centaur, 5% halfling); Resources: sheep. *Authority Figure:* Ickly Strongeye, male Common Viridian N Ftr5 (lead shepherd). *Important Characters:* Watham the Hook, male Tharbrian CG Ftr4 (innkeeper).

Mountain sheep of the Hoary Mountain peaks provide the warmest wool available, making it quite valuable. They are also hard to catch, shear and impossible to tame. Sapamas and alpacas, easier to catch and tame, are more

numerous and their wools are light and soft. Mountain men trade these products in Grimlon for staples

4726 Strangle Weed Lair (EL 5): Seaweed, kelp, and other natural occurring sea life are thick in this area. Amongst the tangled mess, are **2 strangle weeds*** (CR 3; hp 30 each).

4806 Basilisk Lair (EL 7): Broken and crumbling statues litter the ground. Wandering through the rocky field of broken statues is a mated **pair of basilisks** (CR 5; hp 45).

4807 Nirgal Tower: A tall thin spire called Nirgal Tower stands by the river at the eastern tip of Lake Pitts. There, **Yarth** (Clr12; CR 12; hp 47; AL LG), a most holy man meditates. Many come to listen to his counsel and philosophies but none of his advice is practical.

4812 Fanganruc (Village): Conventional; AL N; TL6; TL 5; 200 gp limit; Assets 5,500 gp; Population 880 (Able bodied 220); Mixed (lizardman 90%, human 10%); Resources: dried meats. *Authority Figure:* Sabotch the Slurper, male lizardman LE Rog5 (hetman). *Important Characters:* Happy Lanpin, male Tharbrian N Rog4 (dog trainer); Makril, male human N Ftr3 (innkeeper).

The Gnarled Bone is home base for many hunters who barter for a room with fresh meats.

4821 Giant Croc Lair (EL 6): A mated **pair of giant crocodiles** (CR 4; hp 59) make their way through here. Creatures in the area are attacked and killed. The crocs attack creatures larger than themselves only if threatened or extremely hungry.

4826 Sunken Ship: Protruding from the water about 50 feet from shore is a mast, which belongs to a merchant ship lying on the rocky bottom, its hull torn by the sharp rocks just visible at high tide. Twelve feet of the 40-foot mast is visible when the tide is in, which indicates that the ship is at rest on the bottom 28 feet down. The ship is visible at low tide, but already is being swallowed by the shifting, water-propelled sands. Most of the cargo has already been salvaged, but there are still three barrels of iron nails and three silver ingots marked with the seal of the imperial treasury. Each one of these bars is roughly seven inches long, three inches thick, and four inches wide, and weighs 38 pounds. Each one is worth 76 gp, but are serially marked, so cashing them in may cause problems unless turned into the authorities.

4831 Harkarim Ruins (EL Varies): Vine covered earthen mounds hide most of the city ruins but two entrances to tunnels below ground exist. One is a magical door in the rock-hewn, domed pillar that rises from the middle of the mounds; the other is a small earthen tunnel opening under a large bush. The earthen tunnel leads down to a locked (Hardness 8; hp 60; Break DC 28; Open Lock DC 25) and trapped (*globe of cold:* CR 5; 20-ft.-radius sphere or hemisphere [8d6]; DC 17 Reflex save avoids; Search DC 27; Disable Device DC 25) door, beyond which are three large rock carved tunnels that branch out from a large domed circular room in which sits a statue of a unicorn. Over each tunnel entrance hangs a sign. The left tunnel sign reads, *Cave of Perfect Darkness*; the middle one reads, *Cave of Tranquility*. The tunnel from the magical pillar door leads to the dark cave that is the only safe area below. The other two tunnels hold more danger: **3 umber hulks** (CR 7; hp 68) in the middle way and **3 mind flayers** (CR 8; hp 44) to the right. Three-horned gazelle browse among the mounds. A treasure with 5,000 gp and a *horn of blasting* lie beyond the Cave of Perfect Darkness.

4916 Gnome Merchants (EL Variable): A small caravan of **23 gnome merchants** (CR 1/2; hp 5 each) camps here. The two merchants Niku and Shotru (CR 1; hp 9 each; Profession (merchant) +5) lead the caravan. Their cargo consists of various types of wine and ale, as well as some exotic foodstuffs. The wagons contain 1,546 gp and 5 gold pearls (255 gp each).

4930 Giant Spiders (EL 4): Dwelling here are **2 large monstrous spiders** (CR 2; hp 22 each). The area is covered in webs and a few bones are caught within the thick, sticky strands.

5006 Groth (Small Town): Conventional; AL N; TL6; TL 6; 800 gp limit; Assets 124,000 gp; Population 2480 (Able bodied 620); Mixed (human 80% [mostly Tharbrian, some Common Viridian, Altanian and Skandik], elf 10%, halfling 5%, dwarf 5%); Resources: fish. *Authority Figure:* Ousher Ap-Braken, male Tharbrian LG Ftr5 (mayor). *Important Characters:* Chariena the Factor, female Tharbrian LG Sag5 (warehouse owner); Chubchili of Odin, male liowan CG Clr4 (temple builder).

This small town is a major supply source for dried fish and fish eggs.

5019 Barradine Ruins (EL variable): The scene of many an important ancient battle, Barradine has a long history of fallen lords and kings, thieves and bandits, and demon intervention. Once a province capital of the ancient Empire of Kelnore, the ruins now are known for the restless ghosts of departed rulers, undesirables and evil spirit powers. The ruins are not much to see but every stone has some residual magical power that if reconstructed as a whole would create a formidable castle indeed. Many **mummies** (CR 5; hp 55 each) lie sleeping under the ruins. The road to the Barradine Ruins is treacherous with **bandits** (War1-3).

5027 Falsum's Lair: Even **Falsum, an old Black Dragon** (CR 15; hp 301) who lives on Bitter Ridge, is a victim of the region's foul luck, and has only a terribly paltry heap of treasure (550 gp, 1200 sp) upon which to rest.

5122 Grimlon (Large Town): Magical; AL N, TL 5; 3,000 gp limit; Assets 371,250; Population 3,960 (Able bodied 990); Mixed (human 100% [mostly Tharbrian and Altanian, a few Common Viridian and Skandik]); Resources: trade. *Authority Figure:* Shah Drong Dirkahl, female marilith Wiz24 (*polymorphed* to human form). *Important Characters:* Fardoon Gewisl, male human NE Wiz14 (wizard school chancellor); Arsing of the Power, female Tharbrian LN Clr12 (Morg); Zarkar the Hammerer, male dwarf, LN Ftr9 (guard captain); Yaharn Geln, male human N Rog8 (guildmaster of thieves); Kanta Helwo, female gnome, N Exp7 (guildmaster of artisans).

Grimlon is a strongly fortified castle perched on a hill, having stood for centuries as a safe resting spot midway on the East-West trade route. The shah appears as an old, very wise man with a timeless look but she is actually a demon of the worst sort. Her wise counsel impresses many but confuses most as to why the city is run so poorly. She encourages licentiousness and no one trusts anyone unless it's a mindless lackey. Chasm imps

5122 Grimlon

live in the first level dungeon and serve the shah devotedly on command but always out of sight. Many powerful types are buried in the cemetery grove outside the curtain and could be raised if one knew how. A Great White Suit of Armor hangs in the Great Hall with this inscription: *If you I fit/And horse's bit/Meets Sword of Stone/Then you I own*. Three two-headed giants of Alfkinon protect the city gates and it is good they are friends with humans. They do have doubts about the shah, though. The labyrinth beneath the town is virtually a world of its own, and holds the key to the liberation of the city from its terrible lord. Many traders base their operations here and are allowed to maintain small garrisons to protect their commerce. The open air market at the center of town is busy with negotiations such items as sacks of beans or chests full of swords. Some apprentices keep track of the latest bids and offerings. Some magnates invest in art, wine and other valuables which must be guarded around the clock. Messenger birds come and go throughout the day, changing ownership of goods over a thousand leagues away with tiny sealed messages.

5210 The Blue Monolith (EL 2): A tall blue monolith sticks out of the surface of the ground. The monolith is a total of 90-feet-tall but the bottom ten feet are covered by dirt. In the base of the monolith (beneath the surface) is a secret panel (2 in. thick; Hardness 8; hp 30; Open Lock DC 30; Break DC 28; Search DC 25) in which is located 100 pp guarded by a poison nettle (Fortitude DC 15, 1d6/1d6 Str).

CHAPTER FIVE

City State of the Invincible Overlord

This area contains the Upper Pazidan Peninsula (known as the "Roglaras") as well as many important cities, including the City State of the Invincible Overlord, the rival city of Warwik, the dwarven citadel of Thunderhold, the newly-rebuilt city of Modron and the capital of the Skandiks at Ossary. The great forest of Dearthwood and the Orcs of the Purple Claw as well as the Estuary of the Roglaroon, which travels from its mouth north of Dearthwood to the City State, dominate the area. Legends say this area was once part of the Empire of Kelnore and, later, the capital of the Orichalan Dragon Empire. Rorystone Road stretches from Thunderhold to the City State and the ancient Old South Road runs south from the City State down the Pazidan Peninsula into Altanis and the city of Onhir.

The Plateau of Bendigroth and the plains to the south are home to the many nomadic Tharbrians, whose invasions have shaped so much of modern history. The Skandiks and their longships patrol the waters along the Tharbrian and Pagan Coasts and control many of the coastal villages and islands. The most prominent of these are the hostile Skandiks of Ossary, who currently maintain a wary and fragile armed peace with the Overlord. Trading ships from Modron, Warwik, the City State, Valon, Tarantis and occasionally Viridistan and Karak ply the waters of the Winedark Sea, as do pirates of the Brotherhood of Pirates and the Deathhorn Pirates of Warwik. The Witches' Court Marshes and the nearby village of Grita Heath are quite mysterious.

Though the region is temperate, weather in Roglaras can range from mild to quite severe. Tornadoes are common in the western plains during late spring and early summer, as are destructive thunderstorms in the east. Spring flooding of the estuary is rare, but when it happens it can be catastrophic, inundating the Dearthwood and causing considerable damage to communities up and down its length. A wide variety of plants dot the landscape from palms in the south and tanglenut trees in the north.

Geography

All geographic features on this map are Warm unless otherwise noted.

Alderock, River (Calm Aquatic): This narrow, deep river flows from the Adderwood into the Estuary of Roglaroon. Periodically, gold is found in the shallows, triggering gold rushes every few years.

Archlin Stream (Calm Aquatic): Tributary from the River Hagrost. Watering area for hill wildlife. **Encounters:** badgers, deer

Adderwood (Dense Forest): Twisting trees and vines with a life of their own gave this place its name. **Encounters:** Carnivorous plants

Barzanit, Falls of (Stormy Aquatic, Perilous): Majestic falls where the River Wakeful plummets from the heights of Lanshan Cap, the falls are visible in the distance to those on the Crossings of Ricaridge, but are not easily accessible.

Battleplain Gwalion (Battlefield, EL 8): Legendary site of barbarian and nomad wars. The ground is fertile from spilled blood and contains the remains of many dead. **Encounters:** ghosts, skeletons

Bendigroth, Plateau of (Grasslands): The Plateau of Bendigroth is a hundred-mile-wide swath of grassy steppes only sparsely interrupted by small copses of wind-stunted trees. It is ideal country for cavalry and horsed nomads, and

is widely renowned for the availability of expert horsemen as light cavalry mercenaries. Many battles have been fought on these plains, as hordes of Tharbrian nomads have periodically swept down from the northwest. These plains provide a source of flint for the villagers of Havocia. Minotaur and wereboars are dangers for the local villagers. A certain region of Bendigroth is known as the Plain of Skulls, since one cannot walk for ten paces in any direction without encountering human bones, as a result of a horrific battle between invading Tharbrians and the forces of the World Emperor at Viridistan. At the eastern end of the plan are row upon row of skulls, human and otherwise, all facing east. It is said that they form a part of some religious ritual. **Encounters:** skeletons, specters, wraiths, witches

Brezal Isle: Just north of Croy is the Skandik island Brezal Isle and its capital city, Armagh. The king of Brezal is believed to be a tributary king under the rule of the Skandik Warlord, Alkazed, at Ossary. Sailors tell dark tales of the great sea monsters that swim near Brezal Isle. It is said that the island is the peak of a sunken mountain range, submerged during a battle between sea mages countless ages ago. The ruins of many buildings, walls and even entire towns have been found underwater nearby.

Croy (City State): The isle of Croy sits just east of the Mouth of the Roglaroon and contains the Skandik kingdom of Croy, which is not aligned with the warlike Skandiks at Ossary. The isle of Croy contains an ancient shrine to Odin (known as "Wotan" to the Skandiks). It is said that the shrine contains a huge oak, a seedling from the divine World Tree, and that the oracle of the shrine is very wise.

Briskly, River (Calm Aquatic): Connects Council Lake with the Witches' Court Marshes. Many fish reside in the area around Council Lake.

Brushwood (Medium Forest): Light forest east of Modron, the wood here is highly prized for its flexibility and strength. Bows made from the wood here are always in demand. **Encounters:** foresters, goblins, hunters, poachers, wood elves

Brytalin Stream (Calm Aquatic, Busy): This branch of the Estuary of the Roglaroon is a shallow stream terminating in the low hills.

Buckol, River (Calm Aquatic): This slow, shallow river that feeds several bogs and fens.

Buskin Wood (Medium Forest): Hardwood forest on the northern tip of the Romillion Sea. **Encounters:** fey, hill giants, halflings, hunters.

Cairns, Plains of (Grasslands, EL 6): Along the plains of Cairns run many wild horses. They are herded and traded in the nearby villages and attract predators. The plain is dotted with the tombs of ancient warriors, including spirit-haunted cairns of the ancient Orichalans who occupied this area ages ago during their Dragon Empire. **Encounters:** ghosts, wights, undead of all types

Caravan Crossing (Calm Aquatic, Busy): Traditional area of caravans crossing from the City State to southern areas. Well patrolled, piracy is rare here.

Carrion Abyss (Forbidding Mountains, Giant): A grand crevasse that houses many buzzards and carrion birds. Its depths hold various dangerous predators and scavengers. All intelligent creatures and beasts shun the place. A coven of Carrion Druids has built a foul citadel in its depths. **Encounters:** carrion crawlers, otyughs, stirges, evil Carrion Druids

Cloudwall Mountains (Forbidding Mountains, high peak; some Giant): The high peaks of these mountains are often shrouded in the clouds. Steam boils out from fissures in low areas causing the mountain to be in perpetual fog. **Encounters:** kobolds, perytons, steam mephitis

Conqueror's River (Calm Aquatic, Busy): Running from the Mountains west of Tain, the Conqueror's River empties into the Estuary of the Roglaroon near the City State. Its name comes from the fact that armies always used the ford to cross as it is a natural path of attack.

Council Lake (Calm Aquatic): Nomads (mostly Tharbrians) from the various plains travel here yearly to trade goods and celebrate springtime. The forests around the lake, however, are quite dangerous. **Encounters:** bandits, barbarians, goblins

Darkling Woods (Dense Forest, EL 12): Haunted woodlands, full of many magical plants and animals that can be used by wizards as spell components. Normally avoided by all except the nomads who travel to Council Lake. As All Hallows' Eve draws near, many witches traveling to the annual ritual in the Witches' Court Marshes stop for several weeks in this wood to harvest the plentiful mandrake root and other herbs and creatures that are usable as spell components or potion ingredients.

Deadroot Marsh (Swamp): Large boggy area; black lotus can be found in the deepest bogs. **Encounters:** giant frogs, giant leeches

Dearthwood (Dense Forest, portions are Giant; EL 12): Dearthwood is a vast and dense forest to the north and east of the City State. It is home to the Wild Orcs of the Purple Claw. The wild orcs worship a four-armed blood goddess and, until recently, were led by an Amazon queen. Fourteen years ago, the orcs challenged to cut of all supplies to the city and were finally beaten back when the city established a redoubt across the river. Although the redoubt guards were slain to a man, the queen of the wild orcs was killed, and the orcs retired to crown her daughter. Since then, the Overlord has successfully appealed to the druids to protect his woodsmen brave enough to live adjacent to Dearthwood. No one has located the orcs' stronghold, although many expeditions have been lost attempting it. The Overlord has posted a reward for the slaughter of the orcs and has staffed many surrounding strongholds to lead forays into the wood against the orcs. The wood is also occupied by many druids and the hardy Dunael wood folk, who are noted rangers. **Encounters:** deer, elk, mountain lion, smilodons, orcs, orcs and more orcs

Demon Tongue: Thirteen miles northeast of Thunderhold, the Rorystone Road turns east to an area of abandoned mineshafts. The area gets its name from the switchback road.

Desolate Swamp (Swamp, EL 10): This swampy marshland is between two sets of highlands. Few travelers venture near the swamp because of rumors of a hideous hag and numerous trolls. **Encounters:** giant insects, hydrae, snakes (vipers), trolls

Devil Whip Rapids (Stormy Aquatic): The winding and switchback stream is a constant rapid for nearly 10 miles. Villagers from the Howling Hills come here to test the waters.

Difring, River (Rough Aquatic): Fast moving river that branches off from the Modron River into the hills west of Tegel.

Elvenstar, River (Calm Aquatic): Fed by the hills between the Grimlon plains and the Grimlon Outlands, this river flows all the way into the Romillion Sea.

Emperor's Way: One of the marvels of Viridian engineering, the Emperor's Way is a wide road that winds through the mountains from Rathold Valley to the lowlands north of Catalan. The road is well-patrolled by Viridian troops.

Eorlbane, River (Calm Aquatic): A branch of the Conqueror's River, Eorlbane serves as the northern border of the Troll Fens. River trolls live along its banks.

Erlag, River (Calm Aquatic): Along with its sister river, the Fairgem, this waterway circles a large stand of mighty oaks. Treants live in the forest.

Ered Cantref (Forbidding Mountains, high peak): Known for its abundant outcroppings of fine marble. The only means of traversing this high range is Twinhorn Pass. Lanshen Cap rises to a height of 17,000 feet. **Encounters:** giant eagles, storm giants

Ered Losthain (Rugged Mountains, low peak/high pass): Mountains east of the Old South Road. Many copper mines have been found in this area. The northern reaches of this range span from the Dearthwood near the City State all the way south to the mid Altanis region. Griffons nest in the area near the Wellnigh fields.

Fairgem, River (Calm Aquatic): This river travels from the hills east of Redcliffe south to the Selgat Haven.

Fatherhorn Mountain (Rugged Mountains, low peak/high pass): Great dragons have been sighted near the summit of this great peak.

Fiery Scarp (Forbidding Mountains, high peak): This high and impressive peak is known to be volcanically active, and has erupted several times over the years, showering surrounding lands with ash.

Gasconfold Plain (Grasslands): Nestled to the northeast of Modron, this plain is the home of wild horses and ponies.

Gilring, River (Calm Aquatic): Slow but powerful river drawing from the Estuary of Roglaroon.

Gnarith, River (Rough Aquatic): A rough, fast-flowing river that passes through the rugged country around Castle Gaurdhrakh before joining the River Briskly to the south.

Goodholm Haven (Calm Aquatic, Perilous): A shallow bay, noted for its numerous sandbars and hazardous navigation.

Gorbad Stream (Calm Aquatic): Muddy waterway with beds of shellfish near the mouth of the stream.

Graven Hollows (Gentle Hills, EL 7): Low hills containing the ancient burial cairns of the southern barbarians. Riches and doom abound. **Encounters:** undead of all sorts

Green Gate Passing (Dense Forest): Thick, ancient coniferous woods grow close amid tangled undergrowth. Creatures from the Mermist Marshes are sometimes found here, as are hunters and woodcutters from Dearthmead and Goodhap.

Grimlon Outlands (Moor): Desolate basin north of the Grimlon Plains. It is mostly uninhabited rocky terrain. **Encounters:** basilisks, perytons

Grimalon Plains (Grasslands): Verdant grasslands west of the Romillion Sea's northern tip. It is home of several tribes of Tharbrian nomads. **Encounters:** barbarians, dire wolves, wild herd animals

Hagrost, River (Calm Aquatic, Busy, EL 8): Pirates whom often raid the Estuary of Roglaroon base here in the village of Wormingford. This river joins the River Gilring and thereafter the Estuary of Roglaroon to form the Caravan Crossing River that leads downstream to the City State of the Invincible Overlord. Fish are plentiful in the river and the woods that surround its northern bank are relatively safe. For more information on this area see the Judges Guild product *Pirates of Hagrost*, by Bryan Hinnen and Dan Hauffe.

Harridrim Cap (Forbidding Mountains, high peak): Very high mountain, the top of which looks like a crooked wizard's hat. Rumors tell that caves in the region hide the long-abandoned dwelling place of a cabal of ancient wizards.

Herald Peak (Forbidding Mountains, high peak): The highest peak visible from the City State.

Hetflas Dunes (Gentle Hills): Gentle hills east of the Cloudwalls. Cave entrances lead to underground caverns. **Encounters:** goblins, ogres

Hodar Rapids (Stormy Aquatic, EL8): Wickedly churning waters are what give this mouth of the River Syfwitch its name.

Howling Hills (Rugged Hills, EL 9): Fierce predators prey upon unsuspecting travelers and villagers. **Encounters:** dire wolves, trolls, werewolves

Inflow, River (Calm Aquatic): A muddy shallow river.

Keystone Peak (Forbidding Mountains, high peak): Westernmost peak in the Cloudwall Mountains. Rumors say an item knows as the "Keystone" controls all the dimensional portals in the Wilderlands is hidden around or beneath the mountain. **Encounters:** giant eagles, outsiders of various sorts

Kirmier Stream (Calm Aquatic): A branch of the river Twiling, the Kirmir flows deep into the Graven Hollows burial grounds. **Encounters:** lacedon (ghouls)

Lanshan Cap (Forbidding Mountains, high peak):

Longship Havens (Calm Aquatic, Busy): Inflow from the Winedark Sea. Shallow coastal waters make for easy navigation. The area is used by the Skandiks to build their longships and the seas surrounding the area are constantly patrolled. **Encounters:** barbarians.

Majestic Fastness: The Majestic Fastness is a vast underground complex that is the ancestral home of the dwarves who now occupy Thunderhold. They were driven out of their halls 400 years ago by the great red dragon, Analegorn, and his young who now rule over the dark domain. Analegorn has called to him hordes of evil creatures that guard the hundreds of miles of corridors and deeps of the Fastness and do his will. In addition to being the fiercest dragon living, it is rumored that Analegorn is also a wizard equal to the most powerful archmage. The dwarves of Thunderhold are said to be planning a strike against him to regain their ancestral home.

Majestic Mountains (Forbidding Mountains, high peak, EL 15): The Dwarves of Thunderhold originated at the Majestic Fastness, deep in the Majestic Mountains. However, they were routed by the Dragon, Analegorn and its three young who dominate the mountains to this day. The sides of the mountains, once lush with alpine meadows, still bear the scorching of the assault by the dragons over 400 years ago. Analegorn has not emerged since, but his young can often be seen circling the mountaintops and raiding the local area. Surprisingly, the dragons have not yet led an attack against Thunderhold.

Marling Stream (Calm Aquatic): Fed by the Witches' Court Marshes, the Marling Stream is a grey, lonely river that flows slowly to join the River Briskly.

Merrilin Stream (Calm Aquatic, Busy): Slow stream branching off the river Gilring. Fish are abundant, making fishing this stream quite easy. **Encounters:** scrag (aquatic trolls)

Mermist Marshes (Swamp): Located southeast of the City State, there are many rumors of merfolk associated with this swamp. In the past, the Mermist Swamp was home to refugees from war. Those refugees came to worship a deity called The Toad, the God of the Mermist Swamp. His worship has not spread much past the swamp, but there is a temple to him in the City State. **Encounters:** giant frogs, giant toads, giant slugs, debased fey

Modron, River (Calm Aquatic, Underwater, EL 8): Many sea creatures prowl the deep waters around the city of Modron, sunken ships litter the river bottom, and aquatic adventure abounds for those brave enough to enter the River Modron and the Estuary of Roglaroon. The mer-city of Crespar lies under the water near the city. **Encounters:** mer-elves, sharks, lacedon (ghouls)

Moonraker Moorlands (Moor): These moors are pocked with craters that resemble the surface of the moon in some spots. The Moonraker Moorlands are home to the Moonraker Moor-Folk, a strange bloodline of human believed to be descended from the Orichalan Dragon Kings that once ruled the area where the City State now stands.

Nazhorrow Woods (Dense Forest): A great stand of evergreens north of the River Stillring. Wood elves live in and around the woods. **Encounters:** elk, goblins, mountain lions, wood elves

Neuwag's Neck (Rugged Mountains, low peak): The eastern branch of the Ered Losthain range. Giants live in this area.

Nimbus Tor (Rugged Mountains, high peak): The highest peak in the northern Majestic Mountains is often wreathed in dark clouds and illuminated by lightning.

North Mantle (Grasslands): The flint fields of the Plateau of Bendigroth give way to a richer, loamy soil. It is excellent for agriculture and supports many nomadic Tharbrian tribes. Farther west, the North Mantle grows rougher and more perilous (Viridistan). **Encounters:** nomads, wolves

Old South Road: The only safe overland road south of the City State, this "Old Road" still sees much use, and brigands and highwaymen steer clear of it for fear of reprisal from the Overlord's patrolling Throngs.

Phantom Peak (Forbidding Mountains, high peak): A semi-dormant volcano, occasional bursts of steam released from far below give a haunted, howling wail that can be heard for miles away.

Poreeh Wash (Swamp): Flood plain leading to the Deadroot marsh. **Encounters:** giant mosquitoes

Prydon Plain (Grasslands): Grasslands between the forests of northern Altanis and the Cloudwall Mountains. **Encounters:** dire wolves, wild horses

Quoth, Crossings of: Two natural bridges connecting the Grimlon Outlands with the Stonefolk Plain. The eastern crossing is the home of a two-headed troll that lives under the bridge.

Rathold Valley (Grasslands): This clearing on Emperor's Way was a favored stopping place. It is very level and quite free of debris. **Encounters:** mercenaries, merchants, pilgrims

Ricaridge, Crossings of: Natural land bridges crossing the River Wakeful.

Rocky Rapids (Stormy Aquatic, EL 7): Winding through the Majestic Mountains, the Rocky rapids are treacherous with half submerged rocks and whirlpools all along its path.

Roglaroon, Estuary of the (Calm Aquatic, Busy, Underwater): This great river runs some 120 miles from the City State all the way to the sea. It is almost beach-like from the City State to Modron, where it becomes much deeper. The estuary is patrolled by the sea monster Maelstron, who is rumored to be aligned with the Overlord and to aid him in hunting pirates. How this monstrous aid was gained is a matter of debate and speculation.

Roglaroon, Mouth of the (Rough Aquatic, Busy): This delta is the mouth of the main river feeding the City State. The river is very deep and fast until it reaches Modron to the south, where it shallows out.

Romillion Sea (Calm Aquatic): See Barbarian Altanis.

Rorystone Road: Cobblestone is the main road that runs from the City State all the way to Thunderhold. Patrols search for bandits living in the area that prey on travelers and caravans.

Sabre Scarpe (Grasslands, EL 5): Called such for the razor-like grass growing along the hills. Travelers not taking precautions will take 1d6 slashing damage each turn of travel.

Saddlebow Path: Well worn path from Warwik in the north to Seasteadholm in the south.

Severn, River (Calm Aquatic): This wide, slow river is one of the deepest in the world. The bottom of the river has never been reached in some sections.

Silverwood Valley (Grasslands): The reflected sunlight from the woods to the northwest give this valley a silvery hue. Many ponies and grassland horses live in this valley. There are rumors of unicorns being seen in the valley. **Encounters:** birds with exceptionally bright plumage, fey, giant ants

Smokeweed Fens (Swamp): The leaves of plants in the deepest regions of this swamp fetch high prices for their hallucinogenic nature. **Encounters:** dire crocodiles

South Mantle (Grasslands): See Viridistan.

Steadfast Stream (Calm Aquatic): This small and shallow stream never seems to lose any of it water during the seasons.

Stilling, River (Calm Aquatic): This river starts on the edge of the Nazharrow Woods and ends nearly upon the Howling Hills. In some places river trolls lair near the waters edge. **Encounters:** hunters, river trolls or scrag (aquatic trolls)

Stonecast Stream (Calm Aquatic): This slow meandering stream is a favorite spot for wildlife from the hill regions.

Stonefolk Plain (Rocky Desert): Desolate plain of stone and flint that is very inhospitable. A few tribes of nomads call this area home. **Encounters:** barbarians

Swarthlad Plain (Grasslands): Tribes of nomads call this place home. Some from as far away as Altanis make their way here. **Encounters:** barbarians, cavemen

Syfwitch, River (Calm Aquatic): The woods near this river hold many woodsmen, who have spoken of a "White Robed Witch" who patrols the river. **Encounters:** hunters, rangers, witches

Tharbrian Coast: The northern portion of the region was the landing site of many Tharbrian invasions, and retains its name to this day.

Thunder Crag (Forbidding Mountains, high peak, Giant): A looming peak that overlooks the Kingdom of the Dwarves. The mountain is often circled by black clouds.

Torn, River (Calm Aquatic): Reaching from the Winedark Sea to the hills fifty miles inland, the Torn is a deep and narrow river suitable for most ships

Troll Fens (Swamp, EL 10): Legend has it that the fens are home of a group of stone trolls. **Encounters:** crocodiles, giant frogs

Twilight Road: The northwestern overland route to the City State, Emperor's Way turns into the Twilight Road as it skirts the Troll Fens.

Twiling, River (Calm Aquatic, Busy): A wide, busy river that flows from the heights south of Oakenbridge, ending at the Skandik shipworks near Ossary.

Twinhorn Pass (Forbidding Mountains, high peak, Giant): Two massive, looming peaks guard what is the only safe passage through the northern Cloudwalls. The Twinhorn Gate (2127) polices the pass and charges a toll for travelers, though providing rest.

Wakeful, River (Calm Aquatic): Distilled water from this river has a stimulant quality, and can keep an imbiber awake for long periods of time. Highly addictive.

Wellnigh Fields (Grasslands): Grassy lowlands between the Fatherhorn Mountains and the Graven Hollows. This area is rich with wildlife. **Encounters:** coyotes, mastodons, giant sloths, smilodons

Werewood Crossing (Calm Aquatic): Tales of werewolves roaming these lands have never been proven.

Wildwood (Dense Forest): Thick jungle at the southern edge of the Grimalon Plains.

Willowmead Valley (Grassland): Rich grasslands north of Council Lake, home to nomadic centaurs and often crossed by caravans heading to or from the settlements around the Plateau of Bendigroth. The Grita Heathmen and the folk of Hindfell are often found here, hunting antelope and bison.

Witches' Court Marshes (Swamp, EL 12): The Witches' Court Marshes are a very special and dangerous place. This is where all the evil witches of the world (except for eccentric, Secret Order witches) gather on All Hallows' Eve (the last day of the fifteenth month according to the Commoner's Calendar of the City State) for a massive enclave that serves many purposes. These witches are some 4000 in number, and the power of evil that is concentrated in that one spot that night is truly awesome. The site of the Witches' Court is protected all year around by the Kanak'raudak Dogorn ("Mystic Mother/Guardian"), the leader and most powerful of all the evil witches that congregate there. The Marmon Hags (see Viridistan) do not take part, however. It is a nexus point between this world and Hell, making the summoning of demons and devils by the Kanak'raudak Dogorn a very easy thing. The current Kanak'raudak Dogorn is a witch named **Mordridda** (Female Human LE Wit19/Thaumaturge 4; *levitation cape, magic wand of icicles, skull of withering*, ring bearing the seal of the Kanak'raudak Dogorn). Her main apprentices are **Thungra** (Female Human LE Wit17, *snake rod, spell weird*), Karallna (Female Human LE Wit11), **Zarbell** (Female Human LE Wit9), **Dorkalla** (Female Human LE Wit8) and **Thornessa** (Female Human LE Wit7). She has a personal bodyguard of **8 glabrezu demons** (CR 13; hp 174). For more information on the Witches' Court Marshes, see the Judges Guild product *Witches Court Marshes* by Bryan Hinnen.

Witches' Court Marsh

Wizard's Web Crossing (Dense Forest): A tangle of massive evergreens spans the river Torn at this point. Who built the crossing is unknown, though there is no doubt that the great trees were woven together in this manner using great magic.

Wormshead Point (Rugged Mountains, low pass): High cliffs allowing a person to view Brezal Isle. Many sea birds nest in the cliff face.

Specific Locations

0102 Minotaur Lair (EL 9): Hidden amongst the rocky crags and inlets of this beach coast are **Badakg** (Male Minotaur; CR 4; hp 60) and his **5 minotaur brothers** (CR 4; hp 39 each). The minotaurs entertain themselves by leaving broken sea chests near the entrance to lure the curious. They leave copper bits strewn about to lead the victims into their well-devised labyrinth of sea stone and deadfalls. The deepest cave contains a nest with 9,280 sp, 10,420 cp, a *wand of detect magic* (22 charges), *potion of cat's grace, ioun stone* (clear spindle), and a *hand of the mage*.

0107 Coven of the Shrouded Moon (Citadel): Magical; AL NE; TL 4; 100 gp limit; Assets 1,600 gp; Population 320 (80 War1-2 men at arms constitute the garrison of the citadel; from 1-6 witches [Wit1-6] can usually be found here; some 240 Com1-2s serve as mundane servants or farmers in the region under the protection of the citadel); mixed (human 79% [mostly Tharbrian, some Alryan], goblin 9%, half-orc 5%, orc 3%, others 4%); *Authority Figure:* Marsine, female Tharbrian CE Wit7. *Important Characters:* Cranak, male Tharbrian CE Wit4 (being groomed by Mordridda to replace Marsine); Holt, male half-orc CE Rog7 (leader of the coven's laborers).

Marsine has been charged by Mordridda to gather supplies for the annual All-Hallows Eve celebration of dark wizards at Witches' Court Marshes. She harbors a small coven of witches, providing shelter for those traveling to the evil celebration. Marsine is jealous of her authority and any witch who attempts to stay at the citadel for an extended period of time and who seems powerful enough to threaten her authority is killed.

0109 Wereboar Lair (EL 11): Thriving here in the tall grass plains, a gruff clan of **16 wereboars** (CR 3; hp 22 each) has erected an earthen palisade. Cult-like and closed to outsiders, they live a very strict and limiting existence, not wanting to spread their disease to others. **Bringham,** their leader believes that by separation from common society, they may escape oppression by lycanthrope hunters who do not understand the nature of their illness and would seek only to destroy them. Within their possessions are a wool tapestry (500 gp), silver-plated steel longsword (700 gp), brass chalice with gem-encrusted inlay (500 gp), blue sapphire pendant on silver chain (1,200 gp), gold idol (600 gp), and a silver bracelet with black pearl inlay (550 gp).

0115 Grita Heath (Hamlet): Magical; AL CG; TL 4; 100 gp limit; Assets 1,375 gp; Population 440 (Able bodied 110); Isolated (human 81% [Garmani, see below], elf 10%, half-elf 5%, others 4%); Resources: Spices. *Authority Figure:* Yirnen Iskarban, male human [Garmani, see below] LG Clr7. *Important Characters:* Lindoras, male elf [grey] LG Ftr4; Farlawen, female elf [grey] LG Clr4 (Lindoras and Faralwan are innkeepers and leaders of the local elven community); Warno Armstrong, male Garmani LG Ftr7 (toolmaker); Valni Smith, male Garmani CG Ftr4 (blacksmith); Timid Jon, male Garmani N Rog2 (tanner); Yirmaiah Miller, male Garmani CG Ftr3 (miller); Brockman Carter, male Garmani CG Ftr4 (cart builder).

Settled around 462 BCCC by the hero Garman Twin-Swords, the history of this ancient village has been dominated by its proximity to the Witches' Court Marshes. Grita Heath lies on the southern reaches of the Plateau of Bendigroth on the grassy South Mantle, northwest of the Witches' Court Marshes. In 1462 BCCC, a wandering cleric named Sengralli and his followers came to the village. He was of such great wisdom and charisma that he converted the whole village to worship of one all-powerful, all-knowing god. This religion has no title and the god has no name, but it is similar in many ways to Mycr. Since that day, the village has continued to worship the One God. The village leader (called the "Yirnen") is a hereditary title passed from father to eldest son of the line of Sengralli. The people of Grita Heath are known as Garmani Heath-folk, and speak both Viridian and Garmani, their own tongue. They look like Antillians, having been descended from an ancient Antili tribe.

Grita Heath is allied (and now intermingled with) the Garman Citadel (0216), and there is great trade and friendship between the two locations. The Heathmen of Grita Heath use the same calendar as found in the City State. Both Grita Heath and the Garman Citadel have negotiated with the nearby witches, each sending one representative for an annual parley. The witches were quite willing to tolerate the village and the citadel so long as all hunting, foraging and herding avoided the marshes and that no harm was done to passing witches. The evil wailings from the witches' rituals in the marsh on All Hallows' Eve can be heard in the village. In fact, the current site of Grita Heath is not its original site — the original site having been abandoned after its first year when the people of the village went to investigate the wailing on All Hallows' Eve and were destroyed and the village subjected to fires and lightning and a foul black wind. Scattered survivors were chased by demons. The old site was abandoned and a new village built. Since that time, no one leaves the village on All Hallows' Eve. As a result of a negotiated pact, the witches agree not to harm any villagers who are either indoors or in designated pens at night.

A result of a recent miracle, Grita Heath is the only known supply of Thirnya Spice, which is prized heavily in Viridistan as it requires only the smallest pinch of spice to preserve a large portion of food. A merchant from Targnol Port (Viridistan) struck a deal with the elders of Grita Heath and sends an annual wagon loaded with grain in exchange for the spice. The seeds of the plant that grow the spice will not grow in any soil other than the soil of Grita Heath and were a gift from the One God. The Thirnya Spice is now the village's main crop, and has drawn the attention of the Emperor. The village now pays tribute to Viridistan.

Strangely, the danger due to their proximity to the evil witches has also been their greatest protection. Grita Heath

has been mostly left alone. Raiding gnoll bands during the Gnoll Times mysteriously disappeared and marauding armies have always given wide berth to the village and the marsh.

For more information on Grita Heath, see the Judges Guild product *Witches Court Marshes* by Bryan Hinnen.

0117 Lair of the Hill Giants (EL 11): These rocky hills near Grita Heath house the lair of the **hill giants, Hokashka** (CR 7; hp 144) and his **three sons** (CR 7; hp 102 each). Hokashka is ignorant and cruel, hurling boulders at woodsmen and the like who trespass upon his land. Hokashka and his boys often serve as muscle for the witches of the marshes to the northeast, solving problems with brute strength, that magic does not sublimely master. As gift for his loyalty Hokashka has been given a *necklace of fireballs (type III)* by the witches to use against any spell caster impetuous enough to use *fireballs* upon him or his sons. In their bags is a total of 3,000 gp, a *potion of levitate*, an *arcane scroll of 2 spells (ventriloquism* and *identify)*, and a *ring of protection +1* inscribed "Aethershield".

0122 Caelam (Small Town): Nonstandard; AL CE; TL 4; 800 gp limit; Assets 49,000 gp; Population 1,960 (Able bodied 490); Mixed (human 79% [mostly Tharbrian, some Altanian], half-orc 9%, orc 5%, goblin 3%, others 4%); Resources: Pelts. *Authority Figure:* Jiralmar, male Tharbrian N Rog16. *Important Characters:* Lise, female human NE Rog6/Asn8 (Black Adder spy against Jiralmar).

Caelam is a center for fur trappers and beast hunters working the Hoary Mountains to the west and the Stonefolk plains to the northeast.

0125 Southguard Castle (Castle): AL N; TL 4; 200 gp limit; Assets 5,200 gp; Population 520 (Able bodied 140); isolated (human 96% [mostly Tharbrian and Alryan, some Altanian], others 4%). *Authority Figure:* Davern, male Tharbrian N Ftr6. *Important Characters:* Tolkar, male human CE Ftr4 (lieutenant of the castle guards).

Shah Drong Dirkha's (see Viridistan, hex 3228) predecessor appointed Davern. The shah is grooming Tolkar to replace Davern by assassination. The castle guards the southern approaches to Grimlon and acts as a rally point for the Crossing of Quoth. They are currently under siege by a tribe of hobgoblins.

0125 Hobgoblin Lair (EL 14): This camp is well organized and smoke can be seen from distances of a mile away. The Rusted Axe Tribe of **120 hobgoblins** (CR 1/2; hp 5 each) and **20 worgs** (CR 2; hp 30 each) are led by a powerful hobgoblin fighter named **Marrgrek** (Male Hobgoblin Ftr7/Rog1; CR 8; AL LE; Str 13, Dex 14, Con 13, Int 10, Wis 10, Cha 10; *+1 longsword,* studded leather, small steel shield, 2 javelins) and maintain strict discipline, as evidenced by well organized patrols of worg-mounted sentries. They attempt to surround and capture anyone coming into contact with them, though they can be bought off if tribute in coin or gems is paid for the "right" to cross "their" land. Treasure, in the form of material goods looted from passing caravans and travelers is abundant in their camp. The camp contains 5,000 gp of material goods, gems (deep blue spinel [550 gp], red garnet [60 gp], red spinel [130 gp], 2 bloodstones [20 gp]), and an *amulet of proof against detection and location* embossed "Stealth Net."

0134 Lair of the Salamanders (EL 8): Sweltering heat pours off the sparse grasslands causing many travelers upon this plain to believe they have seen beings of pure fire stalking the land. Their water-parched vision is closer to the truth than they could possibly imagine, for the geothermal mud flats of the region are home to **3 salamanders** (CR 5; hp 38 each) exiled from the Demon Empire with the sole purpose of inflicting pain and torture on such weary travelers. Accumulating some bit of wealth, the strongest of the band has made good use of a *+1 longspear* with which he skewers his prey.

0203 Temple of the Storm Father (Hamlet): Magical; AL LG; TL 4; 100 gp limit; Assets 1,400 gp; Population 280 (Able bodied 70); isolated (human 96% [mostly Skandik, some Tharbrian], others 4%); Resources: Castle. *Authority Figure:* Vordun, male Skandik LG Clr6. *Important Characters:* Nardin, male Skandik NG Exp4 (captain of the temple's longships, heads up rescue attempts).

This castle is a temple of Odin established by the faith to aid survivors of shipwrecks along this coast. It is only safe haven for a hundred mile of coastline. Vordun runs the temple efficiently but yearns to be transferred to a temple in a more settled area.

0206 Giant Ant Lair (EL 11): The plains of this region are desolate indeed, having been stripped to the root of nearly anything of nutritious value, save the short grass. The reason for this becomes apparent as one notices the 30-foot tall reddish brown mound of boulders and earth rising from the flatness of the middle distance. The **giant ants — 32 workers** CR 1; hp 9 each), **3 soldiers** (CR 2; hp 11 each), and a **queen** (CR 2; hp 22) that built this mound work round the clock foraging for food, which means hapless wayfarers, as the pickings have been slim for some time. A 10-foot wide hole atop the mound drops 60 feet into their warren of tunnels. Shiny things collected by her workers surround the queen, guarded by three soldiers. The bones of several beings may be found with valuables totaling 2,304 gold.

0210 Havocia (Hamlet): Nonstandard; AL N; TL 4; 100 gp limit; Assets 1,938 gp; Population 620 (Able bodied 155); Mixed (human 79% [mostly Tharbrian, Skandik and Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Flint. *Authority Figure:* Gartang, male Tharbrian LG Ftr4. *Important Characters:* Thranal, male dwarf LN, Exp4/Ftr2 (master quarryman).

Havocia is the center of an extensive network of quarries scatted along the south mantle. It supplies the dwarven market town of Elixer with flint and stone. Havocia possesses little more than housing and taverns for the quarry workers and nearly everything has to be transported in from Elixer. Lord Gartang has been appointed by Thunderhold to oversee the quarries and to ensure the safety of the caravans.

0216 Garman Citadel (Citadel): Conventional; AL CG; TL 5; 100 gp limit; Assets 471 gp; Population 173 (30 War2s and 10 Ftr2s constitute the garrison of the citadel; the other 130 or so inhabitants are Com1-2s); isolated (human 96% [almost exclusively Garmani, see Grita Heath, hex 0115, above], others 4%). *Authority Figure:* Arahall,

male Garmani CG Ftr5 (Warlord of the citadel). *Important Characters:* Targull, male Garmani LG Clr3 (the One God of Sengralli and minister to the citadel's inhabitants); Baummuth, human Garmani CG Ftr4 (smith); Karl Swimmer, male Garmani LG Ftr3 (miller); Askarran, male Garmani N Ftr2 (horse breeder).

The Garman Citadel was founded by followers of the hero Garman Two-Swords many years ago, approximately the time of the founding of Grita Heath (0115). For years, the village and the citadel had no idea of the other's existence — fear of the witches prevented either from traveling fully through the marshes to the other side — though they lived only twelve miles from one another. In the same year that the priest Sengralli arrived at Grita Heath, a group of horsemen from the citadel encountered a hunting party from the village. They noticed their common heritage and quickly formed an alliance. The worship of the One God (see Grita Heath) has spread to the citadel and intermarriage between the warriors of the citadel and the women of the village occurs regularly, though the number of warriors remains at 40, while the village increases in size. A cart trail has risen between the two locations and both prosper beneath the shadow of the nearby witches. The citadel today is an extension of the village.

The citadel itself is located on the very southwestern edge of the marshes on a small island. There is a bridge on both the east and west banks of the island. The bridge is stone, but its planks are wood and may be removed by the men of the citadel if attack is imminent. The citadel is surrounded with a formidable earthen fosse with sharpened wooden stakes and traps further protecting the settlement. Inside the fosse is a 100-foot tall tower of close-fitted masonry, 50 feet square at its base and broadening to 70 feet square two-thirds of the way to the top. The roof of the tower is flat and made of wood covered with thin shale and surrounded with a crenellated wall. Attached to its base on the north and south side are two blockhouses of fireproof tile and heavy timber. The tower and the blockhouses have arrow slits on their top most floors. There are many rumors how such an impressive edifice came to be raised in such a backwoods community. The most popular story is that it was conjured by a witch for her lover. Others say it was built long ago and the original owners were stricken with disease.

For more information on the Garman Citadel, see the Judges Guild product *Witches Court Marshes* by Bryan Hinnen.

0219 Lair of the Medusa (EL 10): In these plains, located south of the Witches' Court Marshes lies an abandoned temple to some unknown god. The ruins are over 1000 years old, and their origin cannot be determined, though artful statues of men and animals line the ancient streets. Within the stones and columns is the lair of **3 medusa sisters** (CR 7; hp 33 each). They hate the witches to the north, and will bargain with explorers who can withstand their initial encounter. The medusae know the byways and ruins well, and seek to avoid hand-to-hand combat if possible. Over 40 statues of warriors and companions lie within the ruins, victims of their gaze. While little treasure is present, one medusa has a potion of *stone to flesh* with which she will bargain for magic weapons or her life, if necessary. They have accumulated 1,000 gp, 150 pp, 5 blue quartz (10 gp), and a silver comb with moonstones (900 gp).

0225 Lair of the Ogre Magi (EL 12): The headwaters of the River Erlag flow from a deep cave. This cave is the lair of **4 ogre magi** (CR 8; hp 37 each). The ogre magi do not appreciate intrusion by lesser beings, and fight fiercely to defend their lair. Only rarely (25% chance), do they pursue intruders that flee. They sometimes set up a merchant's tent near a trail and pretend to be selling sour apples to dupe victims. Within their lair is a treasure consisting of 5,000 gp in coins and equipment. One of the ogre mages wears a pair of gauntlets *of swimming and climbing*.

0229 Lair of the Lizardmen (EL 11): Living in mud and wattle huts along the Erlang river, this small tribe of **30 lizardfolk** (CR 1; hp 11 each), led by **Hearunae** (Male Lizardman Drd4; CR 5; Str 13, Dex 10, Con 13, Int 10, Wis 13, Cha 10; greatclub, 2 javelins) and **Ywanya** (Male Lizardman Drd4; CR 5; Str 13, Dex 12, Con 13, Int 11, Wis 13, Cha 10; greatclub, 3 javelins) make their living trading fish with the villagers of Jasmyrin, who take their dried and salted fish in return for javelins and machete's of copper, as the copper blades have more value to these generally peaceful reptilians.

0231 Jasonyria (Village): Nonstandard; AL N; TL 5; 200 gp limit; Assets 6,300 gp; Population 1,008 (Able bodied 252); Integrated (human 37% [Mostly Tharbrian and Alryan, some Altanian], elf [high] 20%, half-elf 18%, halfling 10%, dwarf 7%, others 8%); Resources: Silk. *Authority Figure:* Nativad, male human NE Rog5/Ass2. *Important Characters:* Orliniel, male elf [high], CG Exp9/Wiz2 (head master of the Silk-Growers Guild); Tilnal, female half-elf, NG Rgr4 (ranger captain of the town).

Jasonyria supplies the elven town of Actun (Barbarian Altanis) with silk. Nativad is a long-term agent of the Black Adder and recently managed to be appointed governor of the town by Lord Redon of Actun. He is secretly trying to break the town away from Actun and send the silk to Grimlon and Viridstan. The caravans from Jasonyria are often troubled by the Orcs of Plychen (Barbarian Altanis).

0301 The Isle of the Twelve (EL 24): Twelve 120-foot tall bronze statues of the gods Thetis, Ino, Oceanus, Tethys, Amphitrite, Doris, Triton, etc. stand on this isle. There is a door set into the right foot of the statue of Thetis (Search check DC 25 to locate). Inside the statue of Thetis are the following: 46,000 gp, 3,200 pp, 12 amethysts (125 gp each), 14 aquamarines (350 gp each), 8 red spinels (200 gp each), 6 emeralds (1,000 gp), 6 platinum saucers (300 gp each), 12 gold idols of various gods (1,500 gp each), sapphire encrusted anklet (2,500 gp), 4 brass tankards with amber encrusted tops (900 gp each), 15 drams of perfume (95 gp each), 21 vials of scented oil (50 gp each), *ring of protection +2, ring of wizardry III, rod of cancellation, rod of thunder and lightning, ring of shooting stars, manual of bodily health +2, robe of the archmagi, +3 flaming short sword.* If the secret door in the Thetis statue is opened or the treasure disturbed, the statue of Triton animates and attacks.

Bronze Statue of Triton: CR 24; SZ C Construct; HD 54d10; hp 540; Init –1; Spd 20 ft. (can't run); AC 36 (-8 size, -1 Dex, +35 natural), touch 1; flat-footed 34; BAB +32; Grap +48; Atk colossal trident +50 melee (4d8+18*, crit 19-20) or slam +50 melee (4d6+18, crit 19-20); Full Atk colossal trident +50 melee (4d8+18*, crit 19-20) or 2 slams +50 melee (4d6+18, crit 19-20); Reach 40 ft. by 40 ft./25 ft.; SA improved critical (slam, trident), conch-shell horn; SQ construct, magic immunity (electricity slows for 3 rounds, fire cures 1 point of damage per 3 points dealt), damage reduction (50/+3), rust vulnerability; AL N; SV Fort +18, Ref +17, Will +18; Str 47, Dex 9, Con — , Int — , Wis 11, Cha 1.

*Triton deals 4d8+27 points of damage with his trident if wielded two-handed.

SA — Conch-Shell Horn (Su): Three times per day, Triton can sound this horn. Creatures with 10 or more HD and within 500 feet that hear the sound must make a successful Fortitude save (DC 37) or be stunned for 1d4+2 rounds. Creatures with 9 or fewer Hit Dice are automatically stunned for 1d4+2 rounds. Being inside the Thetis statue does not prevent this attack.

0312 Nightsword Castle (Castle): Conventional; AL LE; TL 4; 200 gp limit; Assets 4,800 gp; Population 480 (100 War2s, 15 Ftr2s and 5 Ftr4s [all LE] constitute the armed force of the castle; some 360 Com1-3s live in or around the citadel serving as mundane servants or farmers; a few Adp1-3s or Sor1-3s may be found as well); isolated (human 96% [mostly Skandik and Tharbrian], others 4%). *Authority Figure:* Princess Tadukhippa, female human LE Ftr8. *Important Characters:* Dan'n the Rotund, male Karakhan LE Mnk7 (companion of Princess Tadukhippa and mysterious warrior from the far east, seeks a man named Subanti).

Princess Tadukhippa is an evil and cruel Dame who is the leader of Mordidda's warriors. The dwarven trade routes that cross the Plateau of Bendigroth are to the north of the castle. Princess Tadukhippa engages in selected caravan raids to enrich her coffers. She skillfully limits her raids so she doesn't provoke Thunderhold or the Overload into retaliating.

0312 Catoblepas Lair (EL 8): An area of swampy wetlands amongst the rolling green plains is home to this cunning pair of deadly beasts — **2 catobleplas†** (CR 6; hp 51 each). Not ones to go out of their way to look for trouble, they sneak around submerged in their muddy lair waiting for travelers to become separated in their bogs, attempting to kill them silently with their deadly gaze before dragging them under a fallen log or shallow pool to cure. Hidden within their lair under a stand of drowned trees are the remains of a halfling rogue who found the water too deep and the trail to difficult to pass, his treasures wrapped in a sealskin pouch. These include 800 gp, 3 fresh water pearls (13 gp each), a *potion of intelligence*, and a *potion of lesser restoration*.

0314 Aerie of the Griffons (EL 11): A rocky outcropping rising from the plains is home to this pride of **14 griffons** (CR 4; hp 59 each). Six of the beasts are always found in the cave beneath the outcropping guarding the young of the pride, while the females fly patrol and hunt in daylight, the four males of the pride hunt only at night preferring brute strength and surprise to the gang tactics of the females. The Griffons fiercely defend their area but are smart enough to flee when confronted with strong adversaries.

0324 Crescent-thorn Citadel (Citadel): Magical; AL N; TL 4; 40 gp limit; Assets 80 gp; Population 48 (12 elf Ftr2s constitute the garrison of the citadel; the balance of the population lives in or around the citadel and are Com1-2s as mundane servants, farmers or craftspersons; normally, 1-3 visiting wizards (Wiz1-3) can be found here at any time); integrated (elf 37% [mostly high], half-elf 20%, human 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Nyneave, female elf [high] N Wiz5. *Important Characters:* Conner, male elf N Wiz4 (Nyneave's second in command).

This small and relatively new citadel was established by the elven lady Nyneave.

0324 Crescent-thorn Citadel

She commonly receives low-level wizards as well as elves from the city of Actun (Barbarian Altanis) to the south. Mordilla of the Witches' Court Marshes is not aware of this new citadel. It is certain that Mordilla will attempt to destroy it as it is too close to their lair for her liking (see the Witches' Court Marshes). Lady Nyneave takes little interest in the conflict between the trappers and Lady Tenave (0420) and often buys components from the trappers and rangers both.

0324 Dire Wolves Den (EL 9): Near the Crossings of Quoth is a series of rocky hills. These hills are greatly feared by travelers, as the hold some of the fiercest packs of **dire wolves** (CR 3; hp 45 each) in the region. These wolves hunt men, having grown accustomed to the taste of human flesh after dining on the remains of a caravan killed by bandits. Though many wolves roam the region, they tend to travel in packs of eight individuals.

0328 Shavenoar (Hamlet): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,750 gp; Population 560 (Able bodied 140); Mixed (human 79% [mostly Tharbrian, some Skandik and Alryan], elf 9%, half-elf 5%, halfling 3%, others 4%); Resources: Copper. *Authority Figure:* Markant, male human CG Ftr5. *Important Characters:* Dobarnt, male human, LN War3 (the constable of the hamlet); Arnsen, male human, N Exp4 (the leading merchant exporting the copper and much despised.

Shavenoar has copper mines throughout the southwestern Grimlon Outlands. To avoid the Gnolls of Skaney, Shavenoar has a small landing on the river Erlag to ship copper to the River Fair Gem to Actun. Markant is the chief over all the mining gangs. Markant is known as an elf-friend for saving the niece of the Redon the ruler of Actun.

0330 Tirantal Keep (Citadel): Conventional; AL LE; TL 4; 100 gp limit; Assets 1,200 gp; Population 240 (40 War2s, 15 Ftr2s and 5 Ftr3s constitute the forces under Carolin's control; the balance of the 180 residents are Com1-2s who are mundane servants, farmers or craftspeople); isolated (human 96% [mostly Tharbrian and Alryan, some Skandik], others 4%). *Authority Figure:* Carolin, female human LE Ftr5. *Important Characters:* Ganon, male human NG Ftr5/Rgr2 (son of displaced prior lord of the keep).

Carolin and her forces seized this citadel eight years ago. Its previous owner, Lord Bennett, was allied to Actun. Bennett's son, Ganon, now resides in Actun and is attempting to put together an expedition to retake the citadel with what little gold the family has. Carolin contests control of the river with Actun but currently Actun has the upper hand.

0335 Centaur Lair (EL 10): Calling this forested river valley their home, **12 centaurs** (CR 3; hp 26 each) of the Iron Hoof Centaur Tribe hunt and live in primeval dominance of all other creatures within their hunting grounds. Closely attuned to their surroundings and keeping good relations with the local druids, the Iron Hoof Tribe are careful not to over hunt their land, and send vicious warnings to hunters and fur trappers entering their land without first paying them well in silver or trade goods. A smart hunter pays the Iron Hooves fee for hunting on their land and a foolish hunter's scalp lock adorns the lance of the Iron Hooves chief **Daranaryn Dancing Tail** (Male Centaur Rgr5; CR 8; AL CG; Str 22, Dex 20, Con 17, Int 8, Wis 14, Cha 8; masterwork longsword, mighty composite longbow [Str +6], 20 masterwork arrows, *potion of cure light wounds, eyes of the eagle, +1 studded leather)*. Their combined hoard contains 16,000 sp, 4 white opals (1,200 gp each), *potion of intelligence, potion of enlarge* (5th level), *wand of summon monster I* (50 charges, caster level 9th).

0402 The Greenhold (Citadel): Conventional; AL LG; TL 3; 100 gp limit; Assets 600 gp; Population 120 (10 War2s serve as a garrison to the citadel and a group of 20 Rgr1-2s patrol the woods; the balance of the population are Com1-2s serving as mundane servants, farmers and craftpersons); integrated (human 37% [mostly Tharbrian and Alryan], half-elf 20%, elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Marsin, female Tharbrian LG Rgr5. *Important Characters:* K'Kolt, male Ghinoran NG Bbn6 (Marsin's friend and trusted companion, from the Elphand Lands).

Marsin and her rangers patrol the woods to the south of the citadel and 10 miles of coast to the east and west. Currently Marsin sends supplies to Lady Tenava (0420) to aid in her war against the trappers of Caelam.

0403 Treant Grove (EL 15): Industrious in their care and tending for the trees of their grove, these **15 treants** (CR 8; hp 66 each) are friendly to those who do not cut the wood, especially those who carry no axes. They suggest alternate routs through their forest and lead lost travelers to safer paths. On the other side, they deal harshly with those who wield fire and cut the wood of their forest, surrounding them with animated trees and fighting bravely against those they deem threatening and evil such as orcs and their ilk. An evil druid once thought to impress his will upon the kindly treants, and found them to be less malleable than he had expected. His remains are buried under a mossy stone near the treants' Gathering Grove, his equipment still intact. Near the body are 400 pp, an *arcane scroll of one spell* (*minor image), potion of cure moderate wounds*, *bracers of armor +1, +1 small wooden shield, +1 scimitar* named "Thorn", *arcane scroll of one spell (ray of enfeeblement)*.

0414 Kobold Lair (EL 18): The largest hill overlooking the Witches' Court Marshes is riddled with the mines and halls of this warlike band of **300 kobolds** (CR 1/6; hp 2 each). They are led by **22 subchiefs** (Male Kobold War3; CR 2; hp 12 each; AL LE; Str 10, Dex 13, Con 11, Int 10, Wis 10, Cha 10; leather armor, halfspear, light crossbow, 20 bolts) and **11 chiefs** (Male Kobold War4; CR 3; hp 22 each; AL LE; Str 11, Dex 13, Con 12, Int 11, Wis 10, Cha 10; leather armor, halfspear, light crossbow, 20 bolts). The main witchdoctor is **Gragulak** (Male Kobold Sor6; CR 6; hp 15; AL LE; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 13; dagger, light crossbow, 20 bolts, *potion of cure moderate wounds, bracers of armor +3,* pouch with 150 gp). The Kobolds whose master Gragulak pays homage to the Witches of the marsh, often sends his young scouts to act as soldiery to them should the need arise. Gragulak greatly fears the witches as he understands their immeasurable powers, and wishes someday to be considered equal to them in spell casting abilities. His sly folk mine deep for platinum beneath their complex, and dive for black pearls in an underground lake at the roots of the hill. Gragulak trades the pearls to the witches for scrolls and other magical trinkets

that tickle his fancy as the witches use his folk's pearls in their divination magic. The upper levels of their lair are filled with nasty and devious traps ranging from tilting floors dropping hundreds of feet into the earth, to scything blades and dragon faces that spit alchemical fire. Their treasure consists of 1,000 gp, 23 black pearls (300 gp each), *wand of shatter* (45 charges) named Breaker, and a *ring of wizardry I* inscribed "Mentalist".

0420 Citadel of Tenava (Citadel): Conventional; AL CG; TL 4; 100 gp limit; Assets 800 gp; Population 160 (20 War2s guard the citadel while 10 Drd1-2s and 10 Rgr1-3s are devout followers of Tenava; the balance of the population are Com1-2s serving as mundane servants, farmers or craftspersons); integrated (human 37% [mostly Tharbrian, some Skandik and Altanian], elf [mostly high, some gray] 20%, half-elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Tenava, female Tharbrian CG Ftr6. *Important Characters:* Marli, female half-elf CG Rgr3/Wiz3 (Tenava's companion, aid her in leading the fight against the trappers).

Lady Tenava leads a small group of rangers and druidic followers against the trappers working the StoneFolk Plain. They also protect the barrows and statues dotting the plain from adventurers who would despoil them. Shah Drong of Grimlon has placed a substantial price on Lady Tenava's head. Lady Tenava has taken as her mission the destruction of the trappers.

0428 Skaney (Village): Conventional; AL N; TL 6; 200 gp limit; Assets 7,100 gp; Population 1,136 (Able bodied 284); Isolated (Gnoll 96%, others 4%); Resources: Furniture. *Authority Figure:* Foxiling, male Gnoll N Ftr4. *Important Characters:* Dakling, male gnoll N Exp2 (the best woodcarver in the burrow).

Foxiling was made leader six years ago when his predecessor was killed when their village was raided. The Gnolls of Skaney have developed woodworking into a high art, lining their burrow with furniture and woodwork of a high quality.

0431 Lair of the Basilisks (EL 9): Along the banks of the elvenstar River, past its confluence with the River Erlag is a series of caves. Many of these are simple dead ends, other act as nesting grounds for various fauna, and some are hideouts for the children of the village of Charnock. One set of caves contains something infinitely more deadly. **Four basilisks** (CR 5; hp 45 each) have made a nest in a large cave along the river. Animals avoid the area, though the entrance is littered with what seems to be broken pieces of statues… perhaps appearing as some ancient ruin or archeological discovery. Their lair contains no treasure; however 6 basilisk eggs are present, as one pair has recently mated.

0504 Unicorn Lair (EL 5): Two rival unicorns (CR 3; hp 42 each) inhabit the southern edge of this coastal woodland. They are unfriendly to each other. They will only allow females to approach them. Naturalists claim that unicorns are the repositories of goodness and if any mortal touches them except a chaste female the good gods will lose a portion of power and the evil gods will gain an equal amount. Killing a unicorn has double this affect. They stop short of fighting, but otherwise act unfriendly to one another.

0510 Greybeard (Small Town): Conventional; AL N; TL 5; 800 gp limit; Assets 44,500 gp; Population 1,780 (Able bodied 445); Mixed (human 79% [mostly Tharbrian and Skandik], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Tin. *Authority Figure:* Rabagan, male Tharbrian CG Wiz8. *Important Characters:* Gurngli, male dwarf N Exp4 (the lord miner who mistrusts Rabagan because of his wizardly ways). Vanon, male human, NG Ftr6 (Rabagan's idiot but good-natured bodyguard, Str 20, Int 8).

Greybeard supplies Thunderhold with tin from its mine via the market at Elixir. Several years ago Rabagan saved the town from a marauding army of Kobolds (0414). His natural charisma was able to unite the town and defeat the kobold army. A grateful town and some generous concessions from Thunderhold persuaded Rabagan to stay on as lord governor of the town.

0512 Wild Pigs (EL 10): The wild pigs of the region provide good sport for the villagers of Greybeard. Each winter, a contest is held to see who can bring back the biggest pig. Sadly, it is sometimes the pigs that do the hunting. There are **22 wild pigs (boars)** (CR 2; hp 22 each) in the area. They eat anything they kill.

0515 Castle of Gaurdhrakh (Castle): Conventional; AL LE; TL 4; 200 gp limit; Assets 4,800 gp; Population 499 (70 Ftr1s, 15 Ftr3s, 5 Ftr5s, 25 Clr2s and 5 Clr4s [all LE and well-trained] constitute the Dark Lord's force; the balance of the population are Com1-2s who are ill-treated mundane servants, farmers and craftspersons); isolated (human 96% [mostly Tharbrian], others 4%). *Authority Figure:* Dark Lord Gaurdhrakh, male Tharbrian LE Ftr8. *Important Characters:* Abbot Belendrow, male Tharbrian LE Clr6 (Iskallissis; see below).

The Dark Lord Gaurdhrakh is allied with Mordidda, the Kanak'raudak Dogern of the Witches' Court Marshes, and regularly attends the gathering on All-Hallows Eve. She will come to their aid with all eight of her personal demon-guards. In return, the Dark Lord spreads awesome and frightening rumors of the marshes and the great power of their evil. Local herdsmen supply the castle with meat, leather and wool in exchange for crafted items such as tools and weapons. All of the denizens of the castle worship the local god Iskallissis (LE, domains: War, Evil, Law; Divine Rank 1), a demigod who was once an anti-paladin in the service of the witches who long ago was rewarded with divine (or infernal as the case may be) ascension on his death. A richly decorated chapel in the main keep holds services on nights of the full moon. The Dark Lord and his men oppress the 379 dependants, who are cruelly treated. The citadel itself consists of four 60-foot high circular towers that are 20 feet in diameter at the corners of a rectangular courtyard enclosed by a 50-foot high curtain wall with barbettes every 100 feet. The area enclosed is 300 feet east to west and 200 feet north to south. In the center of the south wall is a gatehouse with two large towers, a drawbridge and two sturdy portcullises. Built against the inside of the curtain wall are various wooden and stone structures: stables, living quarters, storehouses, shops, etc. A Great Keep stands in the center of the courtyard, 80 feet height and 40 feet in diameter with a well and many storerooms for emergency provisions. The men of the keep are well armed and armored and are trained to fight on foot or mounted. Repeated attacks from the kobolds (0414) and the gorgons (0614) keep them in fighting trim.

For more information on Castle of Gaurdhrakh, see the Judges Guild product *Witches Court Marshes* by Bryan Hinnen.

0531 Charnock (Small Town): Conventional; AL N; TL 4; 800 gp limit; Assets 47,000 gp; Population 1,880 (Able bodied 470); Mixed (human 79% [Mostly Skandik and Tharbrian], half-elf 9%, elf 5%, halfling 3%, others 4%); Resources: Lead. *Authority Figure:* Tovekerd, male human CE Rog9. *Important Characters:* Xali, male gnoll, Ftr3 (Tovekerd's gnoll enforcer from Skaney); Sanuel, male human LN Ari3/Ftr6 (the last surviving scion of the old noble houses. He keeps himself hidden for the time being).

Tovekerd, the leader of the Red Reavers, controls Charnock and its lead mines. He rules the town with a heavy hand. His secret police, known as the Red Hands, is patterned after the Black Adders of Viridstan and the Black Lotus of City State. Recently his control over the town has improved with the establishment of trade with Antil. Tovekerd has replaced much of the old nobility with local flunkies and now with the increased trade he is able to reward them. Currently Tovekerd wishes for the utter destruction of Actun and is also finding a way to get out from the under the thumb of the World Emperor.

0533 Tiger Den (EL 12): At the edge of the marshy Wildwood Forest is the den of a large family of tigers. These beasts have strangely learned to hunt as a pack, making them far more dangerous than their kin. There are **17 adult tigers** (CR 4; hp 45 each) in the area. They have no treasure, but **6 cubs** (CR 1; AC 10; hp 12 each; noncombatants) are present. Sages of cat lore say to beware of tigers with eyes that burn red at night as they may be the fabled Demon Tigers.

0602 Grey Haven Citadel (Citadel): Magical; AL CG; TL 6; 40 gp limit; Assets 80 gp; Population 40 (10 War2s are paid men at arms who garrison the tower and wall, their number rotates as there is a high turnover in their ranks due to their wariness of their employers; the remaining population are mundane servants, farmers or craftpersons); integrated (human 37% [Mostly Alryan, some Tharbrian], half-elf 20%, elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Darilen, male human CG Wiz9/Sag4. *Important Characters:* Mang the Mad, male Alryan CN Wiz14/Archmage 2 (his room is a gateway into the plane of Limbo, occasionally he emerges to do some research in the library or gather food).

Perched on a lonely promontory thrust into the Winedark Sea, the citadel of Grey Haven is a lonely and forbidding place dreaming of past glories. The citadel is comprised of a large tower of dark stone surrounded by a wall. The citadel has a history of housing a chain of brilliant wizards, each taking the place of the prior occupant after their death (or disappearance). The tower has a famous library, noted for its tomes on other planes of existence and great works of theoretical magic. Darilen has recently become the head of the citadel and is attempting to revive the conclave and restore its prominence, as it prior leader has gone mostly mad as a result of his magical experiments. As a result of these experiments, many of the past residents (including a number of old wizards) now haunt the place.

0607 Irungsway (Village): Nonstandard; AL CG; TL 5; 200 gp limit; Assets 4,500 gp; Population 720 (Able bodied 180); Mixed (human 79% [mostly Tharbrian, some Skandik and Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Oil. *Authority Figure:* Lepsarn, male human N Wiz13. *Important Characters:* Crassus, male Tharbrian LN Wiz8/Lor4 (the head librarian of the Hidden Grotto); Mishi, female half-elf, CN Wiz8 (an enthusiastic enforcer for the Grand Conclave against renegades; doesn't take orders well).

Irungsway is built in a karst region – an irregular limestone region with sinks, underground streams, mineral and oil springs and natural caverns – of the Bendigroth. The various natural products of the area are collected and shipped to Elixer for trade with the dwarves of Thunderhold. Lepsarn is the leader of the Hidden Grotto conclave and the de-facto leader of the town. The dwarves refuse to appoint anybody else to rule over Irungsway. They and the town leaders always abide by the advice of Lepsarn. The Hidden Grotto is one of the leading wizard conclaves in the region and it magical research is greatly enhanced by the region's resources.

0614 Gorgons (EL 11): The edge of this forest was beset of late by a strange influx of disappearances. Local farmers warn of evil cows killing and eating men. In reality, **4 gorgons** (CR 8; hp 68 each) have wandered into the area. These beasts do not use their breath weapons unless wounded, as they prefer to dine on victims rather than turn them to stone. They have no lair. They have recently besieged the evil men at the Castle of Gaurdhrakh.

0620 Westgate Castle (Castle): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,000 gp; Population 200 (50 Ftr2s garrison the castle; the other population consist of Com1-2s who are mundane servants, farmers or craftspersons); mixed (human 79% [mostly Tharbrian and Alryan], halfling 9%, elf 5%, dwarf 3%, others 4%). *Authority Figure:* Argo, male Tharbrian LG Ftr7. *Important Characters:* Nowars, male human NG Rog5 (smuggles arms and supplies to Lady Tenava).

This castle marks the furthest western extent of the Overlord's authority. The castle was established by the Overlord to guard against any incursion from the north toward the villages and town around the Battleplain Gwalion. Lord Argon was appointed by the Overlord's father to hold the castle and has ruled for over forty years. Currently Lord Argon secretly supplies Lady Tenava (0420) in her fight against Caelam.

0628 Conclave of the Crag (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 1,000 gp; Population 200 (50 War2s are paid mercenaries and guard the citadel; there are 2-8 visiting wizards [Wiz3-7] here at all times studying; the balance of the population are Com1-2s who serve as mundane servants, farmers and craftsmen); integrated (human 37% [mostly Tharbrian, some Alryan and Skandik), elf 20% [mostly high], half-elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Denali, female human N Wiz12. *Important Characters:* Molder, male human N Wiz6/Rog6 (spies in both Viridstan and the City State).

The conclave of the Crag is one of the largest wizard conclaves in the region. While its scholarship is only average quality, its sheer size enables it to have magical resources beyond most conclaves. Denali is very active among the other conclaves and is considered a major leader. Denali is committed to keeping the Crag and other conclaves free from the control of either the World Emperor or the Overlord. Several years ago the Red Reavers attempted to sack the Crag and this

attempt almost resulted in the Red Reavers losing control of Charnock. Ever since the Red Reavers have stayed clear of the Crag. As a result, the eastern Grimlon Highlands have remained free of the Red Reavers' control.

0633 Wildwood (Hamlet): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,925 gp; Population 616 (Able bodied 154); Isolated (halfling 96% [common and highland], others 4%); Resources: Vineyards. *Authority Figure:* Agbertal, male halfling CG Ftr9. *Important Characters:* Langdon, male halfling NG Rog3/Rgr4 (Agbertal lieutenant and right hand man); Davasa, female halfling [highland] N Drd6 (aids Agbertal in protecting Wildwood).

The Halflings of Wildwood remain free thanks to Actun (Barbarian Altanis). The grapes and wines produced at Wildwood are famed in Actun and Antil and are traded at the market town of Algasar (Barbarian Altanis).

0701 Isle of Laiah (EL 19): Upon this island, on the southern side, is a cliff cave wherein dwells **Laiah the Sorceress** (female Alryan Sor 19; CR 19; hp 50; AL CN; Str 10, Dex 15, Con 11, Int 14, Wis 13, Cha 19; *Bracers of armor +3, wand of lightning bolt* [21 charges, caster level 9], *arcane scroll of 2 spells* [*fear* and *teleport*], *+3 dagger*, pouch with 50 gp, 10,000 gp [in trapped and magically protected coffer in hut]). She is old, eccentric, and very lonely. She has taken to talking to the few animals thatlive with her on the island. She is very friendly to those that visit her and always asks of the outside world. She also attempts to have visitors stay with her to keep her company (though not through magical means). She is shunned by the clerics of the shrine of Mannannan (see the entry for the Shrine of Medr, below).

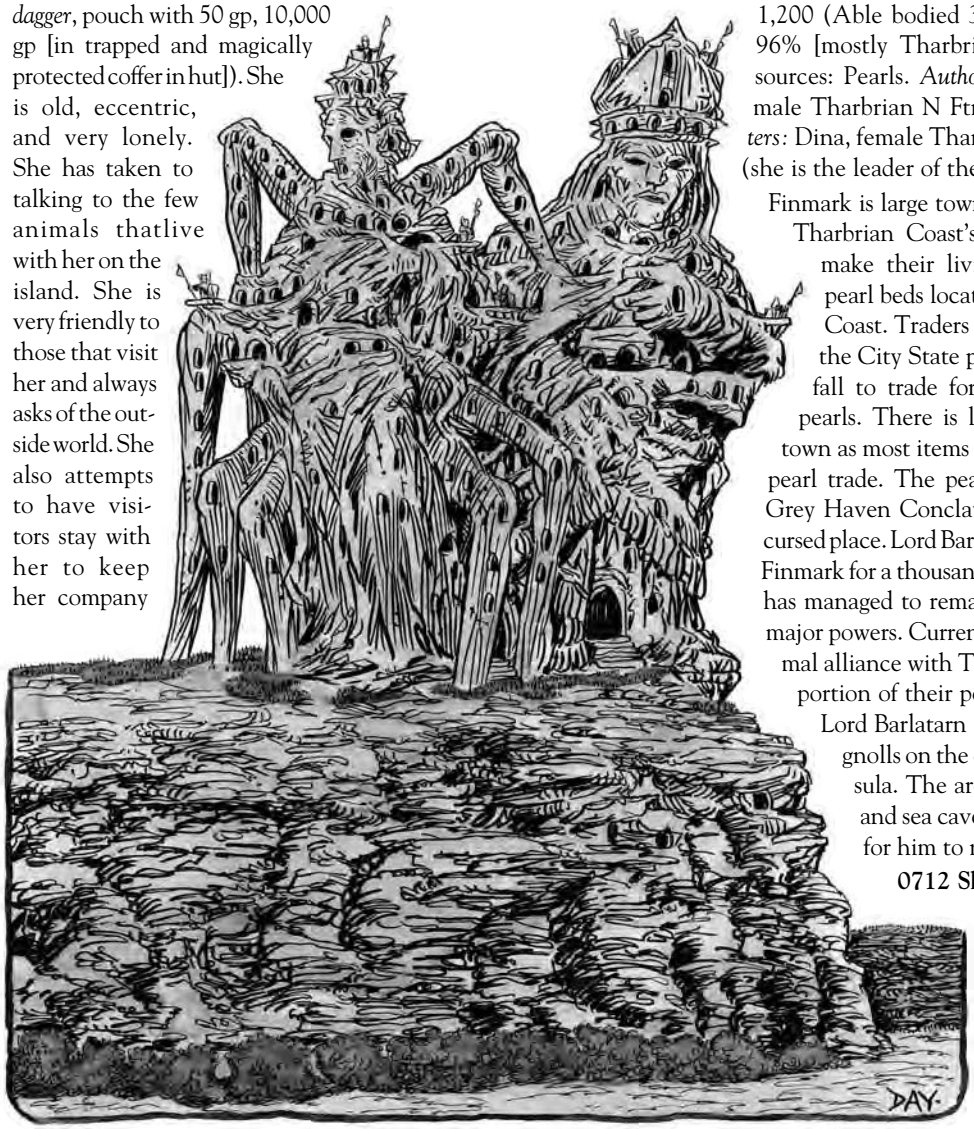
0701 Shrine of Medr (Citadel): Magical; AL NG; TL 5; 40 gp limit; Assets 120 gp; Population 60 (Able bodied 15); isolated (human 96% [Mostly Skandik, some Tharbrian and Alryan], others 4%). *Authority Figure:* Donnen, male Skandik LG Clr4. *Important Characters:* Laiah (nearby Sorceress, see 0701).

This shrine was established by a sailor named Medr to honor the sea-god Mannannan who saved an entire ship's crew from a storm and landed them on this island over 100 years ago. Medr attributed his subsequent prosperity to Mannannan and funded a shrine to be built on this island. Contained within the shrine is Medr's account, including the rough location of the shipwreck near the island. The ship, The *Swift Raven*, was a treasure ship from the Ebony Coast to Sotur. Also on the island is Laiah a beautiful sorceress who is very lonely as the clerics will not associate with her. She dwells in a cliff cave on the south end of the island.

0703 Finmark (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 7,500 gp; Population 1,200 (Able bodied 300); Isolated (human 96% [mostly Tharbrian], others 4%); Resources: Pearls. *Authority Figure:* Barlatarn, male Tharbrian N Ftr15. *Important Characters:* Dina, female Tharbrian CG Exp2/Rgr10 (she is the leader of the pearl divers).

Finmark is large town nestled in one of the Tharbrian Coast's many harbors. They make their living by harvesting the pearl beds located along the Tharbian Coast. Traders from Sotur, Tarsh, and the City State put in at Finmark every fall to trade for the year's harvest of pearls. There is little other industry in town as most items are gained through the pearl trade. The pearl-fishers stay clear of Grey Haven Conclave and considered it a cursed place. Lord Barlatarn's family has ruled Finmark for a thousand years and successfully has managed to remain independent of the major powers. Currently they have an informal alliance with Thunderhold and send a portion of their pearls to trade at Elixer. Lord Barlatarn is concerned about the gnolls on the other side of the peninsula. The area is riddled with cliffs and sea caves, which makes it hard for him to root them out.

0712 Shrine of the Spider and Forge (Citadel): Magical; AL LG; TL 6; 100 gp limit; Assets 1,200 gp; Population 240 (50 Ftr3s and 10 Bbn2s consisting of extraordinarily very well-paid and loyal mercenaries



0712 Shrine of the Spider and Forge

guard the temple; the balance of the population are either lesser followers, Clr1-2s or Com1-2s working as mundane servants, farmers or craftspersons; some of the craftspersons are Exp1-3s); integrated (dwarf 37% [mostly hill], human 20% [mostly Tharbrian], halfling 18%, elf 10%, gnome 7%, others 8%). *Authority Figure:* Novanus, male Tharbrian LG Clr9 (high priest of Nepthlys). *Important Characters:* Desara, female dwarf [hill] LG Clr10 (second in command, priestess of Rosmerta).

This is a unique shrine founded by both the Church of Rosmerta (Dwarven goddess of wealth & plenty) and the Church of Nepthlys (Spider Goddess of Wealth). Many in both churches argue that the two goddesses are but two aspects of the same being. The high priest's position alternates between the two churches and Novanus of Nepthlys is the current high priest. The citadel was originally built to protect southern edge of the trade routes along the Bendigroth Plateau.

0727 Red Cliffe (Hamlet): Magical; AL N; TL 4; 100 gp limit; Assets 1,575 gp; Population 504 (Able bodied 126); Mixed (human 79% [mostly Tharbrian, some Skandik], half-elf 9%, elf 5%, halfling 3%, others 4%); Resources: Copper. *Authority Figure:* Rockaster, male Tharbrian N Drd9. *Important Characters:* Captain Michael Darnal, male Tharbrian LE Ftr7 (commander of the Overlord's forces in Red Cliffe); Arnsen, male human, N Exp4 (the leading merchant exporting the copper and much despised).

Raids by the forces of Burlak (the evil priest who controls Hlymadle, 0828) have been a problem for the hamlet in recent months. Red Cliffe is noted for its copper mines dotting the eastern hills of the Grimlon Outlands. Red Cliffe sends much of its production to City State and the Overlord has stationed a small company of men to protect the town. Rockaster also sends aid to Lady Tenava. Captain Darnal has assisted Arnsen in collecting debts owed from various mines over the protest of Rockaster.

0730 Dire Bears Den (EL 13+): Vast amounts of honeybees live near the well-vegetated banks of the elvenstar River. **Ten dire bears** (CR 7; hp 102 each) live here, feeding on the abundant honey. Woe is the traveler who sleeps near his food stores. There is a 25% chance that any given bear has **cubs** (CR 4; hp 51 each; as brown bears) and, if present, anyone encountering them better runaway, fast! Otherwise the bears are reasonably peaceful.

0818 Darkling Citadel (Citadel): Magical; AL LE; TL 7; 40 gp limit; Assets 160 gp; Population 80 (a tribe of 20 Orc Bbn2s led by a half-orc Bbn4 are fiercely loyal to Yynera and guard her citadel; the balance of the population are cruelly abused Com1 serfs and farmers); mixed (human 70% [mostly Tharbrian], orc 18%, half-orc 5%, goblin 3%, others 4%). *Authority Figure:* Yynera, female Tharbrian LE Wiz9. *Important Characters:* Slippery Sloan, male human LE Rog3 (runs the smuggling operation and Yynera's lover).

Seven years ago, Yynera and her tribe of orc followers occupied an abandoned citadel near Council Lake with Mordridda's permission. The nearby Darkling Woods are a good source of magical components for use in the wizard's experiments. Lord Pashen (1119) became aware of the coven two years ago and secretly began to trade with the wizards.

0818 Nixie Lair (EL 14): On the eastern shore of Council Lake, near the confluence of the River Briskly, is an underwater village of nixies. The **95 nixies** (CR 1; hp 3 each) will play tricks on anyone camping nearby, and will attempt to charm anyone who disturbs them. Their village is 40 feet underwater. They fear the witches of the marshes to the west, and will be friendly if anyone is proven the enemy of the witches.

0823 Springle (Small Town): Conventional; AL CG; TL 6; 800 gp limit; Assets 36,600 gp; Population 1,464 (Able bodied 366); Mixed (human 79% [mostly Tharbrian and Alryan, some Skandiks and Altanians], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Sulfur. *Authority Figure:* Hanutar, male Tharbrian NG Ftr8. *Important Characters:* Josai, female Tharbrian NG Com2/Wiz2 (leading exporter of sulfur, rival to Arnsen of Red Cliffe); Texar, male Alryan Com6 (head of the mining gangs); Langston, male Tharbrian Wiz5 (area researcher in the hot springs).

Lord Hanutar is sympathetic with Lady Tenava's fight but won't help as it would violate several treaties with the World Emperor. The region has many hot springs and sulfur deposits. The sulfur is mined and shipped back to the City State where is eagerly used by wizards and alchemists.

0828 Hlymadle (Village): Magical; AL N; TL 4; 200 gp limit; Assets 8,500 gp; Population 1,360 (Able bodied 340); Mixed (human 79% [mostly Tharbrian and Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Zinc. *Authority Figure:* Burlak, male Tharbrian CE Clr12 [Harmakhis]. *Important Characters:* Dolan, male half-orc CE Clr8 (Burlak's assistant) Ansulf, male Skandik, Com4 (20 year old head of the miners).

Six years ago Hlymadle was conquered by Burlak. Burlak placed on of his underlings, also a cleric of Haramakhis, in charge and a temple to the death god Haramakhis was built in one of the abandoned mines. Since then Burlak has maintained the output of the zinc mines by terrorizing the populace with his death cult. Burlak also launches secret raids against the druid Rockaster and the town of Red Cliffe.

0831 Hankam (Village): Magical; AL LE; 6; 200 gp limit; Assets 4,575 gp; Population 732 (Able bodied 183); Mixed (human 79% [mostly Tharbrian], gnoll 9%, half-orc 5%, orc 3%, others 4%); Resources: Market. *Authority Figure:* Stapelan, male Tharbrian CE Wiz11. *Important Characters:* Davin, male Tharbrian NE Ftr3 (puppet ruler installed by Tovekerd); Karl, male Tharbrian LE Ftr2/Sor1 (25 year old son of Lord Darius, plotting revenge).

Lord Darius of Hankam was the only town in the region to willingly join the Red Reavers and was instrumental in helping the Red Reavers take control of Charnock. In the battle, however, Stapelan was over eager with his fireballs and blew Lord Darius to ashes. Acting quickly, the Red Reavers seized control of Hankam and put Stapelan in charge. Tovekerd hopes Stapelan's lack of wisdom will cause the town to revolt and kill him. But Hankam's inhabitants are frightened of Stapelan burning the place down.

0903 Gnoll Lair (EL 15): A large tribe of gnolls lives in sea caves. They fear the ruler of Finmark, Bartalan by name, as he killed 20 of their number before the rest of the war party fled the scene. They feed mostly off of fish and crustaceans along the tide pools, though fresh human meat is also in their diet. There are

140 warriors (CR 1; hp 11 each) and **7 sergeants** (War3; CR 2; hp 27; battleaxe, leather armor, shortbow, 20 arrows) in the lair. Encounters are with 6d8 male gnolls, led by a sergeant. Their leader, **Grsshk** (Male Gnoll Rgr 8; CR 8; hp 73; AL NE; Str 15, Dex 10, Con 14, Int 11, Wis 12, Cha 10; *+1 battleaxe* [named "Headroller"], light hammer, masterwork shortbow, 20 arrows, *+2 leather armor,* pouch with 55 gp) is an 8th-level ranger. He hunts and tracks victims, but avoids personal combat. His lair is a wrecked ship in the deep sea cave that can only be accessed at low tide. Grsshk's ship contains the gnoll's treasure hoard of 7,000 gp, 3 bloodstones (20 gp each)*, lens of detection, +1 dwarven war axe* named "Hacker", *potion of invisibility, potion of reduce*, *eversmoking bottle, scroll of 2 divine spells* (*faerie fire* and *shillelagh)*.

0905 Smitten (Small Town): Nonstandard; AL LN; TL 6; 800 gp limit; Assets 46,000 gp; Population 1,840 (Able bodied 460); Mixed (human 79% [mostly Tharbrian, Skandik and Alryan, some Altanians), dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Belian, male Alryan LN Mnk14. *Important Characters:* Podari, female Altanian LN Mnk10 (Belian's assistant); Hansen, male half-elf LE Clr5/Mnk2 (the head of the suppressors of Thoth in the region).

Smitten's market is regional center for agricultural products. Much of the food is bought up by the dwarves of Elixer to support the general market there. Belian administers a monastery of ancient knowledge on the outskirts of smitten. The head of the monastery has been also the lord of Smitten for over two hundred years. It is one of the largest farms in the region and is widely known for the quality of its produce. Unbeknownst to the general population, the monastery sits on extensive Markrab ruins. Discovered several hundred years ago by adventurers, the Temple of Thoth was able to buy its location and suppress all knowledge of its existence. The monastery is a cover for the excavations of the ruins by the Temple of Thoth.

0907 Elixer (Small Town): Magical; AL NG; TL 7; 800 gp limit; Assets 39,000 gp; Population 1,560 (Able bodied 390); Integrated (dwarf 37% [mostly city], human 20% [mostly Tharbrian], halfling 18%, elf 10%, gnome 7%, others 8%); Resources: Market. *Authority Figure:* Cortnay, male human N Sor9. *Important Characters:* Duri, female dwarf [city] NG Exp4/Ari2 (head of the market); Balik, male dwarf [city] LN Ftr9/Def2 (leader of the Elixer guard).

Two hundred years ago the City State and Thunderhold decided to expand their influence along the Tharbrian Coast. Thunderhold took the lead in the expansion in order to lessen the chance that the World Emperor would retaliate. The dwarves established the town of Elixer along the River Syfwitch and began to hold a yearly market for the region's inhabitants. Now the market has people from the entire Tharbrian Coast coming to trade. Recently the Vagabond Trail has become very dangerous due to the presence of several robber lords and raiders. Thunderhold has had to increase the number of guards in the fall caravan every year for the last six years. The goblins of Wenlock, and Fastis of Crucible are particularly troublesome.

0909 Monstrous Spider Lair (EL 11): The forest paths near the River Syfwitch are dangerous at night…and by day. A large nest of **23 large monstrous spiders** (CR 2; hp 22 each) has taken residence in the area, picking off stragglers traveling from the local villages. Residents of the area speak of "demons" in the woods, and of "strange hauntings". The spiders simply are efficient killers, nothing more. Within a nest, deep in the woods is a dead ranger, whose body wears a suit of *+4 leather armor* with a Tharbrian family crest. Nests and cocooned victims abound, and the chances of finding the body are slim (Search DC 30).

0911 Syfwitch Hold (Castle): Conventional; AL N; TL 4; 200 gp limit; Assets 6,000 gp; Population 600 (100 War2s, 40 Ftr2s and 10 Ftr3s constitute the armed forces led by Penella; some 450 more Com1-2s inhabit the castle and surrounding region as mundane servants, farmers or craftspersons); isolated (human 96% [mostly Tharbrian and Altanian, some Skandiks], others 4%). *Authority Figure:* Penella, female Tharbrian N Ftr6. *Important Characters:* Hanse, male Altanian N Bbn5 (Penella's protector and lover).

Penella is the daughter of one of the most powerful of the lords of Altanis. The Overlord appointed her in charge of Syfwitch Hold to placate her father and she has proven competent in her leadership. The duty of the troops of Syfwitch Hold is to guard Elixer from the south and to help escort the caravans from the Majestic Mountains to Elixer. Over the years Lord Garerd (1013) and Penella have become personal enemies out to destroy one another.

0920 Lair of the Giant Beetles (EL 8): The south shore of Council Lake has lately become overrun with **8 giant bombardier beetles** (CR 2; hp 13 each)! Their nest contains hundreds of eggs, which hatch 3 months after they are first encountered.

0929 Mitra's Shieldhall (Citadel): Conventional; AL LG; TL 5; 40 gp limit; Assets 100 gp; Population 50 (10 Pal1s devoted to Mirta, led by Ansili; the rest of the population are well-treated Com1-2 mundane servants, farmers or craftspersons); isolated (human 96% [almost entirely Tharbrian], others 4%). *Authority Figure:* Camus, male Tharbrian LG Pal5. *Important Characters:* Ansili, male Tharbrian LG Rgr2/Pal1 (a recent convert, in charge of the scouting for the patrols).

Established eight years ago by Lorna, a Lady Paladin of Mitra. Two years ago Lorna was lured into a trap by Casacan, Tovekald's brother, and was killed. In the fight, nearly ninety percent of Casacan's forces were killed including Casacan himself. Camus was called to be the new leader of Mitra's Shieldhall and although young he has restored the morale and fighting force of the hall.

1002 Merfolk Enclave (EL 13): A beautiful coral reef in the midst of this wide blue estuary is the home to a settlement of **40 beautiful and melancholic merfolk** (CR 1/2; hp 5 each). The merfolk spend their evenings sitting along the rocks singing songs of their loneliness, as their females are all gone away, slain by pirates or captured by slavers. The merfolk are spiteful to sailors and seek to draw their vessels against the reefs with their beautiful songs, waiting for the seamen to drown before diving deep to collect their treasure in hopes that someday the females return and bask in the riches that they have gathered for them. **Two merfolk minstrels** (Brd3; CR 3; hp 13; master-

work longsword, leather armor) sing sad laments to their fellows, while **5 merfolk lieutenants** (Ftr5; CR 5; hp 32; coral armor, masterwork trident, heavy crossbow, 20 bolts) and **3 merfolk captains** (Ftr7; CR 7; hp 45; coral armor, masterwork trident, heavy crossbow, 20 bolts; one has a *+1 trident* named "Sharktooth") command the defense of the settlement. Their hoard contains 2,000 gp, 5 moonstones (30 gp each), a *potion of ghoul touch*, a *potion of levitate*, *potion of hiding*, and a *potion of truth*.

1003 Sven's Freehold (Castle): Conventional; AL NE; TL 3; 200 gp limit; Assets 4,400 gp; Population 440 (110 men-at-arms War2-3, 40 sailors Exp3; the balance are Com1-2 mundane servants and farmers); isolated (human 96% [mostly Skandik], others 4%). *Authority Figure:* Sven Forkbeard, male Skandik LE Ftr8. *Important Characters:* Lokkar One-eyed, male Skandik NE Wiz6 (Sven's wizard, took out own eye in a failed ritual to gain some of Odin's knowledge).

Sven is one of the Winedark Sea's more notorious freebooters. He has a price on his head in Sotur, Tarsh, and the City State. He often raids with Atar the Lion of Tarantis. He has built a hidden castle for his band of Vikings on the Tharbrian Coast and to date nobody has found its location and lived. He has a strict rule not to raid inland or along the Tharbrian coast lest attention is brought to his freehold.

1013 Hindfell (Village): Conventional; AL CN; TL 5; 200 gp limit; Assets 8,350 gp; Population 1,336 (Able bodied 334); Mixed (human 79% [mostly Tharbrian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Garerd, male human N Ftr7. *Important Characters:* Marik, male Tharbrian CN Ftr9 (the toughest chieftain of the Tharbrians, Str 22); Donner, male Tharbrian N Adp8 (high shaman of the Tharbrian in the region, hates the City State).

Hindfell was established by invading Tharbrians over 2,000 years ago. It was built as a peace ground to meet and trade horses and booty with each other. While the main Tharbrian hosts were beaten back, many smaller clans remained in the area. They roamed between Bendigroth Plateau and Willowmead Valley with their herds of horse and cattle. Hindfell continued to be the meeting place. A permanent settlement grew around Hindfell where just about anything was bought and sold. A hundred years ago the Overlord had enough of the banditry at Hindfell and seized the town. The current governor of Hindfell is Lord Garerd who rules with an iron hand. The Tharbrian Clans are still welcomed provided they keep the peace and do not engage in raiding.

1016 Den of Wild Dogs (EL 8): Running free along the Willowmead valley, these **43 wild dogs** (CR 1/3; hp 6 each) fear large groups of humanoids, but think nothing of surrounding them in small numbers, attempting to tear them to pieces to feed their pups. The dogs are smart enough to know when they are outmatched, and run if more than a handful of their pack happen to die sudden and violent deaths. Their pups are prized by guardsmen in the region for their great scent and ferocity of their attacks, so many times parties are sent into the valley to bring back pups. The females of the pack fight ferociously to defend them, though one group of hunters in particular stumbled upon the plan to knock out the pack with wands of sleep and make free and easy with the pups.

1028 Wolves Den (EL 9): The pack of **16 wolves** (CR 1; hp 13 each) residing just north of the Buskin Wood, near the town of Landmarch bother few, and keep the large deer population of the area from becoming too out of hand.

1030 Lair of the Owlbears (EL 7): A pool in the Buskin Wood always has strange bear tracks nearby, some from the dire bears in the south, but mostly from the family of **3 owlbears** (CR 4; hp 47 each) living north of the river. These nasty beasts are far less friendly than their honey motivated cousins. There is a 50% chance that only one owlbear is encountered, else all three are found. The village of Landmarch has suffered much predation from these beasts. There a bounty of 100 gp per owlbear killed, if proof of the deed can be had.

1031 Dart (Village): Conventional; AL CE; TL 3; 200 gp limit; Assets 6,750 gp; Population 1,080 (Able bodied 270); Isolated (goblin 96%, others 4%); Resources: Market. *Authority Figure:* Hetvamar, male human NE Ftr13. *Important Characters:* Corsaci, female goblin LE Adp7 (leader of the underground movement); Rogi, male human NE Rog6 (Hetvamar's spy).

Hetvamar is the brains behind the Red Reavers and its least bloodthirsty member. He prefers to play the role of a big dumb fighter in public and let the focus be on the vicious Tovekerd. He rules the goblins of Dart with an iron hand. He killed their former chief in a public duel three years ago. There is currently a nascent underground movement among the goblins against Hetvamar and the Red Reavers.

1101 Isle of the Halflings (EL 10): This island is home to a very large and very evil cyclops. It is also the current home of **27 halflings** (CR 1/2; hp 4 each) whose ship crashed into the nearby reefs and came to rest on the beach here. The halflings attempt to avoid the cyclops while looking for the means to repair their ship and get off of this accursed island. **Turog the Cyclops** (see below) of the island makes his home inside a small cave near the center of the island. Turog's treasure is inside his cave scattered amongst old rotten sacks and piles of cloth. Spending a round searching through the mess reveals: 1,300 gp, a white emerald (700 gp), and 2 blue sapphires (800 gp).

Turog, Male Cyclops: CR 10; SZ H Giant [Earth]; HD 13d8+65; hp 123; Init +1; Spd 40 ft.; AC 19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18; BAB +7; Grap +18; Atk +18 melee (2d8+16, greatclub) or +8 ranged (2d8+11, rock); Full Atk +18/+13 melee (2d8+16, greatclub) or +8/+3 ranged (2d8+11, rock); Space/Reach 10 ft./15 ft.; SA rock throwing; SQ rock catching, darkvision 60 ft.; AL CE; SV Fort +13, Ref +5, Will +4; Str 33, Dex 13, Con 21, Int 7, Wis 10, Cha 13.

Skills: Climb +15, Jump +15, Spot +5. *Feats:* Cleave, Point Blank Shot, Power Attack.

Possessions: Greatclub, throwing rocks.

1112 Constrictor Snakes (EL 9): In the plains of the Silverwood Valley, a nest of **5 huge constrictor snakes** (CR 5; hp 60 each). All were spawned from a clutch of eggs abandoned by a traveling circus. They have no lair or treasure.

1119 Werebear Den (EL 11): The **4 werebears** (CR 5; hp 51 each) of the caves on the eastern Council Lake shore keep a close eye on encroaching evil in their domain. On more than one occasion they have led humanoid war bands to pitfalls they have burrowed in the area, and rigged deadfalls to block their retreat, destroying them mercilessly and collecting their plunder, often donating large shares of it to neighboring shrines.

1119 The Council Spire (Castle): Nonstandard; AL N; TL 8; 100 gp limit; Assets 1,600 gp; Population 320 (80 Ftr3s from Viridistan, including a host of 40 archers; the balance are Com1-3 servants, squires or farmers); isolated (human 96% [Mostly Common Viridian, some Alryan], others 4%). *Authority Figure:* Yulan, male Common Viridian N Ftr9. *Important Characters:* Markan, male Common Viridian N Ftr7 (second-in-command, is investigating why supplies are going missing).

The Council Spire is the traditional meeting ground between the World Emperor and the Overlord and where the Overlord turns over his tribute to Viridstan. Governor Yulan is in charge of the spire and the surrounding castle. He has opened a secret trade with Darkling Coven (0818) hoping the resulting magic items will enhance his power.

1123 Lakenheath (Small Town): Conventional; AL LG; TL 4; 800 gp limit; Assets 51,500 gp; Population 2,060 (Able bodied 515); Mixed (human 79% [mostly Tharbrian, Skandik and Alryan], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Runalf, male Skandik LE Ftr6/Blk6. *Important Characters:* Joshan, male human NG Com8 (leader of the local farmers and an alderman, wants Runalf to focus on the town).

Runalf is a rising star in the Hellbridge Temple (in the City State) and his talents have been recognized by the Overlord, who appointed Ranulf as Lord Mayor of Lakenheath eight years ago. Runalf is utterly ruthless. Runalf's throng of 20 Ftr1 strongmen enforce his will on this otherwise lawful and friendly town.

1128 Landmarch (Small Town): Conventional; AL NG; TL 5; 800 gp limit; Assets 44,200 gp; Population 1,768 (Able bodied 442); Integrated (half-elf 37%, elf 20%, human 18% [mostly Tharbrian], halfling 10%, dwarf 7%, others 8%); Resources: Market. *Authority Figure:* Tornald, male Tharbrian LE Wiz11. *Important Characters:* Barnei, female elf CG Ftr6/Wiz3/Arc4 (leader of the Landmarch underground); Vanar, male half-elf N Ftr2/Wiz4 (leader of the town council, refuses to support Barnei for fear of bloodshed).

Landmarch was originally a quiet town of mixed humans, half-elves, and elves closely allied with Actun. Tornald took charge of Landmarch and has ruled with an iron hand the past five years, but fairly. He threatens that if there are any problems Stapelan or Tovekerd himself will take charge and the town can forget any idea of a rule by law.

1134 Sahuagin Lair (EL 12): A militant band of **35 sahaugin** (CR 2; hp 11 each), led by **Vryak** (male Sahuagin War3; CR 4; hp 27; AL LE; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 10; trident, heavy crossbow, 20 bolts) and **Ukyloa** (male Sahuagin Rgr4; CR 6; hp 37; AL LE; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 11; *+1 trident,* heavy crossbow, 20 bolts) lives within the hull of a sunken ship, acting as a forward listening post to their masters, who reside deep beneath the waves.

1206 Fane of Miasma (Castle): Magical; AL LE; TL 9; 100 gp limit; Assets 1,400 gp; Population 280 (60 men-at-arms War2s and 10 war-priests Clr2s serve as garrison; the balance of the population are Com1-2 mundane servants, farmers and craftsfolk); isolated (human 92% [mostly Tharbrian and Alryan, some Skandik], dwarves 04%, others 4%). *Authority Figure:* Barathus, male human LE Clr9. *Important Characters:* Maran, male human LE Clr4 (keeper of the temple, maintains the building and surrounding grounds).

This is an ancient temple to Ugtargnt the Goddess of Disease located in the western foothills of the Majestic Mountains. It is rumored that some of the structures predate the Uttermost War. The central nave of the temples contains a sheet of metal with melted edges and a large red cross within a white circle permanently enameled on the metal. The enameling is non-magical and has not faded or chipped for over ten thousand years. It is one of the oldest and holiest artifacts that any temple of Ugtargnt possesses. The temple is widely feared in the region due to the goddess' power over disease. It is believed that the caverns beneath the Fane were tunneled out long ago by the ancient Philosophers (or perhaps earlier) and that they contain an immense store of advanced knowledge and supplies related to healing. Some of the items found beneath the Fane may include ancient "technology." The men-at-arms and war-priests have strange armor made of a light flexible material that is equal to scale mail but weighs only 10 pounds and is treated as light armor. They have a total of 100 such suits, which the wear beneath their robes. They each have 10 have small vials with needles that they can inject into themselves that act as either potions of *cure disease* (2) or *cure moderate wounds* (8). They will not sell these items under any circumstances.

1206 Troll Den (EL 11): In caves high on a mountain overlooking the Hodar Rapids is a small tribe of **10 trolls** (CR 5; hp 63 each). These creatures live off the mountain goats and elk that populate the region, as well as the occasional adventurer that crosses their path. In one cave are the broken remains of a magnificent carriage, bejeweled and filigreed with gold and silver. Though the carriage itself is beyond repair, the metals and gems are worth 2000 gp if it is taken apart.

1209 Bernost (Small Town): Conventional; AL N; TL 5; 800 gp limit; Assets 48,800 gp; Population 1,952 (Able bodied 488); Mixed (human 79% [mostly Tharbrian and Alryan, some Skandik and Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Malric, male human CG Ftr12. *Important Characters:* Dansar, male human N War8 (leader of the caravan guards); Anseli, female human CN Psy5 (the older daughter, trained as a Altanis protector (psychic warrior).

Lord Malric is one of the most powerful lords on the Tharbrian Coast. While Lord Malric is of mixed Altanian blood, he is the undisputed leader of the traditionalist faction of Altanian Lords within the Senate of the City State. Lord Malric has had three daughters trained as Protectors (Altanian psychic warriors) and ventures south

1209 Bernost

every year to host the Orgy of Consumption among the Traitor Barons of Southern Altanis. Bernost (along with Smitten) is one of the principle suppliers of food and goods to the Dwarven market at Elixer. In addition, Lord Malric is paid handsomely by Thunderhold to help guard the caravans between Elixer and the start of the Vagabond Trail in the Majestic Mountains. The local population is mostly Tharbrian or Skandik and they chafe a bit at being ruled by an Altanian mixed-blood.

1225 Conclave of Gwalion (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 1,200 gp; Population 240 (40 men-at-arms War1s and 20 medium cavalry Ftr1s constitute the garrison; the conclave is composed of 12 Wiz1-4s (all Necromancers); the balance of the population are Com1-2 or Exp 1-2 servants of the conclave); integrated (human 37% [mostly Tharbrian], dwarf 20%, halfling 18%, elf 10%, gnome 7%, others 8%). *Authority Figure:* Ursulia, female Tharbrian N Wiz9 [Necromancer]. *Important Characters:* Solden, male human N Wiz4 [Necromancer]/Rog1 (lead researcher on magic to aid stealth raids).

The conclave of Gwalion is a group of necromancers who use their magic to speak with the spirits of the dead soldiers whose bones lie in the Battleplain to learn battle tactics from ancient generals and recently dead soldiers. The conclave has been employed by the Red Reavers who are seeking some secret knowledge.

1230 Lair of the Kraken (EL 14): A **pair of kraken** (CR 12; hp 290 each) makes their home at the mouth of a shallow estuary. Recently they have made enemies of the nearby green dragons (1332), after killing their hatchling as it fished in their waters for salmon. Under a huge boulder in their cavern (Strength check at DC 30 to move) is their treasure trove garnered from many years of tributes paid by sea merchants for safe passage of their vessels. It contains 7,000 gp, 900 pp, 8 silver pearls (100 gp each), 8 aquamarines (450 gp each), 7 black pearls (600 gp each), and a pink diamond (4000 gp).

1305 Bugbear Den (EL 5): A small group of **3 bugbears** (CR 2; hp 16 each) has made their home in the coastal hills. In the shadow of Harridan Cap, these foul creatures seek to raid passing humans. One carries 100 gp, 1 blue quartz (15 gp), and a *+1 dagger*.

1308 Doom (Village): Conventional; AL CG; TL 4; 200 gp limit; Assets 7,625 gp; Population 1,220 (Able bodied 305); Isolated (human 96% [mostly Tharbrian and Skandik, some Altanian], others 4%); Resources: Market. *Authority Figure:* Grubard, male Tharbrian N Ftr6/Rgr5. *Important Characters:* Manili, female human N Drd5 (leader of the druidic circle); Ganli, male dwarf, Rgr7 (Grubard's lieutenant).

Doom is the market center for a range of mines and prospectors throughout the northwestern region of the Majestic Mountains. Doom is also the headquarters of the Druids of the Majestic Mountains. Captain Grubard has been charged with the administration and defense of Doom and has his hands full with protecting the miners and prospectors from the goblins at Wenlock. Captain Grubard is an avid collector of Markrab artifacts and will pay handsomely even for scraps.

1313 Catalan (Small Town): Magical; AL CE; TL 4; 800 gp limit; Assets 49,200 gp; Population 1,968 (Able bodied 492); Isolated (human 96% [mostly Tharbrian, some Skandik], others 4%); Resources: Market. *Authority Figure:* Eablin, male Tharbrian N Drd10. *Important Characters:* Darkon, male human NE Ftr8 (mercenary captain in Viridstan and son of Hosan); Mel, female half-elf Rgr6/Arc3 (captain of the ranger contingent).

Catalan was the home of Clan Xosa the largest clan of Tharbrians in the Tharbrian Coast region. The former Lord Hosan was a notorious freebooter and continually raided caravans along the coast. Hosan often journeyed to the ancestral home of the Tharbrians in the Elphand Lands, raiding and pillaging on the way. On his last journey, 20 years ago, he organized a huge raid on the Druid

Hold in the Gigabolt Mountains. The raid went badly and the druids and their ranger allies pursued Hosan all way back to Catalan. There Catalan was besieged and taken and Lord Hosan disappeared. The Druids appointed Eablin to rule the town and try to convert the inhabitants to a more balanced way. The Overlord was glad to be rid of Hosan and accepted the change of rulers.

1316 Kindoras Keep (Citadel): Conventional; AL LE; TL 6; 40 gp limit; Assets 100 gp; Population 56 (14 War2-3s constitute the garrison; the balance of the population are Com1-2 workers or farmers); isolated (human 96% [mostly Alryan and Tharbrian], others 4%). *Authority Figure:* Aliana, female Alryan LE Ftr5. *Important Characters:* Gorn, male human LN War6 (head sergeant, has secret orders to take command in case Aliana fails in her duty), Ferl, male Alryan NE Clr5 (Thoth).

Aliana is one of the first women to be appointed to a command by the Hellbridge Temple in the City State. To test her mettle, the Hellbridge Temple sent her to rebuild an abandoned hill fort in the southern foothills of the Majestic Mountains. The past two years have proven difficult, with continual raids from the goblins from Hledra but the inner core of the hill fort has been successfully rebuilt. She seeks assistance in rebuilding the keep and she intends to expand her power base and possibly sever her ties to the temple hierarchy in the City State and, with Ferl, start a new temple to their god (in his debased form) here in the citadel.

1327 Wild Horses (EL 12): A large herd of **46 fine quality wild (light) horses** (CR 1; hp 19 each) runs the region south of Battleplain Gwalion. Merchants from the City State will pay top dollar for these mounts.

1332 Lair of the Green Dragons (EL 15): Along the forested shore near the River Wakeful is the lair of a family of green dragons. The nest contains a **juvenile** (CR 7; hp 133), the first offspring of **a mated pair of adults** (CR 13; HP 230), and a **young adult female** (CR 11; hp 178). They rule the area, and the villages of Hunwood and Bondmaid pay tribute in the form of cattle and sheep on a regular basis. All in the area know of their presence, and all avoid this otherwise peaceful area. If their territory is invaded, they fight to drive the intruders out. The only way they can be approached in friendship is if someone were to slay their local rivals, the kraken, found in hex 1230. The kraken killed the other baby dragon as he swam. Their hoard contains 3,000 gp, 8 bloodstones (75 gp each), gold bracelet (60 gp), brass mug with jade inlays (400 gp), ivory statue (100 gp), gold tapestry (900 gp), *potion of speak with animals*, *potion of swimming*, *+2 short sword* named "Heartseeker", *ioun stone* (dusty rose prism), and a *necklace of adaptation*.

1333 Arnett Castle (Castle): Conventional; AL N; TL 6; 200 gp limit; Assets 5,200 gp; Population 520 (120 War1-3s, 20 Ftr2s constitute his garrison, some of which are used in ocean raids with 40 sailors Exp2s; the balance are Com1-2 mundane servants, farmers and craftspersons who live under the protection of the castle); isolated (human 96% [mostly Tharbrian and Altanian], others 4%); Resources: Castle. *Authority Figure:* Johann Arnett, male Altanian N Ftr8. *Important Characters:* Marcus Arnett, male Altanian N Ftr2/Ari1 (Johann's son, often leads raids and patrols against the Orcs of Little Kor to the south and sea raids on Dart).

The castle predates the foundation of the City State and was once a trading outpost for the World Emperor. The Arnett family gained control shortly after the foundation of the City State and has ruled for a thousand years. While of Altanian heritage, the Arnetts have long ago abandoned the primitive ways of their forebears. Lord Johann despises the Traitor Barons of Southern Altanis and particularly Lord Malric of Bernost, their leader. Arnett Castle now guards the Prydon Plain areas from the depredations of the orcs of Little Kor (Barbarian Altanis). Lord Arnett is opposed to the actions of the nearby Red Reavers and has secured a small war vessel and found a suitable ocean raiding base in the caves near the mouth of the River Wakeful where he leads raids on Dart. He sees himself becoming a small sea power on the Romillion Sea.

1415 Den of Mountain Lions (EL 2+): These rocky crags are home to numerous **mountain lions**** (CR 2; hp 19). These creatures hunt alone, so though 12 are present, only 1 will be encountered at a time.

1419 Bison Herd (EL 16): A large herd of **170 bison** (CR 2; hp 37 each) frequents this area. They are harmless unless provoked, but could act as a great supply of food. There are 170 adult bison in the herd. Beware of being nearby if the herd stampedes, which any unusual noise or smell could start.

1423 Anguikan (Small Town): Non-Standard; AL CG; TL 5; 800 gp limit; Assets 41,200 gp; Population 1,648 (Able bodied 412); Mixed (elf 79% [mostly high, some wood], half-elf 9%, human 5% [Tharbrian], halfling 3%, others 4%); Resources: Market. *Authority Figure:* Tabernas, male Tharbrian CE Ill13. *Important Characters:* Rendiel, female elf [high], CG Wiz11 (leader of the elves); Mangart, male half-orc, NE Rog6/Asn4 (head of Tabernas' strike force).

Tabernas is a renegade from the Grand Conclave. He has since taken service with the Overlord and has proved extraordinarily useful. The Overlord refuses all requests from the Grand Conclave to turn him over for justice. The elves of Anguikan are appalled that the Overlord would choose such a man, the Overlord has ignored all appeals. Any overt dissent by the elves is ruthlessly suppressed by Tabernas. Tabernas has a gang of 20 enforcers (Rog1-2/Ftr1s) known as his strike force, led by Mangart, that enforces his will. The elves, led by Rendiel, plan an uprising.

1423 Temple of the Spider Goddess (Citadel): Magical; AL LG; TL 6; 100 gp limit; Assets 800 gp; Population 160 (24 men-at-arms War1, 10 warrior-clerics War1/Clr1 and 6 clerics martial Ftr1/Clr2 make up the garrison; the other 120 inhabitants are Exp1-3 merchants or Com1-3 peasants and laborers); isolated (human 96%, others 4%). *Authority Figure:* Dalena, female human LG Clr8. *Important Characters:* Yelnea, female human, LN Exp5 (posted here by her family to manage their financial interests in the region).

This temple of Nephthys the spider goddess of wealth is the center for the church's trading efforts in the Romillion Sea area. Several merchant families use this temple as a waypoint for the dangerous overland travel between the City State and the Romillion Sea and pay a healthy tithe for the protection. Dalena is a rising star in the church and

this is her first major posting. Dalena is wary of Tabernas, the Overlord's stooge who rules Anguikan, and she is hesitant to support the elves in their uprising as that would have repercussions against her goddess' temple in the City State. Despite these political misgivings, her sense of right and wrong are causing her to be more sympathetic to the elves' requests for aid against Tabernas' cruel oppression. She meets secretly with agents of the elves.

1429 Bondmaid (Village): Conventional; AL CG; TL 4; 200 gp limit; Assets 4,150 gp; Population 664 (Able bodied 166); Mixed (human 79% [mostly Tharbrian and Alryan, some Skandik and Altanian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Hakaman, male Tharbrian LG Pal15. *Important Characters:* Bodarn, male human, LN Com7/Ari1 (reeve of the village farmers); Dosharn, male human LG Pal 5 (Hakaman's squire).

Hakaman, a Paladin of Odin, led one of the Overlord's Throngs five years ago. He badly mauled Tornald of Landmarch forces when he attacked Bondmaid. He was marching on Landmarch when the World Emperor's forces intervened and brought the conflict to an end. Bondmaid has fallen on hard times. Hakaman is finding it steadily more difficult to maintain order in the town. The tribute he is required to pay to the green dragon (1332) is straining the village's coffers and the number of cattle. Though his adventuring days are behind him, Hakaman is considering setting out to slay the dragons. He is hesitant to leave the village, fearing it will slip into anarchy.

1505 The Tower of Sirron's Vale (Citadel): Magical; AL LG; TL 8; 40 gp limit; Assets 160 gp; Population 80 (20 magical automaton Ftr4s guard the tower; there are 5 other Wizards Wiz2-4 who are also former apprentices; the balance of the population are Com1-2 mundane servants or farmers); integrated (human 37% [mostly Tharbrian], half-elf 20%, elf 18%, halfling 10%, dwarf 7%, others 8%); Resources: Citadel. *Authority Figure:* Beri, female human LG Wiz8. *Important Characters:* Indar, female human N Wiz6 (friend of Beri and fellow apprentice), Longstaff, male half-elf CG Wiz5 (jealous that Beri inherited the tower), Gildrin, male half-elf N Wiz5 (desires to explore Harridrim Cap, believing it to hide caves where ancient wizards once dwelled), Noriflist, male human LE Wiz5 (has found a book on demonology and intends to learn to summon a demon to help him master the secret of the tower and take the tower as his own), Rodras, female elf NG Wiz4 (specializes in divination and is keeping tabs on Noriflist).

Sirron was extremely powerful wizard who resided in this vale for over 200 years. He was known widely for his kindness and his wisdom. On his death he willed the vale to his then-current group of apprentices who founded a conclave in his honor. Beri was the most experienced of the apprentices and since has emerged as a strong leader. Before he died; Sirron told his apprentices told his apprentice of the terrible Secret of the Vale: an ancient weapon from the Uttermost War is buried in ruins underneath the Vale and its power could cause untold destruction. Sirron charged his apprentices with guarding the secret. The apprentices (other than Noriflist) currently have no desire to use the weapon and have not used the secret command words taught to them by Sirron to temporarily bypass the wards to even so much as look at it.

1505 Lair of the Ogres (EL 9): In a ruined castle in the southern portion of this area is the semi-permanent camp of a tribe of **13 ogres** (CR 2; hp 26 each). They have accumulated quite a haul of treasure, amounting to over 10,000 gp in trade goods, silk, and jewelry and livestock and a *scroll of 3 arcane spells* (*grease*, *mage armor*, and *unseen servant*). They act friendly if approached, even pretending to want "safety in numbers" from a "red dragon" that they saw, only to attack when their prey is off their guard.

1507 Lair of the Frost Giants (EL 14): Stalking their frozen peak for dire bear, and the occasional foolish humanoid who gets too close to their caverns. These **6 frost giants** (CR 9; hp 133 each) have gathered some raw platinum (1,200 pp) from an ore vein in their cave and guard it jealously even from one another.

1533 Hunwood (Small Town): Conventional; AL CG; TL 5; 800 gp limit; Assets 45,200 gp; Population 1,808 (Able bodied 452); Mixed (human 79% [mostly Altanian and Tharbrian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Coturn, male Altanian CG Bbn2/Ftr8/Rgr2. *Important Characters:* Dalturn, male Altanian, CG Bbn3/Ftr1/Rgr2 (son and heir to Coturn, like to hunt and roam to the detriment of his duties).

Coturn is the Baron of Hunwood and of Altanian descent. He still respects the old ways. He works with the elves of Sunfells in combating the raids of the orcs of Little Kor (Barbarian Altanis). Hunwood has a modest trade with the City State via the Crossings of Ricaridge. The woodcraft of the people of Hunwood is famed throughout the region. He pays an annual tribute to the green dragons (1332) as this is cheaper than the risks of mounting an expedition. He will actively discourage any adventurers from "stirring up the dragons" and has counseled Hakaman of Bondmaid against any such action.

1602 Aquatic elves (EL 15): Hidden deep beneath the waves, the Sqqi'liph, **170 aquatic elves** (CR 1/2; hp 4 each) make their home. They are led by **20 warriors** (War3; CR 2; hp 25; longspear), **5 officers** (War5; CR 4; hp 29; AL CG; longspear, net) and **one captain** (Ftr7; CR 7; hp 56; AL CG; Str 17, Dex 16, Con 15, Int 12, Wis 11, Cha 11; War20; *longspear +2*). Vast palatial colonnades are expertly shaped to blend harmoniously with the sea grass and aquatic flora of their enclave. The elves trade in pearls for minerals and information keeping a watchful eye on the dangers of aboleth, kraken, sahaugin, and their most hated enemy the kuo toa. The elves have amassed 2,000 gp, 8 jaspers (70 gp each), *cloak of charisma +2*, *arcane scroll of 1 spell (flaming sphere)*, *figurine of wondrous power (silver raven)*, *potion of delay poison*, *cure moderate wounds*, *potion of vision*, *wand of cure light wounds* named "Soother" (40 charges).

1607 Fang Keep (Castle): Conventional; AL LE; TL 3; 200 gp limit; Assets 4,800 gp; Population 480 (80 War2-3s seasoned men-at-arms, 20 human and half-orc Brb1 barbarians and a crack team of 20 archers Rgr2s garrison the castle; the balance are Com1-2 mundane servants and farmers); isolated (human 96% [mostly Altanians and Skandiks, some Tharbrians], others 4%); Resources: Castle.

Authority Figure: Naxar the Cruel, male Altanian LE Ftr5. *Important Characters:* Gonax the huge, male half-orc NE Ftr6 (Naxar's enforcer, 21 Str).

Naxar is an Altanian Robber Baron of the worse sort. He and his warriors continually raid the Tharbian Coast and the Vagabond trail. Fang Keep is nearly impregnable because of it's location at the head of a deep cut mountain valley and its sheer stonework. Trails cut along sides of the mountain valley allow Naxar to post archers to rain arrows on any incoming army. The Overlord and Thunderhold have lost several Throngs of troops trying to take Fang Keep. Naxar is currently entertaining an offer by Fastis of Crucible to become part of an empire along the Tharbian Coast. He stays clear of the Frost Giants (1507).

1609 Wenlock (Village): Nonstandard; AL N; TL 4; 200 gp limit; Assets 5,500 gp; Population 880 (Able bodied 220); Isolated (goblin 96%, others 4%); Resources: Market. *Authority Figure:* Berbant, male human N Wiz7. *Important Characters:* Gvarka, male goblin NE War4 (leader of the largest faction); Hakrak, male goblin NE Adp6 (Fastis spy and trying to unite the goblins against Berbant).

The goblins of Wenlock are a ruthless and vicious band. If they could ever unite they would be a major threat to the region. Their warrens connect to an ancient Markrab ruin. The goblins never go into the ruins, complaining of evil magic. Berbant heard about the ruins and came to Wenlock 20 years ago to explore them. He killed the current leader of the goblins and assumed leadership. He keeps the goblins at each other throats so that they will not interfere with his research. Fastis of Crucible has become aware of the situation and has spies inside Wenlock building a faction to overthrow Berbant.

1611 The Fortress of the Orcs (EL 15): The nearly formless fortress within the bowels of Mt. Ogah, overlooking the Rat Hold Valley is home to the **170 orcs** (CR 1/2; hp 4 each) of the sadistic Ogha tribe. They are led by **7 sergeants** (Male Orc War3; CR 2; hp 13; battleaxe, scale mail, 2 javelins), **5 lieutenants** (Male Orc War5; CR 4; hp 27; greataxe, scale mail, shortbow, 20 arrows), and **3 captains** (Male Orc Bbn7; CR 7; hp 59; AL CE; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 12; greataxe, scale mail, javelin, shortbow, 20 arrows; one has a *greataxe +2* named "Dwarfbutcher"). Shrunken in numbers after a run-in with a band of necromancers, the Ogha seek revenge against such witches and slay any they deem a witch or spellcaster on sight. The orcs have amassed 7,000 gp and a *wand of cure serious wounds* (33 charges).

1623 Foremost (Village): Nonstandard; AL CG; TL 4; 200 gp limit; Assets 8,750 gp; Population 1,400 (Able bodied 350); Mixed (human 79% [mostly Altanian and Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Redwuif, male Skandik LG Clr10. *Important Characters:* Padar, male Altanian Ari6 (lord of the local Altanis clans); Hanai, female human Psy8 (captain of the local psionic protectors).

The population of Foremost is half Altanian and half Skandik. Two hundred years ago the Overlord in one of his wars with the World Emperor hired a large mercenary force of Skandiks. That Overlord was defeated and the mercenaries found themselves stranded far inland. After pillaging for a couple of years the son of the Overlord who hired them made peace with them and granted them the town of Foremost. There they settled and over the years the original Altanian population and the Skandik have intermixed. Redwuif is the high priest of the Temple of Odin and the leader of the town. He is a wise and experienced leader.

1623 Tower of Anselor (Citadel): Conventional; AL LG; TL 6; 100 gp limit; Assets 600 gp; Population 120 (a crack troop of 30 knights Ftr2s garrison the tower and rides on patrols; the balance of the population are Com1-2 mundane servants or farmers); isolated (human 96% [mostly Alryan and Altanian], others 4%). *Authority Figure:* Hammond, male Alryan LG Ftr7. *Important Characters:* Sarix, male human LG Pal5 (Hammond's friend, called by his god Mitra to serve at Anselor and does not know the reason).

The Tower of Anselor is an ancient structure rumored to pre-date the Uttermost War. Made of a strange metal it has withstood all sieges in recorded history. The only times Anselor fell was due to treachery. Anselor is currently controlled by the Overlord and is used a base for patrols along the western edges of the Cloudwall Mountains. Hammond is a son of a powerful senator and is well respected for his leadership abilities.

1626 Dire Weasels of Keystone Peak (EL 6): The **4 dire weasels** (CR 2; hp 13 each) living in the area of Keystone Peak are playful and rambunctious until cornered, when they become desperate and dangerous to travelers not appreciative of their brand of humor.

1701 Isle of Honors (EL 7): An ancient ruined temple stands forlorn on this island. Within the catacombs under the temple dwells **Ssychrala the water naga** (CR 7; hp 59). She makes her home in a natural pool found there. Within Ssychrala's pool are 2,000 sp and a *gem of true sight*.

1705 The Leprechauns (EL 7): These 3 merry **leprechaun*** tricksters (CR 4; hp 3 each; one carries a set of *pipes of the sewers)* enjoy taunting their infrequent visitors with swarms of rats while they sleep. They avoid confrontation at all costs, using their spell like abilities to hide. If captured they quickly explain that there is no gold, they have no treasure, and that's just a myth. If anyone has a hand out they would appreciate it.

1715 Hledra (Village): Conventional; AL CE; TL 4; 200 gp limit; Assets 5,400 gp; Population 864 (Able bodied 216); Mixed (goblin 79%, human 9% [Alryan], half-orc 5%, orc 3%, others 4%); Resources: Granite. *Authority Figure:* Armengart, male Alryan N Ftr8. *Important Characters:* Boggash, male goblin CE War2 (current king of the goblins).

Fifteen years ago, Armengart and his brother Torval attempted to rebel against the Overlord and lost. They fled to the Majestic Mountains and took control of the goblin warren of Hledra. Armengart was placed in charge of the goblins and set them to work on quarrying granite for Torval's citadel. Surprisingly, Armengart and Torval treat and feed the goblins very well, securing their loyalty. Now they are improving the warrens with stonework and turning them into a deathtrap for any adventurers or military forces that may come against them. Armengart sends out the more rebellious or stupid goblins on raids against the gold mines of Omen where they are usually slaughtered.

1715 Citadel of Torval (Citadel): Conventional; AL NE; TL 6; 100 gp limit; Assets 1,250 gp; Population 250 (50 human warriors War1-2s loyal to the brothers; the balance of the population of the citadel are human non-warrior followers of the brothers who came with them into exile and are Com1-2 servants and farmers); isolated (human 96% [mostly Alryan and Tharbrian], others 4%). *Authority Figure:* Torval One-Hand, male Alryan NE Ftr7. *Important Characters:* Petra, female human NE Clr4 (Ihlwynd and Torval's lover).

Lord Torval attempted to rebel against the Overlord 15 years ago and lost. He and his brother Armengart fled to the Majestic Mountain to live in exile. There they and their forces took control of the Goblin warrens of Hledra (1715). While his brother took over the goblin village, Torval had the goblins begin construction of the citadel three miles away on a rocky outcrop as a strongpoint in case the goblins rebel or the Overlord decides to come hunting after him. Most of the humans that came with Torval into exile live around the Citadel rather than with the goblins in the village.

1720 Bulwark (Village): Nonstandard; AL LG; TL 5; 200 gp limit; Assets 7,325 gp; Population 1,172 (Able bodied 293); Mixed (halfling 79% [mostly common, some stout], human 9% [Tharbrian], elf 5%, dwarf 3%, others 4%); Resources: Pipeweed. *Authority Figure:* Jahungir, male Tharbrian CE Clr10. *Important Characters:* Thomas Goodbody, male halfling [stout] LG Ari3/Exp3 (Mayor of Bulwark); Deordorta, female halfling NG Drd8 (she raised the initial suspicions about Jahungir).

Bulwark gets it names from the large castle on the outskirts of the town, constructed by the Overlord as a bulwark against invasion from the west. A hundred years later a community of halflings took residence around the castle and began to provide it with food. Later the halflings found that the area was excellent for growing pipeweed and began to grow it for trade. The Overlord recently appointed Jahungir, a scion of an old and respected family, as Warden of Bulwark. Jahungir is also secretly a high priest of the death cult of Haramakhis and has secretly established a cult in the dungeon of the castle. The halflings are beginning to notice something odd about the new warden and cannot quite put their finger on what it is.

1722 Dire Skunks (EL 7): The woods near Formost are home to an unsuspecting danger. A family of **6 dire skunks** (see below) has set up a lair in the region, much to the dismay of the inhabitants of Formost, who would do anything to see their new neighbors relocated, as soon as possible.

Dire Skunk: CR2; SZ M Animal (6 ft. long); HD 3d8+3; hp 16; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 13; BAB +2; Grap +4; Atk claw +4 (1d4+2); Full Atk 2 claws +3 melee (1d4+2), bite -1 melee (1d6+1); SA breath weapon (repulsion gas-creatures within the cone [5' high, 5' wide and 15' long] must succeed at a Will save [DC 14] or be compelled to do nothing but move away from the dire skunk for 1d6 rounds); disease (Fort DC 12, filth fever), effect charisma (anyone in a cone of repulsion gas has a –4 synergy bonus to reaction checks for 1 week); SQ scent; AL N; SV Fort +4, Ref +4, Will +4; Str 14, Dex 17, Con 12, Int 2, Wis 12, Cha 2; *Skills:* Listen +6, Spot +6; *Feats:* Weapon Finesse (bite).

1807 Yetis (EL 8): Four yetis* (CR 4; hp 26) who live in the caves near Crucible, attack only when they feel threatened, though they have been known to lead lost adventurers through their land, at a safe distance. It is unknown if they dislike or merely distrust other humanoid races, though they have no love for orcs and their kind, and have found that raining avalanches upon them is one way to deal with their foul presence.

1812 Smite (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 7,750 gp; Population 1,240 (Able bodied 310); Isolated (human 96% [mostly Tharbrian, some Skandik and Altanian], others 4%); Resources: Iron. *Authority Figure:* Ramtalan, male Tharbrian CG Ftr7. *Important Characters:* Captain Halt, male dwarf LN Ftr6 (captain of the Thunderhold guards); Calan, male Skandik NE Rgr8 (notorious bounty hunter in the mountain region).

Smite the center of several iron mines. It is a town of hard-bitten miners and has little other than a few smithies, smelters and taverns. Mayor Ramtalan holds a hard line with the various miner gangs and keeps them from damaging the town overly much. Being located in the heart of the Majestic Mountains subjects the town to occasional attack from marauding orcs, goblins and giants. The King of Thunderhold has extended his protection over the town and occasionally sends troops to clear the surrounding countryside when they prove too troublesome. The town also enjoys the service of the Temple of the Azure Sky (1913) and their clerics.

1815 Omen (Village): Conventional; AL LG; TL 5; 200 gp limit; Assets 5,900 gp; Population 944 (Able bodied 236); Integrated (human 37% [mostly Tharbrian], dwarf 20% [mostly mountain], halfling 18%, elf 10%, gnome 7%, others 8%); Resources: Gold. *Authority Figure:* Banfort, male dwarf CG Ftr9. *Important Characters:* Bandar, male human [Tharbrian] N Ftr2/Rgr6 (captain of the two ranger companies); Larisi, female human [Tharbrian] N Rog8 (operates a smuggling ring among the miners for the thieves guild).

Both the Overlord and Thunderhold operate the gold mines jointly. Currently Banfort of Thunderhold is the Lord of Omen and is charged with making sure that the gold mines produce. Banfort has two companies of Rangers (totaling 40 Rgr1-2s) patrolling the surrounding countryside to makes sure that no wildcat miners or goblins from Hledra are in the area.

1824 Tower of the Keystone's Shadow (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 800 gp; Population 160 (40 hired men-at-arms War1s defend the tower, the balance are Com1-2 mundane servants and farmers most of whom served the old wizard whose name they do not speak); integrated (human 37% [mostly Tharbrian and Alryan], elf 20%, half-elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Danstaff, male Alryan LN Wiz9. *Important Characters:* Indigo the Quester, male halfling N Rog2/Sor6 (has a knack for finding planar portals, has been aiding Danstaff in finding the Keystone, notorious for his irreverent sense of humor).

The Tower of the Keystone's Shadow gets its name from the nearby Keystone Peak and the shadow it casts directly on the location of this tower, covering it in darkness.

Danstaff moved into the tower after its prior occupant had gone missing for many years and his retainers scattered, taking most of the accessible valuables from the keep. Danstaff is following in the footsteps of the prior resident and studying the rumored existence of a gate to the plane of shadow. A local legend of the Keystone tells of a magic transportal which, according to the legend, is somewhere on or near the mountain. The Keystone is reputed to be able to act as the master control for all the planar gates in the Wilderlands allowing them to be set to any destination. Danstaff and his associate, Indigo, have met with little success, though they have found a great warded iron door set into the side of a cliff that is touched by the tip of the mountain's shadow on certain days. They lack the power to break the wards. They have, however, been able to access some of the old wizard's inner chambers and gained a number of valuable tomes on the plane of shadow. Danstaff may possibly be willing to make a deal with adventurers to either help him gain access to more rooms in the tower or to open and explore what is beyond the door. The most recent room accessed by Danstaff contained what appears to be strange "technology."

1831 Brown Bear Den (EL 9): In the hills south of the River wakeful is a large family of brown bears. **Six adults** (CR 4; hp 51 each) and **9 cubs** (CR 2; hp 10 each; noncombatants) roam the area, masters of their domain. They are peaceful if left alone, but terrible if provoked. The young bears are friendlier than their parents are (though they play pretty rough), however, if they are harmed it invokes the ire of all the adults, whom actively hunt for those who trespass in their turf.

1901 Isle of Ampedocles (EL 5, 7, or 8): Ampedocles, better known to his friends as **Bly** (male Skandik Ftr6/Rog1; CR 7; hp 53; AL CN; Str 15, Dex 13, Con 14, Int 10, Wis 12, Con 10; leather armor, *+1 short sword*, masterwork mighty composite longbow [Str +2], 15 arrows), is a pirate by profession and once plied the sea lanes in the area. When his ship was damaged in a storm and sunk, he was the only member of the crew to make it from the wreckage alive. Bly made it to this island only to encounter the island's sole inhabitant; a fiendish giant **crocodile** (CR 5; hp 59) named Moby. From their first encounter, Bly and Moby have battled back and forth with neither being able to ever gain the upper hand on the other. Their latest battle however saw the croc gain a considerable advantage on Bly and the croc would have most likely killed him had he not fled into the trees. Bly thinks the croc may have stumbled across some ancient and evil power on the island and may be using it to increase its own power.

1903 Haven of the Tritons (EL 12): This wealthy band of **21 tritons** (CR 4; hp 16 each) keeps a watchful eye for perils of the deep, often warning sailors and coastal travelers of imminent danger. Although they are reluctant to offer direct assistance, they have been known to use missile fire to distract pirates, giving merchant vessels that are respectful to the sea god an opportunity to escape. They have a treasure that consists of 2 black pearls (100 gp each), a *potion of glibness*, a *ring of counterspells*, and a *wand of cure light wounds* (50 charges) named "Revigor."

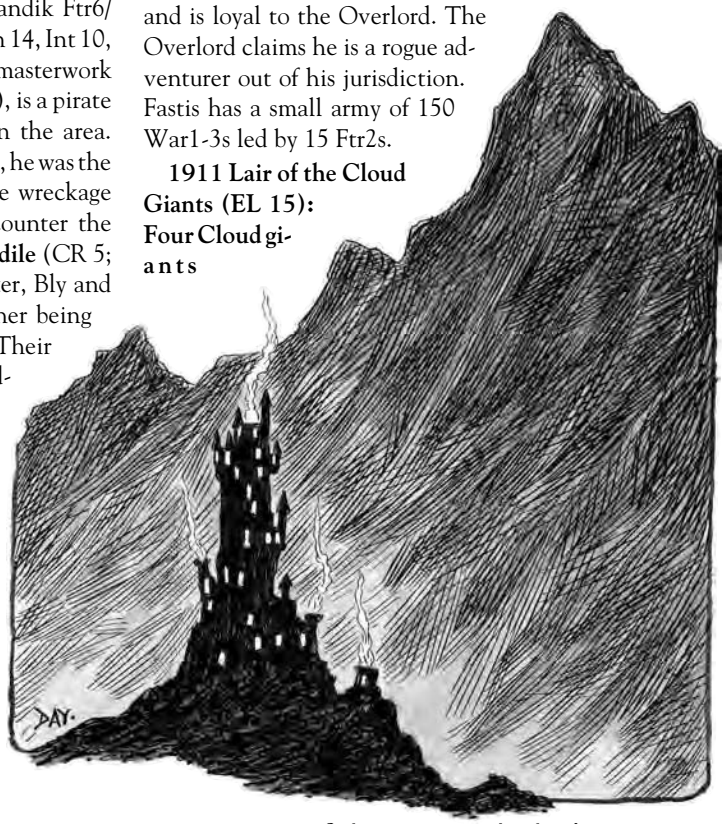
1906 Grey Fang Keep (Castle): Conventional; AL NE; TL 6; 100 gp limit; Assets 2,000 gp; Population 400 (80 Ftr2s and 20 Ftr3s serve as loyal troops to Hara; the balance are old human workers Com1s); isolated (human 96% [mostly Tharbrian], others 4%). *Authority Figure:* Hara, female half-orc LE Ftr8. *Important Characters:* Ash, male Tharbrian NG War6 (leader of the workers who were able to escape to the surrounding mountains, wields a large two-handed hammer).

This castle was a keep controlled by a conclave of wizards. Fastis of Crucible seized control five years ago and placed Hara in charge. They have recently completed the addition of castle walls. This castle is in an excellent location to further Fastis' plans to dominate the Tharbrian Coast. The old human workers of the conclave are now slaves of Fastis.

1907 Crucible (Village): Conventional; AL LE; TL 4; 200 gp limit; Assets 4,150 gp; Population 664 (Able bodied 166); Isolated (orc 96%, others 4%); Resources: Iron. *Authority Figure:* Fastis, male Tharbrian LE Ftr11. *Important Characters:* Nash, male orc LE Adp8 (leader of the orcs); Salarn, male Tharbrian LE Blackguard 8/Fallen Paladin 6 (once a paladin of Mitra he joined the Hellbridge temple three years ago).

Fastis seized control of Crucible 10 years ago and is building the village up to use it as a base to dominate the entire Tharbian Coast. Rumors are that he works for the Hellbridge Temple in the City State and is loyal to the Overlord. The Overlord claims he is a rogue adventurer out of his jurisdiction. Fastis has a small army of 150 War1-3s led by 15 Ftr2s.

1911 Lair of the Cloud Giants (EL 15): Four Cloud giants



1824 Tower of the Keystone's Shadow

(CR 11; hp 178 each) live here. Oldak of the Mists, his wife, and two sons make their lair in a massive, yet Spartan tower atop this mountain in the Saber Scarpe range. Oldak and his sons hunt dire bear, and perytons within their range, often camping for weeks at a time upon the highest peaks of the mountains, so near to the clouds they love. If their tower is attacked, they lay down a heavy barrage with perfectly shaped round stones of massive weight, targeting lightly armored opponents before those in armor and using the towers huge crenellation stones as cover.

1913 Temple of the Azure Sky (Citadel): Magical; AL LG; TL 3; 40 gp limit; Assets 160 gp; Population 80 (20 devout warrior-priests Clr2/Brb1s guard the temple, the balance are priest-farmers Clr1/Com1 who work the land); isolated (human 96% [mostly Tharbrian and Altanian], others 4%). *Authority Figure:* Donagel, male Tharbrian LG Clr7. *Important Characters:* Orovin, male human NG Rgr2/Clr3 (helps the village of Smite track down criminals, rival to Calan, the notorious bounty hunter).

This is a small monastery that has been in existence for over 400 years. It is closely associated with the town of Smite (1812) to the west. The clerics worship Odin the Sky Father.

1934 Sunfells (Small Town): Conventional; AL N; TL 6; 800 gp limit; Assets 41,000 gp; Population 1,640 (Able bodied 410); Isolated (elf 96% [gray], others 4%); Resources: Market. *Authority Figure:* Synake, male human N Rog14. *Important Characters:* Carni, female elf [gray] CG Clr11 (Synake's second in command and love interest); Norin, male elf [gray] NG Exp4/Rgr3 (head herdmaster, once a suitor for Carni and has an active dislike for Synake).

Sunfells is a small town of elves located on the edge of the Prydon Plains. They have lived here for thousands of years and produce all manner of goods. They are noted for their raising of the elven steeds on the nearby Prydon Plains. There are only a handful of horses available every year and most are earmarked for the elven royalty. Currently the elves have an on-going conflict with the orcs of Little Kor. Synake has lived here for over forty years. He was once a master thief of the Thieves Guild of the City State but fled when he lifted the bride jewels of the current Overlord's mother. He hid at Sunfells as a merchant making deals between the elves and outsiders. He found himself falling in love with the town and the surrounding land and forty years later is now recognized as the spokesmen for the elves to outsiders.

2004 Orlage (Village): Conventional; AL CG; TL 5; 200 gp limit; Assets 4,150 gp; Population 664 (Able bodied 166); Mixed (human 79% [mostly Tharbrian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Lyrdan, male Tharbrian N Ftr11. *Important Characters:* Ranald, male Tharbrian N Ari3/Com9 (head guildmaster of the merchants); Pandan, male Tharbrian LG Pal6 (current quest is to serve Orlage, currently captain of the guards).

Orlage is the market center for this stretch of the Tharbian Coast. Conquered by Tharbrians several thousand years ago. Lord Lyrdan's family has ruled Orlage for five centuries quietly building up trade with towns all around the Sea of Five Winds. Lord Lyrdan is concerned over the rise of Fastis of Crucible. He feels that Fastis can wreak havoc throughout the Tharbian Coast. He is currently mulling the idea of hiring an adventuring or mercenary group to deal with Fastis once and for all.

2010 Mistwind Conclave (Citadel): Magical; AL LN; TL 8; 100 gp limit; Assets 600 gp; Population 120 (30 armed Ogre Ftr3s are fanatically loyal to the conclave and serve as guards; there are 2-8 other wizards Wiz2-9 here at any time; the balance are Com1-3 mundane servants and farmers); integrated (human 37% [mostly Tharbrian and Alryan], half-elf 20%, elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Serinal, female halfling N Wiz5. *Important Characters:* Daladgael, male elf [gray] CG Wiz15 (one of the older members who choose to stay, not present often as he often undertakes quests to other planes).

This keep is the site of a wizard conclave lead by Serinal. The conclave was very old and respected among the wizard community. Twenty years ago many of the members of the conclave began to fight among themselves and the conclave went into decline. Serinal was elected the leader of the conclave and began to revitalize it. Today it is growing and has attracted several bright young wizards.

2015 Shewolf (Village): Conventional; AL CG; TL 6; 200 gp limit; Assets 4,075 gp; Population 652 (Able bodied 163); Mixed (human 79% [mostly Alryan and Tharbrian, some Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Gorogatan, male Alryan NG Ftr10. *Important Characters:* Darnik, male dwarf LG Exp4 (respected leader of the mining guild); Karai, female Alryan LN Ari8 (Lady of the Exchange, appointed by the Overlord).

Shewolf is the market for various miners in this region. The gold from Omen is warehoused here before shipment to the City State. The mining guild has an important hall here. It operates a very lucrative exchange market for merchants from City State and Thunderhold. Shewolf is under the direct authority of the Overlord. Lord Gorogatan operates an elite force to guard the gold and the exchange consisting of 25 Ftr3s and 6 Ftr5s.

2024 Keystone Castle (Castle): Magical; AL LE; TL 8; 100 gp limit; Assets 2,000 gp; Population 400 (80 men-at-arms War1 guard the castle, aided by 20 war-priests Clr1-3s; the remaining 300 are Com1-3 servants, Ari1-3 courtiers or Exp1-3 merchants and civil servants); mixed (human 89% [mostly Alryan, some Tharbrian], half-orc 9%, others 2%). *Authority Figure:* Palagad, male Alryan LE Clr7. *Important Characters:* Darnax, male half-orc LE War6 (commander of the four companies of troops stationed at the castle).

The Overlord's father granted this castle to the Hellbridge Temple. It is the main stronghold of the Hellbridge Temple outside of the City State.

2032 Goblin Hill (Small Town): Nonstandard; AL LG; TL 3; 800 gp limit; Assets 45,700 gp; Population 1,828 (Able bodied 457); Isolated (human 96% [mostly Tharbrian, some Altanian, a few Skandik], others 4%); Resources: Granite. *Authority Figure:* Zolamat, male Tharbrian CG Wiz10. *Important Characters:* Stephen, male Tharbrian N Exp8 (quarrymaster); Geak, male goblin NE War6 (leader of the remaining goblins scattered around the region).

Several centuries ago this was a goblin warren until the Overlord destroyed the town for raiding the Crossings of Ricaridge. He granted the warren and surrounding lands to one of his vassals. The town was built in and around the old goblin warren for protection against the remaining goblins and the giants of the Cloudwall Mountains. The town gains much of its trade from the excellent quality of the granite quarried locally. The old goblin warren is no longer the crude dirt tunnels of old but have been lined with stone and extensively decorated. The old lord's family died out a century ago, leaving the town in the hands of a council of elders. Fifty years ago a wizard's conclave was established and now it leader, Zolamat, is the leader of the council.

2120 Gaehill (Small Town): Conventional; AL N; TL 7; 800 gp limit; Assets 39,400 gp; Population 1,576 (Able bodied 394); Integrated (dwarf 35% [mostly mountain, some city], human 22% [Alryan], halfling 18%, elf 10%, gnome 7%, others 8%); Resources: Lead. *Authority Figure:* Baldacan, male Alryan N Ftr6. *Important Characters:* Lord Oldstone, male dwarf [mountain] LN Ari5 (lord of the dwarven clan Oldstone); Lodrin, male Alryan Ftr2 (captain of the guards and son of Baldacan); Durvin, male dwarf [mountain] War5 (sergeant, friend of Baldacan and there to make sure Lodrin doesn't get killed).

Baldacan is lord of Gaehill and a senator of the City State. His clan has grown wealthy on the lead mines that surround the village. His grandfather forged an alliance with a powerful dwarven clan of Thunderhold to run the mines. Today over half of the population are dwarves.

2125 Flint (Village): Conventional; AL N; TL 3; 200 gp limit; Assets 7,300 gp; Population 1,168 (Able bodied 292); Mixed (human 79% [mostly Tharbrian, some Alryan and Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Marble. *Authority Figure:* Disbad, male Tharbrian LE Ftr12. *Important Characters:* Pox, male Tharbrian CN Exp4/War2 (leader of the largest mining gangs, high natural charisma despite hideous disfigurement); Hoxar, male half-orc, N Exp6 (leader of the second largest mining gang).

Most of the marble in the City State comes from Flint. This town has little but the quarries. The miners live in barracks and there is little else other than an assortment of taverns. Gang warfare is rife in the town with rival gangs of miners engaging in bloody battles nearly every night. Lord Disbad is high in the Hellbridge Temple and has been brought in to restore order to the town.

2127 Twinhorn Gate (Citadel): Conventional; AL LN; TL 3; 40 gp limit; Assets 80 gp; Population 40 (A well-armed and armored guard of 10 Ftr4s loyal to Nevron guards the citadel, the other 30 residents are War1/Com1s who raise meager crops and serve as fighting men when needed, though all are well outfitted); isolated (human 96% [Alryan], others 4%). *Authority Figure:* Nevron, male Alryan LG Ftr8. *Important Characters:* Duci, male dwarf LG Ftr5 (Sergeant of the guard, tries to mitigate the worst of Nevron's obsessions).

Twinhorn Gate is a small citadel that acts both as a guardhouse and a toll booth for the Twinhorn Pass. Nevron is a fanatical follower of Mitra. His worship borders on obsession and his family prevailed on the Overlord to appoint him to this post to get him away from Modron.

2129 Dire Rams (EL 10): The **15 male dire rams*** (CR 3; hp 30) of the Lanshan Cap Mountains consider anyone in wearing a helm as a challenger looking to mate their females, charging them instantly, head butting them often to deadly effect. Woe is it to the traveler who wears a horned helm and stands too close to the narrow mountain trails, lest he fail in his footing and fall miles and miles to his doom.

2209 The Hydra Lair (EL 8): A fissure in the rock face holds the lair of **3 six-headed hydras** (CR 5; hp 63 each). The beasts are ravenous as they have eaten nearly every living creature within miles of their lair, yet are too stupid to move off for better hunting grounds, if they do not eat soon, cannibalism is an inevitable solution to their food shortage.

2222 Crocodiles (EL 11): The swamps near Haghill crawl with **25 dangerous crocodiles** (CR 2; hp 22 each) who consider anything passing through their territory to be good eats.

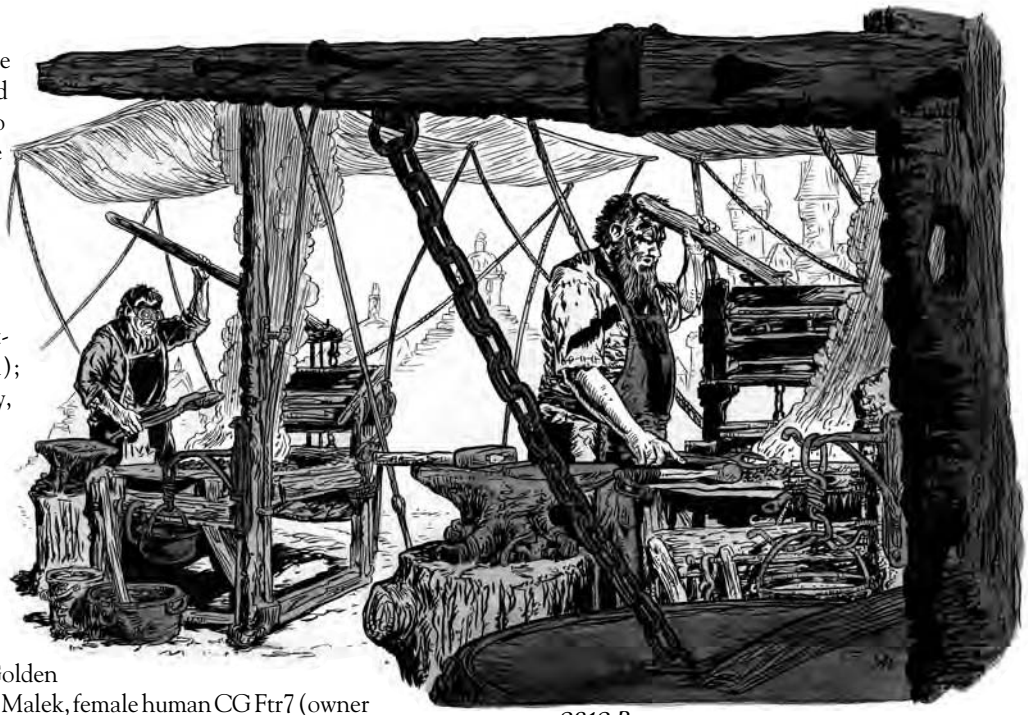
2232 Temple of the Golden Axe (Castle): Magical; AL LG; TL 9; 200 gp limit; Assets 6,000 gp; Population 600 (150 dwarf warriors Ftr3s in platemail guard the castle; the balance are dwarven miners Exp2-4); isolated (dwarf 96% [mostly mountain], others 4%); Resources: Castle. *Authority Figure:* Dorvon, male dwarf [mountain] LG Clr5. *Important Characters:* Holdi, male dwarf [mountain] LN Exp4 (chief of the miners).

This temple/castle was founded as a joint venture by the dwarves of Thunderhold and Chacban. The two towns combined to build a lavish temple to Rosmerta the Dwarven goddess of wealth and plenty on the western slopes of the Cloudwall Mountains. Over the past several hundred years the temple has grown wealthy and powerful. Much of the temple's wealth comes from its mines in the surrounding hills. There has been a rash of killings among the miners in the deepest levels recently.

2232 Manticore Lair (EL 5): The **manticore** (CR 5; hp 57) living within this cavern, nestled within the Cloudwall Range, is more distressed by the family of dragons living in hex 2333 who keep him from his old regimen of picking off lost travelers, eating them and staring at their shiny gear. The Manticore now only hunts at night not straying far from his cavern in fear that the dragons will see him and roast him out of his lair, stealing his pretty shiny things. The Manticore keeps his possessions in a neat pile and dreams of capturing an elf maiden who would get the knots out of his mane with the precious jeweled comb he took off of a bard that tried to charm him with songs and dancing. His treasure consists of 400 gp, platinum ring (700 gp), gold comb with emerald inlay (1000 gp), *+3 cloak of resistance*, and a *+2 heavy mace* named "Bashrash". He will suggest that a well-armed party of adventurers should kill the dragons in 2333 for him, and in return he will give them a *+2 heavy mace*, and *+3 cloak of resistance* he procured some time ago.

2312 Byrny (Small Town): Conventional; AL CG; TL 7; 800 gp limit; Assets 46,200 gp; Population 1,848 (Able bodied 462); Mixed (human 79% [mostly Tharbrian and Skandik, some Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Iron. *Authority Figure:* Governor Hetalan, male Tharbrian N Ftr9. *Important Characters:* Aleorax of Altanis, male Altanian Exp4/Clr6 (head of the temple of Hephaestus), Bullarg, male Altanian N Ftr5

(employee of the shipping guild and ferryman); Karno One-Hand, male Skandik LG Clr7 (high priest of the temple of Odin); Tallulah, female Tharbrian, CG Clr6 (high priestess of Athena); Nebellor the Gray, male dwarf N Wiz8 (armorer); Targorn, male human LG Ftr7 (smith); Tellesh the Wise, male Tharbrian CG Ftr7 (proprietor of the Inn of the Golden Chimera); Sandy Malek, female human CG Ftr7 (owner of the War Wagon Inn); Laughing Bart, male human CG Ftr6 (head of the mining office).



2312 Byrny

Named for the Lawful Good fighter, Byrny, who led settlers into the area in 2881 BCCC, the town has always been plagued by nearby orcs. Rich deposits of iron were discovered nearby and the village's technology was improved. Iron mining and the working of metal became the core trade of Byrny. In fact, the smiths of Byrny are now famous for their chainmail coats (known as "Byrnys") as well as their swords and shields. Byrny supplies many of the weapons and armor for the Overlord and others. Byrny has established a small hamlet known as Ironload with a ferry and shipping guild on the banks of the River Stillring allowing for shipping iron from the mines to the nearby small hamlet of Dwarfport (2809) — the maritime outlet for the Kingdom of Thunderhold — where the ore is turned over to the dwarves who transport it via heavily armed caravan to Thunderhold. Iron ore is also transported by ship downriver and around the Mouth of the Roglaroon to Modron, where the ore is loaded on larger ships for trade to all parts of the world, including the City State. Rates for transport from Byrny to Modron on an iron shipping boat is 100 gp per person, 200 gp per axle of wagon and 150 gp per animal up to the size of an ox. The village has an impressive triple-towered keep as well as vast underground galleys below it. The keep has withstood dozens of sieges and lesser raids, including major sieges by gnolls during the Gnoll Times (though the town itself was burned to the ground). The village has a rather large and experienced militia since they are frequently attacked by orcs and goblins. The village leader is a military governor in the City State and the town militia became a regular regiment in the City State ranks, called the Byrny Royal Guard. The village has temples to Athena, Hephaestius and Odin. The current Governor, Governor Hetalan, was appointed by the Overlord. The village is currently suffering from raids by the goblins of Trollslore.

For more information on Byrny, see the Judges Guild product *The Mines of Custalcon* by Bryan Hinnen.

2314 Trollslore (Village): Conventional; AL CE; TL 6; 200 gp limit; Assets 4,850 gp; Population 776 (Able bodied 194); Isolated (goblin 96%, others 4%); Resources: Gold. *Authority Figure:* Custalcon, male Tharbrian LE Ftr11. *Important Characters:* Mok, male Tharbrian Clr16 (main priest of Mokmalla, more than 200 years old, he is the guiding force of what little order there is in the village), Halamok, male Tharbrian NE Ftr6 (personal bodyguard of Custalcon); Tarmok, male human CG Ftr5 (innkeeper of the White Boar Inn).

Built on the remnants of an ancient advanced civilization, Custalcon took over the local goblin tribe after discovering gold here some 10 years ago. He and his men have built a manor here directly over the old gold mine so that they can mine the gold without the goblins having knowledge of it. He leads several hundred local goblins in the area on raids the mostly against the village of Byrny. Custalcon and all his men worship a strange demi-goddess, Mokmalla (Demi-goddess of Love, CE), a deity of an ancient civilization that was accidentally summoned by a wandering cleric in the area who subsequently converted Custalcon and his men, though not the goblins. The village has an inn, called the White Boar Inn that is adjacent to the manor built by Custalcon and his men.

For more information on Trollslore, see the Judges Guild product *The Mines of Custalcon* by Bryan Hinnen.

2321 Haghill (Hamlet): Conventional; AL N; TL 6; 100 gp limit; Assets 1,900 gp; Population 608 (Able bodied 152); Mixed (human 79% [mostly Tharbrian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Horses. *Authority Figure:* Huberic the Stout, male Tharbrian N Ftr7. *Important Characters:* Ochcall Cat-Eye, male human CE Ftr5 (companion of Sir Huberic, wild-eyed, high pitched laugh); Bronk, male Tharbrian, NE, Clr3 (the spider god Yezad).

Sir Huberic has ruled Haghill for the past 14 years. He enlarged the small castle and shocked the villagers by

occupying the long deserted 'Tower of Torpid Terror'. The large tower is the most ancient structure in the surrounding area and legend says that a terrible creature of the Elder Days sleeps beneath it. While Huberic laughs off the superstitions, he prudently sealed off all entrances to the dungeons beneath the tower. Huberic is especially fond of banquets and uses every opportunity to increase his grisly girth. His retainers are very loyal because Huberic is famed for giving gold rings to his favorites. He entertains them by frightening animals (and an occasional peasant) with his 20-foot whip.

For more information on Haghill, see the original Judges Guild campaign setting *Wilderlands of High Fantasy* or visit the Necromancer Games' Judges Guild page (*www.judgesguild.com*).

2325 Lizardmen Den (EL 11): This cannibalistic tribe of **30 lizardmen** (CR 1; hp 11 each) thrives on the flesh of other humanoids. Their mud and wattle huts are above ground and there are many wooden spike traps surrounding their den. The lizardmen hunt by remaining partially submerged for cover, then attacking in a half circle with javelins, driving their prey towards their elaborately placed traps. They are led by **Seraenu** (male Lizardman Drd4; CR 5; hp 36; Str 13, Dex 11, Con 12, Int 11, Wis 14, Cha 12). Thus far they have been the death of dozens of explorers, whose heads decorate poles outside their communal lodge as grim tokens of their ferocity. The lizardmen have 16,000 gp, an ermine blanket (75 gp), *potion of darkvision, potion of aid, ring of feather falling.*

2334 Red Dragon Lair (EL 16): Making their home in within the volatile terrain of the Fiery Scarpe, 4 red dragons rule this area. The male **Pyrozzazkizm** (nicknamed Pyro) (CR 14; hp 303) and female **Xathragot** (CR 14; hp 253) raise their **2 young** (CR 9, hp 168), teaching them all the greatest qualities of red dragon kind. Cruelty, foulness, dirty play, fear, and bullying are earmarks of their parenting style as they spy upon others within 200 miles of their volcanic fortress, assessing their strengths and amounts of their treasure before moving in for the kill and snatching everything of value. The dragons are very intelligent, and they know that there are always hero types out there with an ear to the wind for the chance of a lifetime, the big score, a dragons' horde. To avoid this end they attempt to remain low key when it comes to dealings with more civilized areas. Pyro, while more physically imposing, is less intelligent than Xathragot. It is Xathragot who files from their lair with her young to conduct reprisals against the countryside while Pyro stays at home to mind the hoard. As a result, most people believe that only Xathragot and her young inhabit the lair — a fatal mistake if ever there was one. Xathragot has shrewdly installed several of the local rulers and has made alliances with various humanoid bands and sorcerers making their homes in the Cloudwall Mountains to serve as lookouts and spies. If their lair was ever to be penetrated such invaders would find themselves confronted with pits that slide directly into live lava flues, chambers filled with toxic gas and mazes of mirror like, razor sharp obsidian glass. Not to mention a host of lesser evil creatures that serve the dragons. The dragon horde contains: 190,000 gp, 16 yellow topaz (800 gp each), 14 moss agates (250 gp each) and over 1000 other gems (from 10 gp to 100 gp each), *potion of intelligence, scroll of 2 divine spells* (caster level 9, *summon natures ally I* and *detect chaos*), *+2 chainmail, +1 small steel shield, +1 halfspear, +2 longspear* named "Firstblood," *potion of endurance, stone of alarm, amulet of natural armor +2, ring of x-ray vision* inscribed "Peering" and a *+2 frostbrand longsword.*

2334 Balik's Castle (Castle): Conventional; AL LE; TL 3; 200 gp limit; Assets 5,200 gp; Population 520 (25 half-orc thugs War1-2, 30 human bandits War1-3, 30 goblin War1-2, 30 orc raiders Ftr1-2 and 15 gnoll berserkers Bbn1-3 constitute what passes for a garrison; the remaining 390 or so are various normal orcs, gnolls and goblins, Com1-3 shopkeepers and laborers or Rog1-2 thieves and ne'er-do-wells of various races); integrated (half-orc 37%, human 20%, orc 18%, goblin 10%, gnoll 7%, others 8%). *Authority Figure:* Balik, male half-orc LE Ftr6. *Important Characters:* Kronk, male goblin NE Rog5 (Balik's ally and tasked with assassinating rivals, gets a nervous tic whenever Xathragot is mentioned).

Balik rules a motley band of brigands, orcs, goblins, and thieves on the behalf of the Red Dragons (also in 2334). He styles himself King when Xathragot is not present and sends his forces raiding throughout the region. He likes to prey on the caravans between Chacban (Barbarian Altanis) and Sunfells. He will often leave various items from the orc tribes inhabiting Little Kor to make them think that they are doing the raids.

2406 Cockatrice Lair (EL 7): This high peak in the majestic mountains is strange in the number of stone statuary in the area. Lifelike orcs, goblins, a young hill giant, and several elk, all done in hard marble decorate the area in a half-mile radius. The serene and almost garden like quality belies the danger present in this brood of **5 cockatrices** (CR 3; hp 27 each).

2422 Conclave of Twilight Anvil (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 1,000 gp; Population 200 (50 well paid mercenary War1-3s guard the conclave; the balance are Com1-2 mundane servants and farmers); Integrated (human 37% [mostly Tharbrian, some Altanian], gnome 20%, halfling 18%, elf 10%, dwarf 7%, others 8%); Resources: Citadel. *Authority Figure:* Dorvilla, female half-elf N Wiz6. *Important Characters:* Langeril the Great, male gnome N Ill5 (flamboyant illusionist, recently had a command performance of his art in front of the Overlord).

This is a relatively new conclave of wizards. Two years ago they gained great personal wealth from an adventure and they have built a castle. Their sudden rise in wealth has caused many of the other conclaves in the region to look at them as upstarts and this is causing them great difficulty.

2422 Darkfield (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 4,375 gp; Population 700 (Able bodied 175); Mixed (human 79% [mostly Tharbrian and Altanian, a few Skandik], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Snarzak, male Altanian LE Sor11. *Important Characters:* Tanir, male Tharbrian LN Ari5 (lord merchant of Darkfield); Bashirl, male halfling CG Com6 (leader of the Teamster's guild, despises Tanir).

Darkfield is a market center for the local estates and farms. It is prime source of food for the City State. The merchants organize before dawn at Darkfield to buy grain, and foodstuffs for the City State. The caravans are then driven 10 miles to the City State to be placed on the market by noon. The village is a mad house during harvest. Snarzak, a devotee of the Hellbridge Temple, is the lord. Though inwardly evil, he is not cruel, as that would hamper the flow of gold into his pockets and the coffers of his church.

2432 Lair of the Salamanders (EL 8): High in the mountains of the Fiery Scarp is an intermittent Gate to the Demon Empire (operates in only one random direction once per full moon). On the darkest nights, a strange glow can be seen emanating from it for a distance of several miles. If approached within 500 feet, there is a 50% chance that a wandering group of **3 salamanders** (CR 5; hp 38 each) is encountered. These creatures will attack anyone they see on sight. They will not pursue far from the gate, as it provides their only means of transport home.

2503 Maskholm (Small Town): Nonstandard; AL CG; TL 6; 800 gp limit; Assets 39,000 gp; Population 1,560 (Able bodied 390); Mixed (human 79% [mostly Tharbrian and Skandik, some Alryan, a few Altanian], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Bolash, male Tharbrian LE Ill17. *Important Characters:* Nordei, female Tharbrian NG Rgr6 (Bolash's main political opponent); Gansk, male Skandik LE Ftr8/Blk2 (In charge of maintaining the hidden base).

Maskholm was a small fishing village until 1,000 years ago when it was the center of resistance against the sahuagin. It never shed the rough and chaotic image is gained when it was a refuge. Bolash is allied with the Hellbridge Temple and arrived in Maskholm over 20 years ago. He hid his true alignment while he rose to power. Though he was never able to tame the chaotic nature of Maskholm he was able use his authority to establish a hidden base for the Hellbridge Temple and the Overlord's agents. They use this base as a center for operations along the Tharbrian Coast. He currently is trying to use the threat poised by Fastis of Crucible to gain dictatorial powers and consolidate his control over the town.

2503 Temple of the Deep (Castle): Magical; AL LG; TL 8; 200 gp limit; Assets 4,800 gp; Population 480 (80 men-at-arms War1, 20 veterans Ftr1 and 20 Clr1-2s constitute the garrison; the remainder are Com1-3 laborers and servants, or Exp1-3 scientists, explorers, mapmakers, etc.; the Challengers of the Deep vary in size and number, but are mostly adventurer types of levels 6-8); isolated (human 96% [mostly Tharbrian, some Skandik], others 4%). *Authority Figure:* Dugalir, male human LG Clr7. *Important Characters:* Serilei, female sea elf NG Sor6 (current leader of the Challengers of the Deep).

This temple has existing for several thousand years, serving the god of the sea, Manannan. Over a thousand years the sahuagin launched an invasion of the Tharbrian Coast area and the temple became the center of resistance. Allied with the elves of Sharanas Lal and the Tritons of Navuria the invasion was defeated. The Temple found an adventuring group known as the Challengers of the Deep to explore the Winedark Sea and to discover any further sahuagin plots. Dugalir, the head of the temple, has recently been promoted from the leadership of the Challengers. He worries constantly about the group and this is source of friction as he won't stop interfering with its adventures.

2509 Keep of Winter's Light (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 600 gp; Population 120 (24 King's Guard dwarf Ftr3s; the balance are Com1-2 mundane servants and farmers; from 1-3 visiting Wiz1-4s can be found here at any time); Integrated (human 37% [Tharbrian and Skandik], dwarf [mountain] 20%, halfling 18%, elf 10%, gnome 7%, others 8%). *Authority Figure:* Tavel, male Tharbrian N Wiz6. *Important Characters:* Terai, female dwarf [mountain] LG Wiz3 (daughter of King Nordre and student of Tavel).

This keep is the wizard stronghold of Tavel. King Nordre Iron-Helm of Thunderhold granted the keep to Tavel and his group of followers after they saved his son from an orc ambush in the Majestic Mountains. The King's daughter, Terai, is a student. The men-at-arms are a division of the King's Guard from Thunderhold, though several of them have been magically corrupted by a lich whose tomb is in the area and are hatching a plot to kidnap Terai for the lich and extort a large ransom from King Nordre.

2509 Anvil (Village): Magical; AL N; TL 5; 200 gp limit; Assets 4,600 gp; Population 736 (Able bodied 184); Mixed (human 79% [mostly Tharbrian, some Skandik and Alryan], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Silver. *Authority Figure:* Fladhal, male Tharbrian N Clr11. *Important Characters:* Gani, female dwarf LN Ftr2/Ari2 (leader of the dwarves in Anvil); Tandel, male human N Clr8 (master of the novices, ill-tempered); Vanai, female human LN Mnk6 (high teacher of the monk school).

Anvil is based around a monastery of Thoth founded after the gnoll invasions 400 years ago. Anvil is under the authority of the King of Thunderhold. The prime resource of Anvil is silver.

2521 Giant Frogs Lair (EL 7): On the north edge of the Troll Fens are many things, among them **6 giant monstrous frogs*** (CR 2; hp 17). They attack anyone they encounter, only fleeing from fire.

2529 Dearthmead (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 7,750 gp; Population 1,240 (Able bodied 310); Mixed (human 79% [mostly Tharbrian and Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Oramek, male Tharbrian LG Ftr11 (devoted to Mitra). *Important Characters:* Athelnar, male Tharbrian LG Ftr8 (Oramek's younger brother).

Dearthmead was found several hundred years ago as a center for farmers and herders working the fertile lands between the Queens Waste and the Estuary of the Roglaroon. Oramek's family originally came from Modron and for their service in the Gnoll Times they were granted Dearthmead. Oramek is shocked by Lady Alena's behavior (2529) but is infatuated with her to the point he thinks that he is love. His brother Athelnar is not amused and has become vocal about his brother infatuation.

2529 Mandan Castle (Castle): Conventional; AL LE; TL 6; 200 gp limit; Assets 6,400 gp; Population 640 (90 men-at-arms War1-3, 40 heavy cavalry Ftr1-2, 20 Altanian

bodyguards Bbn1-2 and 10 elite woodsmen Rgr1-3 make up the castle garrison; the remainder are Com1-3 servants, Exp1-3 aides and professionals, and Ari1-3 courtiers and hangers-on); isolated (human 96% [mostly Alryan and Tharbrian, some Altanian], others 4%); Resources: Castle. *Authority Figure:* Alena, female Alryan LE Sor8. *Important Characters:* Conar, male Altanian N Bbn9 (Assigned by the Overlord to be Alena's personal bodyguard and to oversee the Altanians who serve as her personal retinue).

Alena is an illegitimate daughter of the Overlord. She is young and charismatic with the power of sorcery at her command. Her father, the Overlord, posted her as Lady of Mandan Castle. Alena's overriding goal is to defeat the dragon Xathragot and her brood (2334). While she knows she cannot face Xathragot directly now, she seeks every bit of experience in order to further hone her powers. She likes shocking Oramek, the Lord of Dearthmead, with her vulgarity and ruthlessness. She often makes fun of his devotion to Mitra.

2604 Citadel Loudring (Castle): Conventional; AL LG; TL 6; 200 gp limit; Assets 5,200 gp; Population 520 (120 War1-3s constitute the castle garrison; the balance are Com1-3 mundane servants or farmers); integrated (dwarf 41% [mostly city and hill], humans 25% [Tharbrian], halflings 10%; elf 9%, half-elf 7%, others 8%). *Authority Figure:* Owynn, male human LG Ftr7. *Important Characters:* Dhuren, male dwarf [city] LG Ftr5 (captain of the Border Warders stationed at the citadel); Excarin, female dwarf [hill] LG Clr6 (high priestess of Rosmerta).

Citadel Loudring was built to defend the village of Troth from pirates and raiders. Lord Owynn the White is concerned about the rising number of raids from pirates and is preoccupied with building up the defenses of the citadel. The citadel has a bell tower that houses a very large bronze bell, called the Oath Bell. The Bell is rung when there is danger, calling everyone to the citadel. There is an enchantment on the Bell so that those who take an oath to defend the citadel and village can only hear the ringing. Distance is no barrier to the Oath Bell. Even they are on a different plane of existence, those who take the oath can hear the bell.

2606 Thunderhold (Large City): Conventional; AL LG; TL 9; 3,000 gp limit; Assets 750,000 gp; Population 8,000 (Able bodied 2,000); Integrated (human 37% [mostly Tharbrian and Skandik, some Alryan and Altanian], dwarf [mostly mountain] 20%, halfling 18%, elf 10%, gnome 7%, others 8%); Resources: Gems. *Authority Figure:* Nordre Ironhelm, male dwarf [mountain] NG Ftr6/Ari2 (the current king of the dwarves is stormy and quick to anger; he dreams of retaking his ancestral home in the Majestic Fastness). *Important Characters:* Squire Zotik, male dwarf [mountain] N Ftr2/Ari1 (mayor of Thunderhold); Ni-Weser-Re, male astari LG Wiz10/Clr10/Sage 10 (869 years old, ancient sage of Thunderhold, specializes in History of all periods and Astronomy, cleric of Thoth; he is preoccupied with charting the various stargates that reside on and above the planet and is knows as a dwarf-friend and is a Hero against the Race of Wyrms; he rides a gold dragon and is frequently gone from his home for weeks at a time); Wenegbon, male dwarf [mountain] N Ftr4 (Gate Sentinel for the castle, trumpets the arrival of important visitors or events); Bonanza Bifex, male dwarf [mountain] N Clr4 (leader of the Dwarven War Party and a priest of Goibhnie; he is anti-human and often causes problems by stirring up racial hatred); Romp Wikin, male dwarf [mountain] N Bar2 (a widely-traveled bard who has visited the regions of Tarantis, the Valley of the Ancients, Valon, the Elphand Lands and Viridistan; he hates elves); Fenmar the Knave, male dwarf [mountain] N Rog5 (nicknamed "Flash" for his skill as a cutpurse and famed quick escapes thanks to his magical boots); Lady of Green Knowledge, female Tharbrian LG Witch 9/Drd3 (a charitable good witch, she resides at the Shadow Mirth Lodge); Lady Kostbera the Sorceress and Spy, female Altanian, CE Wiz9 (a former beggar girl who joined the Black Lotus and is the personal agent of the Overlord); Hroptr, male Common Orichalan CG Ftr4/Sor1 (runs the Scarlet Archer Alehouse that caters to humans).

The Dwarves of Thunderhold originated at the Majestic Fastness, deep in the Majestic Mountains. They were forced from their ancestral home by the great dragon, Analegorn, and its three young some 400 years ago. The Dwarves journeyed north to the region of the Sunstone Caverns, rumored to possess a lode of mithral. There the dwarves found an army of gnolls who held the caverns and the adjacent castle. In those early days, the dwarves lived in caves near the castle and warred often with the gnolls. They befriended several bands of Moonrakers, descendants of the ancient Orichalan Dragon Lords who it is said built the castle. The dwarves and Moonrakers traded with each other and formed an alliance, but that alliance waned in the face of outside invaders and increased attacks from the gnolls of the castle and caverns. Eventually, the gnolls came to be led by an evil wizard named Lychin and a minotaur-priest named Bragash, who mobilized the gnolls to war. The dwarves defeated the gnolls and the wizard, but Bragash fled deep into the Sunstone Caverns. His forces continue to trouble the dwarves to this day.

Zephrus Iron-Helm, then the leader of the dwarves who were occupying the castle, led a band to the City State in answer to the Overlord's call for help against a marauding dragon and her brood. Afterwards, the Overlord rewarded Zephrus with the resources of the City State to help gather the remnants of the dwarves and establish Thunderhold as their new home. Zephrus Iron-Helm was made king and his descendents have ruled ever since. In honor of their old alliance, the dwarves allowed the Moonrakers to live in the castle. Thunderhold is one of the few places where descendants of the Orichalans live in peace and are not hunted. There are some 600 Moonrakers living in the castle and surrounding lands. The dwarves of Thunderhold now number over 2000. At present, the Dwarves' attempts to clear more of the Sunstone Caverns and the other caves have proceeded slowly. In addition to strengthening the castle's defenses, they have started tunnels beneath the central keeps.

The Dwarves of Thunderhold generally worship Goibhnie, Blacksmith of the Gods. His temple is the large temple in the western portion of the caste. There is also a temple to Dunatis and Kazadarum. Barracks for the Border Warders are located outside the castle proper. Barracks inside the castle hold the common soldiers (Ftr1-3s) as

well as barracks for the Axe Banner Legion, a group of 300 elite dwarven axemen who occasionally patrols with Onar and the Border Warders. They are led by Valiant Bakalin, the Hero of the Axe Banner Legion.

It is rumored that a god called "Emig XXV" died near Thuderhold two years ago and gave birth to a mortal named "Defect." The mortal and a portion of the dead god Emig was supposedly sold to the Overlord for a considerable sum. This rumor was probably started to explain the fire which began leaping from the Cryptic Citadel in the City State to kill any flying creature venturing over it, since the mortal was also supposed to have inherited a magic limb of Emig, named "Autocannon." The dwarves of Thunderhold have always produced superior weapons, but the Legion Blades of the Axe Banner Legion of recent make are attributed to the corpse of Emig.

The Dwarven King maintains close ties and trade with the City Sate. For example, he supplies armorers to the City State, workers for the mines to the northeast, and crack dwarven troops. Although not a Tributary Lord, the King gets a vote in the Senate of eight and has a mutual protection alliance with the Invincible Overlord. The Dwarves have lately regained some territory from the Giants living west of them, and it is also rumored that they are preparing a strike against Analegorn the great dragon that drove them from their home in the Majestic Fastness.

For more information on Thunderhold and the Sunstone Caverns, see the classic Judges Guild product *City State of the Invincible Overlord*, or visit the Necromancer Games' Judges Guild page (*www.judgesguild.com*) for a free download detailing Thunderhold.

2611 Troll Keep (Citadel): Conventional; AL LG; TL 6; 100 gp limit; Assets 1,200 gp; Population 240 (60 Ftr2/Rgr1 dwarves constitute a scout patrol and garrison; the balance are Com1-3s or Exp1-2s mundane farmers or craftsmen); isolated (dwarf 96% [mostly mountain], others 4%). *Authority Figure:* Carahas, male dwarf [mountain] LG Ftr5. *Important Characters:* Karni, male dwarf [mountain] NG Rgr6 (head of the scouts at the keep, considered too "elf-like" by the other dwarves).

This keep is controlled by Thunderhold and is stationed by three companies of dwarves. They patrol the northern Trollslore Mountains and aid the Border Warders stationed at Troth. This is considered as an important training post for dwarven officers. The dwarven companies stationed here are unique mountain fighters, trained in negotiating the local terrain and tracking — unusual skills for dwarves.

2618 Dire Beavers (EL 5): Three dire beavers (CR 2; hp 25) live here. These friendly, playful creatures will use small size humanoids as toys, slapping them about with their tails (think badminton birdies). They mean no harm, but sometimes get carried away in their playfulness.

2620 Castle Balarnega (Castle): Magical; AL LE; TL 6; 100 gp limit; Assets 1,400 gp; Population 280 (70 men-at-arms War1 constitute the garrison; the remaining 210 inhabitants are Com1-3 peasants, Ari1-3 nobles or Exp1-2 craftsmen or castle staff); isolated (human 96% [mostly Alryan, some Tharbrian], others 4%); Resources: Castle. *Authority Figure:* Dargitt, male human LEClr6. *Important Characters:* Anonal, male Alryan NE Clr5 (a frustrated old man whose lack of ability stalled any rise beyond his present position, five years ago secretly converted to the worship of Haramakhis and has built a cult in the dungeons of the castle).

Named for the vizier to the Overlord, the Hellbridge Temple of the City State built this castle as their contribution to the Overlord's plans to clear Dearthwood. Dargitt is a rising star within the temple and his performance in commanding this stronghold will determine whether he continues to rise in power.

2622 Woe (Village): Conventional; AL CE; TL 4; 200 gp limit; Assets 6,750 gp; Population 1,080 (Able bodied 270); Isolated (human 96% [mostly Tharbrian and Alryan, some Altanian and a few Skandik], others 4%); Resources: Hides. *Authority Figure:* Vardanit, male human LG Ftr7. *Important Characters:* Ernit, male Tharbrian NE Ftr9 (leader of the largest gang); Bogar, male human CE Rog6 (serial killer, has killed over 19 individuals in his current spree).

Woe is a dingy muddy town clinging on a raised embankment between the Conquerors River on the east and the Troll fens on the west. The surrounding farms barely raise enough food to support themselves and the town. Periodically bands of trolls or orcs come sweeping through the region and the populace has to take refuge within the town walls. The region mainly supports itself through herding and is a source of hides for the leatherworkers of the City State. Life here is solitary, poor, nasty, brutish and short, and the populace is terrorized by local strongmen. The town is under the direct authority of the Overlord. Vardanit was appointed three years ago by the Overlord to clean up Woe as the Overlord plans to use the town as a base for expeditions to clear Dearthwood of orcs. He has had little success so far in cleaning up the town.

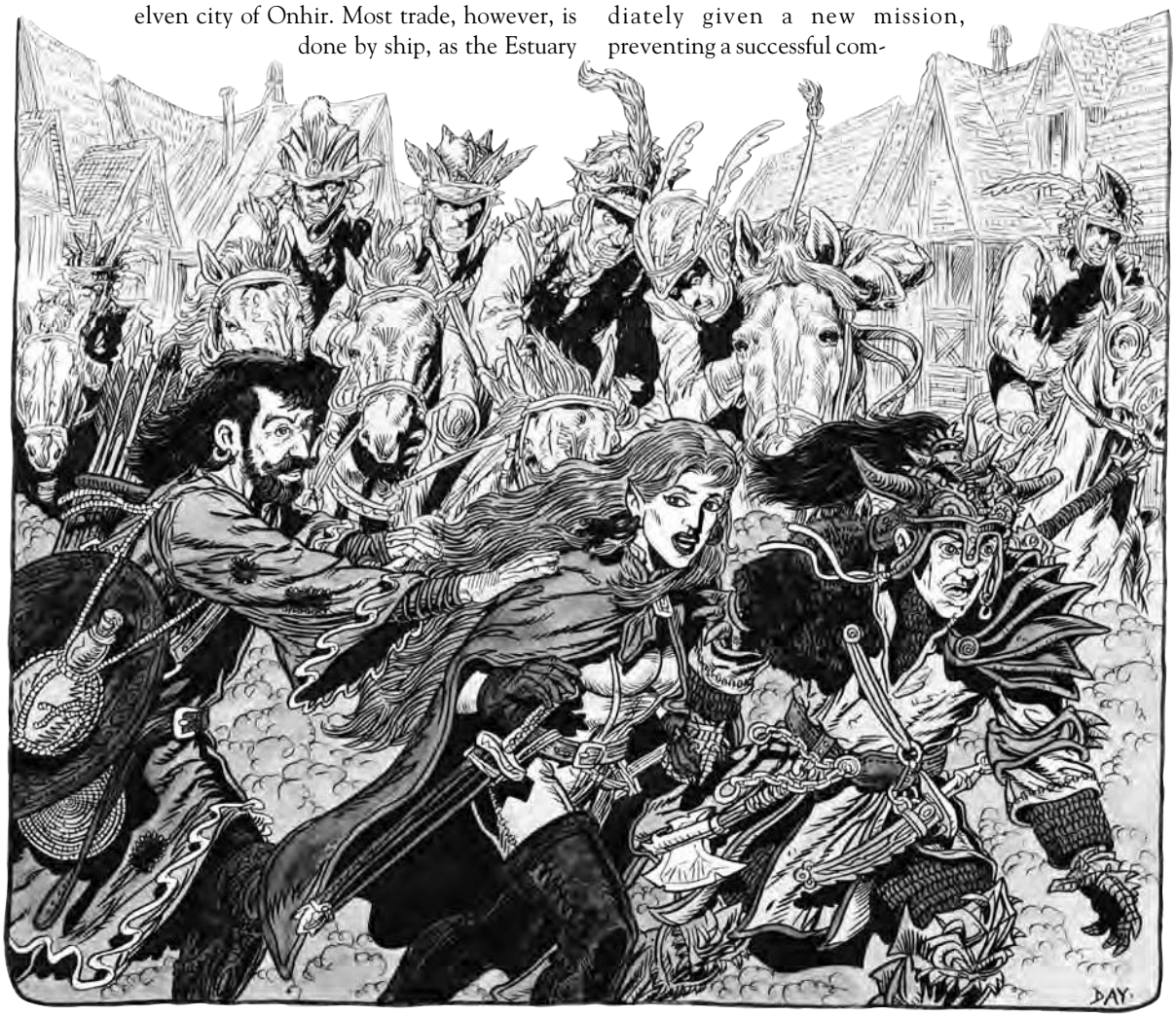
2623 City State of the Invincible Overlord (Metropolis): Conventional; AL N; TL 9; 100,000 gp limit; Assets 250,000,000 gp; Population 80,000 (Able bodied 20,000); Mixed (human 72% [mostly Alryan, Tharbrian, Skandik and Altanian, and many of mixed ancestry; there are humans from a wide range of nationalities in the city at any time], dwarf 16%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* His Most Terrible Majesty, the Invincible Overlord, Hygelak XI, male Tharbrian LN Ftr20. *Important Characters:* Balarnega, male human LE Wiz16 (Grand Vizier); Captain Rikter, male human LN Ftr16 (Captain of the Royal Cavalry); Langwellan the Blue, male Tharbrian NG Wiz15 (Lord of the Wizards Keep); Paramswarn the Red, male Alryan NE Sor16 (Lord of the Southern Keep, rumored to be an uncle of the Overlord); Tergo Di Bragit, male human N Ftr15 (Commander of the Regular Army, one of the Overlord's Vasthosts).

Located on a bluff on the western edge of Dearthwood on the Estuary of Roglaroon, the City State of the Invincible Overlord was founded in 3075 BCCCC on the ruins of what is believed to be the ancient capital of the long lost Dragon Empire of the Orichalans. The City State is one of the greatest cities of the north. Its importance is exceeded only by Viridstan, the city of spices and seat of the Falling Empire, far to the west.

Atrabilorin, the famous dwarf warlord, established the city after the fall of the Dragon Lords and was known as the Invincible Overlord. Though known as Ryan's Ruin by sages, Rhamsandron by wizards, and Normoot by Altanians, the city came to be known as the City State of the Invincible Overlord and its former name under the Dragon Empire was forgotten. The title "Invincible Overlord" has been held by every ruler of the City State since its creation. Because the city was initially founded by a dwarven hero, the city became home to a large expatriate population of dwarves and is allied to the dwarven city of Thunderhold to the north. Many years ago, Lucius the Great — a Tharbrian warlord — took advantage of a civil war that embroiled one of Atrabilorin's successors and he and his allied clans swept eastwards and conquered the City State. Since Lucius's reign several hundred years ago, the City State has come to dominate the region from the eastern border of the Viridian Empire at the Plateau of Bendigroth to the Winedark Sea. Today, the only city that the City State pays tribute too is Viridstan itself.

The City State is situated at the intersection of the ancient Rorystone Road that runs north to Thunderhold and the Old South Road that runs south through the Pazidan Peninsula through Black Baron Pass, over the Bellystone Ford on the River Mageven an on to the elven city of Onhir. Most trade, however, is done by ship, as the Estuary of Roglaroon allows large drafted ships to sail inland as far as the City State. For this reason, the City State supports the important village of Byrny and the newly-refounded city of Modron which is strategically located on the Estuary of Roglaroon, aiding in the Overlord's campaign to oust the Pirates of Hagrost that prey on the City State's tradeships from their secret hideout on the River Hagrost.

Though few know his true name, the current Invincible Overlord is Hygelak "the Dread," a cruel ruler whose elite group of assassins and secret police known as the Black Lotus roam the city and the surrounding lands enforcing his will and eliminating rivals. The army of the Overlord is organized into units called "throngs," with each "throng" containing 100 men. Throngs of mounted units are called "equithrongs." Five throngs are called a "vasthrong." Two to eight vasthrongs and one to four equithrongs are called a "battle." It is rare for a battle to contain more mounted troops then footmen. Battles are usually augmented with approximately 500 additional troops consisting of mercenaries, militia, peasant levies, engineers, bachelor knights, noble retainers and men-at-arms. Three battles are called a "vasthost," or an army. The Overlord normally keeps two vasthosts in the field, one composed of regular army types and the other composed of nobles and mercenaries. After a successful campaign, a vasthost will be immediately given a new mission, preventing a successful com-



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mander from returning to overthrow the Overlord. The Overlord also keeps a substantial fleet, including a number of pirates and freebooters.

Over the years, there have three major military campaigns (and numerous minor ones) by the City State against the World Emperor at Viridistan, the last resulting in tribute being paid on an annual basis by the Overlord. It is rumored that over the last five years he has greatly reduced the tribute, resulting in tension with Viridistan and the World Emperor.

The City State is the site of several major temples, including temples to Thoth, Odin, Manannan and Nephtlys the Spider God, as well as the temple of Harmakhis and the influential Hellbridge Temple, which holds the legendary *Baleful Eye of Morg*.

The City State is plagued by the Orcs of the Purple Claw from nearby Dearthwood and from the fell beasts of the Troll Fens and Mermist Marshes to the northwest and southwest. The Overlord has had several strongholds built or occupied by those loyal to him to keep these creatures in check. He has even posted rewards for their slaughter.

See the *City State of the Invincible Overlord* from Necromancer Games and Judges Guild for more information on this city of adventure.

2626 Goodnap (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 5,375 gp; Population 860 (Able bodied 215); Mixed (human 79% [mostly Alryan and Tharbrian, some Altanian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Kofsyra, male Tharbrian N Ftr10. *Important Characters:* Kozan, male Tharbrian LE Ftr6 (Kofsyra's son and heir); Dalia, female human LE Sor6 (Kozan's advisor and companion from the Hellbridge Temple).

Goodnap is a market town for the farms along the southern shores of the Roglaroon. The area is one of the breadbaskets for the City State and the Overlord takes great interest in maintaining the peace. Lord Kofsyra is concerned over the threat poised by the pirates of Hagrost. His taxes have been raised to cover the cost of stationing the extra company at Northguard and he is looking to mount an expedition to get rid of the pirates once and for all. He is 50 years old and not in good health and will appoint his son Kosan to lead the expedition. He also concerned about his son's relationship with the Hellbridge Temple. However the Temple has backed several lucrative caravans into Goodnap because of Kosan and Lord Kofsyra is willing to tolerate it for now.

2626 Northguard Tower (Citadel): Conventional; AL N; TL 6; 100 gp limit; Assets 800 gp; Population 160 (two companies of 20 men-at-arms War2s are the garrison; the balance are Com1-2s mundane servants and farmers); isolated (human 96% [Alryan and Tharbrian, some Altanian], others 4%); Resources: Citadel. *Authority Figure:* Bandan, male human N Ftr5. *Important Characters:* Nadine, female Altanian N Pys6 (Protector of the Rock Lizard Clan wandering the Queens waster near Northguard tower).

Northguard Tower defends the northern approaches of Goodnap from any forces raiding from the estuary of the Roglaroon. In the last few years the pirates of Hagrost have proven troublesome causing the Overlord to add an extra company (20 men) to the tower's garrison. This is Sir Bandan first command and he desires to prove himself worthy to the Overlord and to his love, Nadine. Nadine is a Protector with an Altanian tribe wandering the Queens Waste. Bandan met her on patrol several years back and fell in love.

2630 Luckstone (Village): Conventional; AL LG ; TL 3; 200 gp limit; Assets 5,600 gp; Population 896 (Able bodied 224); Mixed (human 72% [mostly Tharbrian and Altanian], halfling 17%, elf 5%, dwarf 3%, others 4%); Resources: Vineyards. *Authority Figure:* Sulakarn, male Tharbrian N Ftr8. *Important Characters:* Naise, female human NG Rgr3/Ari2 (Sulakarn's sister, runs village in brother's absence); Olwine, female halfling LG Rog6/Ari2 (leader of the halflings from Atwain).

Two hundred years ago the red dragon Xathragot and her brood (2334) destroyed the farms and herds around Luckstone. However several halflings from Atwain contacted their relatives to the west in Wildwood (0633). With the last of their gold the people of Luckstone organized a caravan to Wildwood and brought back many cuttings of grape vines. The vines thrived in the dry climate of Luckstone and the town became famed for the quality of its wines. Sulakarn is Lord of Luckstone and is descended from the leader of the Wildwood expedition. He is bored by the straight-laced ways of the people of Luckstone. He spends six months out of the year at the City State where he partakes in many of the hedonistic pleasures of the city. Currently the leading citizens of Luckstone are trying to convince him to mount an expedition to liberate the halflings of Atwain.

2708 Ered Chimera (Village): Nonstandard; AL CE; TL 3; 200 gp limit; Assets 6,450 gp; Population 1,032 (Able bodied 258); Isolated (orc 96%, others 4%); Resources: Lead. *Authority Figure:* Kemac, male human LG Clr10. *Important Characters:* Gornat, male orc, LE War8 (convert and Kemac's lieutenant, doesn't quite get the idea of morality at times).

Kemac leads a mission from the faith of Odin to convert the orcs. He became leader of the orc tribe when he successfully challenged the chieftain for leadership of the tribe. Since then he has made slow and steady progress in converting the tribe. The prime resources of the area are the lead mines.

2708 Silent Winds Conclave (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 600 gp; Population 120 (30 lesser constructs and golems guard the citadel; the balance are Com1-3 mundane servants and Wiz1 apprentices); integrated (human 37% [mostly Alryan, some Tharbrian and Altanian], dwarf 20%, halfling 18%, elf 10%, gnome 7%, others 8%). *Authority Figure:* Estella, female Alryan N Wiz6. *Important Characters:* Geri the Golden, female dwarf CN Wiz14 (a failed ritual long ago transformed her into a golem made of gold, her wing of the conclave is populated with the results of her failed experiments in transforming her back).

This is a long established conclave of wizards. They have long ago taught the orcs of Ered Chimera to stay away from their keep. This conclave is in decline and many old experiments have twisted the keep and the surrounding land in strange ways. Estella is merely the latest caretaker of the grounds and attempts to help the surrounding hamlet when one of the magical experiments goes awry.

2711 Troth (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 4,425 gp; Population 708 (Able bodied 177); Mixed (human 69% [mostly Tharbrian and Skandik], dwarf 19%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Tregaric, male Skandik N Ftr7. *Important Characters:* Cragen, male dwarf LN Rgr5/Ftr1 (captain of the Border Warders); Hokaei, male half-elf CN Rgr6/Exp4 (best riverman in the village and noted troublemaker).

Troth is an important base for the Border Warders of Thunderhold. It is a riverside market village that sends its goods to the towns and villages around Goodholm Haven. The Citadel Loudring protects the village from pirates and raiders. Governor Tregaric aids in the defense of the Council of Alderock and encourages trades between Thunderhold and the Council.

2732 Southguard Tower (Castle): Conventional; AL LN; TL 8; 200 gp limit; Assets 4,800 gp; Population 480 (the garrison consists of 20 men-at-arms War2s strengthened by a throng of 100 Ftr2s from the Overlord's regular army; the balance are Com1-2s mundane servants, farmers and craftsmen); isolated (human 96% [mostly Altanian, some Tharbrian, a few Alryan], others 4%); Resources: Castle. *Authority Figure:* Merced, male human LE Ftr8. *Important Characters:* Zellin, male Alryan LN Wiz7/Lor1 (wizard in the service of the Hellbridge temple and expert on dragons).

Southguard was originally built to safeguard the southern boundary of the farming communities of Goodnap, Dearthmead, and Luckstone. However when the dragon Xathragot and her brood (2334) took over Atwain three years ago the original tower was built into a full-fledged castle. The original garrison was reinforced by a Throng. The Hellbridge Temple provided most of the funds to expand the castle and in gratitude the Overlord appointed one of their temple warriors, Merced, to be lord of the castle. Lord Merced is a cruel and ruthless man determined to do whatever it take to advance himself and his Temple.

2733 Atwain (Village): Conventional; AL NG; TL 4; 200 gp limit; Assets 8,000 gp; Population 1,280 (Able bodied 320); Isolated (halfling 96% [mostly common, some highland], others 4%); Resources: Pipeweed. *Authority Figure:* Astcaran, male human CE Ftr8. *Important Characters:* Arian, male halfling [highland] NG Rgr6 (leader of the resistance); Taki, female halfling NE, Rog7/Ass2 (noted collaborator, actively hunting Taki and Olwine in hex 2630).

Atwain was burned and taken by Xathragot and her brood three years ago. For a long time Atwain was a jumping off point for parties seeking to raid Xathragot's lair (2334). Xathragot found out about this and made an example of the halflings. After the town was burned Xathragot sent in some of Balik's (2334) troops to rule the town. She took one of her more promising prisoners, Astcaran, and placed him in charge. Astcaran is only surviving member of an adventuring party attempting to raid Xathragot's lair. He was her prisoner for eight years and was forced to fight other prisoners for Xathragot's amusement. Impressed at his ability to survive she appointed Astcaran ruler of Atwain and to show Balik who is lord.

2734 Minotaur Lizards (EL 7): On the high peaks jutting out over the Hetflas Dunes is a mated **pair of minotaur lizards** (see below). They are constantly hungry, and very aggressive. They have no lair or treasure.

Minotaur Lizards: CR 5; SZ L Animal; HD 8d8+24; hp 60; Init +2; Spd 20 ft., swim 20 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +5; Grap +15; Atk claw +11 melee (1d6+6); Full Atk 2 claws +11 melee (1d6+6), bite +6 melee (1d8+3); AL N; SV Fort +9, Ref +4, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +3*, Listen +4, Move Silently +6, Spot +4. *In forested areas, minotaur lizards gain a +8 racial bonus to Hide checks.

2809 Dwarfport (Thorp): Conventional; AL N; TL 8; 100 gp limit; Assets 450 gp; Population 75 (75 able bodied); Isolated (dwarf 96% [mostly mountain], other 04%); Resources: Port; *Authority Figure:* Lodrig, male dwarf [mountain] Ftr10. *Important Characters:* Fenderluk, male dwarf War5/Exp8 (chief steward of the port).

This small thorp is the armed outpost of the dwarven Kingdom of Thunderhold. Though not quite a citadel, the small hamlet has a 50-foot wall around it, guarding its pier and warehouse. All the residents of the hamlet man the port and pier, and all are competent fighters (Ftr3s). They unload the ore shipped here from Byrny and load it into waiting caravans that transport the ore to Thunderhold. They also receive dwarven products from Thunderhold here and ship them via larger ship to Modron.

2814 Tain (Small Town): Conventional; AL N; TL 5; 800 gp limit; Assets 40,400 gp; Population 1,616 (Able bodied 404); Mixed (human 79% [mostly Tharbrian, some Skandik], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Governor Krogin, male Tharbrian CG Ftr6. *Important Characters:* Cornelius Grump, male dwarf NG Clr5/Ftr5; Amund, male Tharbrian CN Ari3 (high sheriff); Farley Smith, male human N Ftr6 (smith).

Tain has a semi-autonomous relationship and maintains a seat on the senate, although it still pays tribute to Modron. The Lady Grimm of Raedwulf Castle is very influential among the nobles and merchants of the town. It is a matter of conjecture about whether Krogin or Lady Grimm has true control of Tain. Its strategic location and the recent importance placed on clearing Dearthwood has drawn the interest of many important factors to the town.

2814 Raedwulf Castle (Castle): Conventional; AL N; TL 6; 100 gp limit; Assets 1,200 gp; Population 240 (3 companies of 20 Ftr1s led by 1 Ftr3 each; the rest are Com1-2s mundane servants and farmers); isolated (human 96%

[mostly Tharbrian, a few Alryan], others 4%). *Authority Figure:* Lady Grimm, female Alryan N Ftr5 (Cha 18). *Important Characters:* Carvilius Law, male Alryan N Wiz8 (competent political advisor to Lady Grimm); Captain Gladius, male human LN Ftr9 (Lady Grimm's no-nonsense military commander).

Sitting atop a short hill overlooking Tain, and with westward approaches impassable due to the steep inclines between the River Severn and the Conquerors River, Castle Raedwulf is a formidable barrier to anyone approaching to attack the town of Tain. The Lady Grimm has built up a considerable following in Tain and the region. The Citadel is very well run and its three companies are considered among the best in the lands of the City State.

2818 The Woodmaidens' Lair (EL 10): Deep in a forested glade along the Conqueror's River is the area known to locals as the Woodmaiden's Grove. Here along the bubbling brooks resides **Teelinthy the dryad** (CR 1; hp 7). Teelinthy is known as a paragon of purity to creatures of both forest and water, is the keeper of this grove were the roots of the forest touch the ever flowing waters of the Conquerors River. Jealously guarded by her **5 nymph** (CR 6; hp 10 each) sisters, this gathering of fey and beautiful beings does not really seem to live within the world of mortal, being more tuned to their natural groves and the dreams of fairies than those of men. Teelinthy keeps 3 purple gems (corundum (500 gp each). Gifts from an elven knight who seeks to woo her away from her grove, much to the dismay of her wilder, more elemental sisters.

2822 Treant Grove (EL 16): Deep within the confines of the Dearthwood Forest reside the Whiteleaf League, the great and ancient council of **18 treants** (CR 8; hp 66 each). Concerned with all things plant like and arboreal, the Whiteleaf League ponders deeply on the troubles of the natural world, seeking always to expand the depths of their woods from those who would harm the old growth.

2903 Giant Crocodile Lair (EL 4): One of the perils of this coastal area is the presence of a **giant crocodile** (CR 4; hp 59). It hides in the sand and attacks anything it can surprise.

2905 Giant Wasp Nest (EL 8+): In the mountain pass of Demontongue is a nest of **giant wasps** (CR 4; hp 32). Six wasps strike out to attack anyone that gets within 100 feet of the nest. The colony contains hundreds of wasps.

2916 Barnelby Citadel (Citadel): Conventional; AL N; TL 4; 40 gp limit; Assets 160 gp; Population 80 (20 War2 cavalry on light horse; the balance are Com1-3s mundane farmers and servants); isolated (human 96% [mostly Tharbrian, a few of mixed ancestry], others 4%). *Authority Figure:* Lord Aylbryght, male Tharbrian N Ftr6. *Important Characters:* Sergeant Holbrook, male Tharbrian N War5 (grizzled veteran and advisor to Lord Aylbryght); Gangitt, male human CN Rog5 (recently arrived and looking at the thorp as a base for a smuggling ring).

Lord Aylbryght has 20 cavalry under his command. He watches over the small thorp of Barnelby, a trader and merchant stop for anyone traveling between the City State and the Council of Alderock. Lord Aylbryght has been charged to keep the roads clear between Tain and the Council. However, with just 20 men, he is hard pressed just keeping the thorp safe and secure. Lord Aylbryght is a close friend of Sir Gofynan warchief of Adderwood (3117). They are encouraged by the Overlord's placing bounties on the orcs and goblins and other evil humanoids but worry about the rough men being attracted to the region.

2923 Dryad Grove (EL 6): Travelers whisper of the alluring "ladies of the wood" a gathering of **6 dryads** (CR 1; hp 7) that keep their great trees deep within the forests of the Dearthwood. The dryads generally avoid being seen as best they can, though none of their band can resist a handsome man, especially a paladin or bard. Such individuals with a charisma of 16 or higher are set upon almost instantly by the seductive charms of the ladies of the wood, each competing with greater and greater zeal to be the one to keep the fellow as a new lover. Such activities are even stronger in the springtime when the sap flows anew and the blossoms begin to bloom.

2926 Nightcave Coven (Citadel): Magical; AL NE; TL 8; 40 gp limit; Assets 160 gp; Population 80 (20 well-armored zombie servants and several shadows guard the coven; the balance are Com1 slaves and Adp1s apprentices, with several Wiz1-4s, Witch 1-3s or Drd1-3s here as visiting witches); mixed (human 79%, goblin 9%, half-orc 5%, orc 3%, others 4%). *Authority Figure:* Melanie, female elf CE Wiz8. *Important Characters:* Mordant, male human NE Wiz4/Rog2 (in charge of supplying the coven, neglecting his studies to pursue deals with Laskinor).

South of Bier is a karst terrain riddled with sinkholes and limestone caves. Nightcave Coven lair is in one of the larger caves above the water table. Its members regularly attend the gathering at Witches' Court Marshes. The coven regularly deals with Laskinor of Bier to smuggle hard to find components and goods out of the City State. Mordridda and other covens often deal with the Nightcave Coven as a source for these items. Melanie is a cruel and sadistic elf twisted when gnolls slaughtered her family during the Gnoll Times. She found the tribe and slaughtered every gnoll yet this did not satisfy her need for revenge. Eventually she found Mordridda of the Witches' Court and became her apprentice. Feeling that she now had control over her own destiny she left Morridda and founded her own coven.

2926 Bier (Village): Nonstandard; AL CG; TL 4; 200 gp limit; Assets 4,250 gp; Population 680 (Able bodied 170); Mixed (human 79% [mostly Tharbrian and Altanian, some Skandik and Alryan], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Laskinor, male human N Rog4. *Important Characters:* Iskar, male Tharbrian N Com8 (leader of the wharfmen, he aids Laskinor in the smuggling operation, Str 19); Galedon, male Alryan LE Rog7 (Black Lotus spy working as a teamster and trying to join the wharfmen).

Many of the sailors that work the ships and barges between City State and Modron are recruited here. Bier is a chaotic rough and tumble river town. Despite the lack of law and authority the people of Bier are generally hard working and good-natured. Any muggers or out right thieves that attempt to take up residence are beaten to within an inch of their life and dumped into the river to the cheers of the crowd. Murderers have stones tied to their feet. The closest

thing to a leader the town has is Laskinor of the City State Thieves' Guild. Laskinor is in charge of an extensive smuggling operation running out of Bier. The goods are transferred when the barges and ship put in to take on or discharge sailors. From Bier the goods are taken overland to City State.

3003 Thelamie (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 4,125 gp; Population 660 (Able bodied 165); Isolated (human 96% [Tharbrian and Skandik], others 4%); Resources: Market. *Authority Figure:* Ranian, male Tharbrian NG Ftr5. *Important Characters:* Barnikal, male Skandik N Com8 (the village's best fisherman and informal leader); Carlton, male Skandik LN Ari3 (master of the market and the leading merchant, not liked by the fishermen but has a reputation for being fair).

Thelamie runs an extensive fish market for Warwik. The coastline ten miles east and west of Thelamie is mostly cliffs and rocks and there is little industry other than fishing. Thelamie is built on top of one of the cliff near a natural ramp to a beach. Every day at dawn a fleet of coasters from Warwik arrive at the beach and a market is set up to buy the previous day's catch. The fleet then rushes to Warwik to arrive before noon to sell its cargo. Ranian is a son of Warlord Gadelen of Warwik. He rules with a light hand, which the fishermen like. However he has a nasty temper toward people who commit murder and punishes them by having them thrown off the cliff.

3005 Karn (Village): Conventional; AL CE; TL 4; 200 gp limit; Assets 6,625 gp; Population 1,060 (Able bodied 265); Isolated (human 96% [Tharbrian and Skandik], others 4%); Resources: Copper. *Authority Figure:* Bretharch, male Tharbrian CE Sor10. *Important Characters:* Dolan, male Skandik NE Com2/War3 (Bretharch's right hand man); Belinda, female Tharbrian N Com6 (leader of the miners opposing Bretharch, also Bretharch's love interest).

Karn is built at the entrance to a steep mountain valley. The openings to the copper mines dot the steep sides of the valley. It is bleak desolate place with nearly all the trees cut down for several miles in each direction. There is always a murder every fortnight and numerous assaults and muggings. There is little industry other than the mines. Bretharch was a young charismatic miner 15 years ago when his power as a sorcerer manifested. He used his natural charisma to lead a successful revolt against the governor, who was appointed by the Duke of Warwik. When Thunderhold refused to treat with the miners, Bretharch was forced to deal with Warwik again. The Duke of Warwik made a simple deal of food for copper thus saving him the cost of controlling the town. Today Bretharch is as despotic as the old governor and rules with a ruthless hand.

3007 Carnage (Village): Conventional; AL NG; TL 4; 200 gp limit; Assets 6,000 gp; Population 960 (Able bodied 240); Mixed (human 79% [Tharbrian and Skandik], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Timber. *Authority Figure:* Harilik, male Tharbrian LG Ftr7. *Important Characters:* Thorvia, female Skandik LG Clr6 (high priest of the temple).

A prosperous community that is built around the timber industry in the Nazharrow Woods, they make a fine living trading wood to the dwarves of Thunderhold. The community is descended from a group of Skandiks shipwrecked on the shores near Carmage. They fought for the King of Thunderhold against the orcs of the region and in gratitude the King granted the right to harvest the Nazharrow Woods for lumber. It was the Temple of Odin in Carmage that sent the mission to the orcs at Ered Chimera. Lord Harilik is descended from original leader of the Skandiks and is noted throughout Thunderhold for his wisdom and justice.

3011 Fire Lizard Lair (EL 12): Three fire lizards* (CR 8; hp 105) roost along this tributary to the River Stillring. These large red lizards are fearless… and they like their meat cooked.

3017 Pixie Lair (EL 14): The **40 pixies** (CR 4; hp 3 each) of the Dearthwood are considered by those that know of their existence to be more of a nuisance to common travelers than any real danger. Their leader **Valanae** (CR 4; hp 6) and her tribe of 40 pixies enjoy laying silly traps for adventurers lost in the woods. If threatened by evil, the pixies think nothing of putting the intruders to sleep, stripping them of all their gear, and then erasing their memory, leaving them naked and lost at the edge of the Adderwood.

3021 Claw Tower (Citadel): Conventional; AL NE; TL 6; 100 gp limit; Assets 800 gp; Population 160 (40 orcs Brb1s and Ftr1s patrol the region; the balance are common orcs, mostly servants); isolated (orcs: 90% others 10%). *Authority Figure:* Sullfurra, female orc NE Bbn4/Rog2. *Important Characters:* The Amazon Queen, female Amazon CE Bbn6/Adp4.

This tower is a command post of the dreaded Orcs of the Purple Claw who roam the Dearthwood Forest. It is protected by cunningly wrought stonework and by a surrounding maze of hedgerows comprised of magical carnivorous plants. Warchief Sullfurra was appointed by the Amazon Queen of the Purple Claw to organize the activities based at Claw Tower. She sends bands of Orcs to the western and southern section of Dearthwood to clear the region of humans. She hates the Whiteleaf League and will go to great length to find their leaders and base. Much of the northern half of Dearthwood is a Faerie Fastness and the orcs stay clear of the region. The original Amazon Queen of the Purple Claw was killed 14 years ago in a great battle with the Invincible Overlord. Her daughter now rules, monarch of the endless numbers of nomadic Wild Orcs of the Purple Claw. The Amazon Queen is also the High Priestess of a Four-Armed Blood Goddess, whom the Wild Orcs worship.

3101 Isle of Midheaven (EL 10): The small village of Midheaven sits on this island. Its inhabitants are very tribal and follow ancient customs of a long lost civilization. **Gwyrcyn** (human male Wiz6; CR 6; Str 8, Dex 12, Con 9, Int 18, Wis 12, Cha 15; dagger) and **Owaryn** (human male Lor6; CR 5; Str 10 Dex 11, Con 10, Int 17, Wis 16, Cha 10; staff), the tribal leaders, are a pair of ancient sages. Midheaven's residents pay homage to a great god called Hzutalzcpth (a very powerful catoblepas, see sidebar) who lives in a cave to the north of the village. Recently, the village's **84 males** (Com1; CR 1/2; hp 3 each) journeyed to Hzutalzcpth's lair to ask for aid, and have not returned. The **116 women** (Com1; CR 1/2; hp 3 each) of the island are seeking a band of adventurers to journey to the cave of Hzutalzcpth and ask for the return of the male villagers (84

total) who journeyed there asking for Hzutalzcpth's aid. There are 2,500 gp and *one divine scroll of 3 spells (charm person, flame blade,* and *hold person*) in Hzutalcpth's lair.

Hzutalzcpth the Catoblepas-God: CR 10; Divine Rank 0; SZ H Magical Beast (20 ft. long); HD 18d10+90; hp 189; Init +0; Spd 20 ft.; AC 15 (-2 size, +7 natural), touch 8, flat-footed 15; BAB +16; Grap +32; Atk tail slap +24 melee (1d6+12); Full Atk tail slap +24 melee (1d6+12); Reach 10 ft.; SA death ray (60 ft., Fort DC 22, death or 3d6+6 damage), stun (tail slap, Fort DC 24, stun 1d3 rounds); SQ weak neck, darkvision (60 ft.); AL N; SV Fort +16, Ref +11, Will +7; Str 26, Dex 10, Con 20, Int 4, Wis 12, Cha 14.

Skills: Listen +12, Spot +12. *Feats:* Ability Focus (death gaze), Alertness, Power Attack, Weapon Focus (tail).

3101 Midheaven (Hamlet): Conventional; AL NG; TL 2; 100 gp limit; Assets 1,050 gp; Population 334 (Able bodied 84); Mixed (human 89% [Skandik], elf 5%, half-elf 2%, dwarf 1%, half-orc 1%, gnome 1%, halfling 1%), Resources: Agriculture. *Authority Figure:* Zarena, female Alryan NG Adp4. *Important Characters:* Gwyrcyn, male human NG Sag8; Owaryn, male human LG Sag7.

See the description of the Isle of Midheaven, above.

3103 Giant Ant Nest (EL 15): The cliffs along this seaside are riddled with caves, carefully burrowed for many years by the industrious **giant ants** that reside here. Being somewhat shy of other life forms, the ants move to burrow simple pit traps to slow intruders to their caves, as others seal the egg chamber and their queen from danger. The black cliff ants have **145 workers** (CR 1; hp 9 each), **14 soldiers** (CR 2; hp 11 each), in addition to their **queen** (CR 2; hp 22).

3111 Giant Toads (EL 9): Along the banks of the river live **11 giant toads**. They are always hungry. Exploring this area invites attack by 11 of them.

Giant Toad: CR 3; SZ M Animal; HD 3d10+6; hp 22; Init +0; Spd 20 ft; AC 14 (+4 natural), touch 10, flat-footed 14; BAB +2; Grap +4; Atk bite +4 melee (1d6+3) or tongue +2 ranged (grapple, tongue, see SA); Full Atk +4 melee (1d6+3, bite) or +2 ranged (grapple, tongue, see SA); Reach 10 ft. with tongue; SA adhesive tongue; swallow whole (grapple bonus +4); leap (20 ft. horizontally, 8 ft. vertical as charge attack); SQ darkvision (60 ft.); AL N; SV Fort +5, Ref +3, Will +2; Str 14, Dex 11, Con 15, Int 1, Wis 12, Cha 4.

Skills: Hide +6, Spot +4.

3117 Adderwood (Village): Conventional; AL CG; TL 4; 200 gp limit; Assets 7,800 gp; Population 1,248 (Able bodied 312); Isolated (elf 96% [mostly wood, some gray], others 4%); Resources: Furs. *Authority Figure:* Gofynan, male human LG Pal7. *Important Characters:* Galen, male dwarf [mountain] LG Pal2 (Gofynan's squire); Delena, female elf [wood], Wiz4/Clr4 (high priestess of Cilborith).

Adderwood is a member of the Council of Alderock and its meeting place. The elves prefer not to meddle in the Human affairs of the region but formed the council to ensure a small measure of independence and sovereignty. Adderwood and the other villages of the council pay a yearly tribute to the City State. The council has the right to appoint a Senator to the Clanute of the City State. The Adderwood is also permitted to send its own Senator. The current Warchief of Adderwood is Sir Gofynan elf-Friend. Sir Gofynan was addled by Pixies, but saved by the elves of Adderwood. In return he has sworn to serve them as best he can. Because of his remarkable capacity for justice and the ability to moderate disputes, he was appointed leader of Adderwood by the elves. Three years ago he organized a force that killed a dragon from Analegorn's brood (see the entry for the Majestic Fastness) that was pillaging the region. Sir Gofynan was the one who struck the killing blow that slew the dragon. The Council of Alderock is an ally to the Whiteleaf League and aids them in patrolling Dearthwood.

3123 Dire Lynx Den (EL 11): A pack of **12 dire lynxes** (see below) lives deep in the heart of Dearthwood. They are timid and shy, but spirited in their own defense, or if their territory is threatened. They emit high pitched, piercing cries, and leap from trees to hunt solitary prey. They attack anything of small size, though they avoid medium-size creatures in groups of five or more people.

Dire Lynx: CR 1; SZ M Magical Beast; HD 2d10+4; hp 15; Init +3 (Dex); Spd 30 ft., climb 20 ft., swim 20 ft.; AC 14 (+3 Dex, +1 natural), touch 14, flat-footed 11; BAB +3; Grap +6; Atk claw +6 (1d4+3); Full Atk 2 claws +6 (1d4+3), bite +1 (1d6+1); SA pounce, improved grab, rake 1d4+1; SQ low-light vision, scent; AL N; SV Fort +5, Ref +6, Will +1; Str 16, Dex 17, Con 14, Int 12, Wis 12, Cha 6; *Skills:* Balance +13, Climb +13, Hide +9, Listen +7, Move Silently +7, Search +7, Spot +7, Swim +11; *Feats:* Weapon Focus (claw, bite).

Pounce (Ex): If a giant lynx leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the giant lynx must hit with its bite attack. If it gets a hold, it can rake. The giant lynx has a grapple bonus of +5.

Rake (Ex): A giant lynx that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the giant lynx pounces on an opponent, it can also rake.

Skills: Giant lynx receive a +4 racial bonus to Hide, Search, and Move Silently checks and a +8 racial bonus to Balance checks.

3126 Mountain Lion Den (EL 9): A pride of **14 mountain lions**** (CR 2; hp 19) lives high on this mountain. Fourteen adult mountain lions (four males, ten females) are protective of their cubs, and attack any that approach them. They flee from fire, or if severely wounded.

3127 Hidden Monastery of the Order of Tsathoggus (Citadel): Magical; AL CE; TL 5; 100 gp limit; Assets 800 gp (though Lokaug's plunder has brought significant wealth to the temple); Population 160 (40 CE mercenary Ftr3s led

The War-Band of Lokaug Vishnakh

The name of Lokaug Vishnakh brings shudders to city elders from the region of the City State, through Altanis and into Oricha. For the last thirty years, Lokaug has wandered these regions burning, slaying, plundering and offering sacrifices in the name of his evil demon-god, Tsathoggus. He has become a Champion of Tsathoggus and blessed by his demonic deity. Lokaug Vishnakh is the bane of all that is just and good.

Lokaug began as an Empyrean Alryan paladin of Mitra — a powerful beacon of virtue. But his promise was not to last. The pressures of living up to the ideal paragon of virtue that everyone expected from a empyrean paladin lead him to lose his way. Leaving his order, Lokaug wandered alone in the wilderness. He was found by an evil man named Karasan, a lowly priest of the evil god Tsathoggus, and taken into a hidden monastery of that evil order. There, he was taught the ways of darkest evil. He renounced his paladinhood and became the cursed servant of Tsathoggus. He was given magic weapons and armor that the brotherhood had long guarded and, with the blessings of the Order, sent out to carve a name for himself and to glorify their foul god. As a fallen paladin and fallen Emperyan (a thing heretofor unheard of), equipped with powerful magic weapons and armor, his prior radiance of holiness was now replaced with an aura of evil unmatched by any other single individual in the Wilderlands, excepting only perhaps the Green Emperor himself.

Lokaug single-handedly decimated a small nearby village of Bendrick. He slew nearly every person he encountered and burned the village to the ground. Those he did not slay, fled. Lokaug returned to the monastery and surrendered the entire grain harvest of the village to the priests of his Order. Given Lokaug's success in Tsathoggus' name, Karasan declared himself leader of the Order and held out Lokaug as both a sign that he had been chosen by Tsathoggus to lead and a subtle threat to those that would oppose him.

Shortly thereafter, Lokaug encountered a band of orcs in the wilderness. He slew their captain and the rest fell down before his unholy presence and called him master. In the years following he has drawn to him a veritable unholy host of evil men, orcs and half-orcs. Through many years he has lost orcs, gained human followers, raided villages time and again, rising always in fighting prowess and evil. After twelve years of adventuring, Lokaug returned to the monastery to a hero's welcome and was granted a personal audience with Tsathoggus himself, at which time Lokaug was designated a Champion (see the *Player's Guide to the Wilderlands*), and given many supernatural powers and protections by the evil god. During that audience, Lokaug also learned of the plans of a band of paladins marching to the monastery, hoping to destroy it. Lokaug and his band, including a fanatically loyal member of the Order, named Thoth Kurran-Krimpaia — so named as a blasphemy against the god he once worshiped and since forswore — set out to destroy the paladins. Thoth Kurran-Krimpaia came to his lieutenancy of the warband during this battle in which he took charge of the less religios followers of Lokaug when the leader of the paladins closed with Lokaug in battle. The evil band destroyed the paladins to the last man, with Lokaug personally sacrificing their leader to Tsathoggus. That victory solidified Kurran-Krimpaia as the leader of the heathen orcs and men of the warband. Thoth Kurran-Krimpaia is now Lokaug's most trusted ally, causing Karasan to worry that one day Kurran-Krimpaia will return to the monastery to claim leadership. For the time being, he has not done so. Thoth Kurran-Krimpaia leads his portion of the warband as a sort of expeditionary force, which scouts out the enemy for Lokaug and wreaks havoc on them to prepare them for Lokaug's assault. Lokaug himself leads the main force as well as a group of retainers who are themselves anti-paladins in training.

Lokaug and his followers are very successful in drawing to them all the recruits they need. Since returning to his recent wanderings, not a one of his unholy warriors has died under his command, though many have come and gone by other means and for their own selfish reasons. Lokaug trundles his booty about in carts and leaves it behind under the watch of demonic servants and lieutenants when making a direct attack. Thus he neither needs nor has a lair or stronghold. He and his band lead a nomadic existence, seeking evil ends known only to Lokaug. Periodically, he returns to the monastery to offer a sacrifice to Tsathoggus and to turn over the greater portion of his booty to the priests there.

Currently, the war band can be found traveling in the area of the Plains of Cairns and in the region near Sea Rune. It is believed that the priests of Tsathoggus desire the Markrab secrets beneath the citadel at Sea Rune and that Lokaug and his band may attack the city.

Lokaug Vishnakh, Champion of Tsathoggus, male fallen Empyrean*, CE Fallen Paladin 9/Blackguard 15; CR 28; Lokaug wears *+4 adamantine full plate of heavy fortification and invulnerability* and a *+2 large steel shield of reflection and arrow deflection*, and is armed with several unique magic weapons. *Bartuluk*, Lokaug's sword, is an *+4 intelligent adamantine unholy vorpal bane (paladins and lawful good clerics) bastard sword*. It is made of adamantite and was enchanted by the evil wizard Zurbagrim of Gheulost Island, which is now ruled by Vridistan, some time before Zurbagrim's death in 79 BCCC. The sword incorporates a trace of the red metal, carbelium, which reacts in a near-magical way when encountering iron. The sword is Chaotic Evil, has in Intelligence 10, Wisdom 16, Charisma 16 and Ego of 16 (see the *DMG*). It speaks Abyssal. The sword can cast *detect good* (120 ft. radius) and *see invisibility* at will. The sword blade quivers and glows with a reddish hue when good crea-

tures are detected. It also quivers and points to any invisible objects detected by *see invisibility*. Lokaug's evil horsebow, *Ul-Zarbalga* is a *+2 anarchic composite shortbow (+4 Str bonus) of distance* that requires a Strength of 20 to string and 18 to fire. *Karad-gorosh* is Lokaug's *+2 intelligent keen unholy dagger*. It is Chaotic Evil, has an Intelligence 12, Wisdom 10, Charisma 12 and an Ego of 7. It can *detect law* at will. It does not speak, but the blade glows with a reddish hue if lawful creatures are detected. The dagger was created by Zurbagrim of Gheulost. It, too, incorporates a trace amount of carbelium. *Golanzim*, Lokaug's *+5 unholy adamantine heavy lance* was enchanted by Turbal-Zarak of the Monastery of Tsathoggus in 2979 – 81 BCCC and initiated in the heart-blood of a dozen pladins of Mitra.

Lokaug also wears a *helm of telepathy* and a *robe of blending* so as to be a master of reconnaissance. He has a number of other powerful magic items as well. *Lokaug has all the abilites of an Empyrean as detailed in the *Player's Guide to the Wilderlands*, though all powers should be converted to their evil equivalent. He also has several divinely-granted abilities from being the leading Champion of Tsathoggus, including +3 divine bonus to AC, the ability to cast four additional domain spells per level (one each from the Destruction, Evil, Water and Chaos domains) each once per day as if he were a cleric of his character level as a supernatural ability, as well as the ability to use all of the domains abilities of each of those domains as if he were a cleric of his character level.

Worodlim, Lokaug's fiendish mount.

Thoth Kurran-Krimpaia, male Alryan, CE Clr15 (Tsathoggus); Thoth Kurran-Krimpaia wears *demon armor*, carries a *+2 large steel shield of spell resistance (SR 17)*, and is armed with his magic warhammer, *Hargolost* a *+3 unholy adamantine warhammer of terror* (as a *mace of terror*). It was forged years ago (1879 – 80 BCCC) by the evil wizard, Vordargrim the Cruel. He, too, carries a large number of other magic items, including a large collection of scrolls.

Warband: The warband itself consists of 11 evil fighters (2 Ftr10s, 2 Ftr9s, 1 Ftr8, 1 Ftr6, 1 Ftr5, 1 Ftr4, 1 Ftr 3, 1 Ftr2, 1 Ftr1) all on warhorses with heavy lances and bastard swords, 30 orc infantry with various weapons including missile weapons, led by 1 orc captain (Ftr4), 20 half-orcs (Ftr1s), 30 goblins each with various melee and missile weapons, 1 goblin chieftain (Ftr2), 2 kobolds, 1 lizardman, 1 gnoll, 1 hobgoblin, 1 troll, 1 ogre, 1 hill giant, and Lokaug's personal retainers (12 male and 6 female Ftr1-2s plus 1 male Ftr3, 1 female Ftr3, 2 male Ftr4s, 1 male Ftr5 and 1 male Ftr9; several of which have *+1 bastard swords* or *+1 heavy maces* and several other lesser magic items). If need be, Lokaug could call to him up to 30 more orcs, 30 more evil humans (Ftr1-2s), 30 more goblins and up to 8 lesser priests of Tsathoggus (Clr3s).

For more information on Lokaug Vishnakh and his warband, see the Judges Guild product *Shield Maidens of Sea Rune*, by Bryan Hinnen and Dan Hauffe.

by a Ftr3/Clr2 of Tsathoggus; 20 Clr1s acolytes of Tsathoggus; 5 Clr3 lesser priests; 3 priests Clr6; the balance are Com1-2s slave laborers building the temple); isolated (human 96% [mostly Tharbrian, some Alryan], others 4% [evil water races]). *Authority Figure:* Karasan, male human CE Clr4. *Important Characters:* Lokaug Vishnakh (see sidebar); Thoth Kurran-Krimpaia (see sidebar); Korosh Zan, male Tharbrian, CE Clr12/Sag5 (leader prior to Karasan's claim, plots against him); Gorak Takal, male human, CE Wiz14/Clr6 (seeks to create great weapons and magic items, as did the temple's legendary founder, also seeks to lead the monastery).

In the northern spur of Ered Losthain is a hidden monastery of great evil, originally founded ages ago by the wizard-priest Turbal-Zarak. The hidden monastery sits in a foul crevasse reeking of death and corruption near a dark lake of slime and its priests venerate the vile demon-frog-god Tsathoggus. The monastery itself is a black edifice near the dark lake, hidden from view, and its halls and chambers stretch deep into the rock of the mountain to an underground lake. The monastery is unique in that it is one of the few temples to Tsathoggus dominated by human worshipers, as most worshipers of Tsathoggus are non-human. Karasan, the current head of the monastery, came to power from a lowly station due to his discovery and tutelage of perhaps the world's most feared warrior — Lokaug Vishnakh (see sidebar). Karasan is absurdly low-level to lead such a monastery, particularly in light of the presence of other priests of such high level. He maintains his leadership because of his connection to Lokaug. The other priests fear him. Lokaug continues to return with his warband to give riches and great sacrifices to the temple.

3131 Nest of Dire Weasels (EL 9): In the plains of Ered Losthain is a pack of **14 dire weasels** (CR 2; hp 13 each). These hungry critters will gang attack anything that they outnumber.

3204 Seahill Castle (Castle): Conventional; AL LN; TL 6; 100 gp limit; Assets 1,800 gp; Population 360 (90 War1-2s garrison the castle, accompanied by 6 Clr1s acolytes of Morg; the balance are Com1-2s mundane servants and farmers); isolated (human 96% [mostly Skandik, some Alryan and Tharbrian], others 4%). *Authority Figure:* Yan, male Karakhan (?) LE Ftr8. *Important Characters:* Arni, female Skandik LN Clr6 (leads the worship of Morg at the castle).

Lord Yan is from the far east, beyond the Kingdom of Karak. Taken as a young boy by Skandik raiders he was sold into slavery in the City State. Later he fought his way to freedom in the arena and joined the service of the Hellbridge Temple. He was sent as part of a delegation to Warwik several years ago and was instrumental in helping the Duke of Warwik in discovering a rebellion against him. The Hellbridge Temple and Yan were granted the castle of the rebellious lord at Seahill. It has been rebuilt and is now a center for the activities of the Hellbridge Temple around Warwik.

3204 Seahill (Village): Conventional; AL LE; TL 4; 200 gp limit; Assets 7,350 gp; Population 1,176 (Able bodied 294); Mixed (human 79% [mostly Tharbrian and Skandik], half-elf 9%, elf 5%, halfling 3%, others 4%); Resources: Market. *Authority Figure:* Langorin, male Alryan N Ftr8. *Important Characters:* Atragon, male human LE Clr6 (chief inquisitor); Nalia, female Alryan LG Ftr3/Sor1 (daughter of the former lord of Seahill).

The former lord of Seahill, Jansen, attempted to organize a rebellion against the corrupt rule of the Warlord of Warwik six years ago. Yan of the Hellbridge Temple uncovered the plot and the Duke sacked the town and razed its castle (3204). Yan was granted the castle for his actions. Langorin, one of the Warlord's faithful knights, was granted lordship over the town. Currently Langorin is using the inquisition of the Hellbridge temple to clear the village of traitors. Since the takeover the Inquisitors have taken control much of the administration and commerce of the region sweeping away the original merchants. Lord Jansen's daughter, Nalia, currently resides in Modron and is attempting to organize an expedition to retake her patrimony.

3213 Elf-Burn (Hamlet): Conventional; AL CG; TL 6; 100 gp limit; Assets 1,800 gp; Population 576 (Able bodied 144); Mixed (elf 79% [mostly wood, some high and gray], human 9%, half-elf 5%, halfling 3%, others 4%); Resources: Market. *Authority Figure:* Ermidon, male elf NG Ftr10. *Important Characters:* Holwen, female elf [wood] CG Clr8 (high priestess of Cilborith); Feanir, male elf [gray] CN Exp15 (elven smith of exceptional skill, extremely possessive of his best work).

Elf-burn is one of the members of the Council of Alderock. The village was founded by the elves after the end of the Gnoll Times several hundred years ago. The battle that broke the back of the gnolls was fought near this village. The village gets its name from the elven brigade who fought in the battle against the gnolls. Their devastating fire magicks turned the tide and broke the gnoll army. The village holds itself aloof from its neighbors in Boughrun and Limerick, but will aid them in times of need.

3226 Weretiger Den (EL 12): Travelers seeking pelts along the headwaters of the Brythalin Stream, in the hills North of Ered Losthain, claim the place is haunted or even cursed, as few who venture into the area in search of valuable pelts have ever returned. The truth is a band of **15 weretigers** (CR 5; hp 45 each) stalks this region preying upon humanoid bands, and stalking hunters in much the same way a hunter would stalk its prey. Every so often they take their human form and take disguises to travel to more civilized areas to purchase liquor and post missing persons reports to village elders of their victims or new additions to their band. In their lair are 400 gp, and a quartz gem (65 gp).

3230 Citadel of Ordun (Citadel): Conventional; AL LN; TL 6; 100 gp limit; Assets 800 gp; Population 160 (40 War1-2s garrison the citadel; the balance are Com1-2s mundane servants and farmers); isolated (human 96% [mostly Tharbrian and Altanian, a few Alryan], others 4%). *Authority Figure:* Navar, male Alryan LE Ftr5. *Important Characters:* Enim, male human LN Ftr5/Rog3/Duelist 2 (Navar's best friend and expert duelist).

The Overlord's grandfather constructed this keep as an outpost against the orcs and hobgoblins of this area. Captain Navar has been recently promoted and is eager to prove himself. His two companies of troops are not enough for a direct strike against either the orcs or the hobgoblins. Navar is trying to convince his father, a wealthy senator, to bankroll additional mercenaries so he can take out the Lice Itch Orcs (3329). Captain Navar is not happy with the structure of the citadel and would like to improve its defenses and add a curtain wall and perhaps try to change it into a true castle.

3233 Wild Dogs (EL 8): Once a trained pack of **40 guard dogs** (CR 1/3; hp 6 each), these now-feral animals attack humans on site.

3308 Giant Shark Reef (EL 10): Reefs in this area are hazardous to ships. Due to the abnormally large volume of wrecks on them, a school of **8 huge giant sharks** (CR 4; hp 65 each) has taken up residence. Eight ten-foot sharks are around at any given time. They are manhunters (due to so much opportunity-gained experience) and attack anyone in the water.

3311 Wild Horses (EL 8): Ranging from the coast to the banks of the River Inflow, this small herd of **12 wild (light) horses** (CR 1; hp 19 each) is all white. These horses fetch 3x normal sale price in any city.

3313 Limerick (Hamlet): Nonstandard; AL N; TL 4; 100 gp limit; Assets 1,875 gp; Population 600 (Able bodied 150); Mixed (human 79% [mostly Tharbrian, some Skandik and Altanian], half-elf 9%, elf 5%, halfling 3%, others 4%); Resources: Salt. *Authority Figure:* Bedestyr, male Skandik N Brd11. *Important Characters:* Mannin, male Tharbrian NG Com6 (leader of the salt miners); Jordea, female half-elf LG Brd8 (most talented student in the college, feel that the college should be more proactive in fighting evil).

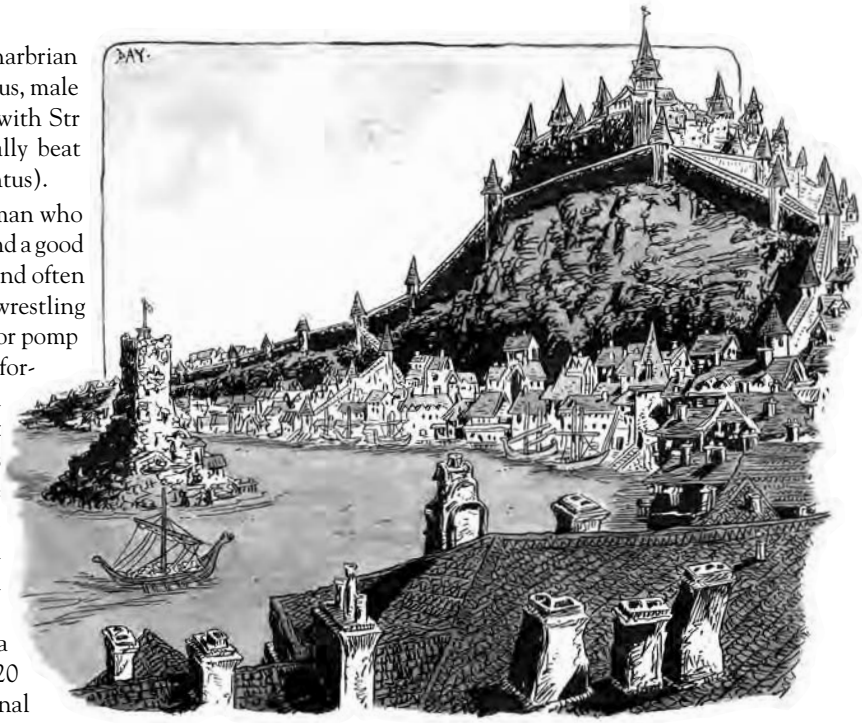
Limerick is one of the villages of the Council of Alderock. After elf-burn was established the elves established a bardic college on the present site of Limerick. They invited elves and non-elves alike to attend. The college is renowned throughout the Wilderlands and has a small group of elite students at any one time. Bedestyr became head of the college five years ago. He was originally a skald of the Skandiks when his longship was wrecked at the mouth of the Roglaroon 20 years ago. He was taken in by the people of Limerick and made the hamlet his home ever since. The Council appointed him to govern Limerick five years ago. A village grew around the college and the natural salt deposits in the area were mined. Limerick maintains a small stockade (a tower and two buildings) next to a cove on the Mouth of the Roglaroon where merchants from Modron can trade for salt every two months.

3318 Lair of the Hippogriffs (EL 4): A mated **pair of hippogriffs** (CR 2; hp 25 each) lives within a cave atop a single shank of stone where they keep their precious clutch of eggs, waiting ever patiently for their hatchlings to be born. The hippogriffs defend the eggs with their life.

3325 Roger's Keep (Citadel): Conventional; AL NG; TL 6; 100 gp limit; Assets 1,200 gp; Population 240 (40 War2s followers and a company of 20 Ftr1s soldiers from the City State; the balance are Com1-3 retainers, servants and farmers); isolated (human 96% [mostly Tharbrian and Alryan, a few Altanian and Skandik], others 4%). *Author-*

ity Figure: Roger MacArdle, male Tharbrian CG Ftr6. *Important Characters:* Gigantus, male human NG Ftr4 (a huge simple man with Str 19 and Int 7, MacArdle will personally beat anyone who takes advantage of Gigantus).

Lord MacArdle is a giant bear of a man who loves nothing more than a good fight and a good feast. He runs a loud boisterous court and often challenges those in his hall to friendly wrestling matches. He cares little for ceremony or pomp and administers justice fairly but informally. Lord MacArdle is personally loyal to the Overlord. He saved the current Overlord's life when the Overlord was a young man. Afterwards he served the Overlord as a bodyguard for many years. When the town of Varin's Firth needed cleaning up, the Overlord granted him the right to build a keep and to administer the town. Lord MacArdle has a company of the Overlord's troops (20 men) and has attracted forty additional men to his service.



3402 Warwik

3325 Varin's Firth (Small Town): Nonstandard; AL CE; TL 3; 800 gp limit; Assets 44,000 gp; Population 1,760 (Able bodied 440); Mixed (human 79% [mostly Tharbrian and Altanian], half-elf 9%, elf 5%, halfling 3%, others 4%); Resources: Pitch. *Authority Figure:* Penarkon, male human CE Rog6. *Important Characters:* Kokolon, male half-orc NE Rog5 (runs a rival gang known as the top knots for their hair style).

Varin's Firth is nestled along Brytalin Stream. The main industry of the town is the making of pitch. Lumberjacks harvest the white pine woods east of town and the lumber is distilled down to pitch. Every full moon a market is setup at a landing north of Roger's Keep (3325) where merchants and ships plying the Estuary of Roglaroon can trade for barrels of pitch. The town is lawless with gangs of lumberjacks, craftsmen battling each other every week. Lord Roger MacArdle conducts periodic sweeps to control the worst of the gangs. Any gang attempting to burn the town or engage in massive destruction will be lynched by the remaining gangs with Lord MacArdle's approval. Penarkon runs the largest lumberjack gang. He is known be a brutal leader. His gang is known as the Reds.

3329 Orc Lair (EL 15): War drums echoing in the foothills of Ered Losthain can mean only one thing. The Lice Itch Orcs are raiding along the frontier, in search of loot, slaves and blood. There are **65 normal orcs** (CR 1/2; hp 4 each), **92 young and elderly** (CR 1/2; hp 3; AC 10; noncombatants), **15 sergeants** (War3; CR 2; hp 13; AL LE; battleaxe, shortbow, 20 arrows, scale mail), **5 lieutenants** (War5; CR 4; hp 27; masterwork battleaxe, shortbow, 20 arrows, scale mail), and **7 captains** (Bbn7; CR 7; AL LE; Str 17, Dex 12, Con 14, Int 11, Wis 12, Cha 12; *+1 battleaxe,* masterwork shortbow, 20 *+1 arrows,* scale mail). Well armed, well led, and often paid by the Wizard in 3529 to draw attention away from his occult research, the Lice Itch Orcs seek to maim, torture and kill anything and anyone they can get their hands on. The orcs have 5,000 gp, silk cloak (1,100 gp), wool tapestry (250 gp), gold tankard (600 gp), 3 platinum candlesticks (200 gp each), *dust of disappearance, wings of flying, ring of swimming.*

3402 Warwik (Large City): Conventional; AL N; TL 8; 40,000 gp limit; Assets 47,000,000 gp; Population 37,600 (Able bodied 9,400); Mixed (human 79% [mostly Alryan, Skandik and Tharbrian, many humans of other nationalities and those of mixed ancestry], dwarf 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Gadelen, male Alryan N Ftr3/Ari7. *Important Characters:* Olden, male human NE Rog8/Asn5 (Warlord Gadelen's feared "Regulator"); Serson, male Alryan LN Ftr2/Ari3 (Gadelen's younger brother known as a wastrel he secretly organizing a rebellion to seize the throne from his corrupt brother).

Founded in 3227 BCCC by exiled nobles from the City State after their attempt to wrest control of the Senate from the Overlord was crushed by the Overlord and his assassins, Warwik was built on the ruins of a coastal city burned long ago (1789 BCCC) by a raiding Tharbrian war band. The city itself is organized around a small nearly "U"-shaped bay. The land around the bay slopes gradually to the sea, except for a bluff facing the harbor that overlooks the bay. On this central raised portion is a fortress complex built on the tallest central crest. Beneath the sheer drop of the bluff and the sea is the Merchant's Quarter. To the west is the Thieves' Quarter and to the east the Priests' Quarter. South of the bluff is the Barbarians' Quarter housing the local Tharbrians and Skandiks. A great city walls follows the crests of the ridges, encircling the city and separating the quarters. In the mouth of the bay is a small island that constricts access to the port proper. This island contains yet another citadel that serves as the base of the Warwik navy and shields the city from sea raiders. Warwik has a large fleet that sails Winedark Sea and the Sea of Five

Winds. Warlord Gadelen is corrupt and allows the Magnates to rule the city. He has forged an alliance with the Brotherhood of Pirates (4612). Gadelen owes allegiance to the Overlord but his family has revolted several times. He ignores the Overlord's piracy campaigns unless they are directed against the Skandiks. His family has ruled Warwik for over a thousand years and hates the City State, vowing vengeance for their banishment.

3402 Castle Warwik (Castle): Conventional; AL LE; TL 8; 200 gp limit; Assets 4,800 gp; Population 480 (120 Warwik soldiers War2s led by 5 Ftr3s; the balance are Com1-2s or Exp1-2s handling the lumber market around the castle as well as mundane servants); isolated (human 96% , others 4%). *Authority Figure:* Danral, male human LE Ftr8. *Important Characters:* Idrain, male human LE Ari5 (posted here by Duke Gadelen to make those who have paid their bribe get through with minimal hassles and those who not are assessed the full tolls and fees).

Lord Danral holds Castle Warwik from Duke Gadelen of Warwik. The castle is built around a cleft and the two steep hills form its sides and forms a gate on the Saddlebow Path. This is the only approach from the south to Warwik. The village around Castle Warwik has a small lumber market where lumberjacks from the woods east of Warwik can sell their day's cutting.

3406 Cilborith's Grove (Citadel): Magical; AL CG; TL 6; 40 gp limit; Assets 80 gp; Population 40 (10 elf rangers Rg1-3s guard the citadel; the remainder are Exp1-3 who tend the grove and Clr1-2s who serve Cilborith and will defend the grove if need be); isolated (elf 96% [mostly wood, some wild], others 4%). *Authority Figure(s):* Tevei, female elf [wood] CG Clr5. *Important Characters:* Anigol, male elf [wood] CG Clr4 (Tevei's assistant and devoted to her).

Cilborith's Grove is built around a natural grove in a copse of woods west of Seasteadholm. It is a temple to the high god of the elves, Cilborith. The clerics have enchanted the copse into a formidable defense equal to a keep or citadel. The high priestess of the Grove is Tevei who is the sister of Gronrhy, Leader of Seasteadholm. She and Gronrhy are concerned with the corruption of the human duke of Warwik and are trying to form a consensus among the elves on what to do about it.

3406 Seasteadholm (Hamlet): Conventional; AL NG; TL 4; 100 gp limit; Assets 1,825 gp; Population 584 (Able bodied 146); Isolated (elf 96% [mostly high], others 4%); Resources: Market. *Authority Figure:* Gronrhy, male elf [high] CG Wiz6. *Important Characters:* Galacsar, female elf CG Wiz3/Exp11 (master shipbuilder of the swan ships); Menon, male elf [high] CG Clr5 (leads the elves in their daily worship of Cilborith).

Seasteadholm is a hamlet of elves located on the windswept peninsula north east of the City State. It has a long alliance with the human rulers of Warwik. In the past they cooperated on many issues including the building of a paved road between the two communities known as the Saddlebow Path. However Gadalen's corruption has cast a shadow on the alliance and Gronrhy is working with his sister, Tevei, of Cilborith's Grove (also in 3406) to build a consensus among the elves on what to do about it. Seasteadholm is noted for constructing the famed elven Swan ships. It also a place where elves from around the Wilderlands can come to trade for human goods brought in by the Saddlebow Path.

3412 Boughrune (Village): Nonstandard; AL N; TL 3; 200 gp limit; Assets 5,750 gp; Population 920 (Able bodied 230); Mixed (human 71% [mostly Tharbrian, some Alryan and Skandik], half-orc 13%, elf 9%, half-elf 5%, others 2%); Resources: Iron. *Authority Figure:* Halewnlyn, male Tharbrian LG Wiz5. *Important Characters:* Hogan Hardhand, male human N Com5 (leader of the largest mining gang); Jerad Hardhand, male half-orc CN Com4 (leader of the second largest mining gang and brother to Hogan, the two hate each other because of a woman Jerad married); Smiter Smye, male Tharbrian NE Rog8 (proprietor of the Dunlin Inn); Niglo the Hunter, male Skandik N Ftr7 (bounty hunter masquerades as a beggar); Seria, female human N Exp7 (Sage).

Boughrune is one of the villages making up the Council of Alderock. Boughrune is noted for its iron mines and ironworks. There is a large population of half-orcs in the town working in the ironworks. Halewnlyn runs a small conclave of wizards located just outside of the village. The conclave is an ally of the Whiteleaf League and is the closest thing the town has to an authority, as the town is often in a state of little more than anarchy.

3418 Citadel Dire (Citadel): Conventional; AL CE; TL 3; 100 gp limit; Assets 900 gp; Population 180 (45 orc Bbn2s man the citadel; the balance are common orc servants and slaves and perhaps a handful of humanoid prisoners or slaves); isolated (orc 96%, others 4%). *Authority Figure:* Amyria, female orc CE Bbn7. *Important Characters:* Dogarin, male orc NE Bbn6 (Amyria's chief captain); Logaris, male human Rog5 (Amyria uses Logaris as a go between to the pirates).

Warchief Amyria rules Citadel Dire with the authority granted by the Evil Amazon Queen of the Purple Claw. Amyria has been responsible aiding many of the pirate bands that operate in The Roglaroon and Goodholm Haven. She and Warchief Sullfurra of Claw Tower are rivals and hate each other. She sends orcs bands to patrol the eastern regions of Dearthwood.

3421 Dire Otters (EL 9): These **dire otters** (CR 2; hp 19) spend their days sliding down the banks the river pouring out of the Dearthwood, which feeds the estuary of Roglaroon. The otters have been known to attack heavily armored opponents thinking there might be something tasty inside, like the giant clams they dig up from the bottom of the river.

3431 Lair of the Hydra (EL 10): Many seeking to cross the mountain pass north to the Fartherhorn Mountain often choose an alternative route as the pass is guarded by a the ever hungry **11 headed hydra** (CR 10; hp 115) that makes his lair within a cavern at the southern end of the pass. Travelers count themselves lucky if they lose only a few pack animals or a caravan guard to the beast. Tucked within the recesses of its cavern is a sack of gold (300 gp) and a rolled up *carpet of flying* named "Cloudskipper" flung aside by the beast as it tore a pack mule to pieces.

3508 Troll Den (EL 10): Yunk's Band of 7 trolls (CR 5; hp 63 each) resides within a mossy cave in the depths of this forest. Like most trolls, **Yunk** (CR 5; hp 84) and his posse are cruel and stupid though they have found an insatiable taste for potions because of the funny way they make them feel. To this end they have enslaved Sashet (Wiz 4) whom they find material components for so he can let them "get sneaky" with potions of invisibility and "get harsh" with potions of bull strength. Each of the trolls has at least one of each of these potions.

3515 Wild Dogs (EL 6): These **18 wild dogs** (CR 1/3; hp 6 each) fear nothing.

3527 Hobgoblin Lair (EL 15): Nestled at the base of Newags neck is this hobgoblin fortress and iron foundry. This tribe of **180 hobgoblins** (CR 1/2; hp 5 each) makes no beautiful items, just clever and deadly arms and armor. They are led by **9 subchiefs** (Ftr3; CR 3; hp 19; longsword, javelin, studded leather, small wooden shield), **2 chiefs** (Ftr5; CR 5; hp 37; longsword, javelin, chainmail, small wooden shield), and a king, **Naggressh** (Ftr7/Rog1; CR 8; hp 54; *+2 leather armor, +1 longsword, +5 large steel shield,* gold crown [400 gp]). The devil-faced gates to their complex are surrounded on all sides with arrow slits. Two vents about 20 feet above the ground are rigged with valves for the lookouts to pour molten iron upon well armed trespassers. Naggressh the master of the foundry makes a healthy pile of gold, trading the hobgoblin's well crafted gear to other humanoid tribes for gold and gems. They have 6,000 gp, 10 moonstones (75 gp each).

3529 Iron Spire Conclave (Castle): Magical; AL NG; TL 8; 200 gp limit; Assets 5,600 gp; Population 560 (100 magically enhanced men-at-arms Ftr2s plus 40 apprentices Wiz1-2s as well as 2-5 senior wizards Wiz2-5; there are always 3 to 10 visiting wizards Wiz2-9; the balance are mundane servants or farmers); Integrated (human 37% [mostly Tharbrian, some Altanian and Skandik], half-elf 20%, elf 18%, halfling 10%, dwarf 7%, others 8%). *Authority Figure:* Anson, male human CG Wiz11. *Important Characters:* Thompson, male human NG Wiz6 (abrasive and paranoid inquisitor of the conclave, he is suspicious of Tarhinagh of Hel but nobody will listen to him).

The Iron Spire Conclave is one of the most powerful Wizard Conclaves in this region of the Wilderlands. It derives a substantial income from the iron mines of the nearby town of Hel, which it controls. It has continual conflict with the hobgoblins tribes around Neuwag's Neck. Anson is has been leader of Iron Spire for a long time and lead the conclave into prosperity. His best friend and second in command, Tarhinagh, is in charge of Hel.

3529 Hel (Small Town): Nonstandard; AL CG; TL 4; 800 gp limit; Assets 46,000 gp; Population 1,840 (Able bodied 460); Mixed (human 79% [mostly Altanian, some Skandik, a few Tharbrian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Gems. *Authority Figure:* Tarhinagh, male Altanian CE Wiz8. *Important Characters:* Bodin, male human LE Com9 (leader of one of the largest mining gang); Manfrei, male half-elf CE Wiz3 (Tarhinagh's apprentice and chief torturer).

Hel is a small town nestled against the eastern slopes of Ered Losthain. The area is rich in high quality iron ores. A wizard conclave was established here (Iron Spire Conclave) 500 years ago. When the ore was discovered, human miners flocked to the conclave for protection establishing the town of Hel. Hel mostly ships its iron to Ossary on the Skandik Coast. The conclave rules the town with a light hand appointing a chief to which the leaders of the various mining gangs can come to for justice. The current chief is Tarhinagh who was appointed by Anson, the leader of the Iron Spire Conclave. Tarhinagh has been secretly corrupted by demons and is now in the service of Mordridda of Witches' Court Marshes. He and Mordridda are working on a long-term plot to bring down the Iron Spire Conclave and take control of Hel.

3612 Monstrous Centipedes (EL 7): The forests near the mouth of Roglaroon Estuary are filled with vermin. **Ten large monstrous centipedes** (CR 1; hp 9 each) hunt in these woods.

3615 Modron (Large Town): Conventional; AL LN; TL 9; 3,000 gp limit; Assets 461,250 gp; Population 4,920 (Able bodied 1,230); Mixed (human 79% [mostly Tharbrian, Alryan and Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* King Anoethin, male Alryan LN Clr10. *Important Characters:* Shalot, female human LG Clr10 (high priest of the Temple of Mitra); Sonniboot, male Tharbrian Ftr8 (noted local pirate, leader of a sloop and 31 men, kills gnomes on sight); General Modronel, male human N Ftr9 (head of the Interior Guard); Duke Kralanor, male Alryan LG Pal5 (king's cousin and in charge of the king's warehouse).

Five centuries ago, Modron was a thriving port city whose inhabitants worshipped Modron, the Goddess of Rivers and Proteus, the Shepherd of Neptune. Legends tell of the huge merchant vessels from far off Karakan and the incredible wealth brought by traders from the Isle of the Blest for pearls and dwarven artifacts. The mermen of nearby underwater village of Crespar stopped trading sponges and pearls to the people of the town, yet the port's wealth increased. Then, a huge migration of orcs stopped the flow of dwarven merchandise and the far travelers no longer docked at Modron. In less than 50 years, the once flourishing area lost most of its population and the followers of the god and goddess blamed each other's deity for the loss. Civil strife erupted and the temple of Proteus was submerged in the holocaust. The death blow was delivered by raiders in longships which carried off the few women and men into slavery. The survivors fled when orc scavengers moved into the ruins for a final pillage, hefting tons of marble. The Temple of Modron, being underground and underwater, was left unscathed and the Mermen renewed their vows to the Goddess of the Rivers.

With funds from the City State, a new town was founded by followers of Mitra on the ruins of the old, to protect, the Overlord's merchant ships from river pirates. "Maelstron," a giant sea snake, with an allegiance to the City State, protected the builders. The original name of the city was retained because it equated with magnificent warships and high-wizards in songs of the bards. The past fifty years has

seen the new port again filled with sailors, merchants and buccaneers. Anoethin is the patriarch-king of Modron. He came to power after the death of his father two years ago. Anoethin is noted for bravery in battle and likes to mingle with the inhabitants of Modron at every opportunity.

Soggy, bound chest still nestled in the holds of scuttled warships dot the bottom. A legendary fortune is said to lie within the sunken temple's ruins. Columns lying in the sand, arches dislocated and slime-misted statues are visited only by the Creatures of the Deep. No hero has returned from the foamy labyrinth river-bed. Sulphurous smoke still bubbles from boiling water in one area of the sound. Sages tell of a river of incandescent lava beneath the wavelets, sea-bats, a Triton Treasure House, sea-frogs and deadly clouded water.

For more information on Modron and its surroundings, see the Judges Guild product *Modron*, by Bob Bledsaw and Gary Adams, or visit the Necromancer Games' Judges Guild page (*www.judgesguild.com*).

3616 Southwatch Castle (Castle): Conventional; AL LG; TL 6; 100 gp limit; Assets 1,800 gp; Population 360 (80 men-at-arms War1-3s, 10 priests Clr1-3s; the rest are Com1-2 devotees or mundane servants or farmers under the protection of the castle); Isolated (human 96% [mostly Tharbrian and Alryan, some Skandik], others 4%). *Authority Figure:* Danielle, female Tharbrian LG Clr7. *Important Characters:* Aelfwulf, male Skandik LN War8 (commander of the troops, he fully supports the expedition and is eager to get underway); Godnet, female human CE Com2/Rog1 (she is spy for the Pirates of Hagrost pretending to be a commoner devoted to Mitra).

Danielle, along with her 10 clerics and four companies (80 men) of troops, man the castle guarding the southern approaches to Modron. It is built on a bluff overlooking the Estuary and has a protected harbor at the base where a small fleet of river galleys is stationed. Danielle is a rising star in the Church of Mitra. She is currently preparing for a major sweep of the estuary. She knows of two major groups of pirates along the estuary. She is prepared to sweep every inlet, river, and stream along the estuary until she finds and destroys the pirates (or they destroy her). Unknown to her, Wormingford and Citadel Dire are the two bases she seeks.

3625 Rockhollow (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 5,250 gp; Population 840 (Able bodied

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210); Isolated (human 96% [mostly Alryan and Altanian], others 4%); Resources: Zinc. *Authority Figure:* Eanqar, male human CG Ftr8. *Important Characters:* Unlarit, male Alryan LG Clr6 (priest of Mitra and minister to the miners, preach in an underground temple carved by the miners); Zoar, male halfling N Rog6 (leader of a smuggling ring supplying the miners with a variety of illegal goods).

Along the hills forming the northeast spur of Ered Losthain are several rich deposits of zinc. Two hundred years ago the Overlord established several mines in the area and created the village of Rockhollow to house the miners. Today the village is small but very prosperous. The miners have created an extensive underground network of mines made by the room and pillar method. The mines spread throughout three miles of hills south of the village. Eanqar is the current governor Rockhollow and is beloved of the miners. He doesn't like imposing a whole lot of laws but the ones he does impose he enforces rigorously. The production of the mines has gone up every year in the six years he has been in charge. Governor Eanqar's most serious concern is the threat from the hobgoblins of Neuwag's Neck. His is afraid they will grow tired of trying to sack Hel and its wizards and turn on Rockhollow.

3628 Troll Den (EL 9): The **5 trolls** (CR 5; hp 63 each) that reside near Neuwag's Neck live within a crude palisade decorated with the hides of dwarves and halflings atop the highest hill in the region. Their bread and butter is intimidating small bands into coughing up their gold for safe passage through the neck, merely to ambush them as soon as they get into a tight spot keeping the soft and portly halflings for food, and skinning any dwarves for the pleasure of hearing their screams. So far their labors have netted them 2,145 gp, *a wand of cure light wounds* (20 charges, caster level 5th), and 6 suits of masterwork chainmail.

3631 Hill Giant Camp (EL 10): Three hill giants — Emo, Gumo, and **Tubo** (CR 7; hp 102 each) — eke out a desperate existence in the shadow of the Fatherhorn Mountain, as the gnomes who thrive deep within the Fatherhorn Mountain torment the oafish giants every opportunity they get while passing through the giants territory on their way to the City State to trade their wealth of gemstones. To this end the giants fly into a furious rage whenever confronted by parties containing a gnome in their midst, fighting wildly but without any real method, screaming "Kill De Pointy Head," as they are reduced to gurgling with anger. The giants carry 1,400 gp, 4 emeralds (1,300 gp each), *potion of detect thoughts*, *ring of protection +1*, *potion of blur* in their sacks.

3704 Zarthstone (Small Town): Conventional; AL NG; TL 4; 800 gp limit; Assets 41,600 gp; Population 1,664 (Able bodied 416); Mixed (human 79% [mostly Tharbrian, some Skandik], elf 9%, half-elf 5%, halfling 3%, others 4%); Resources: Market. *Authority Figure:* Kamlan, male human CG Clr8. *Important Characters:* Nordan, male Skandik NG War5 (leader of the militia); Kalara, female human NE Rog7 (recently arrived with the assignment of undermining Kamlan).

Zarthstone is a prosperous small town that is the market for the surrounding farms. It owes much of its prosperity to continuing trade with Warwik. It has a small port and uses small coasters to move bulk supplies of produce and grain to Warwik. Zarthstone also has a major temple to the goddess Bridget and is the center for her worship in the region. Bridget's temples and shrines maintain a perpetual flame that is only allowed to go out on the longest day of the year. It is re-lit the following dawn at the temple. Kamlan is the leader of the town and the high priest of the temple. He is concerned over the rising power of the gnolls at Forecastle and is trying to convince Gadelen of Warwik to mount an expedition against them.

3706 Wolfstone (Small Town): Conventional; AL LE; TL 5; 800 gp limit; Assets 40,000 gp; Population 1,600 (Able bodied 400); Mixed (human 79% [mostly Tharbrian and Skandik], half-orc 9%, halfling 5%, elf 3%, others 4%); Resources: Mercury. *Authority Figure:* Ledwig, male human N Clr9. *Important Characters:* Gorei, female Tharbrian N Wiz8 (representative from the wizard's guild of Warwik to oversee the quality of the cinnabar being mined, care little for the welfare of the miners); Doggart, male half-orc NE War5 (Str20, brutish overseer of the miners, recently been subject to fits of insanity killing random miners).

The hills around Wolfstone are rich in cinnabar, a red ore containing mercury. Of great use in various alchemical and magical preparations, it is widely exported throughout the Wilderlands. However, mining cinnabar is extremely hazardous and the life span of an average miner is only three years. The cinnabar mines at Wolfstone are known as the death mines and today Warwik sends slaves and its worst criminals to mine the ore. Many thieves know that to work the mines of Wolfstone is tantamount to a death sentence. Prelate Ledwig has been in charge of Wolfstone for over twenty years and is known for his violent outbursts and intolerance of any disorder. Output of the mines has been falling in recent years and there have been reports of sloppy administration.

3708 Giant Leeches (EL 8): The Porech Wash appears murky as it flows to the ocean. Amidst the reeds and rushes are numerous **giant leeches*** (CR 2; hp 11 each). Eight live in the river, and are attracted to warm blooded creatures moving near them.

3711 Plesiosaurus Lair (EL 12): The cape to the north of the Roglaroon is famous for its sea monsters. Some of these are legends, others are real. If a ship passes near the coast, there is a 50% chance on an encounter with **3 plesiosaurs** (see 5008).

3806 Ottergild (Village): Nonstandard; AL N; TL 4; 200 gp limit; Assets 4,600 gp; Population 736 (Able bodied 184); Mixed (human 79% [mostly Tharbrian and Skandik], half-orc 9%, halfling 5%, elf 3%, others 4%); Resources: Salt. *Authority Figure:* Narthin, male human CE Clr6. *Important Characters:* Beleni, female half-elf NG Rgr5 (spy sent by Tevei (cit 3406), works as a barmaid at the inn, can pass for human); Ogger, male Tharbrian NE War5 (Narthin's enforcer, leads his company to round up Narthin's latest victim).

The high bluff along the Porech Wash is underlain with salt deposits. The village of Ottergild was founded by Warwik 100 years ago to mine the deposit. The town lives in fear of attack from the gnolls at Forecastle and in fear of their lord, Narthin. Narthin's family ruled Ottergild in the name of the

Warlords of Warwik since it was founded. Narthin converted to the worship of Haramakhis 20 years ago and killed his father when he returned to Ottergild. He was able to bribe Gadelen of Warwik to look the other way and confirm his lordship. Since then, Narthin has built a temple to Haramakhis and terrorized the local populace with his bloody rituals. He cares only for the glory of Haramakhis and continues to pay the Duke bribes to look the other way.

3809 Giant Ant Hill (EL 14): The grounds where the broad plains meet the Deadwood Marsh are pocked with the mounds of **giant ants**. There are **110 workers** (CR 1; hp 9 each), **10 soldiers** (CR 2; hp 11 each) and a **queen** (CR 2; hp 22) in the lair. The ants prefer soft juicy food to hard green food, and attack anything smaller then themselves like mindless automatons. The twisting maze of their lair has frequent collapses due to the softness of the earth so close to the Marsh. Individuals delving into their tunnels risk a 20% chance of cave in per hour spent below ground. The mangled bodies and shattered bones of several orcs and lizard men lie amongst pearly egg cases in a random manner. 4000 gp worth of coin and gems lie strewn about the area, although locating it all would take hours, the use of magical divination, and the complete annihilation of the entire ant colony.

3812 Wild Horses (EL 10): The villagers of Sticklestead make a good living catching the **wild (light) horses** (CR 1; hp 19 each) that roam this area. There are 24 in the herd, the rest already taken for domestication. Capture of these horses is considered theft by the villagers.

3821 Unicorn Glade (EL 3): In the small and dense forest south of River Gilring are the remains of an ancient temple to a long-forgotten forest deity. On nights of a full moon, a **unicorn** (CR 3; hp 42 each) can be spotted. The beast mourns the loss of its lifelong companion, an elven priestess, dead now for over a century. If a chaste maiden of good nature approaches the unicorn, it may accept her as a replacement.

3827 Dorn (Village): Conventional; AL CG; TL 5; 200 gp limit; Assets 5,750 gp; Population 920 (Able bodied 230); Mixed (human 79% [mostly Tharbrian and Altanian, some Alryan], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Rakinach, male Tharbrian LE Ftr11. *Important Characters:* Banan, male Altanian NG Ftr6 (leader of rebel band attempting to overthrow Rakinach); Tysla, female Altanian CG Clr5/Psi2 (Altanian Protector and Banan's sister, aids here brother in the revolt).

Rakinach was one of the most feared reavers of the Skandiks. Seven years ago he grew tired of raiding and desired to settle down. Outcast by his own clan he marched inland with his men to carve out his own clanhold. He came across the large farming village of Dorn and conquered it, killing its Altanian lord. He built his clanhold outside of Dorn and ruled ever since. Today Dorn seethes with revolt embolden by the exploits of Banan and his sister.

3827 Clanhold of Rakinach (Citadel): Conventional; AL N; TL 5; 100 gp limit; Assets 800 gp; Population 160 (40 hardy Skandik warriors War4s; the balance are ex-reavers turned settlers and farmers War1/Exp1-4 and Com1-3s); isolated (human 96% [Skandik], others 4%). *Authority Figure:* Surgird, male Skandik N Ftr5. *Important Characters:* Norwird, male Skandik NE Ftr6 (rival to Surgird has been able to return more plunder to the clans than Surgird and his popularity is on the rise).

The Rakinach's clanhold is a well-fortified citadel. Rakinach and his men built it seven years ago when they conquered Dorn. It is now packed with the expanded families of Rakinach's men. They are considering converting the clanhold into a full castle. Rakinach's 23-year-old son, Surgird, is in charge of the clanhold's defense and is being groomed to be his successor. He has several rivals and it is not certain whether he will get the lordship of Dorn when his father dies.

3829 Wild Horses (EL 9): Along the plains of Cairns run many **wild (light) horses** (CR 1; hp 19 each). They are fleet of foot, though not special in any way. There are 21 in this herd. These couldn't drag me away.

3919 Ryefield (Village): Conventional; AL N; TL 5; 100 gp limit; Assets 1,600 gp; Population 512 (Able bodied 128); Mixed (human 79% [mostly Tharbrian, some Alryan and Altanian], elf 9%, half-elf 5%, halfling 3%, others 4%); Resources: Pitch. *Authority Figure:* Ciloxinin, male human CG Rgr7. *Important Characters:* Darik, male Alryan LN Ari3/Exp2 (leader of the council, chief critic of Lord Ciloxinin); Tonson human LN Rgr4 (he and his band patrol the woods where the harvesters work).

Ryefield harvests the Desolate Swamp and the woods northeast of the village for wood to be made into pitch. The barrels of pitch are then taken down to a landing on the River Modron and rafted down to be sold in Modron. Ciloxinin is the current lord of Ryefield. He and the village elders do not get along well as the elders feels he spends too much time adventuring with the Whiteleaf League of Dearthwood. Currently he is helping the priestess Danielle of Southwatch Castle (3616) in preparations for her pirate clearing expedition.

3933 Guilding (Small Town): Conventional; AL NG; TL 4; 200 gp limit; Assets 7,650 gp; Population 1,224 (Able bodied 306); Integrated (half-elf 37%, human 20% [mostly Altanian, some Tharbrian and Skandik], elf 18%, halfling 10%, dwarf 7%, others 8%); Resources: Market. *Authority Figure:* Algryan, male Altanian LG Ftr5/Wiz2. *Important Characters:* Losanor, male elf CG Wiz8/Lor4 (advisor to the chiefs of Guilding for over three hundred years); Davir male half-elf CG Rgr6 (leader of the war faction of the town that advocates rebellion).

Guilding is a very old town and some say that was it founded shortly after the Uttermost War. It always has been a mixed community of elves and humans living together in harmony. Its main industry is the local farms and herding. Ruins dating back from Uttermost War dot the surrounding hills. Algryan is the current chief of the clans of Guilding. Two hundred years ago, Kauran, aided by Skandiks from Ossary, defeated Guilding's forces and now the town pays tribute to Kauran. Kauran built a citadel outside of Guilding to prevent any attempts at rebellion.

3933 Citadel of Kauran (Citadel): Conventional; AL LE; TL 3; 40 gp limit; Assets 100 gp; Population 40 (Able bodied 10); isolated (human 96% [Tharbrian and Altanian], others 4%). *Authority Figure:* Natasha, female Tharbrian LE Clr5. *Important Characters:* Lobar, male human NE Ari2 (Natasha's chief informer and spy in the town of Guilding, also her lover).

Natasha was appointed by Osmic the Chief Magistrate of Kauran. Natasha is a priestess of Set (LE God of Night) whose church is powerful in Kauran. She command 10 men to watch over Guilding and make sure they pay their yearly tribute and that there is no rebellion.

4001 Isle of the Talisman: This rather deserted looking island is home to a roving **band of 8 pirates** (male Skandik War2; CR 1; hp 12; studded leather, longbow, 30p arrows, longspear, short sword, pouch with 1d20 sp) led by **Saluth of the Red Beard** (male Skandik War4/Rog4; CR 7; hp 44; AL CE; Str 16, Dex 15, Con 12, Int 9, Wis 11, Cha 9; *+1 morningstar, dust of disappearance, 2 potions of cure light wounds, ring of protection +1*, dagger, leather armor, pouch with 200 gp). A large stone keep sits seemingly unattended on a precipice overlooking the sea. This keep, the Keep of the Talisman, was once home to a great king who mysteriously disappeared in ages past and it is spoken in whispered tales that his ghost still walks the battlements. It is this tale that has allowed the pirates who call the keep home to dwell here unmolested. Two ships are moored along the coast and a secret cave entrance leads from the ships to the keep.

4006 Forest of the Minotaur (EL 4): A huge, ancient, benevolent **minotaur** (CR 4; hp 59) named Steer has befriended the children of the village of Otterguild. The parents of the village fear and hate him, though the young boys and girls frolic and play under his protection when their parents are not watching. He is a pure vegetarian, and is friendly and benevolent, and a skilled healer. He will defend himself if attacked, but will flee into his forest maze if he can, or if the villagers see him. Steer has a huge store of rare plants and herbs in his cozy house, but no real "treasure" as he has given it all to the children of the village.

4008 Forcastle Watch (Castle): Conventional; AL N; TL 6; 100 gp limit; Assets 1,000 gp; Population 200 (50 poorly-disciplined warriors War1-2s; the balance are poorly cared for Com1-2s farmers and servants); Isolated (human 96% [mostly Tharbrian and Skandik], others 4%). *Authority Figure:* Sir Andros, male human N Ftr5. *Important Characters:* Captain Navan, male human LN War8 (leader of the castle forces).

Forcastle Watch was built to watch the Forcastle burrows over 100 years ago. Duke Gadelen has steadily reduced the budget of the castle until now only two and half companies of men (50 men) stand guard against the gnolls. Sir Andros is a wastrel and spends most of his time drinking with the friends he brought from Warwik. They bemoan being posted out in the wilds and can't wait to return to Warwik. Captain Navan attempts to keep some semblance of readiness but the men are prone to sloth following the example of their commander Sir Andros.

4008 Forcastle (Small Town): Conventional; AL CE; TL 7; 800 gp limit; Assets 1,950 gp; Population 620 (Able bodied 155); Isolated (Gnoll 96%, others 4%); Resources: Market. *Authority Figure:* Zademidan, male gnoll CE Ftr6. *Important Characters:* Zaitek, male gnoll CE Adp5 (high priest of Yeegok, the gnoll god); Zorittik, female gnoll NE Sor8 (rival of Zademidan only her gender stops her from seizing power).

Forcastle was a once the prosperous capitol of the Gnoll Lands, but the disastrous defeat of the gnolls by the Invincible Overlord's forces in the Gnoll Wars has left a shattered remnant of the once thriving gnoll community. The coastline is comprised of high limestone bluffs and riddled with caves. Ideal for the burrows the gnolls prefer to live in. Since the Gnoll Times the occasional raids by the remaining gnolls have been met with putative expeditions from Warwik. A small half-orc ghetto of shanty houses has arisen as the shadier elements of Human society come here in search of sanctuary from the Law of other communities.

4013 Sticklestead (Small City): Conventional; AL N; TL 5; 15,000 gp limit; Assets 4,762,500 gp; Population 10,160 (Able bodied 2,540); Mixed (human 79% [mostly Tharbrian and Alryan, some Skandik and Altanian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Horses. *Authority Figure:* Kargrol, male Alryan LE Ftr8. *Important Characters:* Gavenar, male Tharbrian LG Clr9 (patriarch of the Temple of Mitra); Mosar, male halfling NG Exp8 (best horse breeder in the region).

Sticklestead is noted for the quality of its horses and the size of its herd. Using the Gasconfold Plain Sticklestead raise some of the finest war and riding horses in the Wilderlands. Sticklestead supplies almost all of the horses for the Overlord's Cavalry. The Faith of Mitra has an important temple in Sticklestead and it's patriarch, Gavenar is a rival of Anoethin, the patriarch king of Modron. Governor Kargrol rules Sticklestead in the name of the Overlord. He rules with a firm but fair hand and has publicly executed several merchants who attempted to bribe him.

4014 Gasconfold Castle (Castle): Conventional; AL LN; TL 5; 200 gp limit; Assets 6,000 gp; Population 600 (140 War1-3s men-at-arms led by 10 Pal1-2s; the balance are Com1-3 or Exp1-2 mundane farmers or retainers); Isolated (human 96% [mostly Tharbrian], others 4%). *Authority Figure:* Laran, male human LG Ftr9. *Important Characters:* Melwyn, male human NG Wiz11 (Laran's mentor and friend, resides in the castle).

Gasconfold Castle stands watch over the eastern edge of the Gasconfold Plain. Its patrols keep poachers away from the horse herds roaming the plains. The castle also patrols the coast from Seastrand to Tegel watching out for any Skandik raiding. Laran takes his job quite seriously and is well regarded in the Overlord's Court for his competence and for the success he has had at his job.

4015 Brushwood (Village): Nonstandard; AL LG; TL 4; 100 gp limit; Assets 1,650 gp; Population 528 (Able bodied 132); Mixed (human 79% [mostly Tharbrian, some Alryan], elf 9%, half-elf 5%, halfling 3%, others 4%); Resources: Market. *Authority Figure:* Gakatig, male Alryan LE Clr6. *Important Characters:* Duren, male dwarf LG Ftr8/Def2 (leader of the temple guard, old friend of Gakatig).

Brushwood is the center of a large community of farm along the River Difring. It ships much of its grain and produces to Sticklestead and enjoys a steady trade with that city. There is a temple of Mitra in Brushwood and its leader, Gakatig, is the high priest of the temple. Gakatig is also the de-facto leader of Brushwood and the local tradesmen and farmers often bring their disputes to his court.

4016 Dolmans of the Gorgons (EL 10): In the southern half of the Brushwood Forest is a set of standing stones with an ancient stone wheel lying in the center. This wheel is inscribed with runes and can be used to predict the winds within 100 miles if a Decipher Script check (DC 20) is made. Strange statues of deer, rabbits and squirrels abound, seemingly part of the decor. These are in reality innocent victims a pair of **gorgons** (CR 8; hp 68 each) that make this area their lair.

4021 Black Bear Den (EL 11): These hills are famous for the wonderful quantities of berry bushes and black bears. A total of **26 adult bears** (CR 2; hp 19 each) live here. They are harmless unless provoked.

4101 Isle of the Water Sprites: This island appears plentiful and attractive to those seeking pleasure, food, or just a chance to get away from their worries of the world. This deception has led many a pleasure-seeker to his or her grave, for the island is in fact home to **Grynelda the Sea Hag** (female sea hag Wiz5; CR 9; hp 37; AL LE; Str 19, Dex 12, Con 12, Int 14, Wis 13, Cha 12) and her **six daughters** (sea hag; CR 4; hp 16 each). High in the mountains of this island dwell the seven sea hags who call this island home. The hags have amassed a horde of gems worth 9,000 gp, a *scroll of 2 arcane spells (fireball* [x2]*)*, *wand of magic missiles* (27 charges), masterwork light crossbow, 20 masterwork bolts.

4102 Isle of the Elect: At first glance this island appears hold a large city, thus leading one to believe many people make their homes here, but closer inspection reveals the city to be many years deserted. Not a single inhabitant remains and no trace of where they have gone or why they have left can be found. Legends speak of a multi-leveled dungeon beneath the city's main temple.

4123 Ashenshaft (Small Town): Conventional; AL CG; TL 4; 800 gp limit; Assets 42,600 gp; Population 1,704 (Able bodied 426); mixed (half-elf 60%, human 40% [mostly Tharbrian and Altanian, some Alryan]); Resources: Market. *Authority Figure:* Governor Celdric, male Alryan CE Ftr8. *Important Characters:* Thargon the Fat, male human N Ftr4 (smith and leader of the local peasant levies); Birdman Wirraby, male human N Rgr10 (an former adventurer obsessed with birds since his wife was carried off by a roc, has gone a bit daft); Amonddath, male Tharbrian N Ftr4 (miller); Firanlas, male half-elf CG Ftr2 (owner of Gilgai's Haven a local tavern for half-elves).

Ashenshaft was founded over 500 years ago by the legendary hero Gilgai half-elven. Here Gilgai was slain and his sons founded a community where the outcasts of men and elves could find a home. Over the ensuing years Ashenshaft suffered repeated invasions of the orcs. Ashenshaft was little affected by the Gnoll Times of the 42nd century and began to grow and prosper. However in recent years the pirate bands steadily grew worse in the Roglaroon and the Overlord began to plot to eradicate their strongholds. He sent Celdric, a ruthless man in his service, to Ashenshaft to make an alliance or take it over. The humans and half-elves were not interested in an alliance and within a few years Cedric and his cronies seized control. Now Ashenshaft is brewing with rebellion as the Overlord begins preparations to strike against the pirates.

For more information on Ashenshaft, see the Judges Guild product *Pirates of Hagrost*, by Bryan Hinnen and Dan Hauffe.

4126 Wormingford (Village): Non-standard; AL NE; TL 4; 200 gp limit; Assets 4,300 gp; Population 688 (Able bodied 172); Mixed (human 79% [mostly Tharbrian and Altanian, some Skandik, a few Alryan], half-orc 9%, orc 5%, goblin 3%, others 4%); Resources: Market. *Authority Figure:* Calthorn, male human N Clr3. *Important Characters:* Elerro, male Tharbrian LE Ftr7 (captain of the *Ramming Fool*); Sallison, male human LE Ftr7 (captain of the *Little Devil*); Murizhpal, male Antillian LE Ftr8 (captain of the *Queen of the Hagrost*); Jellin, male human LE Ftr7 (captain of the *Marauder*).

Wormingford is the site of a ford long used by caravans traveling in the region. After the Gnoll Times an inn and several farms were built to take advantage of this trade. Twelve years ago four pirate galleys sailed up the River Hagrost and slaughtered the small community. They took over the buildings and used Wormingford as a base for piracy on the Hagrost and the Estuary. Calthorn is a cleric of Mitra who preached at the pirates to mend their ways. In a mocking jest they installed the cleric as their hetman and pay him mock homage. Calthron earnestly believes he had converted the pirates and now they are just simple fisher folk. The four ships at Wormingford are the *Queen of the Hagrost, Ramming Fool, Little Devil,* and *the Marauder.*

For more information on Wormingford, see the Judges Guild product *Pirates of Hagrost*, by Bryan Hinnen and Dan Hauffe.

4128 Giant Lizards (EL 8): Living in the tall grass of this beautiful plain are **8 giant lizards**. (CR 2; hp 22 each). They hunt as a pack.

4133 Talgard Clanhold (Citadel): Conventional; AL NE; TL 3; 40 gp limit; Assets 240 gp; Population 120 (30 Skandik warriors War2s; the balance are Com1-3s clan members); mixed (human 79% [mostly Skandik and Tharbrian], half-orc 9%, orc 5%, goblin 3%, others 4%). *Authority Figure:* Ivar Talgard, male Skandik NE Ftr6. *Important Characters:* Ralf Talgard, male Skandik CE Ftr3 (Ivar's son and currently organizing a plot to kill his father so he can assume the lordship).

Ivar Talagard is a cruel despotic Skandik Lord. The clanhold has been in existence since the earliest day of the Skandik conquest of this coast. However, clan Talagard has only ruled the clanhold for three generations. Ivar's grandfather seized the clanhold from its prior occupant over 100 years ago. Ivar owes nominal allegiance to Alkazad, King of Ossary. Burrows of the past lords of the Clanhold dot Graven Hollows to the east and the Skandik view it as a haunted place.

4206 Eastpoint Keep (Citadel): Conventional; AL NG; TL 3; 100 gp limit; Assets 800 gp; Population 160 (40 warriors War1-3s garrison the citadel; the balance are Com1-2s retainers and farmers); integrated (half-elf 37%, human 20% [Tharbrian], elf 18%, halfling 10%, dwarf 7%, others 8%); Resources: Citadel. *Authority Figure:* Maglorin, male elf CG Ftr6. *Important Characters:* Anson, male Tharbrian LG Ftr5 (representative of Warwik and second in command, sent here because he came to close to uncovering one of the Duke's smuggling rings).

Eastpoint is a watch point established jointly by Warwik and Seasteadholm. In recent years Duke Gadelen of Warwik has

sent what he calls "meddlesome do-gooders" to man the citadel along with the elves. Over the years a small hamlet of humans, elves, and half-elves has grown around the citadel. The citadel itself is perched on a 200-foot high hill, which give it an excellent view of the sea on both sides of the peninsula. Maglorin is the current commander of the keep having been appointed over 20 years ago. He views the depravity of Lord Northin of Otterguild with disgust and is planning a strike to depose him if Warwik doesn't get rid of him.

4206 Den of the Wererats (EL 7): A simple fishing village is set along the north coast of Wormshead Point. **Seven villagers** welcome any that visit. At night, these villagers turn into their true forms — **wererats** (CR 2; hp 5 each) — and attempt to slay the guests. Their only treasure is 3 small fishing boats, nets and tackle.

4215 Stirge Nest (EL 3+): In the hills north of the River Difring are many small caves. At night, bats pour forth in large clouds to eat insects. A few of the bats are **stirges** (CR 1/2; hp 5 each). Encountered only at night, anyone camping here is attacked by 4d6 of them.

4224 Giant s (EL 9): The dry plains south of Ashenshaft have recently seen a decrease in the amount of game present. This is due to the presence of a group of **10 giant toads** (see 3111) that attack any "food" that enters the area.

4226 Oakenbridge (Village): Nonstandard; AL N; TL 4; 200 gp limit; Assets 7,950 gp; Population 1,272 (Able bodied 318); Mixed (human 79% [mostly Tharbrian and Altanian], gnome 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Mervanal, male Altanian N Drd10. *Important Characters:* Ananon, male Tharbrian N Rgr8 (leader of the Oakenbridge Rangers); Hosari, female Altanian N Drd6 (feels that Mervanal should join the other villages in rebellion against Ossary).

Oakenbridge pays tribute to the King of Ossary. Mervanal is the leader of the region's Druids and leads them in the worship of Teros, the Lord of the Forest. He is also the chief of the village clans and works hard to insure that the tribute is paid on time. He has no desire to see what happen to Dorn happen to Oakenbridge.

4229 Fireside (Village): Nonstandard; AL LG; TL 6; 200 gp limit; Assets 8,250 gp; Population 1,320 (Able bodied 330); Mixed (human 79% [mostly Tharbrian and Altanian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Amlenfrik, male human CG Clr8. *Important Characters:* Crani, female human LG Rgr7 (leader of Amlenfrik's rangers and messenger); Orien, male Skandik NG Wiz6 (long time resident and spy for Ossary, family is being held hostage by King Alkazed).

Fireside pays tribute to the King of Ossary. Amlenfrik is lord of Fireside and the high priest of Brigit for the region. It is from Fireside that the new year's fire of Brigit is lit for the region. Amlenfrik chafes under the rule of King Alkazed of Ossary and is continually trying to convince the leaders of Oakenbridge and Mill Haven to revolt before what happened to Dorn happens to all of them. Fireside is on the eastern edge of the plain of Cairns, which is dotted with numerous tombs of ancient warriors.

4232 Hills of the Harpies (EL 8): The hills of the Graven Hollows are famous for the wind-song that blows through the narrow gullies of the badlands. These songs are said to drive men mad with joy. In reality, a large family of **4 harpies** (CR 4; hp 31 each) has taken up residence in the area. They nest in a huge, sickly looking copse of a tree. Bones and skulls litter the clearing where the tree resides. The harpies can be parlayed with, if offered something they truly desire, and can lead the bold to various tombs of note as they know the lore of the area and the tales of the buried barbarians. In one nest is an *arcane scroll of 1 spell (invisibility)* and four garnets (50 gp each) in a leather pouch.

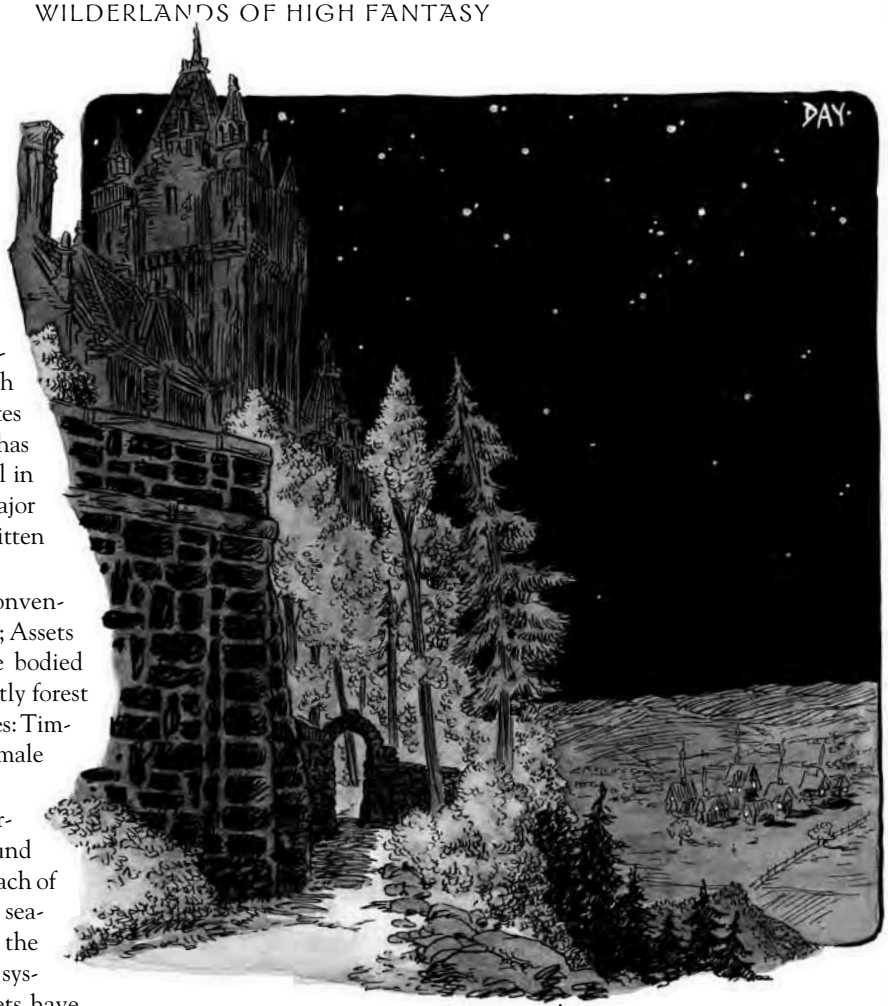
4313 Seastrand (Small Town): Conventional; AL LE; TL 4; 800 gp limit; Assets 41,200 gp; Population 1,648 (Able bodied 412); Mixed (human 79% [mostly Skandik, some Tharbrian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Vagnakar, male Skandik N Ftr8. *Important Characters:* Owalt, male Skandik CG Clr8 (high priest of Thor); Ranggott, male Skandik CE Ftr6 (in the pay of King Alkazed of Ossary and planning to assassinate Vagnakar during the pirate expedition).

The Skandiks conquered Seastrand over 700 years ago. They survived through the orc invasions and the Gnoll Times to become one of the most prolific bases of Skandik raids. Two hundred years ago the Overlord of the City State invaded Seastrand and sacked the town. He forced the surviving clans to acknowledge him and his descendents as their king. Since then Seastrand clans have sailed for the Overlord against Ossary. Vagnakar is the current chief of Seastrand and enjoys the full support of the Overlord. Currently they are preparing for a season of hunting pirates as part of the Overlord's push to eradicate pirates from the Estuary of Roglaroon.

4313 Darkwater Coven (Citadel): Magical; AL NE; TL 8; 100 gp limit; Assets 1,600 gp; Population 160 (40 magical half-sahuagin monks Mon1-3s guard the coven; the balance of the population are human [Skandik] Com1-3s servants and retainers; there are 2-7 Wiz2-5s and 1-4 Clr1-3s here at any time); mixed (human 79% [mostly Skandik, some Tharbrian], orc 9%, half-orc 5%, goblin 3%, others 4%). *Authority Figure:* Quart, male half-orc CE Wiz7. *Important Characters:* Balaria, female Skandik NE Wiz5 (Quart's main rival for control of the coven).

Darkwater Coven is hidden among the cliffs and bluffs overlooking the coast north of Seastrand. There they delve into ancient magic concerning water. They have many dealings with sea demons, sahuagin and other evil dwellers in the deep. They also have a steady trade with some of the more depraved Skandiks of Seastrand for charms, potions and curses. Quart is unusual as he is a half-orc who is also a wizard. He uses his brute strength as well as his intellect to maintain control of the coven.

4314 Sunlitten (Small Town): Nonstandard; AL LE; TL 4; 800 gp limit; Assets 45,000 gp; Population 1,800 (Able bodied 450); Isolated (human 96% [mostly Altanian, some Skandik, a few Tharbrian], others 4%); Resources: Market. *Authority Figure:* Rasarel, male human N Rog7. *Important Characters:* Polasa, female human LE Wiz2/Rog3 (sent by City State's thieves guild to try to takeover of the town from Rasarel); Endari, female Tharbrian N Ari4 (leading merchant and operator of a smuggling ring operating throughout the Winedark Sea).



4416 Tegel

Sunlitten is still one of the few towns dominated by Altanians left on the coast. They survived by their devotion to the goddess Nephthys and by operating a black market open to everyone. Just about any legal or illegal good can be found in Sunlitten provided that you have the right connections. Rasarel is the current High Guildmaster and arbitrates disputes between the guilds. The goddess has favored them with exception skill in the art of commerce and the major powers of the region have left Sunlitten alone.

4322 Camp Six (Hamlet): Conventional; AL LG; TL 6; 100 gp limit; Assets 1,263 gp; Population 405 (Able bodied 101); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Ruandir, male gnome [lightelf] LG Ftr3.

This is one of 12 gnome lumbering camps in the region around Lightelf. Every twenty-six years each of the camps are inhabited for two seasons to lumber the rich cedar in the area. In the centuries since this system was established small hamlets have grown around each of the camps.

4323 Camp Five (Hamlet): Conventional; AL LN; TL 6; 100 gp limit; Assets 1,150 gp; Population 368 (Able bodied 92); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Bolin, male gnome [lightelf] N Ftr4.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4404 Porpoises (EL 6): A pod of **13 porpoises** (CR 1/2; hp 11 each) lives near the abundant kelp beds near Wormshead Point. If they are fed or befriended, they will follow a ship for up to 5 hexes away. During this time, the ship and crew automatically avoid any other encounters.

4409 Isle of Empyreal Dawn (EL 18): From the sea, travelers viewing this land can make out the luscious fruit-bearing trees and crystal clear waterfalls dotting the island. The island is in fact plentiful in both food and water and could sustain a large host of people for quite some time. However, the island's inhabitants — **130 giant monstrous frogs*** (CR 2; hp 17 each) and **200 giant leeches*** (CR 2; hp 11 each) might have other plans.

4416 Tegel (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 5,750 gp; Population 920 (Able bodied 230); Mixed (human 79% [mostly Tharbrian, some Skandik and Alryan], elf 9%, half-elf 5%, halfling 3%, others 4%); Resources: Market. *Authority Figure:* Ternelmor, male Tharbrian LE Ftr7. *Important Characters:* Sarthoggus, male human CE Clr8 (high priest of Tsathoggus, the frog-god); Sir Runic the Rump, male Alryan LG Pal6 (dim-witted owner of Tegel Manor and trying to sell it).

Tegel is the market for the farms in the surrounding region to the west. They also trade with the Skandiks to the south and pay tribute to Ossary. Ternelmor is the mayor of Tegel and leader of the militia. Currently he is busy trying to organize patrols to find the lair of Sarthoggus. He has also troubles with pirates who have erected a base somewhere along the coast near Tegel. Tegel was ruled once by the Rump family, whose family crest — the Golden Hind banner — once inspired confidence and trust. However, the cost of maintaining Tegel Manor, a huge sprawling manor-fortress near the seacoast, and their rumored delvings into less savory magicks, broke the family and left them penniless. The family fell into decadence, degradation and far worse. The manor house is now reportedly inhabited by all manner of evil creatures and undead. The manor has survived the downfall and the ravages of time due to a legendary glamour placed on the house. Sir Runic Rump is the current lord of the manor. Sir Runic constantly tries to sell the manor, often for ridiculously cheap prices. He has twice lost the manor in card games, but the deed to the manor has always been returned by the latest owners who demand their money back usually with threats of violence.

For more information on the famously haunted Tegel Manor and the surrounding area, see the classic Judges Guild product *Tegel Manor*, by Bob Bledsaw.

4420 Camp Eight (Hamlet): Conventional; AL NG; TL 6; 100 gp limit; Assets 1,063 gp; Population 340 (Able bodied 85); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Arkendain, male gnome [lightelf] N Ftr3.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4421 Camp Seven (Hamlet): Conventional; AL N; TL 6; 100 gp limit; Assets 1,213 gp; Population 388 (Able bodied 97); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Dwelfin, male gnome [lightelf] N Ftr3.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4421 Wild Pigs (EL 10): Twenty-two wild pigs (boars) (CR 2; hp 22 each) live in the plains north of the village of Lightelf. They are aggressive and territorial. Dozens of baby pigs scurry around their parents.

4422 Camp Four (Hamlet): Conventional; AL LN; TL 6; 100 gp limit; Assets 1,100 gp; Population 352 (Able bodied 88); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Folin, male gnome [lightelf] LN Ftr5.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4429 Castle Tarvik (Castle): Conventional; AL NE; TL 4; 100 gp limit; Assets 4,400 gp; Population 440 (Able bodied 220); isolated (human 96% [Skandik], others 4%). *Authority Figure:* Ragnar the Bloodless, male Skandik LE Ftr7. *Important Characters:* Soldar, male human NE Wiz6 (Ragnar's pet wizard and feared for his ability to find out plots against his liege).

Ragnar the Bloodless holds this castle in the name of King Alazed of Ossary. He is one of the king's most loyal supporters even though he disapproves of the ways that the king runs his court. This castle is the key to the Skandiks' control over the inland. He commands over two hundred men with over half out on patrol at any one time.

4431 Heatherbrush (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 4,900 gp; Population 784 (Able bodied 196); Mixed (human 79% [mostly Skandik, some Tharbrian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Kelbardan, male Skandik LE Ftr8. *Important Characters:* Solavari, female Skandik NG Clr6 (Freya for the village); Mosrik, male Skandik N Ftr7 (leader of the second largest clan, not happy with Kelbardan's growing reputation for ruthlessness as an opponent, will not surrender anymore to him).

The Skandiks took Heatherbrush over 1,000 years ago. There is a now over a dozen clans in and around Heatherbrush. Kelbardan is the high chief of the clans of Heatherbrush and, while harsh, he rules in accordance with the customs of the Skandik. He and the clans of Heatherbrush despise King Alkazed of Ossary and rarely answer any calls from him for troops. Because of Kelbardan's leadership, the clans of Heatherbrush have easily fended off attempts by other clans to take over the town.

4502 Isle of the Sea Witch (EL 12): Ringing this island are the wrecks of 36 ships; some traders, some warships. No signs of life can be discerned on the island. Within the wreckage of the ships dwell **16 ghouls** (CR 1; hp 13) and **20 lacedons** (CR 1; hp 31). A very large war gallery on the eastern side of the island is the lair of a **dragon turtle** (CR 9; hp 138). Scattered throughout the destroyed ships are: 20,000 gp, 40 pp, 9,000 sp, 15 corals (125 gp each), 8 bloodstones (20 gp), 6 golden idols (400 gp each), *wand of detect secret doors* (37 charges), *ring of wizardry I, ioun stone* (clear spindle), *circlet of persuasion, cloak of resistance +5*.

4510 Isle of the Ringlet (EL 12): This small island is the home to the wizard **Haleldar** (male Tharbrian Wiz12; CR 12; hp 45; AL NG; Str 9; Dex 11, Con 13, Int 20, Wis 13, Cha 14; *ring of shooting stars, medallion of ESP* [both worn], *+1 quarterstaff, ring of protection +3, bracers of armor +4, wand of fireballs* [12 charges, caster level 7th]). Scholars believe he has existed on this island for at least 300 years though no one is quite sure how since he is still human and has not entered the realms of lichdom. Purportedly there is a magical pool somewhere on this island that he utilizes to maintain his vitality, though none have ever seen it. Haleldar is quite receptive to guests and enjoys the company of others.

4518 Benobles (Village): Magical; AL CG; TL 7; 200 gp limit; Assets 6,650 gp; Population 1,064 (Able bodied 266); Isolated (elf 96% [mostly high], others 4%); Resources: Market. *Authority Figure:* Elidoel, male elf N Drd. *Important Characters:* Nimrod, male elf [high] CG Rgr8 (leader of the rangers patrolling Benobles bounds); Allinae, female elf Rgr8/Arcane Archer 8 (most respected teacher of the arts of the Arcane Archer in the Wilderlands).

Benobles is the center of a small kingdom of elves. King Elidoel is a druid of high power and uses the forces of nature to prevent any of the Overlord's men or the Skandiks from entering his realm (Benobles and the six surrounding hexes). King Elidoel is saddened by the troubles afflicting the good king of Lightelf, Veranken. He provides Veranken with advice and council but refuses to commit any of his forces outside of his realm.

4520 Camp Nine (Hamlet): Conventional; AL N; TL 6; 100 gp limit; Assets 1,250 gp; Population 400 (Able bodied 100); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Hama, male gnome [lightelf] LG Ftr3.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4523 Camp Three (Hamlet): Conventional; AL LN; TL 6; 100 gp limit; Assets 1,175 gp; Population 376 (Able bodied 94); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Fundlin, male gnome [lightelf] LG Ftr4.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4524 Dire Weasels (EL 9): Having depleted the local prey, **14 dire weasels** (CR 2; hp 13 each) are constantly on the lookout for new prey. They prefer large animals, such as horses, to men.

4528 Mill Haven (Village): Conventional; AL CG; TL 6; 200 gp limit; Assets 4,750 gp; Population 760 (Able bodied 190); Mixed (human 79% [mostly Tharbrian, some Skandik and Altanian], gnome 9%, halfling 5%, elf 3%, others 4%); Resources: Market. *Authority Figure:* Glasiglin,

male elf N Rgr5. *Important Characters:* Golder, male human N Wiz2/Ari3 (leader of the elders of Mill Haven); Talini, female halfling CG Rog6 (operates a smuggling getting arms and supplies into caches around Mill Haven).

Mill Haven has been the center of several revolts against Ossary. Finally, 200 years ago, Ossary established Holmgard Clanhold (4528) to guard Mill Haven and secure Ossary's control over the inland. The two revolts attempted have all failed to take the clanhold (the last one was 100 years ago). However, after the failure of the last revolt, the elders of Mill Haven decided to lull their oppressors with a hundred years of peace and then strike. Lord Glasiglin has been working with other towns in the regions to organize a massive revolt in a few years. He accepts the help of the Overlord's agents but is trouble by the news coming out of Lightelf. Lord Glasiglin is a friend with the High Chief of Holmgard, Sigurd.

4528 Holmgard Clanhold (Citadel): Conventional; AL N; TL 6; 100 gp limit; Assets 1,000 gp; Population 200 (40 Skandik human War1-3s, 10 Skandik berserks Bbn1-3; the balance are Com1-2 mundane vassals); mixed (human 79% [mostly Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%). *Authority Figure:* Sigurd, male Skandik N Ftr5. *Important Characters:* Balarac, male Skandik LN Ftr4 (Sigurd's brother, he disagrees with his brother's friendship with Lord Glasiglin stating that it is only a matter of time before another rebellion).

Sigurd Holmgard is high chief of the Holmgard Clan. Established over 200 years ago to guard Mill Haven, the High Chiefs had to suppress two bloody revolts. Now after a hundred years of peace the two sides have begun to cooperate and intermingle. Sigurd is an honorable warrior and is disgusted with the actions of his king. He now understands the discontent of the people of Mill Haven and is sympathetic to their cause. Lord Glasiglin is a good friend and listen often to his counsel.

4534 Serpeant Little (Hamlet): Conventional; AL N; TL 4; 100 gp limit; Assets 1,700 gp; Population 544 (Able bodied 136); Integrated (half-elf 37%, human 20% [mostly Skandik], elf 18%, halfling 10%, dwarf 7%, others 8%); Resources: Market. *Authority Figure:* Grugal, male elf NG Rgr8. *Important Characters:* Solden, male elf CG Clr7 (high priest of Cilborith and not please with the presence of Aldwei); Aldwei, female human Drd5 (leader of the human community).

Serpeant Little is a mixed community of humans and elves with a large half-elven population. Serpeant Little dates back to the Uttermost War (over 6,000 years ago) and was originally an elven community. It was noted as one of the places where the elven swan ships were built and its mariners ranged throughout the seas of the Wilderlands. When the nearby town of Kauran was established 2,000 years ago the elves of Serpeant Little aided the humans extensively. Over the centuries many came and settled Serpeant Little itself. When the Skandik Raiders established Ossary it was the ships of Serpeant Little combined with Kauran's forces that allowed them to become a full member of the Skandik Kingdom rather than being conquered. Grugal has ruled for over three hundred years. He is angered by King Alkazed's excesses but counsels patience to the lords of Kauran.

4601 Isle of Damarah (EL 12): This island was once the home to a marauding band of buccaneers. These fine lads met their demise when the current occupants moved in. Though the buccaneers are long since gone, their treasure remains, hidden in chests and stashed in various locations within a remote and densely hidden sea cave. Five chests stashed in various locales within the sea cave of the **4 giant octopi** (CR 8; hp 44) contain: 2,000 sp, 1,500 gp, 300 pp, 5 alexandrites (500 gp each), *ring of protection +2, potion of cure light wounds*.

4602 Sea Horses (EL 7): Shy and fearful, **6 giant sea horses**** (CR 2; hp 34 each) avoid contact with ships. They can be tamed and used as steeds if captured.

4608 Shrine of the Tree (Citadel): Magical; AL NG; TL 2; 100 gp limit; Assets 1,200 gp; Population 240 (60 barbarian-priests Bbn3/Clr2s guard the temple; 40 devout human mercenaries War2-4s guard the lower halls; the balance are pilgrims and acolytes Clr1-3s and human commoners Com1-3s as well; there are always a number of visiting sages Exp5-9s, wizards Wiz3-8s and loremasters Wiz6/Lor3-6s); isolated (human 96% [mostly Skandik and Tharbrian], others 4%). *Authority Figure:* Horvik, male Skandik LG Clr9. *Important Characters:* Camus, male human LG Clr8/Lor3/Sage 6 (keeper of the secret library, has no other ambition other than to continue studying the library).

The Shrine of the Tree is a temple to the God Odin. It is built in narrow mountain valley on the northwest coast of the Island of Croy. The Temple buildings line the slopes centered on a grove on the valley floor. At the center of the grove is a giant one hundred-foot tree that is said to be a seedling of the World Tree. The shrine is renowned for its prophecies and the wisdom of its advice. Many travelers from other lands come to make offering and ask questions of the Shrine. The source of the temple's wisdom is knowledge gleaned from a secret Library of the Lost and Hidden Museum secreted deep below the surface. The priests guard the library zealously and many traps have been set to guard the entrance passageway. Mercenaries are stationed throughout the valley to prevent anyone sneaking into the area. The secret entrance is known to only the High Priest and his two assistant priests. Those admitted are blindfolded and led down and up through many passages and admission is granted rarely. Horvik is the current High Priest of the Temple. He works with King Melrik of Croy to maintain the safety of the shrine and the island.

4609 Croy (Small Town): Conventional; AL N; TL 6; 800 gp limit; Assets 45,800 gp; Population 1,832 (Able bodied 458); Isolated (human 96% [mostly Skandik], others 4%); Resources: Pearls. *Authority Figure:* Melrik, male Skandik N Ftr11. *Important Characters:* Canar, male Skandik N Wiz13 (King Melrik's trusted advisor and magical defender of the kingdom); Captain Onrei, female Skandik Ftr8 (a shield-maiden of the Skandiks she leads Croy's fleet in searching for the Stronghold).

Situated on a small island south of Brezal Isle and east of the mouth of the Estuary of Roglaroon, the town (and Island) of Croy is the capital of a small Skandik island kingdom. King Melrik pays a nominal tribute to the Skandik king at Ossary but refuses to join in its raids against the City State, benefiting as he does from his trade with the City State and the Sea of Five Winds. Currently he is very irate with the Skandiks at Ossary

for their support of the cruel Skandik lord of nearby Brezal Isle. He is concerned that he may attempt to take Croy and the Shrine. King Melrik is also searching for the location of the Stronghold of the Pirate Brotherhood as its ships prey on ships carrying travelers to Croy. Called the Seat of Sages, Scholars' Retreat and Tinker Trove, Croy is home to many craftsmen who meld arcane arts and lost secrets and nearly any item of advanced manufacture can be purchased here. This great skill at craft comes from knowledge gleaned from the secret libraries of the nearby Shrine of the Tree, a temple to the God Odin. King Melrik is also the guardian of the Shrine of the Tree (4608) and takes this duty very seriously as the temple trade is a source of much profit.

4611 Isle of Slumber (EL 15): The ruins of an ancient city are spread across this forested island. Scholars are not quite sure what caused the city's demise or what happened to its people, but one thing they do know is that somewhere within the city lies the mystical *well of wishes*, which provides a *wish* to those who make an appropriate sacrifice to the well. What divine or arcane agency provides the *wish* is a mystery. Some say it is a forgotten god of an ancient culture. Still others say it is an enslaved demon. Though the island is deserted of human life, it is not entirely uninhabited. A large band of **77 carnivorous apes, 6 huge carnivorous apes** and **3 huge advanced carnivorous apes** (see below) mutated by ancient sorcery live in and control the city. They guard the *well of wishes* and slay those attempting to reach it.

Mutated Carnivorous Apes: CR 2; SZ L Animal; HD 4d8+8; hp 26; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +2; Grap +11; Atk club +7 melee (1d4+5) or longspear +7 melee (1d8+5, crit x3) or claws +7 melee (1d6+5); Full Atk club +7 melee (1d4+5) or longspear +7 melee (1d8+5, crit x3) or 2 claws +7 melee (1d6+5), bite +2 melee (1d6+2); SQ scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 11, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Huge Mutated Carnivorous Apes: CR 3; SZ H Animal; HD 6d8+12; hp 39; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (-2 size, +2 Dex, +4 natural), touch 10, flat-footed 12; BAB +3; Grap +16; Atk club +8 melee (1d4+5) or longspear +8 melee (1d8+5, crit x3) or claw +8 melee (1d6+5); Full Atk club +8 melee (1d4+5) or longspear +8 melee (1d8+5, crit x3) or 2 claws +8 melee (1d6+5), bite +3 melee (1d6+2); SQ scent; AL N; SV Fort +7, Ref +7, Will +3; Str 21, Dex 15, Con 14, Int 12, Wis 12, Cha 7.

Skills: Climb +18, Listen +6, Spot +6.

Huge Advanced Mutated Carnivorous Apes: CR 4; SZ H Animal; HD 8d8+16; hp 52; Init +2; Spd 30 ft., climb 30 ft.; AC 14 (-2 size, +2 Dex, +4 natural), touch 10, flat-footed 12; BAB +5; Grap +18; Atk club +10 melee (1d4+5) or longspear +10 melee (1d8+5, crit x3) or claw +10 melee (1d6+5); Full Atk club +10/+5 melee (1d4+5) or longspear +10/+5 melee (1d8+5, crit x3) or 2 claws +10 melee (1d6+5), bite +5 melee (1d6+2); SQ scent; AL N; SV Fort +8, Ref +8, Will +4; Str 21, Dex 15, Con 14, Int 14, Wis 14, Cha 7.

Skills: Climb +18, Listen +7, Spot +7.

4612 Isles of the Shadow Dragon (EL 12): The legend of the shadow dragon that inhabits this island is known far and wide. Those brave enough to face the dragon never live to tell their tale. The tale of the shadow dragon is full of stories of vast riches and magic treasure. What the outside world does not know is that the tale of the shadow dragon is false. The island gets it name from the shadows cast over its surface by the spiraling mountains and peaks that cover its surface. The tale also serves another purpose. It gives the Pirate Brotherhood a safe place to operate. The tale of the shadow dragon keeps most people far from the island, thus allowing the pirates that dwell here to operate in relative security from their hidden fortress. There are **35 pirates** (male human War1; CR 1/2; hp 11; leather armor, small steel shield, short sword, longbow, 20 arrows, pouch with 1d20 sp), led by **16 officers** (male human Rog2; CR 2; hp 9; masterwork leather armor, masterwork short sword, masterwork light crossbow, 20 bolts, dagger, pouch containing 2d20 gp) and their supreme leader, **Captain Crale** (male human War6/Rog4; CR 9; hp 55; Str 15, Dex 16, Con 11, Int 14, Wis 10, Cha 12; studded leather armor, *+1 battleaxe*, silver necklace with bloodstones (300 gp), gold ring with silver pearl (250 gp), shortspear, pouch with 215 gp).

4620 Camp Ten (Hamlet): Conventional; AL N; TL 6; 100 gp limit; Assets 1,163 gp; Population 372 (Able bodied 93); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Adun, male gnome [lightelf] LG Ftr4.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4621 Camp Eleven (Hamlet): Conventional; AL LN; TL 6; 100 gp limit; Assets 2,000 gp; Population 400 (Able bodied 100); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Khazul, male gnome [lightelf] N Ftr5.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4622 Lightelf (Small Town): Conventional; AL CE; TL 6; 800 gp limit; Assets 41,500 gp; Population 1,660 (Able bodied 415); Mixed (gnome 70% [mostly lightelf], human 30% [mostly Skandik, some Tharbrian); Resources: Timber. *Authority Figure:* Veranken, male gnome [lightelf] LG Ftr2. *Important Characters:* Prince Velenkris, male gnome [lightelf] CE Ftr4 (Elder brother to Veranken he claims to be the rightful heir, exiled he has now returned to lead a rebellion against his brother with the aid of the Overlord); Sloarvinnith, male human CE Ftr7/Rog2 (leader of the Overlord's spy ring); Lansella the Fair, female Amazon N Wiz6 (battle mage and fletcher); Darodrin Armstrong, male human N Rog5 (proprietor of the Inn of the Four Seasons).

Over 1,200 years ago the area around Lightelf was home to scattered communities of gnomes. Years later, the Skandiks migrated into the area. The cruel seafarers arrived on the coast but did not reach inland, preferring to use the sea as their only route of travel. Emissaries from the Skandik Warlord of Ossary eventually came into contact with the gnome chiefs. Short of manpower, to both raid and lumber,

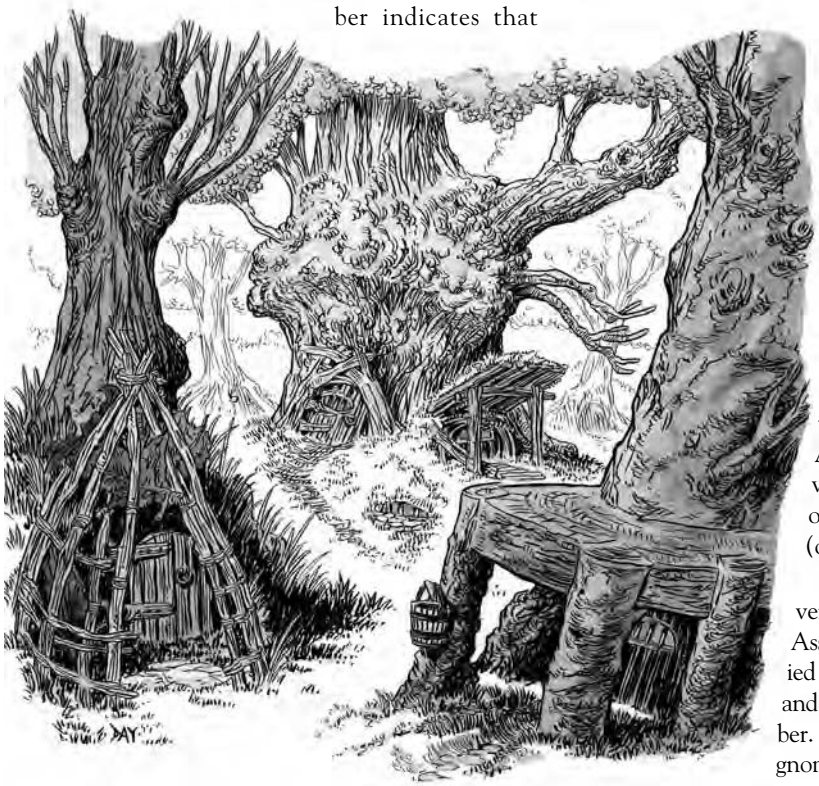
and preferring to raid, they asked the gnomes to cut trees for them and haul the timber to the coast where it would be shipped to Longship Havens and used in shipbuilding. The gnomes formed a league and turned to lumbering. They built heavy wagons to haul the lumber to the coast. Eventually the proud gnomes chafed at their subservient role.

Finally in 3227 an elf bathed in a strange light appear to Zarun, chief of Lighelf, and bade them to make war against the Skandiks. The gnomes were united under Zarun's banner and made war on the Skandiks. Through stealth, the gnomes infiltrated the camp of the Skandiks at night and set fire to their longships — a fleet that was already depleted from warring with the Overlord. Zarun also burned the yellow fields of the Skandiks before their harvest.

The Skandiks marched out to battle. The gnomes were defeated, but fought well and earned the respect of the sea farers. When quarter was asked, the Skandik Warlord did an uncharacteristic thing and granted it, calling a truce. The gnomes then bargained for and were given a new trade agreement for lumber — which was desperately needed by the Skandiks. It was rumored later that wizard-spies of the Overlord swayed the minds of the Skandiks, who defeated themselves in parley after winning the fight.

The military campaign of Zarun turned out to be the highpoint of the history of the gnomes of Lightelf. Shortly after, they were beset by a plague. Then, in 3922 BCCC and again in 3930 BCCC, hordes of orcs from Dearthwood migrated through the area and, though the gnomes concealed themselves in their burrows, their buildings were burned at each passage. In 4175 BCCC a host of gnolls approached the village. The gnomes repulsed the gnolls.

The tiny gnome kingdom retains its independence, but the low price the Skandiks pay for lumber indicates that they are in fact subservient to Ossary. Of late, the current king, Veranken, the son of king Velardris who repulsed the gnolls, has heard of agents of the Overlord inciting his people to rebellion, as in the time of Zarun, his ancestor. A small community of men keep buildings at the center of the burrow-village and are in the service of the Overlord, for the most part, and are changing the gnomes over to their own ways of evil. Veranken is a weak leader, and can do little to stem the rising flood of evil, chaos and discontentment among his people that threatens to drown them.



4622 Lightelf

For more information on Lightelf and environs, see the Judges Guild product *Spies of Lightelf*, by Bryan Hinnen.

4625 Wereboar Lair (EL 6): This bison hunter's camp seldom leaves the area of the 4625 as they are often too drunk or too angry with one another to move farther along. The bison hunters are in fact **trio of wereboars** (CR 3; hp 22 each) takes the change in them with stride, not offering much information about themselves or their true nature. Their treasure consists of standard hunting gear and 400 gp, mighty composite longbow (Str +1), 3 flasks of holy water.

4630 Wild Stags (EL 1): A large herd of elk lives here. **Twelve stags** (CR 1; hp 16) defend against any predators. They are unusually aggressive for herbivores.

4633 Aldorsson Clanhold (Citadel): Conventional; AL LN; TL 3; 100 gp limit; Assets 700 gp; Population 140 (30 Skandik warriors War1-2s, led by 5 Ftr2s; the balance are Com1-2s mundane servants, farmers and vassals); mixed (human 79% [mostly Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%). *Authority Figure:* Karl Aldersson, male Skandik LN Ftr5. *Important Characters:* Rurik Aldersson, male Skandik N Ftr2/Rgr2 (Karl's brother and organizing an expedition to search for Henrik).

Clan Aldorsson is a small prosperous Skandik Clan loyal to Ossary. They raid nearly every season and accumulated a large store of treasure. The Aldorssen Clanhold marks the southern extent of Skandik settlement along the coast. Karl Aldersson is a small wiry man who noted for his shrewdness in his dealings. Currently is concerned over the fate of his second son, Henrik, who's ship hasn't reported back from last's season raiding.

4704 Lair of the Owlbears (EL 8): Five owlbears (CR 4; hp 47 each) terrorize the island community of Armagh. The magistrate will hire adventurers to clear them from the bush, only to make excuses to fail to pay them (or pay them in fish, passage etc).

4722 Camp Twelve (Hamlet): Conventional; AL LG; TL 6; 100 gp limit; Assets 988 gp; Population 316 (Able bodied 79); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Deordwain, female gnome [lightelf] LG Ftr3.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4723 Camp Two (Hamlet): Conventional; AL LG; TL 6; 100 gp limit; Assets 1,188 gp; Population 380 (Able bodied 95); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Biffin, male gnome [lightelf] LG Ftr3.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4732 Swain's Cairn (Hamlet): Conventional; AL CE; TL 4; 100 gp limit; Assets 1,950 gp; Population 624 (Able bodied 156); Mixed (human 79% [mostly Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Fish. *Authority Figure:* Ablikar, male Skandik N Ftr9. *Important Characters:* Avarik, male Skanidk N Ftr11 (exiled lord of Swain's Cairn).

Eight hundred years ago, Swain was one of the greatest raiders the Skandiks has ever known. One legend has him actually succeeding on a raid on Viridstan itself, slaying the then Emperor of Viridstan. He established his clanhold here and when he died the place became known as Swain's Cairn. The cairn is located on a granite headland jutting out into the Winedark Sea and a small shrine to Thor is maintained there. Currently Swain's Cairn is on hard times as it rebelled 12 years ago when Alkazed became King of Ossary. Its leader, Avarik, was driven into exile, and Clan Swainholm was dispossessed. Ablikar is the second Overlord of Swain's Cairn appointed by King Alkazed to govern the hamlet. The first was killed three years ago by a *lightning bolt* when he attempted to despoil the Cairn.

4804 Armagh (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 6,675 gp; Population 1,068 (Able bodied 267); Mixed (human 79% [mostly Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Fish. *Authority Figure:* Dunbarin, male Skandik NE Ftr8. *Important Characters:* Hoklart, male Skandik N Com8 (leader of the fisherman); Jari, female human NG Drd8 (druid of the region who attempted to aid the fishermen against Dunbarin and his brother).

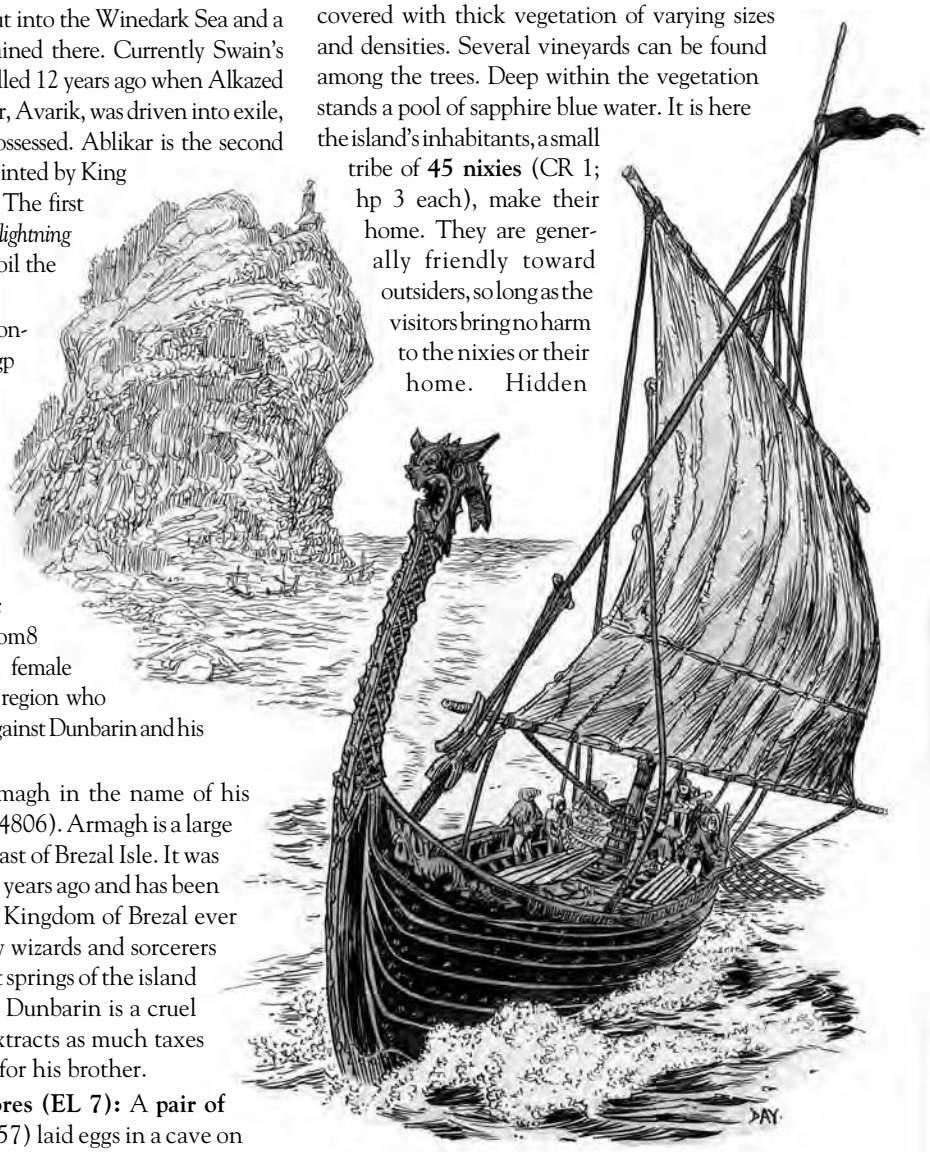
Dunbarin Hevast rules Armagh in the name of his brother Darin, King of Brezal (4806). Armagh is a large fishing village on the north coast of Brezal Isle. It was settled by Skandiks over 1,000 years ago and has been part of the semi-independent Kingdom of Brezal ever since. It sees frequent visits by wizards and sorcerers to visit the various mineral hot springs of the island for their alchemical qualities. Dunbarin is a cruel and despotic governor who extracts as much taxes and recourses out of Armagh for his brother.

4805 Lair of the Manticores (EL 7): A **pair of mated manticores** (CR 5; hp 57) laid eggs in a cave on this island mountain. The men of Armaugh hired a brave adventurer to slay them. His body lies in the cave, partially eaten. The adventurer's body still wears *boots of speed* and a silver necklace (400 sp).

4806 Brezal Castle (Castle): Conventional; AL CN; TL 4; 100 gp limit; Assets 1,600 gp; Population 320 (Able bodied 80); isolated (human 96% [mostly Skandik], others 4%). *Authority Figure:* Darin Hevast, male Skandik CE Ftr7. *Important Characters:* Lena Hevast, female Skandik CE Rog5 (Darin's sister and currently a spy in King Melrik of Croy (4609) court).

Clan Hevast has styled themselves Kings of Brezal since the earliest days of the Skandik migrations into this region of the Wilderlands. Once one of the more important Skandik kingdoms, it was eclipsed long ago by Ossary. At the traditional peace meeting between Brezal and Ossary, an exchange of gifts of friendship occurs. In recent decades, the value of the gifts by Brezal have far exceeded the value of Ossary's gifts. For the last three years, King Darin and King Alkazed of Ossary have been preparing for a strike against Croy to gain the lucrative temple trade to the Shrine of the Tree (4608).

4813 Isles of Eerie (EL 12): This mist-shrouded island is covered with thick vegetation of varying sizes and densities. Several vineyards can be found among the trees. Deep within the vegetation stands a pool of sapphire blue water. It is here the island's inhabitants, a small tribe of **45 nixies** (CR 1; hp 3 each), make their home. They are generally friendly toward outsiders, so long as the visitors bring no harm to the nixies or their home. Hidden



4804 Armagh

amongst the nixie's vineyards are 6 stone urns with intricate and ancient carvings (300 gp each), 13 fine stone mugs (10 gp each), a *potion of speak with animals*, and a *potion of blur*.

4821 Shipshore Harbor (Hamlet): Conventional; AL CN; TL 3; 100 gp limit; Assets 1,750 gp; Population 359 (Able bodied 93); Integrated (human 37% [mostly Skandik, some Tharbrian], gnome 20%, halfling 18%, elf 10%, dwarf 7%, others 8%); Resources: Timber. *Authority Figure:* Bintrall, male Skandik CN Ftr4. *Important Characters:* Korain, female human N Rog2 (she uses her beauty and skills to fleece sailors of their gold).

This bustling, but tiny seaport has only a small permanent population. At any given time there will be between 1 and 3 merchant's ships tied at the dock and their crews staying in the inns. The merchant guilds keep great storehouses of the timber shipped by Lightelf and of the pitch shipped by the elves of Palewood. The timber and pitch are shipped down the coast to Ossary to build the great longships of the Skandik.

For more information on Shipshore Harbor, see the Judges Guild product *Spies of Lightelf*, by Bryan Hinnen.

4822 Camp One (Hamlet): Conventional; AL NG; TL 6; 100 gp limit; Assets 1,038 gp; Population 332 (Able bodied 83); Isolated (gnome 96% [mostly forest and lightelf], others 4%); Resources: Timber. *Authority Figure:* Kheled, male gnome [lightelf] LG Ftr4.

This is one of 12 gnome lumbering camps in the region around Lightelf. See 4322.

4829 Ossary (Small City): Conventional; AL CE; TL 7; 15,000 gp limit; Assets 6,000,000 gp; Population 12,800 (Able bodied 3,200); Mixed (human 79% [mostly Skandik, some Tharbrian, a few Altanian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Alkazed, male Skandik CE Ftr8/Sor5. *Important Characters:* Togard the Stout, male Skandik LG Clr15 (somnolent high priest of Odin, followers are angered at him for letting Alkazed go unchecked); Loknar the Unblessed, male Skandik CE Clr11 (high priest of Loki and chief advisor to Alkazed).

Originally named Ossyr Lee, the city was renamed when it was captured in the early 23rd century by raiding Skandiks. Ossary is the greatest city of Skandiks in the Wilderlands. It is the heart of the Kingdom of Ossary and is ruled by the cruel King Alkazed. The city is divided among several dozen clans that compete and fight against each other. This makes the streets that run between clanholds very dangerous to those not traveling in large groups. Ossary is also the central market where merchants and raiders meet to trade plundered goods and slaves. Each of the clans is expected to furnish men and longships to the King. The Overlord and the King of Ossary have a long history of conflicts with a half-dozen major battles in the last thousand years.

4915 Isles of Wight: A small settlement (if it can even be called that) of **46 Skandiks** (Com1; CR 1/2; hp 3 each) has made this island their home (or tried to). Their attempts to cultivate the land have mostly failed though their tenacious attitude prevents them from abandoning their hopes of settling this island and calling it home. Their community is small and loosely organized. Their leader **Ollund** (male Skandik War3; CR 2; hp 26; AL CE; Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 11; leather armor, small steel shield, longbow, 20 arrows, scimitar, light warhorse, pouch with 25 sp) is a headstrong, yet determined leader. He is aided by **10 warriors** (male Skandik War1; CR 1/2; hp 11; AL CE; leather armor, small steel shield, short sword, longbow, 20 arrows, pouch with 1d10 sp).

4923 Palewood (Hamlet): Conventional; AL CG; TL 3; 100 gp limit; Assets 1,425 gp; Population 456 (Able bodied 114); Mixed (elf 79% [gray], human 9% [mostly Skandik], half-elf 5%, halfling 3%, others 4%); Resources: Pitch. *Authority Figure:* Giwaldyn, male half-elf CG Ftr3/Wiz1. *Important Characters:* Van Galad, male half-elf CG Ftr3/Wiz1 (organizes and pays the pitch harvesters); Tulamiel, female elf [gray] LG Ftr4/Wiz3 (best hunter in the region, plans to go to Benobles and study to be an Arcane Archer).

The elves settled here in 1867 BCCC after journeying from a great elven kingdom far to the west beyond Viridstan, the Blistering Dunes and the Five Holy Cities of the Mycretians. Dismayed by new and better weapons, the elven prophet, Doriel, led a small band of followers here and proclaimed that all advancement of crafts, particularly weaponsmithing, was the road to folly and destruction. The elves wove their "tlan" tree-homes and, from that day to this, have only created sufficient weaponry to defend themselves against wandering beasts and raiding orcs. The elves began tapping the resin of the brandolon trees, of pale bark and yellow leaves, that grew at their end of what came to be called the Wood of the Gnomes. The brandolon resin was boiled down to produce excellent pitch, used to coat the insides of new ship hulls. Casks of pitch from Palewood were shipped out through a small coastal hamlet called Shipstore Harbor to the City State and to Modron. The Skandiks, desiring the pitch and knowing of the elves' reluctance to trade with their warlike race, wisely traded with the elves through a neutral band of Altanian merchants willing to conduct business on behalf of the Skandiks. The Skandiks always offer a better price than Modron or the City State and soon most of Palewood's trade went to the Skandiks.

The elves of Palewood learned of the Shield Maidens' practice of abandoning their male infants in the wilderness and took to sending parties of elves on the nights of the full moon — for this was when the infants were left to die — and collected the children, to raise them as their own. Unfortunately, in 2602 BCCC, the male Amazons presented themselves to the Skandiks, who had just driven the Shield Maidens from the village of Sea Rune. Rather than accept the fair-haired men as equals, the red-headed Skandiks took them as slaves and laborers. Still, there is a small contingent of Amazon males in Palewood — perhaps the only substantial gathering of Amazon males in the Wilderlands not under bondage to either their female counterparts or to the Skandiks. Intermarriage between the Amazon males and the elves has led to an interesting half-elf mix in the village. These men, unlike their elven allies, became very skilled in the arts of combat and weaponmaking, and their bows made of the fine pale brandolon wood are prized throughout the land. Many of these men and half-elves wander the area as rangers.

Palewood suffered during the migration of orcs from Dearthwood, though they managed to avoid the larger hordes. Unlike most of the region, however, they managed to avoid the gnoll raids during the Gnoll Times due to the skill of the men and half-elves who had scouted the coming of the gnolls and were able to warn the elves, allowing them to go into hiding. Since then, the men, elves and half-elves have lived in relative peace, fighting off the occasional marauding beast or gang of brigands, and continuing to hunt and tap the resin of the brandolons. The elves, though, are of an enduring race and the warriors who became veterans in the orc invasions are still alive to teach the youths the way of defense even 500 years later. Lack of battle, it seems, does not dull their blades and they are skilled at fighting though it comes to them but rarely.

Anyone seeking shelter for the night will find no inn here. They are welcome to find a clearing and pitch a tent, should it be apparent that they are not of an evil nature. Should the village come under attack, room will be found for such visitors and their folded tents in a "tlan." No weapons are for sale, as the elves only forge weapons once a year in a temporary forge and only to replace weapons or tools that may have broken.

For more information on Palewood, see the Judges Guild product *Spies of Lightelf*, by Bryan Hinnen.

4927 Sea Rune (Hamlet): Nonstandard; AL CG; TL 5; 100 gp limit; Assets 1,688 gp; Population 540 (Able bodied 135); Mixed (human 79% [Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Market. *Authority Figure:* Drudnak Forkbeard (Jarl of Sea Rune), male Skandik N Drd7. *Important Characters:* Bjarkor Godsfavor, male Skandik N Clr6 (high priest of the Temple of Thor); Tjornuvik Thryi, male Skandik LE Rog5 (head of the merchants guild).

Over 3,000 years ago an Amazon tribe of Shield Maidens wandered into this area and discovered the ruins of an earlier settlement as well as an ancient and ruined stronghold of the Markrabs. They built the village of Sea Rune around the strange harbor they found, which was obviously not a natural formation as its sides were far too regular. Or perhaps it should be said that their slave-women built the village, as the only work of a proper Shield Maiden is warfare (and they don't keep male slaves other than for breeding). The village was named for a statue that is in the center of the man-made harbor, which depicts what is believed to be a Markrab. On its pedestal is what has been translated as a poem about the sea in strange Markrab runes.

In 2118 BCCC, an Imperial war galley from Viridistan was demasted by storms and blundered into the harbor. The crude but numerous boats of the Shield Maidens swarmed it and the storm-weary Imperial Marines proved no match for their numbers and ferocity. The captain had training as a naval engineer and was spared long enough to aid in the Shield Maidens developing such knowledge before being put to the sword. By 2240 BCCC, the Shield Maidens were maintaining a respectable flotilla. Then came the Skandik raiders. The first battle was greatly humiliating to the Skandiks, as the unarmored Shield Maidens danced about their ponderous ranks and sliced them to ribbons, working in unison and aided by their fierce lion companions. The Skandiks were defeated several more times, until in 2398 BCCC when they approached the harbor with their longships and the Shield Maidens sailed out to meet them. The overconfidence of the Shield Maidens, bolstered by their many victories over the Skandiks, proved to be their downfall, as the expert seamanship of the Skandiks overwhelmed them and not a single war galley escaped. The Skandiks owned the harbor and, after a bitter but futile melee among the huts, the remaining Shield Maidens were forced to yield the village as well. Since then Sea Rune has been ruled by Skandik Jarls.

For many centuries, little happened in Sea Rune of great significance. Its longships preyed on the commerce between the cities of the Sea of Five Winds: Tarantis, Valon, Karakan, Viridistan and the City State of the Invincible Overlord. The Overlord dispatched several armadas to suppress the raiding, but they were never completely successful. In the first such encounter, which was quite by accident as the Overlord's fleet came across the Skandiks while the fleet was sailing to attack the fleets of the World Emperor, the Skandik longships from Sea Rune destroyed the Overlord's fleet completely. Subsequent armadas were also repulsed, though not destroyed. Though the Skandiks paid a great price as the retreating armadas isolated and destroyed each Skandik settlement as it sailed back up the coast.

After many failed sea raids on Sea Rune, the Overlord changed his tack — disgorging a full Battle of Marines on the beaches north of the entry to the harbor of Sea Rune. Against these trained ground forces, the Skandiks could muster little resistance. They sent a messenger to Ossary for aid. The Warlord of Ossary, unable to reach Sea Rune in time, did the only thing in his power — he prayed to Odin. The god sent his son, Thor, on his chariot and brandishing his mighty hammer. The men of Sea Rune had drawn up a shield-wall upon a little hill, prepared to die like men and earn their passage to Valhalla, when the Thunder God appeared. Never had he been so terrible in battle, mowing down entire ranks of elite Marines like a harvestman in a wheat field. The men of the Overlord fled in terror, leaving their dead to be plundered by the joyous men of Sea Rune. The Overlord resolved never to attack the village again, believing it to be under the divine protection of Thor at all times. Succeeding Overlord fleets bypassed Sea Rune to batter fruitlessly against the Longship Havens.

In 3878, an Overlord armada encountered Sea Rune longships as they sailed to strike an Imperial convoy bound for Tarantis. The Skandik ships were recognized by the Overlord's lookouts, and the galleys prepared for battle. The battle, which came to be known as the Battle of Cape Nearhorn, was one of outnumbered Skandiks striking skillfully against a weak flank of the Overlord's battle-line. For the Overlord's sea-lords were inexperienced, having earned their rank through political intrigue and birthright rather than battle skill. The sea-lords broke rank and fled the battle, and the great armada was scattered. The Sea Rune captains, seeing clouds that heralded a storm, ran for harbor rather than press home the victory. The storm did great damage to the scattered hosts of the Overlord's

armada. Many squadron flagships were sunk, and the Overlord was thus spared the embarrassment of public trials and executions for his battle-shy sea lords.

In 3930 BCCC, a horde of orcs, repulsed from the walls of the Castle of the Shield Maidens, turned their wrath on Sea Rune — burning most of the village until only the shipyards remained. The men of Sea Rune boarded their ships and sailed to Longship Havens. There, they were taken in by the Warlord of the Skandik Alliance, who benefited greatly by their misfortune as the men of Sea Rune had now come completely under his command. The Shield Maidens, weak from repulsing the orcs, failed to seize this opportunity to reclaim their village. In the spring, the Warlord sent colonists back to Sea Rune as well as priests to build a temple to Thor.

In 4187, like the orcs before them, the gnolls of the Gnoll Times first fell upon the Castle of the Shield Maidens and were repulsed and fell upon Sea Rune to vent their rage. The men of Sea Rune drove off the gnolls at a great loss to their own men. To this day, the men of Sea Rune have been rebuilding their homes and ships and are only now beginning to raid once more upon the rich commerce of the Sea of Five Winds.

Ten years ago, in 4420 BCCC, the "prodigal son" of the village, a man named Drudnak, returned from his many travels. He had forsaken the Norse gods of the Forkbeard clan and took up the way of the Druids. When he arrived at Sea Rune he slew the reigning Jarl chieftain and installed himself in his place. The Warlord at Ossary, not knowing of Drudnak's religious conversion, upheld the overthrow, and now Drudnak is slowly converting the men of Sea Rune to his way of worship. The enmity between the two religions had had a noticeable effect on the fighting efficiency of the warriors and has slowed their regrowth as a raiding power.

Last year, the Ossary Warlord sent many thralls under the direction of engineers educated in Warwik to Sea Rune to quarry granite and build a keep, as befits a tributary village. Drudnak has decreed that the keep shall be the center of his rule, and he plans to abandon the Long House to the other village elders. Drudnak's peculiar ways have alienated him from most of the Skandiks of the village, and this decision will serve to isolate him from them even more.

For more information on Sea Rune and its environs, see the Judges Guild product *Shield Maidens of Sea Rune*, by Bryan Hinnen and Dan Hauffe.

4927 Castle of the Shield Maidens (Castle): Conventional; AL LG; TL 5; 200 gp limit; Assets 5,200 gp; Population 520 (80 Amazon warriors Ftr1 and 50 elite Amazon guardswomen Amz1-3s constitute the garrison; the remainder are Com1-3 peasants, Exp1-2 craftsfolk or Ari1-2 nobles); isolated (human 96% [Amazon], others 4%); Resources: Castle. *Authority Figure:* Queen Helena, female Amazon LG Amz14. *Important Characters:* Tharalla, female Amazon LG Clr5/Amz6 (high priestess of the moon goddess Thiria); Princess Adriella, female Amazon LG Wiz6 (heir to the Shield Maidens' throne and armorer); Farla, female Amazon LG Wiz5 (tower mages); Lornella, female Amazon LG Wiz3 (potion maker).

After being driven from Sea Rune, their ancient village, the Shield Maidens retreated into the sparse woods, but there they were set upon by Altanian tribesmen and wild beasts. Thus, they were forced to take refuge in the strange architecture of a Markrab fortress and, upon entering, found themselves protected there. In the years that followed, they rebuilt their culture within its walls, but they hate its ugliness and plot to regain Sea Rune and its holy places from the Skandiks. The Skandiks, a superstitious lot, refuse to approach the strange castle.

For more information on the Shield Maidens and their fortress, see the Judges Guild product *Shield Maidens of Sea Rune*, by Bryan Hinnen and Dan Hauffe.

4928 Farad (Hamlet): Conventional; AL N; TL 3; 100 gp limit; Assets 1,125 gp; Population 270 (Able bodied 90); Mixed (human 79% [mostly Skandik, some Altanian and Tharbrian], halfling 9%, elf 5%, dwarf 3%, others 4%); Resources: Fish. *Authority Figure:* Gorm Haralsson, male Skandik N Ftr4. *Important Characters:* Mira, female Skandik N Brd2 (the eleven year old daughter of Haralsson is considered to be gifted bard, the clan is planning to send to the college at Elf-burn); Samvi, male human N Ftr4 (City State spy).

A small fishing town along the Skandik Coast owing tribute and longships to Ossary. The excess grain and fish are shipped to Ossary to be traded for items that cannot be made in the town.

4934 Elasmosaurs (EL 7): Strange prehistoric monsters roam these deep. A mated pair of **elasmosaurs** (CR 5; hp 52 each) attack any ship entering their waters.

5008 Plesiosaurs (EL 11): Sea monsters abound near the calm waters of Brezal Isle. **Two plesiosaurs** (see below) search for food (anything smaller than themselves).

> **Plesiosaur:** CR 10; SZ G Animal (aquatic); HD 16d8+112; hp 184; Init +0; Spd 10 ft., swim 50 ft.; AC 12 (-4 size, +6 natural), touch 6, flat-footed 12; BAB +12; Grap +36; Atk/Full Atk bite +20 melee (2d8+18); Space/Reach 20 ft./15 ft.; SQ scent; AL N; SV Fort +17, Ref +10, Will +6; Str 34, Dex 10, Con 24, Int 2, Wis 13; Cha 9; *Skills:* Listen +6, Spot +6.

5017 Isle of the Thousand: This island is home to some of the most evil and despicable types of people one could possibly meet. Outlaws, rebels, exiles, thieves; they are all here. This place has no organized form of government; rather small factions of individuals exist and constantly battle with one another over control of the island and its people. There are no large bases of civilization found here. Most communities number only 20-30 people. There is one community, however, called Daggerspur located in the heart of the island. It is as close to any form of organization as this island possesses and numbers about 100 people. There are approximately 567 people on this island of varying races, classes and levels, though none are above 5th-level (the exact make-up is left up to the judge).

5025 Thorsvirke (Hamlet): Conventional; AL N; TL 3; 100 gp limit; Assets 1,125 gp; Population 263 (Able bodied 90); Mixed (human 79% [Skandik], halfling 9%, elf 5%, dwarf 3%, others 4%); Re-

sources: Fish, Furs. *Authority Figure:* Eric the Smith, male Skandik N Ftr3. *Important Characters:* Sika, female Skandik N Ftr2 (goes to the ships at sunset to see if there is any news of her lost husband, Thorinson).

A small fishing town along the Skandik Coast owing tribute and longships to Ossary. Thorsvirke sends grain and fish to Ossary in exchange for finished products and other items normally not available here. Thorsvirke having a problem with thieves and Eric the Smith has posted a substantial bounty for whoever is able to catch them.

5025 Monstrous Crabs (EL 6): Brave men looking for a great meal search the beaches south of the River Torn for the **4 monstrous crabs*** (CR 2; hp 16) that live there. They taste delicious, but sadly they feel the same about men.

5116 Isle of Tombs: This island appears as a floating and bleak rock on a desolate landscape. The waters surrounding the island seem to be permeated and polluted with the evil of this island. Legends say this island hides a huge labyrinthine dungeon filled with countless undead creatures deep beneath its surface. Some believe the God of the Undead constructed this dungeon with his own hands.

5117 Aboleth Tunnels (EL 11): Volcanic, underwater tunnels within these watery deeps hide a lair to some of the deeps most deadly and mysterious beings. The **ten foul aboleths** (CR 7; hp 76 each) and **2 aboleth mages** (CR 17; hp 177) that make their lair in these submerged tunnels are cruel beyond reckoning, and none that have encountered them upon the high seas have lived to tell the tale. When encountered the aboleths attempt first to enslave as many beings as possible. The following round they concentrate their efforts on those who successfully resisted enslavement on the previous round. This done, they feast. Sunken in the deeps of their lair is a *Shadowstaff*, lost to its owner when she was charmed while exploring the briny deep, and devoured by the aboleths.

5119 Isle of Black Idols (EL 17): From the waters can be seen many seemingly lonely statues standing against the almost featureless terrain of this land. The reason for their construction has been lost with time and though sages can speculate (and never agree) on the reason for the statues, none truly know their purpose for being. **Azzyth, a very old black dragon** (CR 17; hp 350) stands guard over the statues. His purpose too is unknown. He makes his lair in an underground swamp on the island. Within Azzyth's lair can be found the following: 13,000 gp, 18 black pearls (350 gp each), sapphire pendant on a silver chain (1,000 gp), 4 silk tapestries (2,500 gp each), 3 gold idols inlaid with rubies (6,000 gp each), *+2 composite shortbow, +3 heavy mace, wand of slow* (caster level 7, 36 charges), *rod of absorption*.

5122 Werewolf Den (EL 9): The seacoast of the Palewood echoes with the howl of the wolf. By the light of the full moon the Palewood is fraught with danger for stalking the wooded night is a pack of **8 werewolves** (CR 3; hp 13 each) ravage this land, hunting in concert, and tearing any living thing they deem worthy of the hunt to pieces one at a time. By day the pack has no knowledge of their deeds, thriving as a band of simple woodcutters and millers who take down the largest and finest trees, milling the logs into lumber at their small lumberyard. The boards they cut are picked up once a month by a passing merchant barge, whose captains wonder why the millers and cutters of this small encampment refuse to take silver for their craft any longer. For some reason they now only take gold, or copper, and each man has buried his share of their precious silver coins (10,000 sp) beneath the fire pit of their cabin.

5123 Citadel of Sulzannarg (Hamlet): Magical; AL CE; TL 8; 100 gp limit; Assets 1,000 gp; Population 100 (Able bodied 25); isolated (human 97% [mostly Tharbrian, some Altanian], others 3%); Resources: Citadel. *Authority Figure:* Sulzannarg, male Tharbrian CE Wiz7. *Important Characters:* Camden, male human NE Ftr4 (captain of the archers).

A lone tower some 140 ft tall. It is an ancient structure of Markrab origin built in the midst of swamp. Leading from the citadel is a causeway, also of Markrab origin, leading to higher ground. Sulzannarg employs 24 men-at-arms who provide sustenance for the citadel. They are aware of the werewolves in the region and make sure they are back before dark.

For more on this location, see the Judges Guild product *Shield Maidens of Sea Rune*, by Bryan Hinnen and Dan Hauffe.

5124 Hrimsglo (Hamlet): Conventional; AL N; TL 3; 100 gp limit; Assets 1,125 gp; Population 273 (Able bodied 90); Mixed (human 80% [Skandik], halfling 8%, elf 5%, dwarf 3%, others 4%); Resources: Fish. *Authority Figure:* Eric Friedstad, male Skandik N Ftr4. *Important Characters:* Vani the Demented, male Skandik CE Ftr6 (Vani believes he is a wolf and his insanity has grown with each full moon); Peri, male human CN Ftr5 (Peri is the arsonist and not connected to Vani, he is good at creating diversions in order to set his fires).

A small fishing town along the Skandik Coast owing tribute and longships to Ossary. Lord Eric is consulting with allied clans over what to do about a werewolf that is preying on his town. He believe the werewolf is also responsible for a rash of fires that been be set on various ships and boats that put in at Hrimsglo.

5215 Isle of the Vortex (EL 18): This lush island seems almost tropical in appearance for it sports much foliage and underbrush. The land is thick and ripe with trees of all sorts. The island is home to a tribe of **356 lizardmen** (CR 1; hp 11) that worship an ancient and very powerful manta ray god. Two high druids, **Syssen** (male Lizardman Drd4; CR 5; hp 33) and **Rshyles** (male Lizardman Drd4; CR 5; hp 32)

lead the lizard-folk in worship. They have accumulated a treasure consisting of 8,000 gp, 12,000 sp, 16,000 cp, 2 ep, 8 sunstones (1600 gp each) 31 yellow topaz (375 gp each), *potion of darkvision, potion of nectar (negates 40 years of aging), ring of feather falling, +1 longsword* named "Skullsplitter ," a trident with a giant pearl setting (worth 2400 gp) and a ceremonial great bow (worth 3100 gp).

5231 Weirding Coven (Citadel): Magical; AL NE; TL 8; 100 gp limit; Assets 800 gp; Population 160 (Able bodied 40); mixed (human 79% [mostly Skandik, some Altanian], goblin 9%, half-orc 5%, orc 3%, others 4%). *Authority Figure:* Navis, male human LE Wiz8. *Important Characters:* Geran, male human NE Witch 5/Ftr2 (Navis' chief inquisitor and torturer).

Weirding Coven is built on an island that has extensive deposits of magicium in the soil and rocks. Established over 500 years ago the citadel and inhabitants of the coven have been twisted by the forces of magic in a place of horror where only the strong willed can survive. With the coven on the verge of slipping into total madness, Morridda dispatched Navis and a small group of wizards to bring order back to the coven and restore its once extensive laboratories.

CHAPTER SIX
TARANTIS

The home of the Tarantine Merchant's Association, the city state of Tarantis governs much of the trade in the nearby seas. The surrounding areas consist of provinces governed by various Sultans loyal to the ruler of Tarantis, Atar the Lion. The region is rife with freebooters and is home to the Azurerain pirates and the famed pirate captain known as the Seahawk. Across the bay from Tarantis sits the ruins of what is believed to be the ancient capitol of the Kingdom of Kelnore. Tarantis is a major trade point for ships from the far off Kingdom of Karak and its magical wares.

The dominant nationalities of the region are the Gishmesh and the Paldorians. Rivals for generations, the two groups finally joined forces to found the city of Tarantis, and have lived in relative peace ever since. Despite years of rivalry and occasional warfare, the Paldorians and the Gishmesh are not all that different from each other. Use the same statistics for Paldorians as for Gishmesh if they are encountered.

The Karzulun are another minor, somewhat barbaric race native to the region. Their leader, Hasan Ben Sober, dwells in the village of Sintar (5222). It is believed that larger groups of Karzulun may live to the east. Use Karakhan for Karzuluns.

Tarantis is divided into two major weather and vegetation regions: the wet and warm west and the dry and hot east. The west is regularly treated to warm, wet winds from the Silver Sea, which drop their light burdens long before they reach the high plateau to the east, due to the counter-winds from the north and east. These winds push all the water vapor to the north and west as it tries to come inland off the seas. The eastern region is thus bereft of any benefit from the seas to the west, while at the same time losing what little precipitation that might come from the south along the southern side of the Terad Mountains. The few streams that burble up in this dry, barren land feed the brackish Lake of Shadows.

The western region is covered in stands of broadleaf trees, mostly oak, beech, elm, and cottonwood. A wide swath of moorland, interspersed with bogs, marsh, and swamps dominates the northern section of the west; this area is not natural, but was formed when a section of the great plateau collapsed unknown ages ago. The woodlands in the central west open up to a broad, short-grass plain, known as the Jarmeer Plain, caused by the porous nature of the earth, which drinks water quickly and quite thoroughly, leaving little for the native scrub and scraggly trees (sinkholes are quite common on the plain).

The dusty, short-grassed plains dominate dominates the eastern lands, broken only by the small, shallow spring-fed streams that wind their way to Shadow Lake. The Terad Mountains are barren, home to the rare stand of chaparral, sagebrush, mesquite, or cactus.

The eastern plains are known for the almost daily occurrence of tornadoes in the spring, summer, and autumn; cyclones regularly reach into the areas to the north of this line, and are not uncommon on the Jarmeer Plain.

GEOGRAPHY

Unless otherwise noted, all terrain features are Warm. Features west of hexes 28xx are considered Wet, all those to the east are considered Dry. Forests west of 28xx all have normal precipitation (non-Dry, non-Wet).

Anshar Forest (Medium Forest): Notable for the varieties of fungus that grow on the trees here, some of which are known to have medicinal qualities. **Encounters:** ettercaps

Alder Thicket (Dense Forest): A wild growth of Alder and other tangled wood, the thicket runs south all the way down to the Shimmersink marsh (see map 13, Ebony Coast). **Encounters:** owlbears, satyrs.

Astorin, River (Calm Aquatic): Drawing from the coast, this river protects and supports the town of Hykos-Faring and the Starfalls Stream.

Azurerain, River (Calm Aquatic, Busy; EL 10): The longest river in the Wilderlands, the Azurerain stretches from Dahute bay to beyond the Lake of the Crown beast. It is wide and deep enough for large ships to traverse until Mooren Falls. Statues of muscular four-armed creatures similar to dwarves are found perched upon huge boulders near the river rapids. Bireznia, the secret home base of the Azurerain pirates, can be found on this river north of Surintal.

Aversfield Stream (Calm Aquatic): A coastal waterway, the Aversfield is full of sea bass and crustaceans.

Barguizer, River (Rough Aquatic): Short, low banked tributary of the Khagar River. **Encounters:** cavemen, giant pikes

Bearskin Stream (Calm Aquatic): The northern stretch of the Nordale, the Bearskin runs dry in hot weather.

Ben-Stone River (Calm Aquatic): Flowing through an area settled by the Gishmesh, the Ben-Stone was named for two of the tribe's greatest warriors.

Bizet Stream (Rough Aquatic): The northern tip of the Relentless river.

Brath Wood (Medium Forest): A small stand of premium hardwoods, the timber from the Brath is quite valuable. **Encounters:** cockatrices, gnolls

Braztook Hills (Rugged Hills): These highlands mark the transition from the Marshes of Rust and Alder Thicket into the Terad Range. Hobgoblins prowl the hills here, and war with the dwarves of the Burntface. **Encounters:** giant lizards, wild horses

Bubbling Stream (Rough Aquatic): Trickling stream branching from the Barguizer.

Burntface Volcano (Forbidding Mountain): A dormant volcano in the Terad Range. Dwarves have mined iron ore out of the volcano for the last 50 years and contend with the hobgoblins of the Braztook.

Bushkill, River (Calm Aquatic): This deep, narrow river flows from the Trollhraun river to drain into the Marshes of Rust and the Alder Thicket.

Cragsen, Foothills of (Rugged Hills): Rocky, broken terrain inhabited by goblins. **Encounters:** behirs, dire wolves

Crown Beast, Lake of the (Calm Aquatic; EL 10): A fresh water lake that provides an excellent source of fish. Thousands of seagulls nest on the rocky beach. The crown beast itself remains a mystery.

Crying Wood, Forest of (Dense Forest): Lush forest area. A pack of leucrotta hunts the interior. Legend holds that there is an ancient tower called Clearmoon Castle deep in the forest, and that its interior holds untold wisdom and treasure.

Dahute Bay (Calm Aquatic, Busy, Underwater): The mouth of the Azurrain, the Dahute also gives Tarantis a protected cove for its maritime trade. Tarantine warships patrol this area against incursions of the Imperial Overlord, and all foreign ships entering these waters are subject to search and possible seizure. Any ship not responding to a hail is attacked. The ruins of the ancient capital of Kelnore can be seen from the bay. The bay is the home to a substantial underwater population of mermen, tritons, mer-elves, sahuagin and other undersea creatures, though unlike those of the seas near Valon or Viridistan they are not organized into any over-arching civilizations and do not interact with the local surface dwellers. They are content with fighting between their petty kingdoms.

Dashiell, River (Calm Aquatic): An outflow from Shadow Lake, the Dashiell flows in and around the Terad Range.

Deercreek Stream (Calm Aquatic): Drawing from the Azurerain, the Deercreek Stream feeds the Forest of Crying Wood.

Dobbin Stream (Calm Aquatic): Named for a member of the settling tribe of the Gishmesh.

Dyrfirwall Wood (Dense Forest): Surrounding the northern and eastern borders of Tarantis, the Dyrfirwall Wood is a major resource for the city. Timber is logged for ships, buildings, and a few types of hardwoods are used for carvings and luxury items. A group of druids live just inside the northeastern border of the woods. The deepest portions of this forest are very perilous. **Encounters:** deer, dire badgers, elk, mountain lions, green dragons

Eldhraun, River (Calm Aquatic): North of the Firevine Forest, the Eldhraun is a coastal-fed river.

Filthenor, Hills of (Gentle Hills): Grassy highland surrounded by marsh and forest. **Encounters:** antelope, coyote, rabbits.

Firewine Wood (Medium Forest): A brilliant flowering vine is native to this area. It gives off an enticing scent, and is highly toxic.

Galway Stream (Calm Aquatic): This northwestern stream system spiderwebs the southern plain north of the Hills of Filthenor.

Gywain, Ford of (Calm Aquatic): Named for a Gishmesh war leader who drove the Imperial Overlords forces over the Khagar River.

Illysha, River (Calm Aquatic): Outlet from the Lake of the Crown Beast. Well stocked with fish from the lake.

Jarmeer Plain (Grasslands, EL6): Savannah beasts prowl this area. The nomad horsemen of this range are excellent with bows and scimitars. **Encounters:** barbarians, dire lions, hyenadons

Khagar, River (Calm Aquatic): Branching from the River Eldharaun, the Khagar flows through Megidoler and Sinacherib. **Encounters:** fisherfolk, river trolls

Lionlair Stream (Calm Aquatic): A forked waterway leading from the Ilysha.

Leiand Scarpe (Rugged Hills): These mesa-like hills gradually rise and join into the Hills of Filthenor. They are very barren, few plants beyond scrub brush grow in the area.

Magain Flats (Grasslands): This dry, savannah-like area is a flatland similar to the Jarmeer Plain, but doesn't gain the saturation of the northern area. Fields of tall dry grass are the most common feature of the Flats. **Encounters:** ankheg, antelope, deer

Mageven, River (Rough Aquatic): A river leading from the Shadow Lake heading into the Nordale, the Mageven is a wild, rushing waterway.

Mooren Falls (Stormy Aquatic, Perilous, EL 8): This section of the Azurerain is located north of the Wise Pillar Forest. The falls drop 150' from the river that runs from the Lake of the Crown Beast.

Newgate Stream (Rough Aquatic): Following a lightning stroke path, the Newgate flows to Nurie-Di-Din.

Nordale, River (Calm Aquatic): This is a wide, low river notable for the many birds that flock to its banks.

Pantera River (Calm Aquatic): A deep channel flowing into Terad Range, Pantera River has extremely high banks, and rockslides are common along its length. **Encounters:** giant frogs

Pigford Stream (Calm Aquatic): Shallow, muddy stream breaking from the Crowrun.

Pikwik Stream (Calm Aquatic): A break from the River Khagar, west of the Ford of Gywain.

Remenant River (Rough Aquatic): This low-banked river is notorious for its spring floods. Constant erosion and flooding has shifted the course of the river several times.

Redstone, River (Rough Aquatic, Perilous): A rolling river, the height of the Redstone changes drastically during the change of tide. The Redstone can change height as much as two feet over the course of the day.

Relentless River (Rough Aquatic): A churning and turbulent waterway. The Relentless breaks off from the Azurerain near Lakhish.

Rust, Marshes of (Swamp): Noted for the clay deposits native to the area, the marshes are a sickly blood-red color. **Encounters:** chuul, green hags

Shadow Lake (Calm Aquatic): The water here is brackish and often unpleasant-smelling. A very old giant catfish swims these waters. Many have tried to catch it, only to have boats overturned and lives lost. **Encounters:** fisherfolk, rangers, scrags (trolls)

Shillelah Isle: The north portion of the island is an almost completely overgrown with vegetation is a small hut that is said to be haunted. Within the forests of this island grows a copse of trees which produces a tough wood especially easy to enchant. It is a variety of Iron Wood tree that produces a magical pheromone that causes insects to see mates near the base of the trees and become poisoned to fertilize the soil.

Silverfalls Stream (Rough Aquatic): This stream drops repeatedly in several small waterfalls. Wildlife from the plain come to feed on fish trapped in the pools.

Starfalls Stream (Calm Aquatic): Supporting the grasslands of the northern Magain Flats, the Starfalls Stream branches out and breaks into several small creeks.

Taphos Isle: This isle is the ritual graveyard of a long dead race. What now appear to be rolling hills are actually unopened burial mounds with unexposed entrances.

Ten Battles, Plain of (Battlefield): Vast flatland hordes of Gishmesh horsemen clashed with the Overlord's forces for ten consecutive days. The horsemen were stopped, but too many of the Overlord's troops were slain to seize the area. **Encounters:** dire crows, ghosts, skeletons, wights, wraiths

Terad Range (Forbidding Mountains, low peak/high pass): Dwarves mine iron out of the dormant Burntface volcano. This range has more than a few dormant and extinct volcanoes. Although there has not been an eruption in modern times, one could occur at any time. **Encounters:** dwarves, earth elementals, fire elementals, hobgoblins

Tlauallis Woods (Medium Forest): Small stand of pines and oak. Small stone circles have been found here. **Encounters:** druids, wood elves

Trollhraun, River (Calm Aquatic, Busy): A major trade river, the Trollhraun allows ships access to the mines in the Filthenor Hills. Marine traffic is heavy here, and protected by the ships from Tarantis.

Vernal Stream (Calm Aquatic): A quiet and gentle stream. A ghostly fisherman is sometimes seen here.

Wayfaring Stream (Calm Aquatic): Flowing into the Jarmeer Plain, the stream also feeds the Wise Pillar Forest.

Westvale Stream (Calm Aquatic): East of the Firevine and south of the River Barguizer, the Westvale Stream feeds lush fields of clover and sweet-smelling grasses.

White Peak (Forbidding Mountain, high peak): The tallest mountain in the range, White Peak is constantly capped in snow. No one has climbed to the summit.

Wise Pillar Forest (Dense Forest): Rustling trees seem to be singing when near the sacred ancient treant known as Wise Pillar. He shuns contact and only the most persistent druids, elves and gnomes have been known to have consulted with him. This forest abounds with giant insects. Some have noted that burdens seem lighter here. Locals say that giant snakes can swallow horses whole. The Wise Pillar and two other ancient treants hold council with the druids of the land. **Encounters:** assassin vines, cave lions, giant spiders

Specific Locations

0308 Warship!: The collapsed wreckage of a large sailed warship lies far beneath the surface. Upside down, the hull forms a cave that is inhabited by a **giant squid** (CR 9; hp 66).

0526 Isle of Midjourney (EL 4): Noxious vapors escape from crevices along its long beach. In the dense jungle, tropical birds abound near freshwater springs. The springs flow from a huge bolder called "Weeping Rock of the Basilisk." Two hundred feet up a bluff is the "Cavern of Profundity," where an aged **satyr named Hudson** (CR 4; hp 22), visible only to fair maidens and young girls, makes predictions for gifts of kisses and food. Hudson's predictions are 60% accurate.

0615 Giant Sharks (EL 9): West of Taphos Isle, a large family of **7 sharks** (CR 4; hp 65 each) frequent the waters here. A sunken merchant vessel in the area houses an ancient wooden chest. The locked chest (Open Lock DC 20) contains 1,000 gp.

0620 Snakes and Towers (EL 5): A half sunken wizard's tower stands on a broken reef. The seaweed-covered rooms shelter **3 giant sea snakes** (CR 2; hp 12 each; as giant banded kraits*).

0731 Ruined Amphoriantis (EL 3+): The sunken city of Amphoriantis — 112 buildings surrounded by a crumbling wall and a central temple which is frequented by **2d6 sharks** (CR 1; hp 16 each). The moss-covered streets contain pits every 100 feet which are activated by counterweights.

0926 Giant Otters (EL 5): Swimming and frolicking through the area are **3 giant otters** (CR 2; hp 19 each) — a mated pair and their full-grown offspring. They often swim alongside large boats and are sometimes guilty of harassing fishermen in the area.

0930 Isle of Brass (EL 23): Although appearing to be a run-of-the-mill island with several small hills dotted with groves of trees, this isle holds a key center of interest and power known to only a few. A hidden grove between two hills, unseen from the surrounding waters, holds a single structure resembling an abandoned museum. Deep below this structure are the vaults and well-guarded holdings of the Museum of Memorabilia, administered by the knowledgeable and powerful **lich Lazzikus** (male elf lich Wiz20; CR 22; hp 188; AL LE; Str 14, Dex 28, Con —, Int 36, Wis 22, Cha 17; *book of vile darkness, bracers of armor* +8, *staff of the magi* (22 charges), *+4 lawful unholy dagger, cloak of displacement (major), gem of seeing, boots of striding and springing, head band of intellect* (+6), *gloves of dexterity* (+6), *+5 belt of protection* (functions as a ring of the same name), *ioun stone (pale green), wand of improved invisibility* (36 charges), *ring of spell turning, ring of elemental command (fire), 3 beads of force*, alchemist lab. [Note: These represent only those items Lazzikus tends to have on his person or nearby at all times. Access to other items is manageable due to the number of additional items of many types in the vaults]), accompanied and protected by his two **efreeti assistants, Sakkast and Sukkast** (male efreet Ftr4; CR 14; AL LE; Str 31, Dex 15, Con 18, Int 12, Wis 15, Cha 15, *huge +3 keen scimitar)*. The museum contains a number of time capsules with ancient artifacts from days past. For the expensive fee of several magic items, a visitor to this facility can view one of these wondrous items of power for a few minutes — however if all rules (including the one specifying No Touching) are not strictly adhered to, the offending person or group is dealt with in a swift and severe manner. To deal with the occasional attempt to relieve Lazzikus of his duties or charges, many magical barriers, traps, and animated constructs guard the museum, products of Lazzikus's many years of experience.

1005 The Sunken Sea Nymph: Partially buried in the sandy seabed, a ship's figurehead of a sea nymph holding a scimitar.

1011 Hedrinad Citadel (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (30 men-at-arms War1-3 guard the citadel; remaining 90 are Com1-3 peasants or Exp1-3 staff, merchants and craftsfolk); Mixed (human 85% [mostly Gishmesh], halfling 10%, elf 3%, dwarf 2%). *Authority Figure:* Oniligord, male Gishmesh N Ftr6. *Important Characters:* Galeli, male Gishmesh CN Com3 (secretary); Fiko Brasshelm, male dwarf LN War4 (Servitor).

Oniligord is governor of Shillelah Isle. His post is largely ceremonial, but he does provide defense forces should the island face attack. Fikoth serves as master of the guard.

1014 Isle of Kotha (EL 15): The Isle of Kotha is the home to **Min the Hermit** (male human Paldorian Clr15; hp 73; AL NG; Str 12, Dex 10, Con 12, Int 11, Wis 23, Cha 13; *wand of searing light* (31 charges), *cloak of resistance +2, ring of protection +1, +2 light mace, scroll of 3 divine spells (resurrection, true resurrection,* and *implosion), +1 full plate armor, +1 large steel shield, periapt of Wisdom +4)*. Min is an aged cleric of Brigit who seeks adventurers to lead him on his last great journey. Min is a blind (50% miss chance in combat, moves at half speed, loses Dex bonus to AC, attackers gain a +2 bonus to attack rolls, -4 penalty to most Str- and Dex-based skills) and slightly senile cleric who has had visions of late foretelling an imminent doom to befall the wilderlands which may only be thwarted by an ancient relic in the possession of the ruler of Valon. Min offers to pay adventurers in gold to take him to the Court of Valon, but like all old psychic savants, he would prefer to make the trip for free.

0930 Isle of Brass

1111 The Sage's Hut (EL 5): Almost completely overgrown with vegetation, a sage's hut is still protected by a **wraith** (CR 5; hp 32), one of the dead sage's vanquished enemies.

1112 Dark Odyssey (Village): Non-Standard; AL LG; TL 3; 200 gp Limit; Assets 7,250 gp; Population 1,160 (Able bodied 290); Mixed (halfling 79%, human 10%, elf 5%, dwarf 4%, gnome 2%); Resources: Fish. *Authority Figure:* Dithil the Usurper, male human LG Pal4 (Mitra). *Important Characters:* Jonzelle Kalah, male Gishmesh NG Wiz6 (makes enchanted spears and other polearms); Kaveron, male halfling LG Com5 (fisherman).

Kaveron is the mayor of Dark Odyssey, but has no real power. Five years ago Dithil and Jonzelle Kalah came here from Modron and claimed the Shillelah Isle for Mitra. The halflings on the island worship Trameron, the god of the Five Seas. They resent Dithil's presence and refer to him as "the Usurper."

1116 Wolfskin (Small Town): Conventional; AL N; TL 2; 800 gp Limit; Assets 48,800 gp; Population: 1,952 (Able bodied 488); Mixed (human 80% [mostly Gishmesh], elf 10%, halfling 10%); Resources: Market. *Authority Figure:* Winithar, male Dorin CE Ftr3. *Important Characters:* Garreth, male Gishmesh LN Clr4 (priest of Ragtha, god of Waters); Karavi, male Gishmesh CN Exp3 (village elder); Javid, male human N Exp2 (village elder).

Garreth runs the Remedy House for the Taphos Isle. Karavi and his brother Javid are raft builders and sit on the council. Winithar is current head of the council and is conspiring with Bani the jackal to take over the island. They trade rafts and other small boats with the fisherman of Dark Odyssey.

1121 Sea Horses (EL 8): A strange underwater temple, half-buried in sludge and mud, serves as the home to a large band of **11 giant sea horses**** (CR 2; hp 34 each).

1215 Regina-Far (Village): Non-Standard; AL CE; TL 3; 200 gp Limit; Assets 6,300 gp; Population 1008 (Able bodied 252); Mixed (human 85% [mostly Gishmesh, some Altanian and Skandik], halflings 5%, elf 4%, others 6%); Resources: Pearls. *Authority Figure:* Bani the Jackal, male Gishmesh N Rog6. *Important Characters:* Warlita Rivera, female Altanian N War4/Psi2 (blacksmith); Elijah Zad, male Skandik, NE Sor5 (proprietor of the Smiling Eel Tavern); Nagod Robirt, male Karakhan CE Com3 (pearl merchant).

Regina-Far has been a lawless community ever since Bani the Jackal murdered the mayor Bradan Fer six months ago. Bani came here from Tarantis several years ago as is wanted as a member of the thieves' guild there. He had been found out by Bradan Fer and Bradan was about to turn him over to the Tarantine authority. He hangs out at the Smiling Eel and runs a small gang of cutthroats. Nagod Robirt controls the pearl market in the village.

1312 Isle of Beacon Fire: Villagers charged with a centuries old oath to the "King of the Lost-Lands" maintain an eternal bonfire atop a crag to warn ships off the hidden reef.

The king whose name has long been forgotten was exiled from his homeland after a lengthy crusade on foreign shores. Through storm and tragedy the old king came to live among the people of the island where he soon enlisted the aid of the locals to help in constructing a fleet to reclaim his lost throne. He is said to have sailed off again once the work was completed, charging the villagers to keep the fires lit for his victorious return. A few of the elders whisper that the king died before returning to take his homeland, and that his tomb is hidden beneath Kings' Lake, the largest body of fresh water upon the isle. Anyone taking his treasure that is not of his royal bloodline must make a Will save (DC 20) or suffer a curse whereby they must willingly donate all of their worldly possessions to charity at every possible opportunity.

The king's crypt contains a *+2 holy longsword, +2 full-plate, a rod of rulership, and a +2 large steel shield*, as well as 2000 gp in precious gems and coin.

1317 Isle of Wolf-Liege (EL 15): The larger of the two islands in this archipelago has a small walled stronghold of a pirate and ruled by **Captain Blackblood** (male Skandik Rog4/Ftr6; CR 10; Str 13, Dex 16, Con 13, Int 14, Wis 10, Cha 12; masterwork thieves' tools, *+2 short sword, +2 leather armor, silk rope (50 feet), potion of cure light wounds, potion of darkvision, potion of neutralize poison*. A treasure map that Captain Blackblood keeps in his girdle leads to the hidden treasure). Sailors passing the island must make a Spot check (DC 25) to notice the walled enclave. Blackblood is aided by his first mate, **Hecknar** (male Tharbrian Ftr3; CR 3; hp 17; Str 17, Dex 15, Con 15, Int 10, Wis 11, Cha 8; dagger, *+1 longsword*, chain shirt, gold ring [20 gp], pouch containing 27 gp) and his bo'sun **Jarlson** (male Karakhan Ftr3; CR 3; hp 17; Str 17, Dex 15, Con 13, Int 8, Wis 10, Cha 7; dagger, masterwork longsword, chain shirt, gold ring [25 gp], pouch containing 52 gp).

Captain Blackblood's ships include a war galley and small sloops, crewed by two **214 pirates** (CR 1/2; hp 9 each). They gather their booty by capturing merchant ships and leaving prisoners upon the Isle of Gauth (Hex 1417). Blackblood's Buccaneers have gathered a dark blue ioun stone, a *wand of magic missile* (19 charges), 1,200 pp, 10,000 sp, and 4,000 gp which they keep buried on the island.

1417 Isle of Grath (EL 7): The Isle of Grath is home to **4 ogres** (CR 2; hp 26 each). The ogres are of a strange breed common only in these waters, each having three eyes and flaming red hair. The ogres feast upon offal left behind by Captain Blackblood and his crew (1317), and are followed by a **giant crocodile** (CR 4; hp 59) that feasts upon their leavings, but is otherwise quite docile to the ogres.

1418 Isle of Hornwrith (EL 9): Three harpies (CR 4; hp 31 each) harass **a dozen castaway dwarves** (CR 1/2; hp 4 each) on this rocky landfall. Weakened and weary, the dwarves greet any travelers who can rescue them as savior and hero. One dwarf, **Grakow Gorehandle** (male Dwarf Rog2; CR 2; hp 12; AL N; Str 12, Dex 15, Con 15, Int 14, Wis 10, Cha 6; masterwork thieves' tools, masterwork short sword, masterwork shortbow, 20 masterwork arrows, leather armor), discovered a treasure trove hidden upon the island by pirates. Keeping the secret from the rest of his band of castaways, he hopes to stay close-mouthed about the treasure, and mount a return excursion to retrieve the loot should he ever be rescued. The treasure is guarded by **4 large skeletons** (CR 1; hp 13 each) and contains 1,588 gp and 6 pieces of emerald (150 gp each).

1519 Isle of Stone Men (EL 4): The Isle of Stone Men is dotted with megalithic statues dedicated to a race of ancient beings that fell from the heavens several millennia ago. These ancients built statues commemorating their time upon the island before they succumbed to disease and slowly began to die out. Their final effort was to pool their knowledge and learning of their race and hide it within hieroglyphics inscribed at the base of the statues. A PC making a successful Decipher Script check (DC 30), or casting *comprehend languages*, followed by a Knowledge Arcana check (DC 30) or a Knowledge (ancient history) check (DC 30) gains 1d2 points of permanent Intelligence and 1d2 points of permanent Wisdom due to the secrets revealed. This process of

learning takes over a month to gain the full bonus, and only one such ability bonus can be gained per reader. The island is inhabited by a **harpy** (CR 4; hp 31) who jealously guards her clutch of 22 eggs, hidden in a rocky crevasse.

1613 Porpoises (EL 9): Numerous **porpoises** (CR 1/2; hp 11 each) frequent the waters here, aiding sailors and other seafarers in times of need.

1622 Sunken Treasure (EL 4): Three worm-eaten treasure chests lie on the sea bed. All contain 2,000 gp and in the center chest. A **giant moray eel*** (CR 4; hp 27) abides nearby at all times.

1710 Isle of Darkening Trees (EL varies): The Isle of Darkening Trees is a wild overgrown place, whose eastern half is overgrown with dangerous plants such as **violet fungus** (CR 3; hp 15), **assassin vines** (CR 3; hp 30) and **shambling mounds** (CR 6; hp 60). Its beaches are stalked by a pack of **17 wild dogs** (CR 1/3; hp 6 each) that search its white sands for food each morning. The interior of the island comprises a large central pool of fresh water and the sacred oak grove of **Calchunan the Druid** (male Elritorn Drd10; CR 10; hp 63; AL N; Str 10, Dex 14, Con 13, Int 12, Wis 17, Cha 8; masterwork scimitar, *+1 hide armor, +1 large wooden shield, scroll of 3 divine spells [ice storm, wall of fire,* and *reincarnate], wand of cure light wounds* [22 charges], *ring of protection +1, amulet of natural armor +1, Quaal's feather token* [tree], *bag of tricks* [gray]) who is gregarious and greets travelers with kindness and respect as long as they cause no harm to his ancient trees.

1828 Isle of Plaxsy: A natural harbor upon the Isle of Plaxsy serves as way station of naval fleets operating in the Wine-Dark Sea. Supply caches are buried within 100 feet of the beach containing stores of hard tack, rum, tar, wax, and nails. A group of **10 deserters** (CR 1/2; hp 9 each) eke out a meager existence in the marshes of the island. The deserters stay clear of the caches for fear of being captured by a shore patrol. Linus, one of the deserters has a treasure map to a shipwreck in the Wine-Dark Sea, which contains over 16,000 sp.

1831 Giant Crab (EL 2): Just off the coast and to the west of Redflood, on the bottom of the waters, a large "hut" formed of coral and mud serves as the home to a **monstrous crab*** (CR 2; hp 16).

1901 Seraphine (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 4,375 gp; Population 700 (Able bodied 175); Mixed (human 80% [mostly Gishmesh], elf 8%, half elf 5%, dwarf 4%, gnome 3%); Resources: Market. *Authority Figure:* Falcon Nalorik, male troll LE Ftr6. *Important Characters:* Critaecious, male Gishmesh LG Ill4 (book maker); Golden Zoe, female human N Exp3 (candle maker); Allulah Salini, male human NG Tarsh Rgr3 (sent by Lord Ardontis).

Seraphine trades fish and seafood with Kanakis. It is built on the ruins of the old village of Tustoral in 4206 BCCC. Nalorik migrated here from the Djuti Waste and controls the village by fear and reprisal.

1928 Adwoilath Citadel (Citadel): Non-Standard; AL CG; TL 5; 100 gp Limit; Assets 1,375 gp; Population 440 (60 light skirmishers War1-2 and 20 heavy foot War2-3 are assisted by 10 experienced longbowmen Ftr2-4 and 10 light cavalry Ftr3 in defending the castle, along with 3 siege engineers Exp3, 3 ballista crew War3 and 2 light catapult crew War3; remaining 330 are Com1-3 peasants and servants or Exp1-2 assistants, trained servants or civilian staff); Mixed (human 85% [mostly Gishmesh, some Karakhan], elf 7%, dwarf 5%, gnome 3%). *Authority Figure:* Adraba Hemos, male human CG Brd4. *Important Characters:* Wiw Firenad, male Gishmesh NG Sor3 (chamberlain); Thilam Zayrd, male Gishmesh LN Ftr5 (captain of the guard).

Adwoilath Citadel was built to protect Dahute Bay and is equipped with two light catapults and three ballistae. Thilam commands the troops, and Adraba is commander of the citadel, but is more interested in hanging out at local taverns.

2007 Bastinadi (Village): Magical; AL LG; TL 5; 200 gp Limit; Assets 4,225 gp; Population 676 (Able bodied 169); Mixed (elf 84% [mostly high], human 7%, half elf 4%, others 5%); Resources: Market. *Authority Figure:* Witheric, male elf CG Ftr5. *Important Characters:* Falthin, male elf [high] NG Rgr5 (woodsman); Jacaranda, female elf [high]LG Wiz7 (Witheric's advisor); Calaros, male elf [high] LG Clr4 (Priest of Teros).

A fishing village on the River Eldhraun, Bastinadi would have prospered if it weren't for the constant raids from the Overlord's warfleet. A small detachment of 30 men from the Sultan Abdar Olana is based here to help deal with the raiding and it has decreased over the last five years.

2011 Wild Pigs (EL 9): At the edge of the forest near the shoreline a thicket of trees and underbrush provide shelter to a large den of **13 wild pigs (boars)** (CR 2; hp 22 each).

2017 Tallulah (Village): Magical; AL LE; TL 5; 200 gp Limit; Assets 5,375 gp; Population 860 (Able bodied 215); Mixed (human 77% [mostly Gishmesh], elf 10%, half elf 6%, dwarf 4%, gnome 3%); Resources: Fish. *Authority Figure:* Rugalas Many-Beard, male human LE Clr4 (priest of Mururlu). *Important Characters:* Rustan Hussain, male Gishmesh, NE Ftr6 (governor); Xuyeen Khanyp, male Gishmesh LE Sor4 (royal advisor to Rustan); Dainagon, male Altanian LE Com3 (head of the fishing guild).

A raid by the Overlord's fleet nearly destroyed the entire village last year. Tarantis' ruler Atar immediately sent workers to Tallulah and rebuilt the village with funds from the government treasury in order to forestall any uprising by the homeless against his government and to encourage the people to remain at Tallulah rather than to move to Tarantis and thereby increase the indigent population. Rustan Hussain was appointed by the sultan last year to oversee reconstruction. His government is so corrupt, however, that construction has been extremely slow. Dainagon controls the fishing guild that the village depends on and won't allow non-guild members to fish.

2021 Trolls (EL 7): A ruined stone building (seemingly an ancient temple) holds a mated **pair of trolls** (CR 5; hp 63 each). These creatures survive on flesh and blood, devouring any living creature that moves into the surrounding area. Hidden under a loose floor stone in the ruined building ([DC 20] to find) is the troll hoard. A small rotted leather sack contains 600 gp and a bloodstone (150 gp).

2030 Redflood (Village): Conventional; AL N; TL 4; 200 gp Limit; Assets 7925 gp; Population 1268 (Able bodied 317); Mixed (half-elf 80%, elf 9%, human 7%, halfling 4%); Resources: Market. *Authority Figure:* Ilbadan,

male elf CG Ftr6. *Important Characters:* Tatiana, female half-elf CN Ftr4 (composite bow maker); Langidrik, male half elf N Com4 (sailboat maker).

A small fishing village out of Dahute Bay. The villagers market their fish to Tarantis. Tatiana is one of the finest bowyers in the region. Her bows are all of masterwork quality. Ilbadan, council elder, has been trying to slowly raise the technology level of the village and has started construction of buildings to replace the huts where most of the villagers live.

2104 Kanakis (Small Town): Magical; AL N; TL 3; 800 gp Limit; Assets 35,900 gp; Population 1436 (Able bodied 359); Mixed (human 80% [mostly Gishmesh, some Karakhan and Alryan], elf 12%, dwarf 8%); Resources: Horses. *Authority Figure:* Anatole Agate, male Gishmesh N Wiz5. *Important Characters:* Nefertiti, female human [Karakhan] CN Sor5 (oil shop); Shopan Sohan, male Dorin, NE Rog5/Asn2 (spy for the Blue Cobras); Gage Call, male Alryan N Clr4 (priest of Adurak Tau, sun god).

Kanakis is known for some of the finest Arabian horses in the Tarantine area. They get top gold prices in Tarantis and Tarsh. Shopan was sent here by the Blue Cobras, Atar the Lion's assassins, to spy on Anatole by the Minister of Trade.

2104 Waven Castle (Castle): Conventional; AL N; TL 4; 100 gp Limit; Assets 750 gp; Population 240 (40 light foot War1 and 20 veteran longbowmen War2-4 constitute the garrison; remaining 180 are Com1-3 servants and laborers or Exp1-3 engineers, road builders or assistants); Mixed (human 82% [mostly Gishmesh, some Skandik], elf 11%, dwarf 7%). *Authority Figure:* Bredridric, male Gishmesh N Ftr5. *Important Characters:* Tham Welir, male Skandik CN Rog4 (courtier); Freawen, female Gishmesh N Clr4 (Corrno).

Atar has stationed a small force of Tarantine warriors here to protect his northern frontier. Bredridric is governor of Kanakis and is angry that tax levies are down this year. What he doesn't know is that Tham is skimming off the top.

2110 Giant's Chair: A vine covered stone chair large enough for a hill giant stands beneath a huge oak tree.

2114 Unodric Tower (Citadel): Magical; AL CE; TL 5; 100 gp Limit; Assets 250 gp; Population 80 (20 mercenaries Ftr1-3 work for Unodric's gold; the remaining 60 are Com1-3 servants, Exp1-3 assistants and staffs or Ari1-3 visiting courtiers and nobles who accompany Unodric on his adventures and hunts); Mixed (human 85% [mostly Gishmesh, some Paldorian], half-orc 10%, elf 5%). *Authority Figure:* Unodric, male Gishmesh CE Wiz4. *Important Characters:* Eronk, male wood-elf, NE Ftr5 (bailiff); Gruurk, male half-orc CE Rog5 (crony of Unodric). Zirret, male human, NE War4 (commander of the Broken Lance mercenary company).

Unodric built this small tower on the River Redstone. His favorite past time is hunting stags with Eronk. Gruurk controls a force of experienced mercenaries. Unodric performs experiments on a captured chimera.

2114 Stags (EL 9): On the banks of the Redstone, a herd of **7 stags** (CR 1; hp 16 each) are often found drinking from the river or feeding on the grasses and roots that grow in abundance here. If they sense danger, they usually flee rather than fight.

2125 Gishmesh (Small Town): Conventional; AL N; TL 2; 800 gp Limit; Assets 42,300 gp; Population 1692 (Able bodied 423); Mixed (human 88% [mostly Gishmesh, some Paldorian], elf 4%, dwarf 2%, gnome 2%, halfling 2%); Resources: Market. *Authority Figure:* Rufcoliman, male Gishmesh N Sag4 (village wise man). *Important Characters:* Viveca, female Paldorian LN Ftr5 (proprietor of the Grey Badger Alehouse); Khalil, male Gishmesh N Ftr4 (elder).

The people of Gishmesh are descendants of the original Gishmesh tribe that settled this area in 1792 BCCC. The Gishmesh Tribe originated just south of the Lake of the Crown Beast. Khalil is village elder, but cannot seem to stem the flow of people to Tarantis.

2126 Nydauwin Castle (Castle): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,375 gp; Population 440 (40 light foot War1-3, 30 heavy foot War2-4, 10 officers Ftr2-5 and 20 light cavalry Ftr1-4; remaining 330 are Com1-3 peasants and farmers or Exp1-3 engineers, builders or servants); Mixed (human 80% [mostly Paldorian, some Karakhan], elf 10%, dwarf 10%). *Authority Figure:* Jerahan Legek, male Paldorian LE Ftr7. *Important Characters:* Gradia Arutlan, female Paldorian NE Ftr3 (assistant); Dohakath, male Paldorian N Wiz4 (alchemist).

Concerned both by raids from the overlord and the Gishmesh, Atar's predecessor had Nydauwin's tower build here some four miles south of Gishmesh. Jerahan Legek is the current Sheikh. He has **12 war dogs** (CR 2; hp 13 each) for his personal protection.

2219 Bökozia (Village): Non-Standard; AL LE; TL 3; 200 gp Limit; Assets 5,025 gp; Population 804 (Able bodied 201); Mixed (human 82% [mostly Gishmesh], elf 8%, dwarf 6%, other 4%); Resources: Oil. *Authority Figure:* Athanaric, male stone giant LE Ftr8. *Important Characters:* Pogid Salamon, male Gishmesh, NE Rog7 (oil shop); Valon Mistikan, male Altanian CE Brb6 (slaver).

Bökozia sits near large oil pools of naphtha near the Aversfield Stream. They collect the oil in huge barrels and ship it to Tarantis. Pogid Salamon and Valon Mistikan brought in a stone giant named Athanaric to help them quell a rebellion several years ago.

2226 & 2327 Ruins of Ancient Kelnore, the Ivory City, the City of the Dead (EL 12): Here, on a forgotten and vine-overgrown hillside across the harbor from Tarantis, are the ruins of the Ivory City — the ancient capital of the Kingdom of Kelnore which fell into ruin over 8000 years ago. Little is left of the city but vine-covered broken stones, though deep below the city lie vaults, crypts and holds still undiscovered. **Map note:** the ruins cover the jutting peninsula in the western portion of hex 2327 and extend into hex 2226.

The downfall of Kelnore is not well known, but the story bears telling for bits of it show up in various bard songs. The great city fell after the empire had fallen into decline. Local Gishmesh and Paldorian tribes laid siege and diverted streams into the city. The tribesmen starved out the garrison and the populace. A starving traitor let the besiegers in the front gate. The tribesmen charged to the Ivory Tower where the guard handed over the last Cyng, Keltigern the Bald, without a fight. He was dragged into the central forum and executed in front of a leering crowd. The tribesmen then sacked the city and pillaged every home.

The entire city was torched and the walls demolished, though rumors tell that the fire was not started by the

invaders. Legends tell that the day the city was sacked the tribesmen disturbed something inside of the Inner Keep of the Ivory City. Perhaps it was some magical ward, or some guardian beast, but something went awry as a great fiery explosion ripped through the Ivory Tower, sending the gleaming spire plummeting to the ground amidst a cloud of burning debris. Hundreds of the victorious tribesmen perished in the initial catastrophe, and dozens more died as fires erupted throughout the palace. Some stories say that strange monsters surfaced from beneath the palace to devour the tribesmen by the handful. Others say it was "evil Kelnore-magic," a curse placed upon the conquerors. Whatever it was, it took many lives that day. The panicked tribesmen fled the city never to return. From afar they watched as the inner keep and major structures all tumbled to the ground along with much of the outer wall. Many of her treasures and secrets were lost to the world. All night long the wailing voices of the wounded survivors could be heard crying in agony over the wind. And from that day forward, the once magnificent City of Kelnore, the Ivory City, would come to be known as The City of the Dead by the local tribes. Thus ended the glorious capital of the Empire of Kelnore. Worthless shards and open pits marked the location for centuries. Today, erosion and overgrowth has mostly hidden even these shameful reminders, though the outlines of some walls still can be seen by passing ships in the bay. Though most of the stones of the outer wall and outer structures were carted away long ago to help build Tarantis, few have ventured into the inner area of the ruins, still fearful of the curses and magic of Kelnore.

For years the rural Gishmesh and Paldorians lived in the shadows of the most advanced civilization in the world. While they did take many of the wondrous treasures accumulated by the Empire of Kelnore over the years, they did not see the value in many of the splendors of the city: precious jewels, priceless sculptures and frescoes, magical lanterns; alien-looking weapons and armor, which they did not wear. And while some slaves were taken, most Kelnorians were put to sword. Certainly much wealth and many relics were left behind amidst the now-silent city, and that wealth remains there today.

Local legend says that in the centuries since, none of the foolish or curious who have ventured into those ruins have ever returned alive. Even today, few visit the ruins. Tales tell of ferocious apes and other evil creatures that roam the ruins, as well as many undead remnants of the slain Kelnorians. And some nights, it is said, the voices of the dead and dying can still be heard, softly moaning o'er the wind.

Although her walls crumbled over 8,000 years ago, the art, language, weaponry, and philosophy of Kelnore live on today in many parts of the world.

2302 Giant Ants (EL 12): Underneath a large broken and rotted merchant wagon, a large hole in the ground leads to the twisted network and corridors of the giant ants' lair. The **50 workers** (CR 1; hp 9 each) spend their days scavenging the area for sustenance that they return to their **queen** (CR 2; hp 22). **Eight soldiers** (CR 2; hp 11 each) guard the nest. Sustenance occasionally consists of travelers and adventurers that wander to close to the ant's lair.

2311 Andalusia (Village): Conventional; AL CE; TL 2; 200 gp Limit; Assets 6650 gp; Population 1064 (Able bodied 266); Isolated (goblin 85%, orc 8%, human 6%, other 1%); Resources: Pitch. *Authority Figure:* Narbon Khitar, male ogre N Ftr4. *Important Characters:* Gark, male goblin CE War5 (chief goblin); Crax, male goblin, NE Adp5 (shaman).

Narbon rules over this goblin village. They are at constant war with the orcs in Borsippa over water rights. Near Firevine Wood, home to Gnomes, Firewine Ale is said to be the finest ever brewed. The gnomes barter for many ingredients from the goblins, but keep their methods secret. Goblin women collect pitch from local bogs along the River Eldhraud.

2322 Sewer Rats (EL 10): A crevice in which the entrance to a north-south 10-foot by 10-foot sewer houses a colony of **16 wererats** (CR 2; hp 5 each). A fallen cavern provides access to a chamber with a huge pile of petrified dragon muck.

2327 Belit Road: A pavestone trade road, the Belit connects several of the nearby trading cities to Tarantis. Merchants are always traveling the road, and Tarantian patrols are common. Highwaymen caught on the road are dealt with harshly.

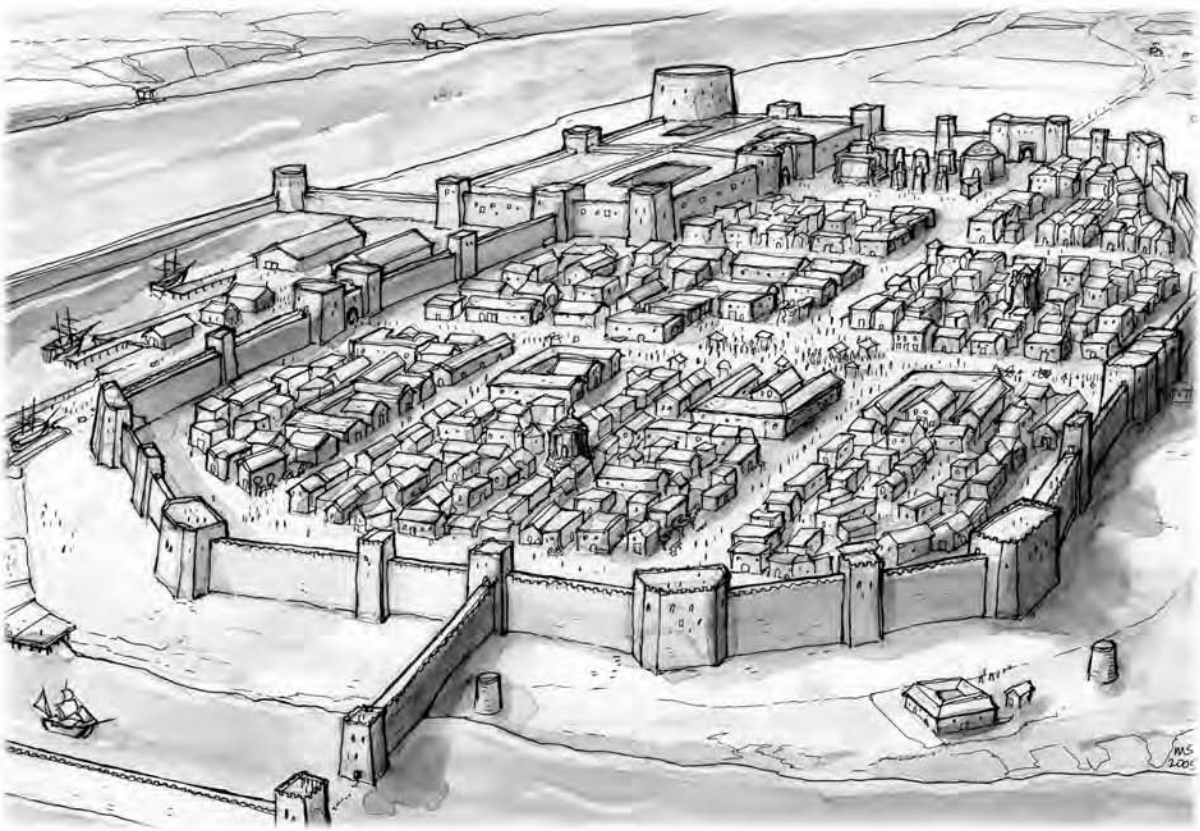
2327 Ruins of Ancient Kelnore: See the entry at hex 2226 for more information.

2327 Tarantis (Large City): Conventional; AL LE; TL 9; 40,000 gp Limit; Assets 30,000,000 gp; Population 24,000 (Able bodied 6,000); Mixed (human 80% [mostly Gishmesh and Paldorian, but with substantial numbers of Alryan, Karakhan and other human nationalities], dwarf 10%, elf 10%, other 10%); Resources: Market. *Authority Figure:* Atar the Lion, male Gishmesh LE Ftr13/Ari7. *Important Characters:* Monach the Canny, male Tharbrian N Wiz13/Ari3 (Chief Advisor); General Ta Zam-Derco, male Gishmesh, NE Ftr15/Ari2 (Minister of War); Darstis, male Gishmesh N Drd10/Ari3 (Minister of Land Management); Torhta, male Paldorian, NE Ftr10/Ari3 (Minister of Foreign Affairs).

An important sea power and only source of goods from the Kingdom of Karak, Tarantis was founded in 1792 BCCC by the union of the Gishmesh and Paldorian tribes across Dahute Bay from the ruins of the Ivory City, the ancient capitol of the Kingdom of Kelnore, long after its fall.

In 1885 BCCC, the city of Tarantis was officially laid out, rebuilt, and fortified with high stone walls for protection. Between the years 2266 and 2309 BCCC, Ryobl the Red attempted to bring complete law and order to the city. His legacy to the city is the Tarantine Merchants' Association. After the disappearance of Ryobl the Red, Grantadt, his successor, organized the skillful pirating operations that ply the waters between the city states to this day. Scattered skirmishes occurred over the years between the fleets of the Invincible Overlord and the pirates of Tarantis, but the Overlord — busy with wars with Viridistan — has never made a determined attempt to eradicate the pirates.

Between 4000 and 4200 Tarantis expanded inland and founded two new provinces: Jarmeer and Ganzir-Galad. The current dynasty ruling Tarantis was founded just under a hundred years when Edario the first overthrew the sickly child Emir, Greataust II. Now Edario's son, Atar the Lion, is Emir of Tarantis, having ruled successfully for over 48 years. Atar has



2327 Tarantis

strengthened the power of the Tarantine Merchants' Association, who, for a small fee, license passage of ships. Unlicensed ships are free to be raided by local pirates. The Blue Cobras, secret assassins of the king, silence rivals and keep order. The two provinces of Jarmeer and Ganzir-Galad are ruled by Sultans loyal to the king. The most notorious local pirate, known as the Seahawk, is believed to be in league with Tarantis. The people of Tarantis generally worship the gods Adorak Tau, a lawful evil sun god, in a religion called Pudage or Selanii, a chaotic good goddess of the sea, in a religion called Guedankst. The eastern provinces are plaged by an unusually tall (6 to 8 ft.) band of nomads known as the Karzulun.

Despite a professed hatred for and ignorance of Kelnorian culture, Tarantis owes much of its current glory to her ancient predecessor, the ruins of which lie just across the harbor along a long-forgotten hillside (2226 & 2327).

For more on Tarantis, see the classic Judges Guild product *Tarantis*, available from *DriveThru RPG.com* and from other vendors who handle classic Judges Guild products.

2331 Stonebow (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,400 gp; Population 448 (Able bodied 112); Mixed (human 78% [mostly Gishmesh, some Skandik], dwarf 8%, elf 6%, half elf 5%, other 3%); Resources: Market. *Authority Figure:* Oloron of Nergal, male Skandik N Rog5. *Important Characters:* Mittanian, male Dorin CN Exp4 (hat maker); Laban, female Gishmesh NG Com2 (late mayor Gringe's wife).

Oloron of Nergal took power upon the death of mayor Gringe a year ago at the hands of a treant. His wife Laban has petitioned Atar the Lion in Tarantis for aid to no avail. She will take into her confidence good parties and tell her sad tale. Mittanian is a successful hat merchant who peddles his wares in the local market and Tarantis. He supports Oloron and cares little for Labans' plight.

2402 Citadel of Vorevia (Citadel): Conventional; AL CG; TL 5; 100 gp Limit; Assets 1,250 gp; Population 400 (50 elf archers War1-3 and 20 elf scouts Rgr1-3 are aided by 30 human warriors War1-2; the remainder are elf or human Com1-3s, Exp1-3 merchants and staff, or Adp1-3 spellcasters who aid in the citadel's defense); Mixed (elf 75% [mostly high], human 20%, half-elf 5%). *Authority Figure:* Rhaunia, female half-elf LG Rgr8. *Important Characters:* Nanalaendar, male elf [high] CG Ftr6 (patron); Jennamaelia, female elf [high] NG Sag6 (grandmother of Rhainia).

Vorevia, Rhaunia's grandfather, build this citadel in 4236 as his family estate. His bride Jennamaelia is a learned sage from Valon. Rhaunia, like her father is a protector of the wilds.

2409 Borsippa (Village): Conventional; AL CE; TL 3; 200 gp Limit; Assets 4,475gp; Population 716 (Able bodied 179); Mixed (orc 75%, human 20%, dwarf 5%); Resources: Pelts. *Authority Figure:* Black Thonric, male Paldorian LE Ftr4. *Important Characters:* Sultan Adbar Olana, male Paldorian LE Ari8; Salath Hibron, male Paldorian CE War6 (the sultan's bodyguard).

Capitol of the Province of Jarmeer and home of the Sultan Adbar Olana, who attained the position in 4413 after the former Sultan was convicted of conspiracy to murder Atar the Lion. The Province of Jarmeer lies north of the River Astorin, south of the River Eldhraun, and west of the Azurerain River. It was formed for the protection of the clans in this area, who have close hereditary ties to the Paldorian Tribe. Their principal villages of Tallulah, Bastinadi, and Borsippa were the

frequent targets of raids by the war fleet of the Invincible Overlord. Black Thonric is in command of the garrison here and governs this village comprised mostly of orcs and humans. Thronic resents the presence of the sultan and glad that Olana spends most of his time in Tarantis.

2420 Salamanders (EL 9): Close to the headwaters of the Stanfalls Stream is a giant hot spring. This spring is the home to **4 salamanders** (CR 5; hp 38 each). They rarely leave the area, preferring the warmth the spring offers them. Buried near the spring is an iron box containing 1,500 gp and a *potion of hide*.

2423 Croe Citadel (Citadel): Conventional; AL N; TL 5; 100 gp Limit; Assets 500 gp; Population 160 (30 men-at-arms War1 and 10 heavy crossbowmen War1-3 constitute the garrison; remaining 120 are Com1-3 peasants, Exp1-3 servants and merchants or Ari1-3 courtiers and noble friends of Pasha Ocerat); Mixed (human 90% [mostly Gishmesh and Paldorian], dwarf 5%, elf 5%). *Authority Figure:* Pasha Ocerat Gwoc, male Gishmesh N Ftr4. *Important Characters:* Jeraot, male human N Ftr3 (lieutenant); Elaeg, male Paldorian LN Clr3 (Sashu).

One of a string of forts that ring Tarantis for outer defense, Croe citadel is administered by Pasha Ocerat Gwoc. He is a political appointee of Darstis, the Minister of Land and has little knowledge of the frontier. His small force of men-at-arms and crossbowmen under Jeraot would thus not stand long under a prolonged assault. They have no artillery for defense, depending on just 10 crossbowmen for missile fire.

2503 Dragon Bones: A fallen cavern provides ingress to a chamber with a huge pile of petrified dragon bones.

2505 Aelfstead (Village): Conventional; AL N; TL 3; 200 gp Limit; Assets 8,300 gp; Population 1,328 (Able bodied 332); Isolated (gnoll 92%, human 5%, goblin 3%); Resources: Market. *Authority Figure:* Sengoz Wolfram, male troll N Ftr6. *Important Characters:* Yolan, male gnoll, NE War6 (war chieftain); Grof, male gnoll N War4 (chief's bodyguard).

Nergol is the favorite target of raids by this gnoll village. A huge troll named Sengoz Wolfram leads them. The sound of wolves can be heard two nights a month from the north.

2516 Hykos-Faring (Hamlet): Magical; AL LE; TL 4; 100 gp Limit; Assets 1,850 gp; Population 592 (Able bodied 148); Isolated (human 90% [mostly Gishmesh and Paldorian, some Karakhan], dwarf 4%, elf 3%, other 3%); Resources: Market. *Authority Figure:* Fostric Stump-puller, male human LE Wiz5. *Important Characters:* Caelan, male Gishmesh, NE Ftr6 (head of the militia); Hakan, male Gishmesh LE Rog4 (town stable); Rudkin Johns, male Altanian N Rog5 (wants to see new sights, but has promised himself that he will stay until he has cut his thousandth purse; he is currently on 947).

2409 Borsippa

Located at the bend of the River Astorin, Hykos-Faring is the central market for the farms in the area. A man named Japheth (Male Human, Com2, AL N) facing execution appeals to the party for aid protesting his innocence (true).

2518 Castle Thendaswen (Castle): Conventional; AL N; TL 4; 100 gp Limit; Assets 875 gp; Population 280 (60 men-at-arms Ftr1-3, 10 officers Ftr2-3; remaining 210 are servants and workers at the school — Com1-5s, Exp1-3s or Ari1-3s; there are 14 students who are Adp1-3 or Wiz1-2); Mixed (human 80% [mostly Paldorian, some Gishmesh], elf 10%, dwarf 5%, gnome 5%). *Authority Figure:* Malidric, male Paldorian N Wiz4. *Important Characters:* Dwirawia, female Paldorian CN Clr3 (Torrchas); Gwade, male Gishmesh N Ftr4 (captain).

Malidric has acquired this castle in order to turn it into a small wizard's school. His first class is made up of 14 apprentices, all nephews of Atar the Lion and their cousins. Atar has provided a force of 70 fighters for protection under the command of Captain Gwade.

2524 Ogres (EL 8): A series of three log cabins, well camouflaged within the trees serve as the home to a small tribe of **11 ogres** (CR 2; hp 26 each). These ogres often stage raids on vessels and travelers moving down the nearby River Azurerain or through the forest. Inside one of the cabins is the tribe's treasure (Search check [DC 20]). Under a loose floorboard is a large leather sack containing 1,200 sp, 100 pp, and 2 pieces of amber (175 gp each).

2607 Nergol (Village): Conventional; AL N; TL 4; 200 gp Limit; Assets 5,225 gp; Population 836 (Able bodied 209); Mixed (human 78% [mostly Gishmesh], elf 9%, dwarf 5%, other 8%); Resources: Hides. *Authority Figure:* Stanwix Tiglath, male Gishmesh N Ftr4. *Important Characters:* Ha'ani Farka, female elf LN Clr4 (priest of Limtram, Goddess of the Meadow); Mandalay Kip, female Alryan N Rgr3 (huntress); Piero, male human LN Com3 (tanner).

Stanwix Tiglath is tribal chief of this Gishmesh tribe. Ha'ani Farka is unwelcome by most of the tribe. She is leader of a small community of elves here in Nergol and leads one of the hunting parties. The werewolves from the south have plagued them of late.

2620 Tyviel Citadel (Citadel): Non-Standard; AL NE; TL 5; 100 gp Limit; Assets 250 gp; Population 80 (a ragged band of 20 brigands War1-3s, Rog1-3s and Ftr1-3s are the citadel's main defense forces; remaining 60 are cowed peasants, farmers, merchants and shopkeepers Com1-3s or Exp1-3s); Mixed (human 90% [mostly Gishmesh], orc 5%, half-orc 5%). *Authority Figure:* Didoc the Disreputable, male Gishmesh, NE Rog5/Asn1. *Important Characters:* Carurcyn, male Tharbrian CN Ftr4 (guard); Hagurghk, male half-orc, NE Ftr3 (guard).

This citadel was built here to protect the Magain flats from invaders. It is current occupants are a small group of 20 brigands led by Didoc the Disreputable. Haurk and Carurcyn serve as his personal bodyguards. Didoc has a relationship with the guild in Tarantis, but is little known there.

2625 Bireznia (Small Town): Non-Standard; AL CE; TL 4; 800 gp Limit; Assets 53,200 gp; Population 2108 (Able bodied 532); Mixed (human 66% [mixed], hobgoblin 20%, orc 12%, other 2%); Resources: ships. *Authority Figure:* Gale 'The Seahawk,' male Alryan LE Ftr9. *Important Characters:* Glorglas, male half-orc, NE Rog5/Asn1 (The Seahawk's assassin); Astrahir, male Tharbrian, NE Wiz6 (ship mage); Nordak, male human LE Clr12 (Neptune); Prog the Grim, male human LE Ftr6 (chief mate of the Golden Griffon).

Ten years ago, a freebooter approached Atar the Lion with an interesting proposition. An agreement was reached between Atar and the man who has since been known as the Seahawk. The Seahawk gathered together all the local pirates, privateers, buccaneers, and the other refuse of the water and molded them together into the Brotherhood — an association of independent captains that would eliminate competition between them. Atar and the markets of Tarantis would share in the enterprise. It soon became recognized that ships licensed by the Tarantine Merchants' Association would be guaranteed passage by the Brotherhood if a slight fee was paid. Vessels, which were not registered, would be fair game for the pirates. Seized goods were then auctioned by the Brotherhood, monthly. It has been rumored that Atar sometimes denies registration to vessels carrying goods he covets and then buys them at the auction when the ship is taken by the Brotherhood.

2629 Nabob (Citadel): Conventional; AL LE; TL 2; 100 gp Limit; Assets 625 gp; Population 200 (50 hobgoblin warriors War1; 140 hobgoblins, 10 goblins). *Authority Figure:* Vorag, male hobgoblin LE Ftr7. *Important Characters:* Choelith, male hobgoblin, NE War6 (rival of Vorag); Ybaunia, male hobgoblin CE Clr7 (Angall).

Nabob is a small hobgoblin fortified settlement. Vorag is the leader of 50 veteran hobgoblin warriors, but Choelith plans to contest with Vorag for chieftain.

2632 Skull House (EL 2): The crystallized skeleton of a dragon turtle is buried on the sandy beach. The skull houses a **giant leech*** (CR 2; hp 11).

2704 Maedoc Tower (Citadel): Magical; AL CE N; TL 4; 40 gp Limit; Assets 125 gp; Population 40 (10 Skandik and Tharbrian men-at-arms Ftr1-2 are Maedoc's main defense force; the remaining 30 are Exp1-3 who assist Maedoc in his research and experimentation); Mixed (human 80% [Skandik and Tharbrian], gnoll 20%). *Authority Figure:* Maedoc, male human CE Ill4. *Important Characters:* Rhun, male Altanian NE Ftr4 (crony of Maedoc).

Maedoc is aligned with Sengoz Wolfram of Aelfstead who has provided him with **8 gnoll guards** (CR1; hp 11 each). **Two mummies** (CR 3; hp 42 each) protect the upper floors of the tower where Maedoc keeps his laboratory.

2708 Werewolves (EL 7): The area around the River Barguizer and the Bubbling Stream is haunted by a hungry pack of **4 werewolves** (CR 3; hp 13 each). They are particularly violent and aggressive, often attacking creatures much larger than themselves. They live in a wooden hut nearby. Wrapped in blankets inside the hut is a large scroll case containing a divine scroll of *cure serious wounds* and *flame strike*.

2710 Carriage Wreck: A carriage, partially covered with rocks and earth, protrudes from the bank of the river.

2713 Dier (Small Town): Magical; AL CG; TL 4; 800 gp Limit; Assets 43,900 gp; Population 1756 (Able bodied 439); Mixed (human 81% [mostly Gishmesh and Paldorian, some Skandik and Altanian], dwarf 10%, elf 6%, other 4%); Resources: Market. *Authority Figure:* Condet the Small, male human LE Clr7 (priest of Pegana). *Important Characters:* Aleem Masoud, male Altanian CG Ftr6 (locksmith); Leda Lycian, female Gishmesh NG Rog5 (trap maker).

Condet the small was appointed governor by Sultan Adbar Olana four years ago. Aleem Masood is head of the town council and tires of paying for protection to get the town's goods to market. He and Leda form the loyal opposition to Condet's rule. He suspects that Condet is in league with the Brotherhood (see 2526). He is planning a trip to Tarantis to see Atar the Lion in the next few weeks.

2724 Surintal (Small Town): Conventional; AL LE; TL 2; 800 gp Limit; Assets 47,600 gp; Population 1,904 (Able bodied 476); Isolated (orc 94%, human 5%, goblin 1%); Resources: Sulfur. *Authority Figure:* Kolda Cracker of Bones, male orc LE Ftr8. *Important Characters:* Nidhogg, male half orc NE Rog5/Asn2 (Kolda's enforcer); Callum, male orc LE Clr6 (shaman of Midor).

Kolda is in league with the Brotherhood (see 2526) and provides crews for their ships in return for part of the booty. They have just returned from a very successful raid on Paldorius. The orcs are celebrating their raid and plan on executing 12 prisoners tomorrow at the height of the celebration.

2818 Tamarizk (Village): Non-Standard; AL CE; TL 1; 200 gp Limit; Assets 6,550 gp; Population 1048 (Able bodied 262); Isolated (human 88% [mostly Paldorian], elf 6%, halfling 6%); Resources: Market. *Authority Figure:* Fearless Belvort,

male human N Ftr4. *Important Characters:* Asha, male Paldorian, NE War3 (axe maker); Inkem, female Paldorian CE Wit9 (witch of Feninva, Goddess of Blood).

Belvort came to Tamarizk two years ago from Tallulah to this village of Paldorian tribesman. He was seeking a shaman of the goddess Rhiannon. Inkem cursed him as an infidel and the hetman challenged him and was killed in a duel. As is the practice of these tribesmen they made Belvort their leader. Belvort did not wish to be their leader and is trying to get them to lead themselves. He has set up a council of elders to run the village, but they still look to him to make any decision of importance.

2825 The Vault (EL 7): An unmarked vault, fully covered with vines and fallen trees, contains a +2 *longsword*. The vault is guarded by a **specter** (CR 7; hp 45) and is surrounded by a red mist.

2831 Gorgon (EL 8): Brath Wood gives residence to an angry **gorgon** (CR 8; hp 68) who sometimes wades out into the nearby River Trollhraun to attack passersby.

2833 Algiran (Small Town): Magical; AL CG; TL 3; 800 gp Limit; Assets 39,700 gp; Population 1588 (Able bodied 397); Mixed (human 82% [mostly Gishmesh, some Alryan and Paldorian], elf 7%, halfling 6%, other 5%); Resources: Market. *Authority Figure:* Golsum the Mystic, male Alryan CG Wiz8. *Important Characters:* Ilima, female halfling NG com3 (fish monger); Adao, male Paldorian CG War5 (boat maker); Sanjay Oxbow, male human LG Rgr4 (bowyer).

The fishermen from Algiran live a peaceful existence most of the time. Of late, however, pirates are extorting them from the Brotherhood in order to get their fish to Tarantis. Ilima is head of the local merchant association and is recruiting mercenaries to protect their boats. Sanjay Oxbow is making ballistae for them as well.

2913 Harpies (EL 7): A moderately-sized secluded cave houses **3 harpies** (CR 4; hp 31 each) who enjoy molesting travelers in the surrounding area. Captured prey is dragged back to their hidden lair and devoured over the course of several days.

2916 Daer Keep (Citadel): Conventional; AL N; TL 4; 40 gp Limit; Assets 150 gp; Population 120 (20 men-at-arms War1 and 10 longbowmen War1 constitute the main garrison; remaining 90 are Com1-3 farmers and laborers or Exp1-3 merchant and shopkeepers); Mixed (human 95% [Gishmesh], elf 5%). *Authority Figure:* Ethaugan, male Gishmesh N Ftr4. *Important Characters:* Olien Vi Codon, male Gishmesh LN Ftr3 (lieutenant).

Ehtaugan won his fame in battle against the Karakhans and was awarded this small keep in retirement. They provide protection for local farmers in return for grain and livestock in addition to providing a simple smithy.

2922 Twin Rivers Castle (Castle): Conventional; AL NG; TL 5; 100 gp Limit; Assets: 750 gp; Population: 240 (40 men-at-arms War1, 10 veteran men-at-arms Ftr1-3, 20 longbowmen War1 and 10 scouts Rgr1-3 form the core defense force of the castle; remaining 180 are Com1-3 peasants or Exp1-3 merchants); Mixed (human 70% [Gishmesh and Paldorian], elf 20% [mostly high], dwarf 10%). *Authority Figure:* Aetheodd, male Gishmesh N Ftr4. *Important Characters:* Galeriwen, female elf [high] NG Sor5.

Strategically located at the Azurerain and Remanant Rivers, Twin Rivers Castle protects both waterways. It is under the command of Aetheodd. A small inn provides a resting-place for weary travelers and merchants. His wife Galeriwen loves to entertain in order to hear the news of Tarantis and far off places.

2927 Paldorius (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 4,075 gp; Population 652 (Able bodied 163); Mixed (human 90% [mostly Gishmesh and Paldorian], dwarf 4%, elf 3%, halfling 3%); Resources: Market. *Authority Figure:* Leklark, male Gishmesh, NE Rog5/Asn1. *Important Characters:* Amiya, female Paldorian, NG Com4 (candle maker); Eben, male human LN Ari3 (wagon builder).

A recent orc raid from Surintal has left the village without leadership and the village is in shambles. Leklark who runs the market place has taken over the village after the raid. Amiya will appeal to anyone who looks honest for help in saving her father and two brothers who were taken by the orcs. She fears they will not live long.

3002 Wild Horses (EL 14): A herd of **117 wild (light) horses** (CR 1; hp 19 each) graze on the grasses here. If threatened, they usually flee though their sheer numbers usually provide some advantage over a would-be-adversary.

3006 Skeletal Flyer: Partially buried in earth, the wreck of a hang glider and the skeleton of its pilot lies upside down.

3013 Gavobredanten Castle (Castle): Conventional; AL LG; TL 7; 100 gp Limit; Assets 875 gp; Population 280 (40 gnome warriors War1, 20 expert human crossbowmen Ftr1-3 and 10 gnome engineers Exp5 are the garrison; remaining 210 are Com1-3 peasants or Exp1-3 gnome tinkers); Mixed (gnome 65%, human 35% [Gishmesh]). *Authority Figure:* Fonus Togtipy, male gnome LG Ftr6. *Important Characters:* Nanover, male gnome LG Clr6 (priest of Teth Tufa); Tilin Hoisin, male gnome NG Exp5 (tinker).

Gavobredanten castle is the home to a group of tinker gnomes. Tilin makes all sorts of gadgets like left-handed horse plows and wind up kitchen implements. Some of them actually work. Despite their small size, they are tough fighters and the walls have never been breached due to catapults and repeating crossbows they have developed.

3031 Erogor (Citadel): Conventional; AL: LE; TL 2; 40 gp Limit; Assets 100 gp; Population 80 (20 gnoll warriors War1; remaining 60 are common gnolls or orcs); Mixed (gnoll 95%, orc 5%). *Authority Figure:* Grashnak, male gnoll LE Ftr3. *Important Characters:* Hugdush, male gnoll LE War3; Rashfur, male gnoll LE War2 (lieutenant of Hugdush).

Erogor was once one of the many outlying bastions of defense to Tarantis. It fell to the tribe of gnolls that now call it home many, many years ago and has yet to be reclaimed. Through raids, civil strife, and the actual taking of the citadel the ranks of the gnolls have been reduced to a mere handful of true warriors. They currently ravage Brath Wood for both food and building materials (the woods' treant warden is presently planning retaliation).

3110 Megidolar Castle (Castle): Conventional; AL NE; TL 3; 100 gp Limit; Assets 125 gp; Population 40 (10 goblin spearmen War1; 22 common goblins, 8 kobolds);

Isolated (goblin 90%, kobold 10%). *Authority Figure:* Vistar the Runt, male half-orc CE Clr5 (shaman of Midor). *Important Characters:* none.

Vistar commands a group of goblin warriors and supports Treuil 'Fast-Fingers' in the village.

3110 Megidolar (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 8,950 gp; Population 1432 (Able bodied 358); Isolated (goblin 90%, human 8%, other 2%); Resources: Market. *Authority Figure:* Treuil 'Fast-Fingers', male human N Rog5. *Important Characters:* Gristar, male half-orc N Ftr9 (mercenary from Dearthwood); Vistar 'the Runt', male half-orc CE Clr5 (shaman of Midor); Sicrid 'one-eye,' male goblin CE War6 (goblin chief).

With the mercenary help of Gristar and Vistar the Runt, Treuil has taken over this village of goblins. They have built a small castle at the Ford of Gywain over the River Khagar. From the safety of their tower, they levy a "tax" on anyone who wishes to pass.

3115 Ashkelon (Hamlet): Non-Standard; AL N; TL 3; 100 gp Limit; Assets 1363 gp; Population 436 (Able bodied 109); Mixed (human 83% [mostly Gishmesh, some Altanians accompany Reeter], elf 7%, halfling 4%, dwarf 4%, pixie 2%); Resources: Salt. *Authority Figure:* Agades Dardan, male Gishmesh LE Ftr5. *Important Characters:* Reeter 'One-eye', Human male CE Rog6/Black Lotus 4 (pretends to be an Altanian mercenary but is in reality a member of the black lotus assassins guild from the City State; see the *City State of the Invincible Overlord* by Necromancer Games for more on this prestige class); Quindain, male elf LE Ftr5/Wiz3 (battlemage).

Agades Darden and his henchmen rule over Ashkelon. They have forced into slavery most of the town in the salt mines. Reeter 'One-eye' is awaiting orders from the guild for his next assignment.

3127 Stonebridge Castle (Castle): Conventional; AL N; TL 6; 100 gp Limit; Assets 500 gp; Population 160 (24 men-at-arms War1, 6 sergeants Ftr1-3 and 10 longbowmen War1 constitute the garrison; remaining 130 are Com1-3 peasants and farmers or Exp1-3 merchants, engineers and various professionals); Mixed (human 85% [mostly Gishmesh], elf 10%, dwarf 5%). *Authority Figure:* Morrek Bottlehand, male Gishmesh N Ftr4. *Important Characters:* Queas Vortulan, male Alryan, NE Wiz3 (head advisor); Deth Sinade, male Gishmesh N Ftr3 (recent arrival from Tarantis, inspector for the Tarans).

Stonebridge Castle plays an important part in the defenses of Tarantis. Lying on the only road access point for land travel from the east, Stonebridge Castle is charged with keeping the actual stone bridge over Stonebridge Stream clear and safe. They also are the advance warning point for land-based invasions. The current leader of the garrison here is Morrek, a terrible drunkard and utter failure in his duties of late. The recent sacking of the village of Paldorius by orcs is just one such example of his incompetence. Deth is here to evaluate his removal.

3129 Meri-Amon (Small Town): Conventional; AL LG; TL 5; 800 gp Limit; Assets 41,400 gp; Population 1656 (Able bodied 414); Mixed (elf 84% [mostly high], human 6%, halfling 5%, other 5%); Resources: Market. *Authority Figure:* Bilmathrik, male elf LG Ftr7. *Important Characters:* Eric the White, male Gishmesh LG Ftr2/Clr1 (17 year old warrior-priest out for adventure); Jeruwyr, male elf CG Ftr1/Wiz1 (65 year old elven youth having only 2 sp in his pocket is considering becoming a rogue).

At the mouth of the River Trollhraun, Meri-Amon is an important market center for the villages in the area, especially since the aqueduct has collapsed (3217). Appeals have had to be made recently to Mindan Stondorf at Griffon Castles for aid due to orc raids from Blackpit and Surintal.

3207 Glaeon Citadel (Citadel): Conventional; ALCE; TL 4; 100 gp Limit; Assets 125 gp; Population 40 (10 veteran bandits Rog1-3 ruthlessly control the remaining 30 Com1-3s); Mixed (human 90% [mostly Gishmesh and Paldorian, Nimble-Hand has a number of fellow Dorin rogues and bandits], half-orc 5%, elf 5%). *Authority Figure:* Nimble-Hand Fauxmor, male human CE Rog6. *Important Characters:* Tookin Thoron, male halfling, NE Rog8 (extremely advanced age, teacher and friend of Fauxmor), Avtheou Dastooin, male Tharbrian CN Brb4 (wandering barbarian welcomed for the moment).

Fauxmor and his small band found this empty citadel several years ago and have made it their home base for thievery. There are strange markings all over the structure and the only one still legible and translatable was 'Glaeon' so this was chosen as the name of the building. The group often raids travelers and occasionally those of the small town of Bethan (through a secret tunnel they discovered that leads to the town). Fauxmor's ancient halfling rogue master, Tookin, lives out the remainder of his days in luxury, cared for in all things by the group (at Fauxmor's total insistence).

3217 Wine Valley Citadel (Citadel): Conventional; AL: CG; TL 4; 40 gp Limit; Assets 100 gp; Population: 80 (10 militia War1-3 help the monks guard the citadel, aided by 8 warrior-clerics War3/Clr1 and 2 martial priests Ftr2/Clr3; the remaining 60 are Exp1-3 or Adp1-2 apprentices or Clr1-3 priests); Mixed (human 91% [Gishmesh], elf 5%, gnome 4%). *Authority Figure:* Kuplimaet Findergof, male Gishmesh CG Clr4 (Losborst). *Important Characters:* Menevaira Sandujo, female human CG Clr3 (high priestess and wife of Kuplimaet); Tuma Ferre, female human CG Adp3 (master of the vineyards and the harvestkeeper).

The clerics of this citadel maintain large, lush vineyards throughout the hilly valley the structure resides in. They have cultivated the winery here for many generations and, though technically the wine is grown to sell, they have sold very little of the vintages they have pressed except to infrequent travelers that have stumbled upon the valley. Though they have little in the way of coin, the wine cellars are full to the limit with decades' worth of bottled wine. The clerics usually spend half the year inebriated to make room for future harvests.

3217 Ruined Aqueduct: An ancient aqueduct, 1350 feet long, made of a strange combination of iron and stone (actually steel reinforced concrete) has collapsed in upon itself.

3220 Urillius-Elos (Village): Magical; AL CE; TL 2; 200 gp Limit; Assets 5,900 gp; Population 944 (Able bodied 236); Isolated (human 88% [mostly Gishmesh, some Karakhan, a few Dorin and Alryan], elf 4%, other

8%); Resources: Market. *Authority Figure:* Ferret Shingar, male human CE Drd4 (Beytnorn). *Important Characters:* Belcida Dantos, female Alryan LE Wit5 (witch); Airtemond Vindi, male Dorin LE War6 (chief); Yttap, female Elritorn N Drd3 (apprentice to Ferret Shingar).

Gishmen tribesmen here are rivals of the Paldorian tribesman of Tamarizk. The wreck of an old ship of strange design sits just north of the village. The wreck is said to be haunted by the tribesman (actually, it's just the sounds of normal sized rats echoing loudly).

3229 Griffon Castle (Castle): Conventional; AL LG; TL 4; 100 gp Limit; Assets 500 gp; Population 160 (the garrison includes 20 light foot Ftr11, 12 heavy foot Ftr2, 3 siege engineers Exp3, 3 ballista crew War3 and 2 light catapult crew War3; remaining 120 are Com1-3 farmers and herdsmen or Exp1-3 merchants and craftsmen); Mixed (human 79% [Paldorian and Gishmesh], elf 11%, halfling 5%, dwarf 5%). *Authority Figure:* Mindan Stondorf, male Gishmesh LG Ftr5 (captain of the guard). *Important Characters:* Zelisnice, female elf [high] NG Rgr3 (castle scout and messenger); Meclit Xethnan, male human N Exp4 (smith of the castle); Lady Tashu Vildemate, female Paldorian LG Ari3 (betrothed of Mindan).

3229 Griffon Castle

Meri-Amon and others of the immediate vicinity have all made pleas to Griffon Castle for aid against the raids of the orcs from Blackpit. As one of the many border outposts pledged to the defense of the region, Mindan is obligated to offer what aid he can but due to his forces being reduced at the moment is unable to do more than just protect his own keep at this time. The castle is very well situated and has several siege devices in place to defend against attack. Without further assistance however it is unlikely that the castle will stand against any full force attack made on it. Mindan has become increasingly isolated in his attitudes due to his betrotheds' recent arrival.

3304 Avaris (Small Town): Conventional; AL N; TL 3; 800 gp Limit; Assets 37,900 gp; Population 1516 (Able bodied 379); Mixed (human 84% [mostly Gishmesh], halfling 5%, elf 4%, gnome 4%, dwarf 3%); Resources: Market. *Authority Figure:* Lenchat III, male human N Ftr4/Ari 2. *Important Characters:* Shehan Sharpsblade, female human N War5 (hunter); Brotan, male Gishmesh, CN Brb5 (horse trader); Kandir Salfris, male half-elf CN Ftr3/Clr2 (war priest of Aniu, God of Time).

Avaris is a village of farmers and hunters. Brotan tames wild horses that Shehan helps him capture on the Glow Worm steppes. Orcs from Mitlakarn have been stealing them recently.

3313 Giant Weasels (EL 8): Near the headwaters of the Wayfaring Stream in the Wise Pillar Forest, a large well-hidden cave houses a family of **6 dire weasels** (CR 2; hp 13 each). Living creatures in the surrounding area are the target of their hunts. Dead prey is dragged back to their lair and devoured. One skeleton lying among the piles of bones in the cave still wears a *ring of protection +1*.

3323 Willowsfen (Village): Magical; AL N; TL 3; 200 gp Limit; Assets 5,600 gp; Population 896 (Able bodied 224); Mixed (human 86% [Paldorian and Gishmesh], elf 6%, dwarf 4%, halfling 4%); Resources: Timber. *Authority Figure:* Mendoren, male Gishmesh CG Ill4. *Important Characters:* Bryer, male human N War5 (lumberjack); Kala, female Paldorian LN Clr4 (Priestess of Bukera); Dairsdale, Human male LN Sor5 (makes potions).

These villagers market timber they cut in the Forest of the Crying Wood. Local legend holds that the Lone Tower, also called Clearmoon Castle, is located deep in the forest, but locals will clam up and refuse to talk when the name of the tower is mentioned. Money might loosen lips but it might take a lot to loosen them sufficiently.

3401 The Welcome Sign: Protruding from the earth, with all but the topmost portion overgrown with vegetation, a signpost pointing north written in archaic Dwarven runes states *Fools venturing beyond this point, must suffer the welcoming axe.*

3407 Bethan (Small Town): Conventional; AL CG; TL 4; 800 gp Limit; Assets 46,300 gp; Population 1852

(Able bodied 463); Mixed (human 80% [some Dorin], dwarf 11%, elf 6%, halfling 3%); Resources: Market. *Authority Figure:* Sangrad Khetasar, male Dorin N Ftr3. *Important Characters:* 'Tigereye' Trinal, male human N Brd4/Ftr4 (this battle-scarred harpist can be found in the rougher drinking halls); Jeball the Peaceful, male Altanian NG Wiz2 (proprietor of the Black Falcon Inn).

Located at the top of the cliff, Bethan trades cattle for horses with Sanghorn. On the cliff face 15 miles southeast of town is some strange mural. There are many caves in the cliff face below the town. Sometimes boys who wander through them bring back strange items (Markrab artifacts.)

3430 Blackpit (Village): Conventional; AL LE; TL 2; 200 gp Limit; Assets 7,925 gp; Population 1268 (Able bodied 317); Isolated (orc 90%, human 6%, goblin 4%); Resources: Pitch. *Authority Figure:* Kinstacesh, male ogre LE Ftr4. *Important Characters:* Ars Bluedog, male orc CE War8 (chief); Kotar, male orc LE Adp7 (shaman of Midor).

Kinstacesh, an ogre, leads this orc tribe. They spend most of their time plundering and looting the area, but have yet to breech the walls of Griffon Castle. Cown of Redharm has proposed an alliance but Ars Bluedog thinks humans are too inferior to be any good.

3432 Wild Dogs (EL 6): The banks of the River Bushkill are the hunting grounds for a pack of **23 wild dogs** (CR 1/3; hp 6 each). They rely on their numbers alone to bring down potential prey in the area.

3502 The White Citadel (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (20 light foot War1-3 and 10 light cavalry Ftr1-3 guard the citadel; the remainder are Com1-2 peasants and commoners or Exp1-3 merchants and craftsfolk); Mixed (human 90% [Gishmesh], elf 5%, half-elf 5%). *Authority Figure:* Heyongus Dutfron, male Gishmesh, N Ftr5. *Important Characters:* Malkius Asnadu, male Gishmesh, N Exp3 (citadel blacksmith); Chiandei Virstious, female Amazon CG Ftr2/Amz3 (a vagabond outcast from her tribe who wandered into the Hamlet and was taken in).

Heyongus had the exterior of his citadel scrubbed and painted to so give the tower the appearance that also gives it its' name. He occasionally hires out some of his guards to neighboring towns or local caravans if the pay is right. He has a mutual agreement with Rollkh of Sangorn to aid one another in times of need.

3509 Sinacherib (Hamlet): Magical; AL N; TL 1; 100 gp Limit; Assets 1,566 gp; Population 500 (Able bodied 125); Isolated (human 95%, dwarf 5%); Resources: Lead. *Authority Figure:* Grib the Elder, male human N Adp4 (Scodem). *Important Characters:* Bida, male Tharbrian, N Brb3 (stone weapon maker); Alar, male human, N Brb2 (head miner).

Sinachrib mines lead from the cliffside with stone tools and implements. An open-air market sits in the middle of the village. They live a primitive existence and do not understand outsiders.

3511 Citadel of Visions (Citadel): Conventional; AL LG; TL 3; 100 gp Limit; Assets 750 gp; Population 240 (30 warrior-adepts Adp1/War1, 20 clerics Clr1-3 and 10 soldier-priests Clr3/Ftr3 are the citadel's main defense force; the remainder are Adp1-3 acolytes, Clr1-3 priests or Exp1-3 staff, architects, builders and servants); Mixed (human 85% [mostly Gishmesh and Paldorian], dwarf 15%). *Authority Figure:* Jumablund the Dreamer, male human LG Clr8 (Vicon). *Important Characters:* Mub Sande, male Gishmesh LG Clr5 (second priest of Vicon); Rachell Dankoon, female Paldorian NG Clr3 (tender of the Pool of Visions).

Jumablund has had dreams all his life that have come to pass. He was a child of Vicon worshippers and was raised to believe he had the gift of prophecy. He took possession of this citadel and brought all the faithful of his religion with him and they all worship Vicon and maintain the shrine to that goddess here. In that shrine is a pool that provides regular visions to the chief clergy of the order.

3517 Lakhish (Small Town): Magical; AL LG; TL 4; 800 gp Limit; Assets 43,900 gp; Population 1,756 (Able bodied 439); Mixed (half-elf 79%, human 11%, dwarf 3%, halfling 3%, other 4%); Resources: Market. *Authority Figure:* Arradol, male half-elf LG Wiz8. *Important Characters:* Drugnol Gazezon, male half-elf LG Pal5 (captain of the town militia); Mrea Heartfall, female half-elf CG Clr4 (stunningly beautiful woman who has given herself to the God Dorak as his high priestess of this town, her vow of chastity caused all male hearts to fall on that day).

Arradol and Virshnak of the castle of his name (3617) have been bitter rivals in the mystical arts for years. Virshnaks' turning toward evil in order to advance his magical power some ten years ago finally drove a wedge between them that could not be healed. With the help of the townsfolk Virshnak was driven into exile and told never to return. Virshnak set up a castle nearby that is rumored to have been built by demons, which has not further endeared him to the people of Lakhish. The market of the town has also suffered greatly due to ugly rumors of visitors to the town disappearing.

3522 Owlbears (EL 9): Secluded among the trees near the headwaters of the Deercreek Stream, a roving band of **7 owlbears** (CR 4; hp 47 each) stalks and hunts living creatures in the area.

3605 Wild Cattle (EL 16): A large herd of **152 bison** (CR 2; hp 37 each) travels the plain here. Their days are spent grazing on the grasses and reeds found here. If a predator is detected in the surrounding area, they flee, which usually results in a stampede through the area.

3617 Tower of Virshnak (Castle): Conventional; AL LE; TL 5; 100 gp Limit; Assets 1,250 gp; Population 400 (35 warriors War1-3, 20 crossbowmen War1-3, 20 heavy foot Ftr1-3, 15 light cavalry Ftr1-3 and 10 heavy cavalry Ftr2-5 are the castle's dedicated defenders; the remaining 300 or so are Com1-3 farmer, herdsmen, laborers and peasants or Exp1-3 shopkeepers, servants, tradesmen or craftsmen); Mixed (human 90% [Gishmesh], orc 6%, troll 4%). *Authority Figure:* Virshnak, male half-elf LE Wiz10. *Important Characters:* Gogthog, male troll CE War8 (leader of the tower guards); Murdon 'Flameblade,' male Gishmesh, LE War6 (second in command of guards, translates a lot for Gogthog, owns a *+1 flaming sword*).

Virshnak is the sworn enemy of Arradol and the town of Lakhish (3517). Driven out of Lakhish for embracing the powers of darkness and consorting with demons, Virshnak began to plot revenge. With the aid of his new 'friends'

Virshnak built his new home, a tower named for himself, overnight and now plans to punish those who cast him out. He has yet to decide on the exact nature of his retribution but has assembled a small army of evil followers for the task.

3623 Crying Citadel (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 625 gp; Population 200 (30 men-at-arms Ftr1-2, 15 longbowmen Ftr1-2 and 5 scouts Rgr1-3 defend the citadel; the other 150 are Com1-3 servants and laborers or Exp1-3 skilled staff); Mixed (human 90% [Paldorian and Gishmesh], elf 10%). *Authority Figure:* Nendel Wistington, male Gishmesh N Ftr4. *Important Characters:* 'Blacky,' male wolf N (Int 8; *empathy* at will; faithful companion of Nendel); Yan Frenner, female Gishmesh NG Ftr3 (captain of the guard).

The Crying Citadel is an abandoned tower along the southeast portion of the Crying Wood that Nendel found and took for his own. He has a wolf companion that he wished to be as smart as him during his wandering days and the two go everywhere together. Yan is the true intelligence behind the citadels' defenses and runs things more than Nendel does. Nendel and Yan share an intense interest in the local mystery of the Lone Tower in the Crying Wood also called the Clearmoon Castle, though neither has had the nerve to pursue it to any degree.

3627 Redharm (Village): Conventional; AL LE; TL 1; 200 gp Limit; Assets 6,075 gp; Population 972 (Able bodied 243); Isolated (human 98% [mostly Karzulun, some Gishmesh and a few Paldorian], orc 2%); Resources: Market. *Authority Figure:* Cowen, male Karzulun LE Ftr4 (hetman). *Important Characters:* Radethir, male human, NE Clr6 (Thanatos); Maderic, male Karzulun LE Sor4 (advisor to Cowen).

Located at the edge of the Kingdom of Karak, these Karzulun tribesmen are fierce warriors. The Karzulun are a ruthless people leading a difficult existence. After raiding a town, they frequently behead the inhabitants and hang them by the feet from tall poles erected for that purpose. The victim's head is attached to the top of the pole. This is believed to be a religious rite of thanksgiving for a victory. As a result, the battle cry of the Karzulun strike fear in the hearts of any intended victims.

3630 Machine of War: In a small vale, stands a partially operational trebuchet waiting for its builders to return.

3701 Sangorn (Small Town): Non-Standard; AL N; TL 1; 800 gp Limit; Assets 36,600 gp; Population 1464 (Able bodied 366); Isolated (human 94% [mostly Gishmesh and Paldorian, a few Karakhan and common Avalonian], half-elf 6%); Resources: Horses. *Authority Figure:* Rollkh the Servant, male Gishmesh, N Mnk4 (Grismal). *Important Characters:* Aloyoshenka, male human CN War5 (horse trainer); Ireri, male Gishmesh, N Clr4 (priest of Grismal).

Sangorn captures wild horses on the Glow Worm Steppes. They often trade for cattle with Avaris. They have a small shrine to Grismal, Guardian of the Underworld, near the open-air market.

3709 Battle Scenes: Cut into the overhanging cliff, is a battle scene depicting a tall slim race decimating a short ugly one with "flaming tubes."

3807 Green Sea Citadel (Citadel): Conventional; AL N; TL 2; 100 gp Limit; Assets 500 gp; Population 160 (20 warriors War1-4 and 20 horse archers Ftr1-3 guard the citadel; the remaining 120 are Com1-3 peasants or Exp1-3 merchants and tradesmen); Mixed (human 80% [Gishmesh], half-elf 11%, gnome 9%). *Authority Figure:* Taeflon Sindochus, male Gishmesh N Ftr5. *Important Characters:* Baelorn Blunderhammer, male Altanian CN Brb7 (recent arrival to the citadel and an aspirant to taking over the seat of power, has few followers yet); Costus Littlefoot, male Gishmesh N Rog4 (looks like a dwarf due to his size of 4 foot 6 inches and is hoping to capitalize on the upcoming strife between Taeflon and Baelorn).

Like the people of the village of Farine, Taeflon and his people hunt bison for food and necessities. They have little to do with outsiders and are fearful of visitors and their strange ways.

3827 Goblins of the Slit Ear (EL 14): Of the foul creatures found throughout the Filthenor Hills, the tribe of **170 Slit Ear Goblins** (CR 1/4; hp 4 each) are one of the vilest and most evil. Daring to fight parties stronger and bigger, they even attacked a royal envoy traveling through the area. The goblins of the Slit Ear are a brazen and rowdy bunch. A series of interconnected caves cut deep into the hills serves as their lair. They are led by **three chieftains** (War3; CR3; hp 19 each). Stored in chests in one of the caves are 10,000 sp, a silver crown (1,100 gp), 14 eye agates (15 gp each), and 6 smoky quartz (55 gp each).

3911 Bulash (Village): Conventional; AL CG; TL 4; 200 gp Limit; Assets 4,625 gp; Population 740 (Able bodied 185); Mixed (human 83% [Gishmesh and Paldorian], dwarf 8%, elf 4%, half-elf 3%, halfling 2%); Resources: Iron. *Authority Figure:* Vidan 'One-Eye,' male Paldorian CG Ftr7. *Important Characters:* Sheduliander, male elf NG Wiz2 (escaped slavery as a youth and was befriended by a young wizard); Kayani, female human CG Clr6 (priestess of Suthak, goddess of Fertility).

Bulash mines iron ore from the cliffs around Mooren Falls.

3914 Hydras (EL 7): Skirting the edge of the Wise Pillar Forest, a mated pair of **six-headed hydras** (CR 5; hp 63 each) terrorizes the surrounding area. Their lair is a large, twisted thicket of fallen trees and underbrush securely hidden (Search DC 25) in the forest.

3915 Forest Watch (Citadel): Conventional; AL N; TL 2; 100 gp Limit; Assets 875 gp; Population 280 (40 adepts Adp1, 20 lesser druids Drd1-2 and 10 master druids Drd2-4 defend the citadel fanatically; the remaining population consists of Com1-3 woodsfolk or Exp1-3 hunters and trackers who live or seek refuge in the citadel); Mixed (human 90% [mostly Paldorian, some Gishmesh], elf 6%, pixie 4%). *Authority Figure:* Lamousron, male Paldorian N Drd4 (Beytnorn). *Important Characters:* Camousron, female Paldorian N Drd4 (Lamousrons' twin sister and they are totally alike in all things and devoted to one another); Follyis Asdarthre, male Gishmesh N Drd3 (professes nature itself as a patron but argues none of this with the twins).

Pure and simply, the order of druids here cares for the forest of Wise Pillar. The area to the east of the River Azurerain is actually cared for more then that of the western shore, though the west is by no means ignored completely.

3933 Wayock Citadel (Citadel): Conventional; AL CE; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (30 warriors

War1-3 make up the citadel garrison; remaining 90 are Com1-3 farmers and gatherers or Exp1-3 artisans and hunters); Mixed (human 80% [mostly Gishmesh], orc 15%, gnoll 5%). *Authority Figure:* Gustan Wayock, male human [Gishmesh] CE Ftr7. *Important Characters:* Kasma Cloudwalk, female human CN Ftr4 (second in command of the garrison, claims to have walked with cloud giants in her adventuring days); Nuzmosz Bluke, male human CE Wiz6 (grand vizier of the citadel).

Gustan's group is a splinter faction from Tashmetun (4134) that left rather than agree to the worship of the balor Kasrax. They found this structure deep in the jungle — far deeper than any from the village had gone before. Gustan and his squad have since gathered others of like minds to them from other areas and they maintain a meager living by hunting in the Alder Thicket jungle (staying far away from Tashmetun of course).

4006 Farine (Village): Magical; AL N; TL 2; 200 gp Limit; Assets 6,700 gp; Population 1,072 (Able bodied 268); Mixed (human 81% [mostly Gishmesh], elf 9%, dwarf 4%, gnome 3%, halfling 3%); Resources: Market. *Authority Figure:* Crabby Trune, male Gishmesh LE Clr4 (shaman of Margonne). *Important Characters:* Alarick Rudneck, male Gishmesh, NE Bbn4 (hunter); Zorahtis, male human N War5 (shield maker); Halvord, male Gishmesh CN Wiz3 (rune mage).

These tribesmen hunt bison, weave baskets and make simple skin shields. They hold an open-air market weekly, bringing traders from Drakevain and Delos. Crabby Trune holds sway in the village council, and is plotting to take over the village.

4017 Elves' Citadel (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 500 gp; Population 160 (30 human men-at-arms War1 and 10 veteran elven archers Rgr1-3 make up the garrison; the remaining 120 are Com1-3 peasants and laborers or Exp 1-3 servants and artisans); Mixed (human 70% [mostly Gishmesh, some Karakhan, a few Paldorian], elf 30%). *Authority Figure:* Warren Elf-friend, male human N Ftr4. *Important Characters:* Glemma Stoutfork, female Gishmesh N Ftr3 (faithful companion of Warren, loves him but will not say so till he renounces Serfaillen of Nuriedidin, uses a military fork in combat); Klismossin, male human N Com2 (walks around claiming to be a cleric of whatever faith strikes his fancy of the moment, bordering on getting a lightning bolt from various directions at this point).

Warren and his entourage were a treasure hunting group that lent aid to the small town of Nuriedidin in a crucial moment and became local celebrities, heroes all to the elves. (Technically the only reason they did help was that Warren is in love with the owner of the Duckperch Tavern, Serfaillen, a female elf who barely knows that Warren exists.) The leader of the elves, Calandia, gratefully deeded the citadel (4017) to Warren and all his descendents. Warren spends a great deal of time making a complete fool of himself by trying to win Serfaillens' hand, and at the same time angering Glemma, of who he is almost as oblivious of as Serfaillen is of him.

4021 The "Hermit's" Cottage (EL 5): A stone cottage with a fallen roof is the lair of a **weretiger** (CR 5; hp 45). The weretiger assumes the shape of an elderly hermit during the day.

4023 Quiet Citadel (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 625 gp; Population 200 (30 men-at-arms War1-3 and 20 crossbowmen War1-3 make up the citadel guard; remaining 150 are Com1-3 commoners and peasants or Exp1-3 servants, engineers and other professionals); Mixed (human 90% [Gishmesh], elf 5%, dwarf 5%). *Authority Figure:* Cornelius Gatenwich, male human N Sag15. *Important Characters:* Missa Gatenwich, female Gishmesh N Com3 (daughter of Cornelius, 13 and mother died giving birth so she is an only child); Onmaren Questine, male human NG Ftr7 (captain of the guard).

Cornelius bought the citadel he named Quiet from the Taran of Tarantis. The tower was sufficiently far enough away from all intrusions he felt he could finally get some real research done. The Tarans' only condition of the sale being a garrison stationed there to keep the peace only seemed to infuse Cornelius with further hope. The truth of the matter is however his daughter is driving him insane with interruptions. He is currently making up his mind on weather to have her sent back to Tarantis but is unsure if that will alleviate the problem or give him another distraction to his thoughts.

4026 Soma (Village): Conventional; AL N; TL 3; 200 gp Limit; Assets 5,450 gp; Population 872 (Able bodied 218); Mixed (human 78% [Gishmesh and Paldorian], elf 9%, dwarf 7%, gnome 4%, halfling 2%) Resources: Market. *Authority Figure:* Bramangate, male human N Ftr8. *Important Characters:* Barong, male Bardik CN Rog6 (helmet maker); Naga Fafnir, male Gishmesh LN Wiz4 (sword maker).

Goblins from the Hills of Filthenor raid their sheep pens on Lealand Scarpe and have been hampering trade with Redharm. Traders have been coming less and less frequently to market days.

4028 Filthenor Citadel (Citadel): Conventional; AL LE; TL 4; 100 gp Limit; Assets 250 gp; Population 80 (20 men-at-arms War1-3 guard the citadel with little enthusiasm; remaining 60 are Com1-3s or Exp1-3s who all work for Ivirian); Mixed (human 83% [mostly Gishmesh, some Paldorian and Karakhan], elf 12%, dwarf 5%.). *Authority Figure:* Ivirian Donatarus, male Gishmesh LE Ftr4. *Important Characters:* Sellustain, female elf N Brd4 (official record keeper of the citadel); Glintbrow Moutainwill, male dwarf N Exp4 (chief stonemason).

Achieving his barony the old fashioned way (he stole it), Ivirian has made a tentative peace with the roving goblin bands of the Lealand Scarpe. They leave him alone and he agrees not to side with any against them. The citadel lies on top of an extensive old mine system but this has yet to be explored fully or even tapped as far as a resource either.

4104 Bison (EL 14): A large herd of **247 bison** (CR 2; hp 37 each) travel the plain here. Their days are spent grazing on the grasses and reeds found here. If a predator is detected in the surrounding area, they flee, which usually results in a stampede through the area.

4134 Tashmetun (Village): Non-Standard; AL CE; TL 3; 200 gp Limit; Assets 6,500 gp; Population 1,040 (Able bodied 260); Isolated (orc 84%, human 13%, half-orc 3%); Resources: Sulfur. *Authority Figure:* Kasrax Skull Breaker, male demon (balor), CE. *Important Characters:* Mandior, male orc CE War8 (chief); Quax, male half-orc, Adp7 (priest of Kasrax).

These orcs worship the demon Kasrax, a balor. Tashmetun is deep in the Alder Thicket, a deep dense

jungle and not far from the sulfur they mine. Their shaman Quax summons Kasrax by human sacrifice.

4203 Morgoran Tower (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 750 gp; Population 240 (40 light foot War1-3 and 20 heavy foot War1-3 help defend the tower; the remainder are War1 militia, Com1-3 servants or Exp1-3 assistants); Mixed (human 95% [mostly Gishmesh, some Karakhan], elf 5%). *Authority Figure:* Chuchun Morgoran, male Gishmesh N Ftr8. *Important Characters:* Sleech Zugrond, male Common Avalonian, NE Sag3 (chief advisor to the family Morgoran); Breara Faetlight, female Karakhan, N Rog4 (master of the hamlets thieves guild).

Chuchuns' father and his followers wound up in the middle of the Glow Worm Steppes as the result of a continuous series of misadventures. They finally took rest at the remains of a ruined citadel and made it their home. The citadel has since been restored to structural integrity and the people live off the herds of bison and occasional traders that pass through the area.

4208 Drakevain (Small Town): Non-Standard; AL LG; TL 2; 800 gp Limit; Assets 45,100 gp; Population 1,804 (Able bodied 451); Mixed (human 74% [mostly Gishmesh and Paldorian], elf 12%, dwarf 6%, gnome 4%, halfling 4%); Resources: Market. *Authority Figure:* Mad Catalis, male Gishmesh, LE Ftr7. *Important Characters:* Harrad Goldenhair, male Karakhan, CG Clr5 (priest of Horus); Achina, female Tharbrian, CG Ftr4 (runs the Brown Stag Tavern); Duri, male dwarf LG Ftr3/Exp2 (Blacksmith); Doniru, male elf LN Exp3 (boat maker).

Drakevain trades canoes and other simple boats to fisherman in nearby villages in the central market. Catalis is hetman for the tribe and quite mad. It will not be long before some young warrior challenges him.

4211 Steppes-End Citadel (Citadel): Conventional; AL LG; TL 3; 100 gp Limit; Assets 875 gp; Population 280 (50 men-at-arms War1-2 and 20 light cavalry War2-3 constitute the garrison; remaining 210 are Com1-3 farmers and herders or Exp1-3 professionals); Mixed (human 90% [mostly Gishmesh], dwarf 6%, gnome 4%). *Authority Figure:* Klicknard Estaren, male Gishmesh, LG Clr4 (Aladantle). *Important Characters:* Waygund Rarestar, male Gishmesh, LG Clr3 (second priest of Aladantle); Suuch Faddel, female Altanian, NG Brd3 (bard intrigued by the religion of the citadel).

Klicknard spent his entire family fortune to have this tower erected out in the middle of nowhere to his patron. It took 35 years and he is now an old man but he is a happy one and his goddess sees his diligence is rewarded with no lack of necessities for the tiny group. The citadel is often a welcome sight to lost travelers stumbling out of the Glow Worm Steppes.

4225 A Coal Night in the Cave: A pile of chipped coal lies at the rear of a **salamander's** (CR 5; hp 38) cave.

4230 Ganzir-Galad (Hamlet): Magical; AL N; TL 3; 100 gp Limit; Assets 1,300 gp; Population 416 (Able bodied 104); Mixed (human 76% [mostly Paldorian, a few Karakhan and Gishmesh], elf 8%, dwarf 7%, gnome 6%, halfling 3%Resources: Furniture. *Authority Figure:* Ampang the Peer, male Bardik CE Ill5. *Important Characters:* Sultan Oldibruch Agnot, male Paldorian LE Ftr5/Ari5 (Sultan of the Ganzir-Galad Province); Tano Shamru, male Karakhan N Exp5 (carpenter).

Capitol of the Province of Ganzir-Galad. This small province was formed as a protection against the wandering bands of raiding nomads that plague the Ebony Coast. Since Ganzir-Galad was formed in 4145, 25 sultans have lost their lives in wars with the nomads, the fiercest tribe of which is the Karzulun raiders, who ride camels and carry huge scimitars. The people of Ganzir-Galad are not happy with the results of their association with Tarantis; they do not feel that they are being given enough protection, and, in fact, they are not. The province was formed for the protection of Tarantis from the raiders rather than for the protection of the inhabitants of the province, although the government will never admit to this. The present sultan of Ganzir-Galad, Oldibruch Agnot, has ruled for only two years. They make simple furniture that is all the rage in Tarantis.

4316 Nuriedidin (Small Town): Magical; AL CG; TL 3; 800 gp Limit; Assets 37,400 gp; Population 1,496 (Able bodied 374); Mixed (elf 79% [mostly high], human 12%, gnome 4%, half-elf 3%, halfling 2%); Resources: Market. *Authority Figure:* Calandia, female elf CG Wiz4. *Important Characters:* Lothiniel, male elf [high] NG Ftr7 (head of the council); Serfaillen, female elf [high] CG Rog2/Ftr2 (proprietor of the Duckperch Tavern); Westro, female Gishmesh LG Mnk6 (monk of Thoth).

Located on the plain of Ten Battles, Nuriedidin has been fought over countless times. Built, destroyed and rebuilt it is now a central market for the elves of Tarantis. This plain has been the site of many battles and bits of armor and helms can still be found. Some brave tinkers search shallow digs for metal scraps and a perpetual ground fog snakes between many burial mounds. Local trappers warn not to grasp any skeletal hands protruding from the ground, as they have been known to grab back.

4334 Braztook Citadel (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 500 gp; Population 160 (30 crossbowmen Ftr1 and 10 light cavalry Ftr2 make up the citadel garrison; the remaining 120 are Com1-3 peasants and farmers or Exp1-2 hunters and tradesmen); Mixed (human 85% [mostly Gishmesh], half-elf 10%, elf 5%). *Authority Figure:* Sir Tomas Braztook, male human N Ftr4/Ari 1. *Important Characters:* Lady Cinthia Braztook, female human N Ari4 (wife of Sir Tomas); Willias Tardde, male Gishmesh NG Wiz3 (advisor to Sir Tomas).

The Braztook family has lived in these parts for over 500 years and the surrounding countryside bears their name. The family has for centuries provided protection for travelers and those of a peaceful nature. Rumors of demon-worship in the village of Tashmetun have reached the Braztooks' ear and they are fearful of the consequences for the area.

4411 All Along the Watchtower (EL 4): Two ogres (CR 2; hp 26 each) occupy the collapsed watchtower of a forgotten kingdom (perhaps frontier forts of Kelnore?).

4419 Wererats (EL 8): A small wooden hut seated near the headwaters houses a clan of **8 wererats** (CR2; hp 5 each). Once a traveling merchant party, they now spend their days in this rundown and ramshackle hut devouring the flesh of those that wander too close to their hunting ground.

4422 Bastet (Village): Conventional; AL N; TL 3; 200 gp Limit; Assets 7,450 gp; Population 1,192 (Able bodied

298); Mixed (human 84% [mostly Gishmesh, some Karakhan], elf 6%, gnome 4%, dwarf 3%, halfling 3%), Resources: Market. *Authority Figure:* Varale the Panther, male human N Brd5. *Important Characters:* Xanthe, male Gishmesh N War6 (village elder); Arniv the enchanter, male Karakhan CN Sor10 (village elder and owns the carver shop).

Varale is the chief elder in this farming community. They raise pigs, weave baskets and make sandals that they offer for sale on market day. A group of wererats has been raiding their corn and livestock of late.

4504 Lost Love: A large store of Dwarven picks, shovels, and axes lays within a crevice in which a **troll** (CR 5; hp 63) seeks his lost mate.

4506 Delos (Hamlet): Non-Standard; AL CE; TL 2; 100 gp Limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (human 81% [mostly Gishmesh], dwarf 7%, elf 6%, halfling 4%, gnome 2%); Resources: Fish. *Authority Figure:* Tinakan the Reaver, male human N Ftr4. *Important Characters:* Quillion, male Gishmesh CE Brb4 (hunter); Rang Maor, male Gishmesh, NE Rog4/Ftr2 (smoke house owner); Bearon, male human, CN Com4 (fisherman).

Delos is located on a fresh water lake that teeming with fish. Local fishermen have been making sacrifices to the dragon of Moak Island (4805) for the last six centuries.

4528 Bridgefields Castle (Castle): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,000 gp; Population 320 (30 men-at-arms War1, 20 veteran foot Ftr1-3; 20 light cavalry Ftr1-4, 8 heavy cavalry Ftr2-5 and 2 catapult crew Exp2 make up the garrison; the remainder are Com1-3 peasants and fisherfolk or Exp1-3 tradesmen and merchants); Mixed (human 90%, gnome 5%, elf 5%). *Authority Figure:* Raiseltan the Wise, male Karakhan N Sag7. *Important Characters:* Marithic Crossarm, male human N Ftr6 (captain of the castle guard); Zoolitish Semplitone, female Bardik NG (bard seeking the council of Raiseltan).

A cousin of Dautles in the village of Bridgefields, Raiseltan possessed enough foresight to see the coming strife between the fishing villages on the lake and moved his home and retainers to the abandoned castle on the borders of the territory. It required much refurbishment and upkeep but it paid off in the long run as Raiseltan has long passed his cousin in skill.

4534 Unicorn (EL 5): A mated **pair of unicorns** (CR 3; hp 42 each) roams the area. If threatened or attacked, they will flee. If cornered, they will defend themselves, but flee at first chance.

4606 Dragon Turtle (EL 9): A deep underwater sea cave serves as the home and lair for a solitary and very old **dragon turtle** (CR 9; hp 138). Rarely seen anymore, this creature prefers to be left alone. In the back of the cave is the dragon turtle's treasure. In the back of the cave scattered on the floor are 1,000 sp, 2,100 gp, and 100 pp.

4613 Arrowdale (Village): Conventional; AL N; TL 4; 200 gp Limit; Assets 5,075 gp; Population 812 (Able bodied 203); Mixed (human 74%, elf 12%, gnome 7%, dwarf 4%, halfling 3%); Resources: Market. *Authority Figure:* Barent 'Quick-Foot', male human [Gishmesh] N Ftr8. *Important Characters:* Arrarat, male Gishmesh, CG Clr8 (priest of Thor); Bialfur Mar, male elf CN Wiz8/Ftr5 (retired, owner of the Old Cod Inn); Boni Factio Nactiv, male gnome NG Exp5 (brewery proprietor).

Arrowdale trades ale with Nuriedidin and Blackroot for copper and other goods. A small band of orcs has been raiding to the south. Boni Factio Nactiv makes fine gnomish ale and supplies the local festivals as well as the Inn. Bialfur Mar is a seasoned traveler of the wilderlands and has decided to retire in Arrowdale.

4619 Inheritance (Citadel): Conventional; AL N; TL 2; 100 gp Limit; Assets 250 gp; Population 80 (20 veteran soldiers Ftr1-3 make up the main defense force; remaining 60 are Exp1-3 engineers, excavators and scholars); Mixed (human 90% [mostly Gishmesh and Altanian], halfling 5%, elf 3%, gnome 2%). *Authority Figure:* Arrun 'Battleaxe,' male Altanian, N Ftr3. *Important Characters:* Maae Vechiun, female Altanian, NG Ftr2 (Arruns' current love interest); Nuki Astallatern, male Gishmesh, N Clr3 (citadel healer).

Arrun was the sixth son of a wealthy fighter lord from Barbarian Altanis who was unhappy with his station and future meager inheritance. After hearing of the Plain of Ten Battles and all the stories of arms and armor littering the fields he figured he could collect it all and become wealthy himself. Upon actually reaching the plain he was further rewarded by finding the partially intact remains of an old tower that he claimed for himself. He and all his followers live off the land and occasionally go out and collect the military spoils left on the fields (he has lost more then one man to this endeavor as well).

4627 Bridgefields (Village): Conventional; AL N; TL 5; 200 gp Limit; Assets 7,500 gp; Population 1,200 (Able bodied 300); Mixed (human 78% [mostly Karakhan and Gishmesh], elf 11%, dwarf 4%, halfling 4%, gnome 3%); Resources: Market. *Authority Figure:* Dautles the Transgressor, male Karakhan N Sag4. *Important Characters:* Closis, male human N Brd5 (plays songs for travelers and merchants); Sablo, male half-elf N Drd4 (Limtram, Goddess of Meadows and Flowers); Kartha, male Karakhan CN Com4 (head of the fishing guild); Critaecious, Bardik male LG Ftr4 (town guard).

Bridgefields is a market for fish and grain. Dautles is wise, but cannot keep order in this fishing community. They are disputing fishing rights with Caldia on Shadow Lake. Kartha and his fishing guild want war.

4713 Battlefield Castle (Castle): Conventional; AL LG; TL 3; 100 gp Limit; Assets 1,500 gp; Population 480 (40 men-at-arms War1-3, 30 veterans Ftr1-3, 30 crossbowmen War1-3 and 20 light cavalry Ftr1-3 defend the castle; remaining 360 are Com1-3 farmers and peasants, Ari1-3 nobles or Exp1-3 scholars, artisans and servants) Mixed (human 90% [mostly Gishmesh, some Paldorian, Karakhan and Reginald's Tharbrian companions], dwarf 10%). *Authority Figure:* Sir Reginald the Just, male human LG Pal6. *Important Characters:* Julianna the Standard, female human LG Pal4 (adventurer companion of Sir Reginald, never goes out without her battlefield pennant); Lumis Tinkleforge, male Karakhan NG Exp4 (forger of the castle); Oppus Qasitlor, male Tharbrian CG Ftr5 (adventurer companion of Sir Reginald).

Having killed a great wyrm during his adventure days, Sir Reginald returned to the land of his birth and proceeded to

have a castle built near his native village of Arrowdale. The vast treasure of the fell beast paid handsomely for the construction of the keep and after seven years it stands tall and bright in the eastern sunrises of The Plain of Ten Battles. The castle lies exactly halfway between the village of Arrowdale and the citadel of Cleymarch Winedrawn.

4730 Gargoyles (EL 11): An ancient and abandoned stone structure is the roosting place for **15 gargoyles** (CR 4; hp 38 each). Creatures in the surrounding area are often assaulted during the gargoyles' frequent night raids.

4732 Fenshaft (Small Town): Non-Standard; AL CE; TL 3; 800 gp Limit; Assets 40,800 gp; Population 1632 (Able bodied 408); Mixed (goblin 84%, human 6%, orc 5%, half-0rc 4%, ogre 1%); Resources: Market. *Authority Figure:* Kazan Arpad, male ogre CE Ftr4. *Important Characters:* Oxnid Bearclaw, male half-orc CE War8 (chief); Celvin, male goblin, NE War7 (sub chief); Beclar, male goblin CE Adp6 (shaman of Arghrasmak).

These goblins control the major pass through the Terad Range. The dwarves are forced to pay a tax to sell their ore in the market here. This has resulted in many pitched battles between the goblins and the dwarves. Kazan often rolls large bounders toward crowds of goblins seeing how many he can knock down.

4733 Brimstone Castle (Castle): Conventional; AL LE; TL 3; 100 gp Limit; Assets 1,875 gp; Population 600 (80 men-at-arms War1-2, 30 heavy foot Ftr1-2, 20 light cavalry Ftr1-2, 15 heavy cavalry Ftr1-3, 3 catapult crew Exp2 and 2 ballista crew Exp2 make up the garrison; the castle's other 450 residents are Com1-3 farmers, herdsmen and peasants or Exp1-2 shopkeepers and merchants); Mixed (human 95% [some Karakhan and Gishmesh], half-orc 5%). *Authority Figure:* Farenthorn Darkblades, male Karakhan LE Ftr9. *Important Characters:* Seeshan Cluvacthon, female Altanian, N Com3 (captured bride of Farenthorn, sold to him by Kazan Arpad of Fenshaft); Wedantull Esrandaan, male Gishmesh LE Ftr5 (Farenthorns' right hand).

Farenthorn was originally from the north but fell out of favor with the aristocrats of his country and had to flee for his life. He was able to take much of his vast fortune with him and bought the castle he calls home from the Kingdom of Karak. He has, unfortunately for the dwarves of Garzan, made an alliance with Kazan Arpad of Fenshaft and the two are major allies now. Both make the dwarves pay highly for the right to trade their goods along the east road.

4805 Isle of Moak (EL 20): The wooded shores of the Isle of Moak are inhabited by **Faleazod, an ancient green dragon** (CR 20; hp 432) who keeps **5 female slaves** (CR 1/4; hp 3 each; non-combatants) from the village of Lithyan (5206). The slave girls were given as sacrifice by the villagers to keep Faleazod from destroying their homes. The islands rocky beaches are inhabited by thousands of seagulls who swarm in a great feathered cloud if disturbed or whenever Faleazod approaches. Faleazod's treasure trove includes a *+3 sling*, 20,500 gp in various gems and jewels, 1,587 pp, and a *ring of wizardry III* which the dragon wears upon one of his claws.

4807 Nisan-Moot (Village): Magical; AL LE; TL 4; 200 gp Limit; Assets 8425 gp; Population 1348 (Able bodied 337); Isolated (human 87% [mostly Karakhan and Gishmesh], elf 6%, dwarf 4%, halfling 3%); Resources: Spices. *Authority Figure:* Montzen Faraway, male human, CE Clr5 (priest of Mawdorn). *Important Characters:* Svenborn, male half-elf, NE Wiz6 (mage and confidant of Montzen); Geshton, male Gishmesh, NE Ftr8 (hetman); Aurelia, female Altanian, LE Rog3/Exp3 (spice farmer and merchant); Hyastis, male Karakhan, LE Ftr5 (hetman).

This settlement is the location of the annual clan moot for many of the Neanderthal tribes. Rare spices grow on the banks of the Lake of the Crown Beast. Growers harvest them and trade them down river. Hyastis is hetman of the tribe, but Montzen has more influence.

4812 Citadel of the Three (Citadel): Conventional; AL N; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (20 men-at-arms War1-3 and 10 longbowmen War1-3 defend the citadel; remaining 90 are Com1-3 peasants or Exp1-3 merchants and artisans); Mixed (human

4812 Citadel of the Three

80%, elf 10%, gnome 6%, halfling 4%). *Authority Figure:* Cleymarch Winedrawn, male human N Wiz5. *Important Characters:* Seynate Darrunet, male Alryan N Sag4 (partner of Cleymarch in the construction of the tower); Alyssa Flareckor, female Altanian, N Sor6 (second partner of Cleymarch in the towers' construction).

Six years ago, three adventuring companions decided to pool their wealth and construct a fastness for their safety and research studies. They gathered together a following of individuals looking for a new start and the result is this citadel and a small cluster of huts outside the walls. Though for the most part seeking solitude the three are friendly to all visitors, though rarely do they entertain any such people personally.

4818 Orcs (EL 9): The remnants of a great orc army, **Gulark** (Male Orc War3; hp 13; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; battleaxe, scalemail, 2 javelins) leads a small ragtag band of **38 orc mercenaries** (CR 1/2; hp 4 each) across the Plain of Ten Battles. The orcs have set up camp here and are currently attempting to strengthen their numbers with new recruits before moving on.

4825 Caldia (Village): Non-Standard; AL LE; TL 4; 200 gp Limit; Assets 4,825 gp; Population 772 (Able bodied 193); Mixed (human 78% [mostly Paldorian, Karakhan and Gishmesh], orc 9%, half-orc 7%, goblin 4%, gnoll 2%); Resources: Market. *Authority Figure:* Milord Chapnel, male Gishmesh, N Ftr4. *Important Characters:* Parsed Darg, male half-orc LE Ftr6 (jailer); Phlyac Tark, male Karakhan, CE Sor16 (operates an herb & spice shop).

Caldia is a Karzulun fish market on Shadow Lake. They own all the fishing rights on the northern half of the lake although Bridgefield wants to negotiate for better terms. There are currently 12 fisherman from Bridgefield in the village jail for trespassing on the north end. Despite Chapnel's requests Parsed Darg refuses to release them.

4830 The Hydra Nest (EL 5): Within an extinct crater, a **six-headed hydra** (CR 5; hp 63) guards its nest of eggs. The nest is constructed of brambles and the remains of an elf, still wearing his *+2 chainmail* armor.

4912 The Invisible Citadel (Citadel): Conventional; AL LE; TL 1; 40 gp Limit; Assets 125 gp; Population 40 (10 priests Clr1-3 will defend the citadel if attacked; the remaining 30 are Exp1-3 assistants or Adp1-3 acolytes); Mixed (human 90%, ogre 10%). *Authority Figure:* Urthilas Majruan, male Gishmesh LE Clr4 (Kuvartma). *Important Characters:* Pliash Trefraen, female human LE Clr3 (mistress of the ceremony); Klaingver Hackman, male Gishmesh, NE Ftr3 (master of the men at arms).

Urthilas and his small following were led to this citadel by signs and faith. The citadel itself is visible only under the light of the moon and can only be entered (or attacked) during the full moon. Silver weapons can affect the tower at all times but only if one can see it to hit it. During the ceremony of the moon (a ritual performed by the inhabitants that takes a full hour) the inhabitants can enter or exit the tower freely, seeing it as if under the effects of a *see invisibility* spell.

4924 Border Citadel (Citadel): Conventional; AL LE; TL 3; 100 gp Limit; Assets 625 gp; Population 200 (30 men-at-arms War1-3 and 20 longbowmen War1-3 constitute the garrison; remaining 150 are Com1-3 peasants and herdsmen or Exp 1-3 artisans and tradesfolk); Mixed (human 80% [mostly Karakhan, some Gishmesh], orc 15%, gnoll 5%). *Authority Figure:* Xack the Whack, male Karakhan, LE Ftr7. *Important Characters:* Dupp Hafdas, male human, NE Ftr4 (Xacks' second in command); Yutt Fladernouse, male Gishmesh, LE Sor5 (citadels' mage).

Not technically subject to Caldia, and not exactly a freeholding, Border Citadel is responsible for protecting Caldias' northeast frontier. Xack, the baron of the keep, got his position on the proviso that such rules are observed. To date he has done this duty well but is increasingly more concerned with his own interests. Xack is called the 'Whack' due to his penchant for using a whip on any that defy him.

4933 Garzan (Village): Conventional; AL N; TL 4; 200 gp Limit; Assets 7,450 gp; Population 1192 (Able bodied 298); Mixed (dwarf 78% [mountain], elf 9%, human 7%, gnome 4%, halfling 2%); Resources: Iron. *Authority Figure:* Thion 'Copper-Tooth', male dwarf [mountain] LG Ftr6. *Important Characters:* Longbeard the Young, male dwarf [mountain] LG Ftr6 (weapon smith); Celtivi the Elder, male gnome N Clr6 (priest of Pernatem); Hamlet, male human NG Ftr8 (7 ft. 2 in., 311 lbs, Wagon builder).

These dwarves mine iron ore in the Terad Range. Longbeard fashions masterwork iron scimitars and longswords. Garzan supplies iron for the Kingdom of Karak. Hamlet is retired from the army and fashions wagons and ore carts for the dwarves. With his height, he could pass for Karzulun, but is in fact human. There is great enmity between the dwarves and the goblins of Fenshaft.

5010 Blackroot (Village): Conventional; AL N; TL 4; 200 gp Limit; Assets 8,875 gp; Population 1420 (Able bodied 355); Mixed (human 78% [mostly Gishmesh, some Karakhan, a few common Avalonian], dwarf 9%, gnome 7%, elf 4%, halfling 2%); Resources: Copper. *Authority Figure:* Jenap XII, male human, CG Ftr5/Ari1. *Important Characters:* Jayce, male Gishmesh, LN Adp4 (Manannan); Malaci, male Common Avalonian, LN Exp4 (copper smith, village elder); Ackar long nose, male human CN Wiz4 (village elder).

In the low Foothills of Cragsen, Blackroot mines copper. Jenap is the 12th Emir of Blackroot and is head of the council. The mines have attracted a number of dwarves and gnomes to the community. Jenap encourages this and has raised the living standards of the village.

5018 Hadramawti (Village): Magical; AL N; TL 1; 200 gp Limit; Assets 5,750 gp; Population 920 (Able bodied 230); Mixed (gnoll 80%, human 13%, orc 7%); Resources: Market. *Authority Figure:* Mezdranet, male Karakhan, LE Wiz12. *Important Characters:* Kalfor, male gnoll, NE War6 (chief); Mans, male gnoll, N Clr4 (shaman of Braz-Kazon).

The remnants of an old tower lie in the Tlauallis Woods. The gnolls hunt wild game in the woods and the

plains in the area. The humans operate a small market on the south end of town. Mezdranet has built a small wizard tower and uses all races as guards.

5020 Southbattle Castle (Castle): Conventional; AL N; TL 2; 100 gp Limit; Assets 875 gp; Population 280 (50 men-at-arms Ftr1-3 and 20 crossbowmen War1-3 guard the castle; the remainder are Com1-3 peasants or Exp1-3 merchants and tradesfolk); Mixed (human 94%, elf 6%). *Authority Figure:* Nonustiel Fadeinor, female Amazon, N Amz9. *Important Characters:* Straia Vindicorn, female human N Ftr3 (captain of the guard); Blaech Dartarm, male Altanian, N Ftr5 (vying to replace Nonustiel as leader of the castle).

Southbattle Castle has changed hands so many times it is uncertain if the original owner's family line is still represented among the contenders for the castle's ownership. It is believed to have been built even before the Ten Battles of the Plains, but this is only conjecture. The strife over the castle's ownership is so high that it has even fallen to outsiders during sieges.

5104 Shadowmirk (Hamlet): Conventional; AL CE; TL 2; 100 gp Limit; Assets 1,863 gp; Population 596 (Able bodied 149); Mixed (human 84% [mostly Karakhan], half-elf 10%, goblin 4%, half-orc 2%); Resources: Market. *Authority Figure:* Blodent the Craven, male human, N Ftr4. *Important Characters:* Leesa Pevenos, female human CE War6 (huntress); Wienda Sans, female Karakhan, NE Wiz6 (oil shop); Pris, female Altanian, NE Ftr4/Rog4 (bounty hunter).

Pris is a bounty hunter and will hunt anything or anyone for the right price. Most of the villagers are hunters that are lead by Leesa. They ply their pelts in the village market, mostly beaver and deer.

5113 Manticore (EL 5): A bone-littered cave serves as the home to a solitary **manticore** (CR 5; hp 57). The creature is highly aggressive and most travelers have heard of the horrible things the creature does to captured prey before it actually devours it. Among the pulverized and broken bones in the cave is a *+1 longsword*, *a potion of cure moderate wounds*, and 150 pp.

5132 Far Citadel (Citadel): Conventional; AL N; TL 2; 100 gp Limit; Assets 375 gp; Population 120 (20 men-at-arms War1-3 and 10 veteran fighters Ftr1-3 defend the citadel; the other 90 are Com1-3 servants and peasants or Exp1-3 staff, artisans, builders or merchants); Mixed (human 75% [mostly Karakhan], elf 20%, half-elf 5%). *Authority Figure:* Jengen Clovdite, female Karakhan, N Brd4. *Important Characters:* Densuuvis Hatherite, male Karakhan, N Ftr3 (leader of the tower defenders); Dolis Davelinden, male Altanian, N Exp3 (forger of the citadel).

This structure, like so many others in the area, is a throwback to another era. Jengen and her entourage found the tower and set it up as their own. Jengen is doing a study of echoes and similar phenomenon so the area is perfect. The citadel is fairly self-sufficient with little need for outside trade of any kind.

5206 Kunus Castle (Castle): Conventional; AL LG; TL 4; 100 gp Limit; Assets 1,125 gp; Population 360 (25 dwarf warriors War2-4, 15 dwarf veterans Ftr2-4, 30 dwarf crossbowmen Ftr1-3, 10 dwarf officers Ftr3-6 and 10 dwarf engineers Exp1-3s constitute the castle's main defense force; remainder are Exp1-3 miners and skilled laborers; many have training as warriors [Exp1-3/War1-3] and can join the defense if necessary); Mixed (dwarf 80% [mostly mountain], human 14%, halfling 6%). *Authority Figure:* Telin, male dwarf [mountain] LG Ftr7. *Important Characters:* Glesur, male dwarf [mountain] NG Ftr6/Exp3 (head of mining operations); Rorin, male dwarf LG Exp6/Wiz9 (spellforger).

Only dwarves would build a castle that was mostly underground, especially next to a river. Telin built it to protect his silver mine. The dwarves only grudgingly get along with the elves of Lithyan, but there has been no real conflict. The dwarves mine, the elves fish and hunt, and it seems to keep the peace.

5206 Lithyan (Small Town): Conventional; AL LG; TL 2; 800 gp Limit; Assets 37,900 gp; Population 1516 (Able bodied 379); Mixed (elf 80% [mostly high], human 10%, halfling 6%, gnome 2%, dwarf 2%); Resources: Silver. *Authority Figure:* Balamir, male elf [gray] N Ftr3. *Important Characters:* Faaniatar Menitor, male elf [high] NG Clr7 (cleric of Zeus); Justin the Valiant, male human, LG Pal6 (Zeus).

The elves of Lithyan mine silver and barter for goods with Delos and Nisan-Moot.

5208 Captain Peg-Leg's Haunt (EL 4): A funeral pyre where thousands of corpses were ritually burned over centuries stands in a hollow between the low hills. The pyre contains many broken weapons and the hollow is haunted by **Captain Peg-leg, a draug*** (CR 4; hp 38).

5210 Jennadar Keep (Citadel): Non-Standard; AL N; TL 2; 100 gp Limit; Assets 625 gp; Population 200 (30 halfling archers War1-2 and 20 gnome engineers War1/Exp1 are the keep's dogged defenders; remaining 170 are Com1-3 peasant and villagers or Exp1-3 craftsfolk, tinkers, builders, merchants and skilled workers); Mixed (halfling 85% [mostly common, some stout], gnome 15%). *Authority Figure:* Friagrin, male halfling N Mnk5 (Teth Tufa). *Important Characters:* Bigo Hairtoes, male halfling NG War4 (nephew of Friafrin); Dame Mistress Pere Prina, female gnome LN Enc4 (dame mother to the gnomes).

Though it is more of a collection of halfling holes and gnome tunnels than a keep, Jennadar does have earthen walls 8 feet high. Friagrin thought an elvish name appropriate so he came up with the name Jennadar. Peregrina is the nominal leader of the small gnomish contingent.

5217 Girbag Citadel (Citadel): Conventional; AL LE; TL 3; 100 gp Limit; Assets 1,000 gp; Population 320 (60 goblin warriors War1-3 and 20 orc elite Ftr1-3 are the citadel's main military force; remaining 240 are common goblins, orcs or gnolls); Mixed (goblin 80%, orc 15%, gnoll 5%). *Authority Figure:* Jeroik the Cruel, male Karakhan LE Ftr11. *Important Characters:* Hagdish, male goblin LE Adp7 (shaman of Angall); Rart, male goblin CE War8 (warchief).

Some 15 years ago Jeroik bent the goblins, orcs, and gnolls of the area to his will, uniting them under one banner: his. He

has raided several of the local villages and has even gone so far as to harass Sintar, inviting the wrath of the Karzulun. His base of operations being somewhat a mystery has helped in his defense. Jeroik hopes to be able to dominate the whole area as soon as he gets more capable troops to work with.

5222 Sintar (Hamlet): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,463 gp; Population 468 (Able bodied 117); Mixed (human 82% [mostly Karzulun, some Gishmesh and Karakhan], dwarf 8%, halfling 6%, gnome 2%, elf 2%); Resources: Market. *Authority Figure:* Ratiger, male human [Karakhan] CE Ftr4. *Important Characters:* Hasan Ben Sober, male Karzulun, LE Ftr8 (Hetman of the Karzulun tribe); Merling Ruttel, male Karzulun, NE War7 (Hasan's aide); Aldracar, male Karzulun, N Sor11 (advisor to Hasan).

Hasan Ben Sober is now 45 and has been the leader of the Karzulun tribe for 10 years. He is a giant of a man — 7 feet, 8 inches tall and over 240 lbs. — wears bright yellow clothes and a red turban and wields an enormous Scimitar that he wields deftly with his left hand. He has four wives and 21 children ranging in ages from eight months to 28 years. The Karzulun are a nomadic people, which range from the Braztook Hills to the Terad Mountains. They like to prey on other inhabitants of the area. The women and children provide the main sustenance by gathering wild roots, vegetables, and berries, which are cooked into a pungent, spicy stew that serves as the tribe's staple food. Ratiger officially rules the hamlet, but his authority is generally considered second to Hasan's.

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CHAPTER SEVEN
DESERT LANDS

Collectively known as the Desert Lands, this region contains one of the most sacred areas of the Wilderlands — the Holy Cities — which stand above the caverns dedicated to the god Mycr, whose followers are known as Mycretians. This land is a crossroads, where humans and non-humans of many races and ancestries meet. Many of the Holy Cities are currently occupied by forces from Viridistan as a result of a purge of Mycretians by the Green Emperor. His forces patrol the roads.

Ethnically, most of the Desert Lands' population is of mixed human ancestry, though a substantial number are descendants of the Tharbrian tribes who settled in the region and adapted to its often-harsh conditions. The northern Skandiks generally avoid the region due to its climate, though they sometimes may raid coastal settlements. A small number of Alryans dwell in the cities of the Desert Lands. Much of the region west of the mountains is occupied by the Dorins, a race well-suited to the extremities of the desert. Bold Antillian merchants are a common sight in coastal cities, and some have even settled in the region.

A handful of Mycretians survive and try to persevere against Viridistan's oppression.

GEOGRAPHY

All features west of the Haunting Ranger are Hot, Dry unless otherwise noted. Otherwise, features are Warm, with coastal areas and the Jungles being Wet. The seas of the region are generally Busy with traffic coming and going to the Trident Gulf and Viridistan.

Anquet Cataract (Rough Aquatic): The western tip of the Teithoir River, the Anquet Cataract flows through a deep canyon in the Hills of Naught.

THE HOLY CITIES

Deep in the Oppressing Sands beyond the Patchwork Desert is a ring of desert oases that helps to support a strong culture based on Mycretian beliefs. Beneath the five oasis villages lie caverns of subterranean lakes and endless tunnels where the Mycretians have long survived. Edible mushrooms, lichens and luminescent moss support life in these caves where thousands of Mycretians live. The circle of five villages (Ell Bastis, Shealob, Nabi Nagiab, Birjani and Zakuta) with their accompanying caverns are known as The Holy Cities. Two iron mines keep a couple hundred men and dwarves busy while the spring fed cobblefruit bush fields at Ell Bastis use the expertise of the hundred or so orc slaves and their love for "desert wine." The mined rubies of Deep Ajjinnen Cavern and the special aphrodisiac qualities of one variety of mushrooms that is grown help keep a healthy trade with the Viridian Empire via Shardis Province.

Strong enough to have maintained its independent status from Viridistan for over two thousand years, these desert inhabitants nevertheless live gently, practicing their spirit gifts and traveling in all directions to spread their beliefs to all who will listen. Greatly weakened during the past 150 years due to the Green Emperor's vicious antagonism, the Mycretians have only been able to step up their missionary activities within the last 15 years. Years ago, the Green Emperor slaughtered the Myrcretians of Viridistan, led troops to the Holy Cities and descended into the caverns beneath, killing several Mycretian prophets. Several of the above ground villages that make up the Holy Cities are under control of the World Emperor to this day. The Holy Cities can be reached by an ancient and well-constructed road that runs to Wortess on the coast and north to Viridistan.

The Holy Cities

Begrown Vale (Hot Farmlands): Lush, viable, agricultural land, the Vale is surrounded by pastoral woodlands. **Encounters:** domestic cattle, farmers, sheep

Blood, Desert of (Sandy Desert): The red sands in the center of the Stoning Valley give this region its name. **Encounters:** cavemen, dragonnes

Blustering Dunes (Sandy Desert): North of the Holy Cities, daytime temperatures can reach 120 degrees. Water is a constant concern in the rolling hills. Desert tribesman trade turquoise jewelry for water in the established villages. **Encounters:** basilisks, brass dragons, Dorin nomads

Bushmaster Jungle (Dense Forest, Hot, Wet): Along the eastern edge of the Patchwort Desert, the Bushmaster Jungle is fed by underground springs running under the Haunting Mountains. Poisonous snakes are very common in the woodland. **Encounters:** carnivorous plants, couatl, jaguar

Cabral Jungle (Dense Forest, Hot, Wet): This lush, sweltering woodland is a tangled thicket of trees and vines. The heat and humidity here is extremely oppressive. Pygmy head hunters are common here. **Encounters:** halfling cannibals, leopards, snakes

Cestmast River (Calm Aquatic, Busy): Coastal drawing river allowing access to fishing for the village of Parapet Scarpe.

Cleft Roads: The longest intact man-made road currently existing in the world, the Cleft Roads unite the Holy Cities in the Oppressing Sands, through the Valley of Repose, up the Haunting Mountains, all the way east to the very coastline of the Desert Lands. All manner of merchant traffic occurs on the road, and highwaymen and brigands are common in some areas.

Cording Stream (Calm Aquatic): Shallow, clear stream. A favorite of the nearby plains fauna. **Encounters:** antelope, crocodiles, lions, wildebeest

Eladen River (Calm Aquatic): Forking from the Teithoir River at the Anquet Cataract, the Eladen flows south into the Haunting Mountains.

Elemair River (Calm Aquatic): Wide, shallow, muddy river, the Elemair feeds the highlands in the northern Haunting Range.

Elftears Creek (Calm Aquatic): Site of an ancient battle between elves and men, the stream is said to be formed from the continual sorrow of the elves. **Encounters:** wraiths

Ered Demivand (Rugged Mountains, low pass): This low mountain range is gradually fading into the surrounding hills, with age and erosion speeding the process. Humans, dwarves, and a few families of gnomes live among the mountains. **Encounters:** Orcs and goblins

Fire-Emerald Grotto (Rugged Mountains, low pass): Ancestral homeland of the gnomes, the Fire-Emerald Grotto is named for the legendary veins of gems that the gnomes have produced. **Encounters:** blind cave creatures, giant lizards

Forsaken Bridge: A massive stone span crosses the Elemair River at this point. Most historians believe that the formation is natural in origin, but some think that it is an artifact of an ancient time, built by the gods or by a highly advanced civilization.

Grand Fordway (Calm Aquatic, Busy): These two fords are vital to traffic between Wortess and Sursa Gales.

Gristly Jungle (Medium Forest): A stand of tangled trees and plants, the Gristly becomes a hauntingly beautiful arboretum in the springtime. **Encounters:** carnivorous plants, hunters, rare birds of all types

Haunting Range (Forbidding Mountains, low peak/high pass): Reaching hundreds of miles long, the Haunting Range is named for the howling and moaning winds that whip through the peaks. The sounds can be heard in the foothills surrounding the mountains. Undead spirits have been seen in several of the passes through the range, and poltergeists are known to start rockslides near travelers. **Encounters:** specters, wights

Holdsforth Stream (Calm Aquatic): Northern end of the Kestoril River, the Holdsforth is stocked with aggressive carnivorous fish. **Encounters:** giant fish, piranha

Hollowcaste Moors (Moor): Catching the rain from the eastern coastal winds, the lowlands on that side of the Haunting Mountains have become a soggy, muddy plain. **Encounters:** will o' wisps

Inferna Wells (Calm Aquatic): One of the few clean freshwater sources in the Desert lands, the Inferna provided thousands of gallons of water for the Holy cities. Despite the abundance of water here, access to the wells is strictly controlled and guarded.

Kantaron Summit (Forbidding Mountain, high peak): Tall peak overlooking the Stoning Valley and the entrance through the Haunting Range.

Kestoril River (Calm Aquatic): A branch of the Teithoir River, this silty river feeds the eastern Underwing Jungle.

Kumari, Cape (Sparse Forest): One of two safe landing places on the Gulf of Pinnacles, Cape Kumari hosts the city of Quitzit. It also sports a tall tower to aid ships at sea locating their bearings. **Encounters:** merchants, pirates, smugglers

Lifebane River (Calm Aquatic): A sluggish, meandering river, the Lifebane does not support any fish in its water. Anyone drinking the waters of the Lifebane may contract filth fever, or worse.

Madrepone River (Calm Aquatic, Busy): This massive river allows water traffic from the Tethior River all the way west to the village of Alas.

Maldevar, River of (Calm Aquatic, Busy): Drawing from the coast at Dragonsharp, the Maldevar is a major resource for the northern plain.

Moranda Stream (Rough Aquatic): Excellent source of iron pyrite (fool's gold).

Naught, Hills of (Rugged Hills): These desolate, barren hills are devoid of all plant and animal life. Some monstrous creatures lair here. **Encounters:** chimera, cockatrices, other aberrations

Oppressing Sands (Sandy Desert, EL 8): South of the Holy Cities, the Oppressing Sands are the home of wild elves adapted to live in the desert region. They act as raiders, and try to overtake caravans traveling to and from the Holy cities. **Encounters:** nomadic elves, dire lions, poisonous snakes, monstrous scorpions

Patchwort Desert (Rocky Desert): Covering much of the western Desert Lands, the hundreds of square miles of the Patchwork are home to desert nomads and human "barbarians." Artifacts of ancient civilizations are often found when desert winds shift the sands. Treasure seekers are always found searching newly unearthed ruins. The effects of dehydration are the biggest concerns here. **Encounters:** adventurers, barbarians, poisonous snakes, monstrous scorpions, desert worms

Pendate Stream (Calm Aquatic): Fed by the river Maldever the Pendate is known for its trout and perch fishing.

Place of Reeds (Swamp): Lowland depression, the Place of Reeds is home to many migratory birds and waterfowl. **Encounters:** giant amphibians, insects, dire leeches

Redsands Stream (Calm Aquatic): Named for the burgundy colors at the bottom of the waterway, the sand of this river is sought for spell components. Evocation spells using the special sand are often more colorful in their display.

Redshaft Fens (Swamp): Swampland west of Erad Demivand, the Redshaft Fens are home to "barbaric" kobold tribes.

Repose, Valley of (Warm Grasslands): Passage through the mid Haunting Range, the Valley of Repose is a welcome cooling zone for those coming from the western desert region. Heavily patrolled by soldiers from Ferech Idu and Alas. **Encounters:** bandits, merchants, travelers, warriors

Scout's Pass (Rugged Mountains, low peak/high pass): Established and patrolled trade route through the north Haunting Range.

Silverhorn Ford (Calm Aquatic): The Silverhorn Ford allows the Cleft Road to continue over the Cestmast River. The ford is a wide bridge of dwarven make.

Somnimorta Caves: These extensive caverns wind for miles under the northern reaches of the Haunting Range. They are famous for their elaborate geological formations, hot springs and underground rivers. Only a fraction of the caves have been explored, and some of the deeper caves are rumored to contain dangerous creatures, and provide access to even deeper networks of caverns.

Stoning Valley (Grasslands): Circular depression in the surrounding Haunting Mountains, the valley is home to the Desert of Blood. Dwarves are the most common inhabitants of the valley. **Encounters:** dwarves, horses, sheep, perytons

Teithoir River (Calm Aquatic, busy): This great, wide river is deep enough to allow sea going cargo ships access to the villages along its path, nearly the full distance to the Haunting Mountains. Trade ships are a common site along its length, anchored in the deeper middle sections while shallower draft vessels ferry the cargo to shore.

Tuirenn River (Calm Aquatic): Southern coastal river.

Turinian River (Calm Aquatic): A slow, muddy river, the Turinian is very stagnant and is barely used by the native wildlife.

Underwing Jungle (Dense Forest, Hot, Wet, EL 12): The great bat-winged shape of the Underwing Jungle is visible to anyone flying overhead. Disease from the rivers, poisonous flora and fauna, and dangerous tribesmen make

explorers very cautious here. **Encounters:** barbarians, carnivorous plants, cavemen, poisonous reptiles, jungle ropers, poisonous aberrations

Wandering Stream (Calm Aquatic): Southern fingers of the Turinian River.

Weaving Streamlet (Calm Aquatic): Small branch of the Teithoir River.

Westlands (Grasslands): Plains west of the Fairgem river, the Westlands are home to plains deer and a few antelope. **Encounters:** wild horses, wolves

Wetlands Passing (Swamp): The swampy ground leading into the broken area of the Haunting Range make this pass all but impossible to traverse.

Locations

0103 Log Cabins (EL 6): Seven abandoned log cabins of crude construction are overgrown with underbrush. A totem pole has toppled and lies covered with weeds. The surrounding high weeds are inhabited by **6 wild boars** (CR 2; hp 22 each). Under a flagstone in the cabin on the western edge of the clearing is a backpack with three vials of holy water and one *potion of cure light wounds*.

0105 Athelsward (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 7,000 gp; Population 1,120 (Able bodied 280); Mixed (human 90% [mostly mixed, some Dorin], dwarf 5%, gnome 3%, halfling 2%); Resources: Market. *Authority Figure:* Dommer the Cruel, male human LE Ftr6. *Important Characters:* Annendiel the Accepting, male human N Clr5 (high priest of Aniu); Ardeh, female human N Clr3 (assistant to Annendiel).

Dommer demands obedience from the villagers, but they quietly refuse to relinquish their strange, silent religion. He carefully watches the strangers that come from the east and the west, looking to recruit followers loyal to him. In the meantime, the villagers are content to sell their crops and ornate sundials to those who pass.

0107 Giant Scorpions (EL 4): Just south of the city of Athelsward in the northern reaches of the Patchwort Desert live **12 giant scorpions** (CR 1/2; hp 6 each)**.** These monstrous vermin make their homes in layers of sand that have been solidified by secretions from the scorpion's thorax. The scorpions' camouflaged bodies and powerful sting make them the perfect ambush predator. The largest scorpion makes his home in the bleached and broken skull of an ox. Under a pile of bones near the skull is an old leather saddlebag containing a 200 cp and a small bag of gold dust (10 gp).

0117 Hothme (Hamlet): Non-Standard; AL N; TL 5; 100 gp Limit; Assets 1,188 gp; Population 380 (Able bodied 95); Mixed (human 70% [many Dorin], dwarf 10%, elf 10%, Stone Giant 10%); Resources: Salt. *Authority Figure:* Coltar Big-hands, male stone giant N Ftr7. *Important Characters:* Dreenari the Shade-Mistress, female Dorin, N Wiz9; The Sifter, male Dorin, N Exp5 (leader of the Salt-Gatherers Guild).

Coltar, Dreenari, and the Sifter share power in Hothme, each willing to share power with a few others to remain independent of outside rule. The salt of Hothme is reputed to have unusual properties, especially when ground to a fine powder in the hamlet's windmills. Lately, windmills have been smashed to splinters by some unknown massive creature.

0122 Baboons (EL 6): Along the western reaches of the Blustering Dunes a troop of **27 baboons** (CR 1/2; hp 5 each) with **8 young** (CR 1/4; hp 2 each; noncombatants) make their homes in an abandoned stone temple. The temple was built on top of an oasis and an ancient aqueduct still provides water to many of the buildings. Of these partially buried buildings, one is overgrown with vines and contains a large pond. Many family units live here eating the plants and an occasional blind fish from the pond. The aggressive males are not used to intruders and will attack any that come near. A number of coins can be found scattered along the floor of the pond (25 sp).

0126 The Crystal Statue: A crystallized iguanadon is half-buried in a huge mound of broken pottery, rusted iron implements and debris.

0132 Melasures (Hamlet): Non-Standard; AL CG; TL 5; 100 gp Limit; Assets 1,500 gp; Population 480 (Able bodied 120); Mixed (elf 70% [mostly wild, some high], half-elf 15%, gnome 10%, human 5%); Resources: Market. *Authority Figure:* Darth Hoth-man, male human, CG Sag8. *Important Characters:* Arellia Dunerunner, female elf [wild] CG Rgr3 (Dunerunner Clan matriarch).

Made an honorary member of the Dunerunner wild elf clan, Darth happily oversees a rollicking crossroads marketplace for the elves. The elves scout the dunes and even go into the unknown west, which makes them sought-after guides. They weave a shimmering silk from thread they acquire somewhere in the west, the source of which they jealously guard.

0212 The Brass Gate: A brass gate, 60 feet of a 16-foot high wall of stone, and a rotting wooden cart are all that remain of a once active fortified village. The wall is partially overgrown with vines and portions of various buildings within 300 yards are collapsed and charred.

0216 Nydad (Village): Non-Standard; AL N; TL 7; 200 gp Limit; Assets 5,350 gp; Population 856 (Able bodied 214); Mixed (human 70% [many Dorin], gnome 20%, dwarf 7%, halfling 3%); Resources: Wine. *Authority Figure:* Motley Muzhik, male Dorin N Ftr8. *Important Characters:* Speaker Anza, male Dorin N Brd4 (appointed delegate); Speaker Qualtol, female Dorin N Rog4 (appointed delegate); Speaker Herdan, male Tharbrian LN Clr3 (appointed delegate and priest of Aniu).

The people of Nydad are clever inventors, developing wagons and coaches that are easily drawn through the sand, and extremely accurate hourglasses. They crave the salt of Hothme, an important ingredient in their secret winemaking process, but the price has begun to chafe them. Were a source of that salt found that they could claim for their own, the villagers would be extremely grateful.

0302 Wolves (EL 4): In the Somnimorte Caves just north of the town of Dyta lives a pack of **8 wolves** (CR 1; hp 13 each). Their den is just a few miles off of the caravan route to Doughty where it winds through the narrow pass and contains **7 wolf pups** (CR 1/4; hp 1 each; noncombatants). Rumors say that the pass is inhabited winter wolves, but

these rumors are false and were started by a drover who saw white wolves prowling near the camp a few winters ago. The wolves in this area have adapted to the high altitude and change coats in the winter to match their habitat.

0327 Wild Camels (EL 1): In the desert of the Oppressing Sands are a group of **4 lonely camels** (CR 1; hp 19 each). Lost in a sandstorm, the troop wandered to this site where they smelled water. The small pool has since dried up and the animals have nothing to dig with. The pathetic creatures are lying about waiting for night to come when they will continue their search for an oasis. Near the intermittent watering hole is the body of one of the caravan guards. He carries 5 gp in a small pouch at his side as well as an empty waterskin. All his other items were discarded as he wandered the burning sands.

0403 Dyta (Hamlet): Non-Standard; AL CG; TL 7; 100 gp Limit; Assets 1,313 gp; Population 420 (Able bodied 105); Mixed (elf 70% [mostly high], half-elf 20%, halfling 8%, gnome 2%); Resources: Market. *Authority Figure:* Snig of the Signet, male half-elf CG Wiz5. *Important Characters:* Enil of the Circlet, male elf CG Brd4 (loregiver); Nalj of the Rod, female elf CG Rgr3 (warleader).

Dyta has enjoyed some prosperity due to its location near an important mountain pass. Yet the number of travelers over the mountains has decreased of late, due to rumors of strange and fell creatures skulking about the pass, singing to each other in harsh voices.

0403 Castle Gernwill (Castle): Magical; AL LG; TL 7; 200 gp Limit; Assets 4,125 gp; Population 660 (80 warriors War1-3, 20 officers Ftr1-3, 40 scout cavalry Ftr1-3 and 25 veteran scouts Rgr1-3 constitute the castle's main garrison; the remainder are Com1-3 servants and peasants or Exp1-3 hunters, trackers and craftsmen); Isolated (human 96% [mixed, some Tharbrian], halfling 4%). *Authority Figure:* Derzinia Logile, female human LG Wiz8. *Important Characters:* Nallia the Pale, female human LG Pal6 (castle guard leader); Jundee Alriist, male Altanian LG Clr5 (Mitra); Mazinu Feldarota, female Dunael LG Rgr4 (patrol leader, scout).

Strong patrols have been sent into the mountains lately, in search of the strange, singing creatures that have been harassing those who come through the pass, the main duty of Castle Gernwill being to keep that pass open. Rewards are offered for the capture or confirmed killing of those creatures.

0425 Citadel of the Scraping Wind (Citadel): Monstrous; AL CE; TL 4; 40 gp Limit; Assets 125 gp; Population 100 (18 orc mercenaries War1, 5 half-orc veterans Ftr1 and 2 half-orc bosses Ftr3 are the main defense force; the remainder are common goblins and orcs); Isolated (orc 90%, half-orc 7%, goblin 3%). *Authority Figure:* Rargkragash II, male orc CE Ftr8. *Important Characters:* Fsgartghar the Oathbreaker, male orc CE Clr3 (Arghrasmak and Rarkranash's lieutenant); Oruktik Mankiller, male orc CE Rog2 (scout, spy).

Rargkragash II has assembled a band of outcasts at this ancient and long-abandoned tower. Although seeking a treasure-rich labyrinth he suspects exists under the shifting dunes, he has another problem: the citadel is haunted, and the spirits here grow increasingly agitated.

0426 Water Fountains (EL 11): Partially sunken in a marshy dell are the vestiges of three water fountains and a carved wall. **Thirty giant monstrous frogs*** (CR 2; hp 13 each) frequent the area and an occasional spear or arrow protrudes from the marsh.

0507 Leopards (EL 3): Along the caravan route between Dyta and Laudenesh is an open plain that stretches from the Patchwort Desert to the Haunting Range. This arid countryside is ruled over by a mated **pair of leopards** (CR 2; hp 19 each). A large overhanging rock formation serves as a den for most of the year. The couple tends to move further into the mountains during the heat of summer. Depending on the time of year, the female may be nursing a litter of kits while the male hunts for fresh game. A wedding ring (50 gp) still clings tenaciously to the bones of a humanoid hand at the back of the den.

0518 A Gong in the Wilderness (EL 6): A 15-foot gong made of heavy brass protrudes from some boulders amidst dense underbrush. **Twenty-three skeletons** (CR 1/3; hp 6 each) in rusted chainmail tunics and armed with scimitars lay in a ring nearby. They animate if the gong is struck.

0522 Lonespire (Citadel): Nonstandard; AL N; TL 6; 100 gp Limit; Assets 750 gp; Population 240 (40 men-at-arms War1-2 and 20 veteran soldiers Ftr1-3 constitute the citadel garrison; the remainder are Com1-3 peasants and servants or Exp1-3 staff, hunters or specialists); Isolated (human 90% [many Dorin], dwarf 7%, gnome 3%). *Authority Figure:* Garist the Stone, male Dorin N Ftr6. *Important Characters:* Famalas Flint, male gnome N Rog4 (second-in-command); Ikrurn Unwavering, male Dorin N Rgr3 (patrol leader).

A newly built citadel, too far away to effectively guard the road, Lonespire's purpose remains a carefully-maintained secret. The inhabitants are friendly, and answer all questions put to them, but the reasons given for the citadel's location ring hollow.

0526 Broke-down Palace (EL 6): A crumbling palace is filled with cobwebs, green dust, and **3 large scorpions** (CR 2; hp 26 each). The lower rooms are filled with a cool damp mist and **4 ghouls** (CR 1; hp 13 each) occupy the wine cellar crypts. In a niche above the balcony is hidden a copper tube in which is rolled a *flying carpet*.

0605 Mountainshadow Tower (Citadel): Nonstandard; AL LG; TL 7; 40 gp Limit; Assets 125 gp; Population 40 (the citadel's garrison consists of 10 light cavalry Ftr1-3 who patrol the roads; the remainder are War1-3 militia or Com1-3 staff); Isolated (human 90%, dwarf 10%). *Authority Figure:* Tarali Hunar, male Dorin LG Wiz3. *Important Characters:* Minar son of Minur, male Dorin LG Rgr2 (scout); Fretlar Longmarch, male Altanian LG Bbn2 (patrol leader).

This tower normally watches the nearby road closely for bandits, but recently the attention of the staff has been focused on the glimmering lights in the mountains to the east. While nothing has happened so far, the tower is filled with increasing tension as the lights get closer each night.

0609 Nashurpals (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 8,500 gp; Population 1,360 (Able bodied 340); Mixed (human 70% [mixed, some Tharbrian], dwarf 20% [mostly city], gnome 6%, halfling 4%); Re-

0609 Nashurpals

sources: Oil. *Authority Figure:* Maid Cephopeia, male human LG Wiz8. *Important Characters:* Sida Flanti, male human N Exp3 (chief oil gatherer); Aramel the Grimey, male human N Exp2 (chief oil refiner).

The villagers have little use for it beyond filling their lamps, but the oil that seeps to the surface near the village has been increasingly sought after, especially by a group of unusual strangers who claim to be from the west. What use they have for it besides greasing the axles of their wagons is unknown.

0629 Giant Toads (EL 4): Near the center of the Oppressing Sands desert, just miles from a lonely stretch of road lives **a giant toad** (CR 4; hp 34, as giant dire frog* with 10 ft. ranged grappling tongue attack). He burrows into the sand and goes into semi-hibernation until the rains come. When his little burrow is damp, he goes out in search of food. This creature's idea of food is something the size of a small or medium animal. Humanoids and other beasts will also do fine in a pinch. His favorite tactic is to ambush his prey using his long tongue to pin an opponent until he can trample and swallow. Among the refuse in his muddy den are a corroded chain shirt (small) and a thunderstone.

0630 Old Manor House: A collapsed fortified manor house stands on a windy hillock. A huge red stain covers the roof. It is otherwise intact, and could be restored to use at half the cost of building a new one.

0708 Valleyguard Tower (Citadel): Magical; AL N; TL 8; 100 gp Limit; Assets 688 gp; Population 220 (30 dwarf warriors Ftr1-3, 20 dwarf crossbowmen Ftr1-3 and 5 dwarf officers Ftr2-6 are the main garrison; the remainder are Ari1-3 dwarf nobles or Exp1-3 dwarf architects, builders, laborers and miners); Isolated (dwarf 90% [mostly mountain], human 5%, gnome 5%); *Authority Figure:* Hurkna Braidbeard, female dwarf N Clr5. *Important Characters:* Faridna the Red, female dwarf [mountain] N Clr4 (Kazadarum, Hurkna's assistant); Miraglini Bigboots, male gnome N Ftr3 (guard captain).

This tower was built by the dwarves in an isolated valley, leading many to think the area is rich in minerals. The dwarves claim it is simply the initial building of a nunnery. Still, none know why the animals of the valley are unusually large and aggressive, or why the plants are so vibrant and fast growing in a normally desolate region.

0719 Lion (EL 3): A solitary and elderly **lion** (CR 3; hp 32) rules over this part of the Blustering Dunes. He hunts both day and night due to the scarcity of fresh game. In spite of having lost his lionesses, he is still capable of defending his territory from younger males. In the remains of what used to be a wagon are five large barrels (empty) and a skeleton wearing a golden bracelet (50 gp).

0723 Zakuta (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,975 gp; Population 632 (Able bodied 158); Mixed (human 70% [some Dorin], dwarf 15%, halfling 10%, gnome 3%, elf 2%); Resources: Market. *Authority Figure:* Kravton the Cryptic, male human N Ill10. *Important Characters:* Nokli the Thumb, male Dorin N Rog4 (merchant); Arvik Lentot, male human N Exp2 (merchant); Dara Zalan, female human LE Clr5/Rog8/Ass3 (Armadad Bog, Viridian spy and assassin sent directly by the Green Emperor)

The entrance to the Holy Caverns is wide enough to accommodate huge creatures of every type. A cart maker does a brisk trade for those carrying fallen comrades. Woodland races often stay at the inn before braving the caverns. This village is not currently under the control of the forces of Viridistan, though it is rife with Viridian spies.

0724 Birjani (Hamlet): Non-Standard; AL LE; TL 4; 100 gp Limit; Assets 1,575 gp; Population 504 (Able bodied 126); Mixed (human [mixed and Dorin] 60%, orc 20%, half-orc 10%, gnome 10%); Resources: Iron. *Authority Figure:* The Horde-master, male Common Viridian LE Ftr9. *Important Characters:* First Fist Alka, male human NE Brb3 (Horde-master's lieutenant); Second Fist Timkela, female human LE Rgr2 (Horde-master's second lieutenant); Barzrek, male human, LG Clr6/Ftr3 (Mycr; head of the local "underground" resistance against Viridian occupation, disguised as a common mercenary).

A mine at the wide cavern entrance is a mere distraction to the many pilgrims passing into the caves. It is the favored path of demonkind, goblins, and many desert dwellers. The Horde-Master sometimes demands that attractive females be given to him as a "tariff." This village is under the control of the forces from Viridistan, and a rough truce exists between the occupiers and the occupied.

0803 Doughty (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,250 gp; Population 400 (Able bodied 100); Mixed (halfling 70%, elf 20%, gnome 4%, dwarf 3%, human 3%); Resources: Market. *Authority Figure:* Chaff Bone XI, male human N Ftr5. *Important Characters:* Jarro Deepdigger, male halfling N Rog3 (retired adventurer); Nannah Barkeater, female halfling N Drd2.

Doughty is a generally pleasant settlement with a market that caters to travelers, but has been bypassed by those travelers of late, due to the disappearance of many soon after they visit the hamlet. The hamlet's inhabitants flatly deny any involvement with the vanishings and blame strange lights they claim to see in the hills.

0806 Rocs (EL 12): High up in the Haunting Range, overlooking the road between Laudenesh and Dyta, live a **pair of rocs** (CR 9; hp 225 each), the world's largest species of bird. The roc is a living bird of legend, strong enough to pick up a small elephant and carry it to its aerie or drop it to be crushed against the jagged stone peaks. This pair is currently taking turns sitting on a clutch of two eggs. The caved in thatched roof of a mountain cabin has made the perfect roost. In the bottom of the 'nest' is a jeweled necklace (500 gp).

0822 Ell Bastis (Hamlet): Non-Standard; AL CE; TL 4; 100 gp Limit; Assets 1,913 gp; Population 612 (Able bodied 153); Mixed (orc 50%, human 20%, gnoll 20%, half-orc 10%); Resources: Wine. *Authority Figure:* Stygilan Deeth, male Common Viridian LE Wiz14. *Important Characters:* Aldrecks Darhest, male human NE Drd3 (winemaker); Fingek the Hostess, female orc CE Rog2 (innkeeper).

Most of the orcs in this settlement are slaves forced to pick cobblefruit for fermentation into the popular desert wine that is famed throughout the Wilderlands. Deeth's Darlings (the nickname for Stygilan's human mercenary guards) maintain tight security over pilgrims, and Fingek's inn is usually overflowing with orcs and gnolls. The wide entrance quickly divides into several passages that keep down some friction between parties. This city is under the direct control of Viridistan, and many imperial troops are stationed here (200 Viridian troops in addition to the "able bodied" number listed above; all LE Ftr2-4s, chainmail, small shield, long spear, longsword, longbow). This city is essentially lawless with a very uneasy truce allowing pilgrims passage into the caves.

0823 Tower of the Nexus (Castle): Nonstandard; AL N; TL 6; 100 gp Limit; Assets 688 gp; Population 460 (60 men-at-arms War1-3, 30 desert riders Ftr1-3 and 25 elite crossbowmen Ftr2-4 guard the citadel; remaining 335 are Com1-3 peasants and servants or Exp1-3 staff members, consultants, archaeologists and engineers); Mixed (human 50%, dwarf 30%, gnome 10%, halfling 5%, half-elf 3%, elf 2%). *Authority Figure:* Narz the Uncaring, male human N Sag14. *Important Characters:* Kivlanra the Vigilant, female Dorin N Ftr5 (guard captain); Didriz Stonehewer, male dwarf N Rog4 (chief craftsman); Haurli Hobnail the Ghost, male halfling N Rog2 (cobbler, scout/spy).

The inhabitants of this castle do not meddle in the affairs of the nearby settlements, trading with them only when they have need. This apathy is thought to hide some major discovery found below the castle's foundations. Many would pay handsomely to know what that discovery is. This strange citadel has existed since before the Viridian occupation of many of the Holy Cities. The citadel is often used as a neutral bargaining ground for settling disputes between the Viridians and the Mycretians (the ones that aren't settled by force, that is).

0923 Shealoh (Hamlet): Non-Standard; AL LG; TL 6; 100 gp Limit; Assets 1,063 gp; Population 340 (Able bodied 85); Mixed (dwarf 70% [mostly mountain], human 20%, gnome 7%, halfling 3%); Resources: Iron. *Authority Figure:* Piddling Nathan, male dwarf [mountain] LG Ftr4. *Important Characters:* Arli the Shortbearded, male dwarf [mountain] LG Clr3 (priest and healer); Fina Finehair, female dwarf NG Exp3 (surveyor/minemistress); Golrath Gar, male Common Viridian, LE Ftr8 (captain); Terzar'dar the Cruel, male Common Viridian, LE Clr7 (Armadad Bog).

This is the favored entrance for dwarves, elves, gnomes, and humans of all ilk into the holy Mycretian caves beneath the Holy Cities. Pilgrims often purchase a few ingots when returning home. Though this city is under the direct military control of Viridistan, the military forces for reasons unknown have not supplanted the normal dwarven leaders. 200 Viridian troops (LE Ftr2-4s, chainmail, small shield, long spear, longsword, longbow) including 20 elite archers with carbellium arrows (LE Ftr7s) are stationed here, led nominally by Golrath but in truth by Terzar'dar. Terzar'dar is planning a secret incursion into the holy caverns with the goal of secretly killing a Mycretian prophet and thus gaining the gratitude of the Green Emperor.

0924 Nabi Nagiab (Hamlet): Non-Standard; AL LE; TL 7 ; 100 gp Limit; Assets 1,200 gp; Population 384 (Able bodied 96); Mixed (human [many Dorin and Tharbrian], orc 29%, half-orc 11%); Resources: Market. *Authority Figure:* Primarus IV, male Common Viridian, LE Clr9 (Armadad Bog). *Important Characters:* Razzark Bird-Killer, male orc LE Ftr6 (Primarus' hench-orc); Oerlinik, Captian of the Emerald Trident, male Common Viridian, LE Ftr6 (captain of one faction of soldiers); Sealarna, Captain of the Poisoned Talon Banner, female Common Viridian, LE Clr3/Ftr9 (Armadad Bog, captain of the other faction of soldiers).

This entrance divides into two large passages. The left dips quickly to an underground lake reputed to connect to the coast. The right slopes gradually downward which is a relief to hoofed and winged races not used to descending far below the surface. This seems the favored passage for many witches and wizards. This village is under the direct and cruel rule of the occupying Viridian forces. The 300 Viridian troops, however, are split in allegiance between their two captains. Sealarna secretly desires to unseat Primarus IV as the ruler of the city. She is planning a bloody coup.

1002 Giant Spiders (EL 6): The headwaters of the Elemair River are home to many strange and dangerous beasts. A swarm of **17 monstrous spiders** (2 medium spiders, CR 1, hp 11 each; 5 small spiders, CR 1/2, hp 4 each; 10 tiny spiders, CR 1/4, hp 2 each) makes up one of these groups. Having spun their webs across many game trails and through a large number of trees, the hungry arachnids wait for their prey. In one cocoon shaped husk is a complete set of human bones covered by tattered garments. In a weathered belt pouch are 30 gp and 2 bottles of *alchemist's fire* wrapped in linen cloth.

1008 Laudenesh (Village): Non-Standard; AL N; TL 8; 200 gp Limit; Assets 4,200 gp; Population 672 (Able bodied 168); Mixed (dwarf 70% [mostly mountain, some city],

gnome 10%, human 10%, halfling 10%); Resources: Iron. *Authority Figure:* Breach Barin, male dwarf [mountain] N Ftr6. *Important Characters:* Snoli Derba, male gnome N Rog5 (engineer/smith); Xorca the Hundred-handed, male human N Rog4 (mine boss); Artbau Neverslim, male halfling N Brd3 (innkeeper/entertainer/watchmaker).

A hard-working community, Laudenesh is known for its high-grade iron and steel. In addition, it boasts some of the finest smiths in the area. It is said that the smiths of Laudenesh are friendly with the mountains and are given the finest ores in friendship. Those who try to confirm this tale rarely return from the mountains. Tales abound of ancient "technology" in the mountains to the north of the village.

1016 Petroglyphs: A large arched bridge protrudes from the earth. Along the crenellated sides of the bridge are engravings of various dinosaurs and runes.

1030 Olgerd (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 6,050 gp; Population 968 (Able bodied 242); Mixed (human 60% (many Dorin), elf 30%, half-elf 8%, gnome 2%); Resources: Market. *Authority Figure:* Burloon the Just, male human LG Clr5. *Important Characters:* Kenda the Keen-Eyed, female elf LG Rgr4 (lieutenant of Burloon); Lat the Treemaster, male human N Drd3 (tree grower); Sircoi the Fringed, male Dorin N Rog2 (merchant).

Although larger, Olgerd is a tributary and colony of Larif, governed by Burloon, exchanging food and fine, rare wood for protection from what the Olgerdians call the "Climbers of the Sky" — creatures that appear as sickly white wingless humanoids that seem to walk upon the air itself.

1106 Rymafore (Hamlet): Non-Standard; AL N; TL 5; 100 gp Limit; Assets 1,338 gp; Population 428 (Able bodied 107); Mixed (human 50% [some Tharbrian], dwarf 40% [mostly hill], gnome 5%, halfling 5%); Resources: Zinc. *Authority Figure:* Rachitix Pock, male human CE Ftr3. *Important Characters:* Kandandaruk the Patient, male dwarf [hill] N Clr3 (Kazadarum); Randar Zark, male human NE Clr3 (Anubis and Pock's lieutenant).

Rachitix Pock is insane, and demands that the inhabitants of Rymafore follow his own religion, a strange interpretation of Anubis. The zinc the hamlet produces is used for ointments that are prized by those who live or travel in the nearby deserts. The dwarves of Rymafore, the chief providers of the zinc, are especially resistant to Pock's violent proselytizing, but lack the strength to throw off his yoke.

1128 The Lost Temple of Set (EL 10): Larissa, (female Altanian Bbn4; CR 4; hp 26; AL CN; Str 14, Dex 12, Con 13, Int 10, Wis 12, Cha 10), a barbarian female, is chained to a 50-foot stone pillar standing in the center of a collapsed village. Living among the piles of stones and debris are **14 clerics of Set** (male human Clr1; CR 1; scale mail, small steel shield, heavy mace, light crossbow, 20 bolts, pouch containing 15 sp). They are led by **High Priest Varlan** (male Tharbrian Clr9 (Set); CR 9; hp 49; AL LE; Str 14, Dex 13, Con 12, Int 11, Wis 17, Cha 14; scale mail, small steel shield, masterwork light crossbow, 20 bolts, *+1 heavy mace, divine scroll of 2 spells [blindness/deafness, invisibility purge], divine scroll of 2 spells [inflict moderate wounds, darkness], potion of invisibility,* pouch containing 60 gp and 4 pieces of jasper [70 gp each]). In a dry well nearby, a **huge viper** (CR 3; hp 22) sleeps. The well is lined with the skeletal remains of many victims.

1206 Castle Rymafore (Castle): Magical; AL CE; TL 5; 200 gp Limit; Assets 4,125 gp; Population 660 (75 light foot Ftr1, 35 heavy foot Ftr1, 25 light cavalry Ftr3, 20 heavy cavalry Ftr3; 3 ballista crew Exp1, 4 light catapult crew Exp1 and 2 siege engineers Exp3 are the castle's professional military garrison; the remainder are War1-3 militia, Com1-3 peasants or Exp1-3 engineers, merchants and artisans); Mixed (human 75% [some Tharbrian], orc 20%, half-orc 5%). *Authority Figure:* Heindamon the Hateful, male human CE Wiz7. *Important Characters:* Mazanuk the Club, male orc NE Brb6 (warband leader); Kakonul, male half-orc CE Clr5 (Midor); Girelon Ten-Throat-Slitter, male Dorin CE Rog4 (scout, spy).

The castle commands an important, if rugged, pass through the mountains. Heindamon demands a toll from all who pass, but his unpredictable troops are as likely to attack toll-payers as anyone else. Merchants would be grateful to those who could drive Heindamon from the area.

1210 Dimark (Village): Non-Standard; AL LG; TL 5; 200 gp Limit; Assets 6,700 gp; Population 1072 (Able bodied 268); Mixed (human 70% [mixed, some Tharbrian], dwarf 25%, gnome 3%, halfling 2%); Resources: Coal. *Authority Figure:* Ladnem the Strict, male human LG Ftr6. *Important Characters:* Fejil Kal, female human LG Clr5 (Sinakad, Ladnem's lieutenant); Farahal the Fastidious, male halfling LG Pal4 (the "Conscience of Dimark" and Ladnem's courier); The Wizard of Last Resort, female human LG Wiz3 (Dimark's sole wizard).

Founded by settlers from Abdu-Kab, Dimark has faithfully sent its tribute of coal for years. Lately, though, the tribute caravans have simply never returned – and Abdu-Kab still demands its tribute.

1213 Drywatch (Citadel): Monstrous; AL CE; TL 5; 40 gp Limit; Assets 133 gp; Population 100 (15 orc warriors War1 and 10 orc crossbow War1 man the walls; the remaining 75 are common orcs and half-orcs, some with 1-3 levels of War); Isolated (orc 90%, half-orc 10%); *Authority Figure:* Malrazok, male orc CE Ftr4. *Important Characters:* Glass-Eyed Migrifk, male half-orc CE Div3 (fortuneteller, wise man); Argk Deadthroat, male orc CE Brb2 (Malrazok's enforcer).

This tower once belonged to a wizard with a keen interest in astronomy. The top level, once an observatory, is now littered with smashed telescopes and instruments, none of which are usable, or repairable. It is thought that some of the long-gone wizard's notes are still intact and of interest to other spellcasters.

1225 Blink Dogs (EL 12): Roaming the dunes of the Oppressing Sands is a pack of **14 blink dogs** (CR 2; hp 22 each). These dogs watch over the many oases and help wanderers find their way back to civilization. If lost, these loyal hounds will guide non-evil parties to the nearest watering holes before they disappear back into the shifting sands. Evil parties and humanoids will be attacked and driven into the desert or killed outright.

1304 Ihnnyas (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (halfling 65%, gnome 24%, human 10%, elf

1%); Resources: Baskets. *Authority Figure:* Pug-little Sonat, male human N Rog4. *Important Characters:* Fiddler Haro, male halfling N Brd3 (minstrel and chief basket maker).

Pug-little Sonat and Fiddler Haro share the nominal leadership of Ihnnyas, but the halflings of the hamlet have a special liking for Sonat, which baffles and grates on Fiddler, enough for him to seek help in ascertaining whether Sonat uses arcane abilities to sway the folk to his side. Still, production of the light, watertight baskets for which Ihnnyas is known has increased since Sonat appeared.

1317 Jarab (Village): Non-Standard; AL LG; TL 6; 200 gp Limit; Assets 4,500 gp; Population 720 (Able bodied 180); Mixed (elf 67% [mostly high], halfling 23%, gnome 10%); Resources: Rope. *Authority Figure:* Laughing Vamtar, male elf N Rog6. *Important Characters:* Tardalon the Keen-edged, male elf [high] LG Rgr4 (village watch leader); Fiva Geddow, female elf [high] LG Clr3 (Cilborith).

The rare, fibrous reeds of Jarab make light yet strong rope that is very sought after by commoners and adventurers, but the heat of the desert threatens to dry up the precious oasis where they are found. The leaders of Jarab search worriedly for a solution.

1324 The Lost Navigator: A glove, astrolobe, lantern, and wrought iron table are partially buried in a sandy pit. Sixty feet east, the charred remains of a stagecoach lies on its side.

1332 Rest Tower (Citadel): Magical; AL LG; TL 7; 100 gp Limit; Assets 877 gp; Population 280 (50 halfling militia War1-3 and 20 human guardsmen Ftr1-3 make up the garrison; the remainder are Com1-3 peasants, farmers and commoners or Exp1-3 merchants, craftsfolk and hunters); Mixed (halfling 60% [mostly common, some stout], human 25%, gnome 10%, elf 5%); *Authority Figure:* Darbo Delver, male halfling LG Clr7 (Kutienna). *Important Characters:* Hammfer Hilltopper, male halfling LG Ftr6 (constable/guard captain); Trila Dunerunner, female elf LG Rgr5 (scout).

Water, accessed via a well to an underground lake, makes this a popular stopping place for travelers. Terrifying creatures have been climbing from the well in recent days, and it is believed a subterranean city with all manner of evil, aquatic beings lies below.

1420 Giant Cobra (EL 3): The main road to Ferech Idu has just become more dangerous to travel as a **cobra (huge viper)** (CR 3; hp 22) has wandered into the region. The well-camouflaged and temperamental snake has already bitten many camels and a few men. So far the creature has managed to retreat into the desert before being killed or captured. Its favorite place to sun itself is an outcropping of rock about waist high to a man. It sits waiting for smaller prey to seek shade from the blazing sun which it strikes with its powerful jaws and paralyzing poison. The skin of the cobra, if properly preserved, would bring at least 100 gp.

1427 The Pit: A very ancient wooden door (Hardness 5; hp 60; Break DC 23) is built into the side of a high hill. It is 30 feet tall, ten-feet wide and overgrown with vines. Behind the door is a covered 10-ft. deep pit (CR 1; no attack necessary [1d6]; Reflex save [DC 20]; Search [DC 20]; Disable Device [DC 20]) filled with burnt debris and shaped stones. Further on are two horned helms, a large battleaxe and a spiked shield next to a red marble throne.

1503 White Apes (EL 7): Friends of the druids of Mateh, this family of **7 white apes** (CR 2; hp 26 each) makes their home in the Cabral Jungle. The apes live every moment of their lives high in the trees where they swing, eat and sleep. They never travel to the jungle floor because it is much too dangerous. Their lair consists of a few broken branches flattened out to make a crude-sleeping pallet for the large male. Climbing to this height is difficult without proper equipment since branches on these trees only grow at each canopy level. The apes have no treasure.

1511 Ajjibawn (Village): Non-Standard; AL LE; TL 5; 200 gp Limit; Assets 4,825 gp; Population 772 (Able bodied 193); Mixed (orc 60%, human 30%, half-orc 4%, goblin 3%, gnoll 3%); Resources: Hides. *Authority Figure:* Nimrodil the Vile, male human LE Clr8. *Important Characters:* Kuzon of the Killing Stroke, male orc LE Ftr7 (orc tribe leader); Mirzk the Mouth of Midor, male orc LE Clr4 (Midor).

This dangerous village seems more like an armed camp than an actual settlement. Baying figures come down from the hills to kill in the dusk, seeming to fade into the high places when pursued. The hides of the beasts of the area make durable armor, but even it is of little protection against the attackers.

1533 Wild Asses (EL 1): In the southern portions of the Patchwort desert, near the town of Larif, live **5 wild donkeys** (CR 1/6; hp 11 each) that have gone feral. These wild asses are very shy of men and will run away when approached. Only one skilled in the gentle treatment of animals will be able to get close. Evidence of harsh treatment shows on their hides even after years of living in the wild. These animals have found a small oasis with enough water and grass to keep them alive and will be very reluctant to leave their new home.

1603 Forsaken Bridge: Despite its name, the Forsaken Bridge is a heavily used trade passage south of the Cabral Jungle. The jungle attempts to overgrow the bridge, but guards and workers continuously cut back the jungle growth.

1603 Mateh (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 8,225 gp; Population 1316 (Able bodied 329); Mixed (human 60% [some Tharbrian], elf 20%, half-elf 10%, halfling 10%); Resources: Timber. *Authority Figure:* Proctor Glimring, male human N Ftr9. *Important Characters:* Dranheera, female human N Drd 8 (tree grower); Porlel the Fading, male elf N Rgr6 (patrol leader); Imra, female elf N Exp5 (botanist/herbalist).

Mateh harvests fine and rare woods that make for sturdy building material, carefully replanting and regrowing what is taken. Danger lurks in the deep woods, but mysterious murders within Mateh, with the victims left unmarked, consume the settlement's attention.

1615 The Bat Cave (EL 7): Within a cave filled with thousands of bats hanging upside down from the rough hewn ceiling is a 42-foot skeleton of a giant. Cut deeply into the cave wall is the name "Nemainikham." If pronounced aloud, a **gargantuan skeleton** (CR 7; hp 104) animates. Huge beams support the walls.

1621 Ferech Idu (Village): Non-Standard; AL N; TL 7; 200 gp Limit; Assets 6,250 gp; Population 1,000 (Able bodied 250); Mixed (human 30% [some Dorin], dwarf 30%

[mostly hill], elf 20%, gnome 15%, halfling 5%); Resources: Market. *Authority Figure:* Craftarvan II, male human LE Wiz8. *Important Characters:* Derglan Longhands, male dwarf [hill] N Rog6 (chief merchant); Uletti Predush, female human N Ari5 (matriarch of the Predush family of nobles).

Many odd and dangerous travelers pass through the village on their way into or out of the deep desert, stopping to acquire supplies. Lately, many travelers coming from the desert have shambled into the village hollow-eyed and slack-jawed, with mumbled tales of shimmering figures of sand and salt shouting terrible secrets.

1726 Mirror Mirror…: Covered with dense brush is a 20-foot stone gargoyle with a *mirror of life trapping* clutched in its claws. The mirror cannot be removed without breaking it.

1731 Larif (Hamlet): Non-Standard; AL CG; TL 7; 100 gp Limit; Assets 1,825 gp; Population 584 (Able bodied 146); Mixed (halfling 50%, elf 30% [mostly high], human 10%, half-elf 10%); Resources: Bows. *Authority Figure:* Moonstruck Med, male elf [high] CG Ftr4. *Important Characters:* Kiladdle Cold-foot, male halfling CG Rog3 (scout and bowyer); Gilla, female human CG Rgr2 (bowyer).

The bowyers of Larif make powerful bows that are highly valued throughout the region, using wood from Olgerd. The wood shipments have been threatened by attacks from mysterious flying humanoids that seem to walk on air.

1807 Kamerja, Beacon Tower of the Forgotten Empire (Citadel): Nonstandard; AL LG; TL 5; 40 gp Limit; Assets 100 gp; Population 80 (10 crossbowmen Ftr2 and 10 knights Ftr4 make up the veterans who defend the ancient citadel; the remaining 60 are Com 1-3 peasants or Exp1-3 artisans, builders and tradesmen); Isolated (human 95%, elf 5%); *Authority Figure:* Exannerqued, male human LG Rgr5. *Important Characters:* Mruxenn Alwaun, male elf LG Wiz4 (second-in-command); Lynolix, female human LG Pal3 (warrior-priest of Mitra).

The garrison of this tower serves an empire long dead and forgotten in the mists of time. Everyone here seems to be in a daze when asked about how he or she came to be here so far removed from their own time. Exannerqued is torn between finding a way back to the tower's proper time, or remaining and trying to reestablish the empire. Both seem hopeless tasks. The garrison's missile troops wield advanced masterwork heavy crossbows with a range increment of 150. The knights all wear masterwork full plate armor emblazoned with unfamiliar heraldic symbols.

1808 Abdu-Kab (Small town): Non-Standard; AL N; TL 5; 800 gp Limit; Assets 39,30 0 gp; Population 1572 (Able bodied 393); Mixed (human 70%, dwarf 18%, gnome 11%, halfling 1%); Resources: Torches. *Authority Figure:* Wixnon the Curious, male human CE Ftr9. *Important Characters:* Urtanko, male human CE Clr8 (Angall, fallen priest of Mitra); Vivar Far-Reacher, female human CE Sor7 (Spellcasters' Guild Mistress); Narno Steadyhand, male human CE Exp6 (Torchmakers' Guild Master); Blue Kaz, male human CE Rog5 (Thieves' Guild Master); Gidardo Bink, male human CE Rog4 (Lanternmakers' Guild Master).

Renowned for the wide variety of wondrous torches and other light sources it produces, Abdu-Kab is now becoming known for its unpredictable leaders. The group known as the Council of Equals, once a fair and benevolent group of leaders, has lately become erratic and arbitrary in the extreme. The populace has grown apathetic as relief from the strange and dangerous behavior of its leaders becomes more extreme.

1906 Cave Bear (EL 4): Living in the mountains that circle the Desert of Blood, is a large **cave bear** (CR 4; hp 51). This territorial creature roams the highlands between Fangridge and Abdu-Kab looking to satisfy his ravenous appetite. The bear is found in his den during the long winter months sleeping off his summer eating binge. The cave contains a number of items that belonged to weary travelers seeking shelter from wind and storm. A pouch containing 35sp lies next to a broken shield. A 50 gp gem is expertly crafted into the pommel of a dagger that lays just under the dirt [DC 15] near the cave entrance.

1919 Kod'l (Hamlet): Non-Standard; AL LG; TL 5; 100 gp Limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (human 65% [some Dorin], dwarf 15%, gnome 10%, halfling 10%); Resources: Market. *Authority Figure:* Fenbow of Alas, male human LG Ftr5.

1808 Abdu-Kab

Important Characters: Nankaw Helbe, male Dorin LG Wiz4 (Fenbow's lieutenant); Quenti the Pious, female human LG Clr3 (Mitra).

Kod'l is a traditional tributary of Ferech Idu, sending food and gold monthly. The mountain pass is long and dangerous for the tribute caravans, and the number of available guards has dwindled. The market here is a good place to sell items from the desert, from which they are shipped downriver.

1921 The Altar of the Horned One: On a vine-covered altar beneath a rocky overhang sits a horned skull of an ancient wizard. A dented breastplate with a flying eagle embossed upon it and a broken two-handed sword lies at the foot of the altar.

2002 Taz'm (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 975 gp; Population 312 (Able bodied 78); Mixed (human 50% [mixed, some Tharbrian], elf 30%, half-elf 10%, halfling 10%); Resources: Pelts. *Authority Figure:* Tenijan Crakface, male human N Ftr3. *Important Characters:* Denahon of the Weeds, male human N Rgr2 (trapper/hunter).

The trappers and hunters of Taz'm send a tribute of pelts to Mateh for protection, but the increasingly hostile wildlife in the deep woods is becoming too much for anyone to handle.

2012 Ordurt (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,875 gp; Population 600 (Able bodied 150); Mixed (elf 69% [mostly high], half-elf 21%, stone giant 10%); Resources: Wine. *Authority Figure:* Eternal Doxula, male elf [high] N Wiz5. *Important Characters:* Hanadon of the Stained Feet, female elf [high] N Drd3 (wine maker); Finalt, male elf N Clr3 (Cilborith).

The monastery of Ordurt maintains vineyards in its isolated valley, making a potent wine loved by the giants in the area. However, visits by the giants to buy wine have all but ceased lately, for reasons unknown.

2023 The Crystal Cave (EL 1/2): Within a small cave is the entrance to an ancient crypt wherein hangs a two-foot cube of crystal (Hardness 8; hp 10; Break DC 15) on a silver chain worth 1,490 sp. The pulsating heart of some long-forgotten wizard is contained in the cube. It can cast one *geas* spell and one *charm person* spell per day by sheer strength of willpower. The crystal can speak any humanoid language. If destroyed it explodes in a shower of shards and debris dealing 6d6 points of damage to all creatures within 5 feet. The crypt contains **three *charmed* goblins** (CR 1/4; hp 4 each) that defend the crystal to the death. A chest filled with magical apparatus worth 3,920 sp stands on a wooden bench and inside a sealed sarcophagus (Hardness 5; hp 20; Break DC 20) is a jeweled necklace worth 1,650 gp. The wizard's body has long ago turned to dust.

2106 Fongridge (Village): Non-Standard; AL CG; TL 9; 200 gp Limit; Assets 5,875 gp; Population 940 (Able bodied 235); Mixed (human 55% [mixed, some Dorin], dwarf 35% [mostly hill], human 30%, gnome 5%, halfling 5%); Resources: Petroleum. *Authority Figure:* Chekabim Bussy, male human LG Ftr5. *Important Characters:* Delkaw the Loud, male dwarf [hill] NG Rog4 (oil drill boss); Zaka Lek, female Dorin CG Brb3 (town guard leader).

A tributary of Abdu-Kab, Fongridge has resolved to cease its tributes due to deep misgivings about the leaders of Abdu-Kab. Mysterious buyers use go-betweens to buy the petroleum that wells naturally from the ground here.

2109 Tower of Abdu-Kab (Citadel): Magical; AL CE; TL 5; 100 gp Limit; Assets 563 gp; Population 180 (45 thugs and bandits of various classes and nationalities, levels 1-5 make up the band of bullies that control the town; the remainder are mostly oppressed Com1-3s and a few Exp1-3 merchants and specialists); Isolated (human 90%, halfling 10%); *Authority Figure:* Leerlal the Secretive, female human CE Wiz8. *Important Characters:* Killing Stroke, male Dorin CE Ftr7 (guard captain); Milik Gdor, male Dorin CE Brd6 (Leerlal's spokesman).

Hunters and other wanderers tell of how the tower was once a friendly place to stop and rest, but is now a den of sadistic and brutal killers. A few who managed to flee the tower's garrison tell of a wondrous music box that chimes twisted songs of hatred and violence and rests in the tower's strong room yet can be heard everywhere within the tower.

2115 Arramas (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 6,800 gp; Population 1088 (Able bodied 272); Mixed (human 65% [some Tharbrian], elf 20%, half-elf 10%, halfling 5%); Resources: Market. *Authority Figure:* Ayeshia the Fair, male human N Ill4. *Important Characters:* Vrelpa Hurlas, female half-elf N Rog3 (merchant).

The Tharbrian tribe that inhabits Arramas claims to know where the "source of all rivers" is located, a wondrous spring from which one can travel down any river of one's choosing. It is a sacred secret of the tribe, but there have been those made honorary members of the tribe in exchange for a great service. The natives are happy to trade food and simple supplies for worked materials.

2116 Tower Alas (Citadel): Nonstandard; AL N; TL 4; 100 gp Limit; Assets 438 gp; Population 140 (30 seasoned militia War1-3 and 5 officers Ftr1-3 make up the garrison; the rest are Com1-3 peasants and Exp1-3s from the surrounding farms and ranches who come here to work or to seek shelter); Mixed (human 78% [some Tharbrian], wood elf 10%, halfling 10%, gnome 2%); *Authority Figure:* Malpazan Kilpos, male human N Ftr4. *Important Characters:* Funhaf Hillwatcher, male elf [wood] N Rgr3 (scout); Dinadre Fieldtender, female Dorin N Drd2 (advisor to the farmers).

This tower is charged with guarding the farms and ranches of the valley. Nearby downs are home to roving packs of wolves and worgs, and werewolves have also begun to plague the homesteads nearby.

2123 Shiktat (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,700 gp; Population 544 (Able bodied 136); Mixed (halfling 70% [mostly common, some stout], gnome 20%, human 10%); Resources: Herbs. *Authority Figure:* Purple Pimbor, male halfling N Brd4. *Important Characters:* Alodia Cran, female halfling N Drd3 (Crop Mistress); Durgi the Mossy, male gnome N Exp2 (farmer).

Reptilian creatures and insects are constant obstacles to the planting and harvesting of rice in this hamlet. Not a few halflings and gnomes have vanished during their day's work harvesting the pungent herbs that wizards from all over come to buy.

2209 The Summoning Stone (EL 9): An ancient granite stone table, carved with images of beasts, stands atop the

highest bluff in the area. A sphere-shaped stone rests in the center of the altar. The stone is actually a summoning stone and acts as a spell of *Summon Monster V* once per month. The stone permits one person to summon a creature as if they were a 9th level mage casting the spell. Anyone touching the stone must also be touching one of the images on the stone table for the spell to activate. The summoned creature obeys the summoner for nine days or until it is dispelled or killed. If the stone is removed from the altar it loses all magical power. A Use Magic Device check [DC 30], a Spellcraft check [DC 20], *identify*, *limited wish* or *wish* is needed to understand the true nature of the device.

2221 Far Cragthrob Tower (Citadel): Monstrous; AL CE; TL 5; 100 gp Limit; Assets 750 gp; Population 240 (20 human bandits Rog1-3, 20 orc thugs War1-3 and 20 troll bullies War2-5 make up the main group of bandits; the rest are Com1-3 farmers, captives and hostages or Exp1-3 tradesmen and shopkeepers); Mixed (troll 50%, human 20%, orc 20%, half-orc 10%); *Authority Figure:* Burned-Face Gruk, male troll CE Ftr7. *Important Characters:* Sudden Flash, male Dorin CE Sor6 (Gruk's lieutenant and "pet" sorcerer); Kinizkak the Never-Sleeping, male orc CE Brb4 (Gruk's bodyguard).

An outpost of trolls, bandits, and other villains, Far Cragthrob Tower is where the trolls hold hostages they take to ensure the cooperation of the settlements they dominate. It is known that the captives are subjected to horrifying ordeals.

2224 Giant Rats (EL 5): This lair is actually part of a collapsed tunnel complex that, at one time, wound all the way through the mountain. Rumor has it that dwarven miners followed a vein of ore from one side to the range to the other until a tremor brought the tunneling to an end. Another rumor states that it was used as a secret entrance to the underworld and was collapsed to keep the dark forces from spewing forth. Whether or not these rumors are true makes no difference to a pack of **25 dire rats** (CR 1/3; hp 5 each) that scurry back and forth in the darkness looking for scraps of food. The only treasure is a masterwork dwarven waraxe that is inscribed with runes that may shed some light on the puzzling rumors.

2311 Citadel of Riotous Contemplation (Citadel): Magical; AL CG; TL 6; 40 gp Limit; Assets 125 gp; Population 100 (25 men-at-arms War1-3 guard the citadel without great enthusiasm; the remainder are Adp1-3 dabblers, Ari1-3 hedonists or Exp1-3 brewers, cooks and other specialists); Mixed (human 65%, elf 25%, half-elf 5%, halfling 5%); *Authority Figure:* Brother Larkna, male human CG Clr4. *Important Characters:* Brother Pinol Deepeyes, male elf CG Clr3 (Dionysus, Larkna's lieutenant); Sister Mirabu, female half-elf CN Brd3 (singer, dancer).

A band of hedonists and followers of Dionysus dwell here, able to follow their raucous religion in peace, isolated by the empty and often harsh lands that surround them. Wild celebrations that drag in all those who visit can last for days, leaving those who participate exhausted and dazed. Those who simply glimpse one of these celebrations find themselves compelled to join in on the drunken revelries, unconcerned with time and obligations.

2317 Castle Arras (Castle): Nonstandard; AL N; TL 4; 100 gp Limit; Assets 1,750 gp; Population 560 (75 light foot Ftr1-2, 25 heavy foot Ftr1-3, 20 cavalry Ftr1-3, 10 scouts Rgr1-3 and 10 toll guards Ftr2-4 make up the main garrison; the remainder are Com1-3 peasants, fisherfolk and farmers or Exp1-3 hunters, artisans and merchants); Isolated (human 70%, wood elf 18%, halfling 10%, half-orc 2%). *Authority Figure:* Hrunab the Even-Handed, male human N Ftr8. *Important Characters:* Cababala, female elf [wood] N Clr7 (Modron); Finabas Silverhand, male halfling N Rog6 (toll taker, treasurer).

Commanding both road and waterway, Castle Arras keeps them open in exchange for tolls. Reptilian and amphibian bandits upriver are stretching the castle's resources thin, attacking all shipping that attempts to use the river or the road.

2318 Alas (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1565 gp; Population 500 (Able bodied 125); Mixed (human 70% [some Tharbrian], half-elf 18%, halfling 10%, half-orc 2%); Resources: Fish. *Authority Figure:* Salop Kaumast, male human N Ftr5. *Important Characters:* Tissar Vomont, male human N Rog3 (ferryman); Dundap the Larger, male human N Clr3 (Modron).

During certain phases of the moon, a translucent bridge appears from time to time, stretching across the river in an area with no roads. The appearances of the bridge have increased in frequency of late, and it seems to gain even more solidity each time it appears. Though superstitious, the fisherfolk cannot abandon the abundant fish found here, many of which are delicacies to the folk in the region.

2328 Fire in the Hole! (EL 3): A six-foot diameter beam of light jets out of a 20-foot deep hole. A phosphorescent meteor at the bottom of the hole burns anything approaching within 10 feet for 3d6 points of damage (DC 20 Reflex save avoids). Nothing cools the meteor.

2404 Stonewright (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 5,025 gp; Population 804 (Able bodied 201); Mixed (human 65% [some Tharbrian and Antillian], halfling 15%, gnome 10%, elf 5%); Resources: Horses. *Authority Figure:* Happy Hogmany, male human LG Clr5. *Important Characters:* Warden Bellfop, halfling male N Rog4 (Surhsa Galesh representative /governor); Borman Falc, male human LG Ftr3 (horse breeder); Jeemana Helhanny, female human LG Ftr2 (horse trainer).

Stonewright pays a tribute of horses to Surhsa Galesh for reasons lost to the mists of time. Tales tell of a curse upon Stonewright that will manifest as a "plague of plagues" should the tributes stop. The villagers of Stonewright believe that any such curse must have faded long ago, and no longer wish to part with anymore of their fine horses, for which they are offered handsome sums, due to simple superstition.

2407 Wolves (EL 5): Living near the mysterious Desert of Blood is hard enough for the good people of Befalls. Now their life is complicated by the presence of a pack of **10 wolves** (CR 1; hp 13 each) that enjoy howling at the moon. Needless to say that people of the city rarely venture out at night and their doors and shutters are securely fastened. This panic has been fueled by rumors of werewolves stealing children on new moon days. The pack is led by a large alpha male who makes his home under a series of rock

ledges high in the range. His favorite meal consists of mountain goat and an occasional sheep from the local village. Inside the den is an elaborate embroidered cloak, which is blood stained and slightly torn (75 gp).

2425 Davinotern (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 6150 gp; Population 984 (Able bodied 246); Mixed (human 65% [some Tharbrian and Dorin], dwarf 30%, elf 5%); Resources: Limestone. *Authority Figure:* Rastalgart the Bear, male human N Ftr6. *Important Characters:* Durgin Scarhand, male dwarf N Ftr5 (quarry boss); Dragg Deepdelver, male dwarf N Ftr3 (Quarry Teamster Guild leader); Carsdal Far-Traipser, male Dorin N Rog2 (merchant).

A busy limestone quarry is the main source of income here, with buyers from all around constantly coming to buy the stone. Unusual fossils have been found in the limestone of late. They are of a slightly slippery substance unlike the surrounding limestone, and seem to pulse at times.

2431 Dragon Rock (EL 6): A boulder in the shape of a baby dragon is nestled over the active source of lava deep below the surface. At any one time, there is a 30% chance that the dragon's mouth spews forth superheated steam via an iron pipe connected with the cavern of lava and dripping water. The superheated steam leaps forth 60 feet and deals 8d6 damage (DC 25 Reflex save avoids).

2433 Citadel Fortitude (Citadel): Nonstandard; AL LG; TL 7; 40 gp Limit; Assets 125 gp; Population 100 (15 crossbowmen War1-3 and 10 cavalry War1-3 constitute the garrison; the remaining 75 are Com1-3 farmers and laborers or Exp1-3 staff and assistants); Isolated (human 90% [mixed, some Ghinoran and Dorin], wood elf 10%); *Authority Figure:* Captain Fermis, male elf [wood] LG Pal6 (Cilborith). *Important Characters:* Lieutenant Canber, male Ghinoran LG Clr5 (Sinakad); Doctor Imnor, male Dorin LG Wiz4 (citadel spellcaster/combat mage).

The road that this citadel guarded has long since been abandoned, but Captain Fermis patrols the area as thoroughly as ever, his sense of duty undiminished. Though many think him mad, he maintains that he and his garrison are the only things keeping back an "invasion of the desert" as he calls it, the details of which he keeps vague, but the danger of which his men can attest to graphically. It is a war of attrition, and the captain can use any help he can get.

2502 Lonetower (Citadel): Magical; AL N; TL 5; 100 gp Limit; Assets 375 gp; Population 120 (20 men-at-arms Ftr1 and 10 longbowmen Ftr1-2 make up the tower's main defense force; the rest are War1 militia, Com1-3 farmers and peasants or Exp1-3 tradesmen, shopkeepers and expert servants); Isolated (human 90% [some Tharbrian], elf 7%, half-elf 3%); *Authority Figure:* Tullian Filb, male Dorin N Wiz4. *Important Characters:* Nanurn Fendla, female Dorin N Rgr3 (guard captain); Dralius Fevd, male Dorin N Drd2 (prosperous farmer).

The farmers and other isolated homesteaders look to Lonetower for protection when there is need. In recent days, this need has come to the fore as shaken farmers report that their very crops have turned on them. Tullian Filb reluctantly admits he has neither the skill nor the resources to solve this problem on his own.

2515 Rowan (Hamlet): Non-Standard; AL LG; TL 5; 100 gp Limit; Assets 840 gp; Population 268 (Able bodied 67); Mixed (human 70% [some Tharbrian, Alryan and Antillian], halfling 20%, half-elf 5%, gnome 5%); Resources: Market. *Authority Figure:* Conchobarin III, male Tharbrian LG Ftr7. *Important Characters:* Vilateger Highmind, female Alryan LG Clr5 (Molna).

Nestled in the midst of the moors, this hamlet's inhabitant's dig in the peat, ceaselessly searching for something only Conchobarin III will recognize when it is found. A small market has sprung up to sell the peat and the items found in it, but few ever visit. Especially large, savage wolves roam the region, and have even been audacious enough to attack the hamlet directly.

2607 Befalls (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 4,150 gp; Population 664 (Able bodied 166); Mixed (human 70% [some Tharbrian and Alryan], halfling 20%, gnome 8%, half-elf 2%); Resources: Sheep. *Authority Figure:* Dedalis Grey-Club, male human N Ftr6. *Important Characters:* Cardokle Swiftshears, male human N Clr5 (sheepherder/priest of Proteus); Walksfar, male human NG Rgr4 (shepherd).

The hardy sheep of Befalls provide both superior wool and delicious meat, making them the targets of rustlers and monsters. Hill giants in particular love the meat of the sheep.

2616 Nightsward (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 5,750 gp; Population 920 (Able bodied 230); Mixed (human 70% [some Tharbrian and Antillian], elf 20%, half-elf 10%); Resources: Pelts. *Authority Figure:* Captain Belarmin, male human N Ftr7. *Important Characters:* Deacon Aldrepar, male human N Clr6 (Modron); the Seeker, male half-elf NG Rgr5 (hunter/trapper); Fikalo Sevenham, female Antillian N Exp4 (tanner, merchant); Wallvor Thringhap, male elf N Sor3 (merchant).

The wily otters of the river have sleek, beautiful pelts, some of the finest in the land. However, the otters are unusually large and smart, and have many clever ways of escaping traps and hunters.

2619 Strange Women (EL 5): The statue of an amazon with a grinning crystal skull and wielding a spear is tilted crazily over a 80-foot deep pit. Vines have partially covered the statue. The skull is actually a *crystal ball* and the spear the Amazon is hurling is a *–2 cursed spear*.

2630 Giant Wasps (EL 12): The merchants of Frasket have been plagued lately by a swarm of **8 giant wasps** (CR 3; hp 32 each) living in the Bushmaster Jungle. These insanely large wasps have been known to pick riders out of their saddles and disappear with them into the triple canopy. Bows and arrows in the region are selling for double their normal price and archers are in great demand. The wasps make their home in an abandoned monastery south of the trade road. They have plastered the walls with rows of cells from which they bear their young. The only treasure is a box of 30 tindertwigs, which lie under the broken altar.

2712 The Black Marble Temple: The collapsed ruins of an ancient temple stand amid a dense grove of trees. Seven black marble pillars, which once supported the roof,

still stand. Each pillar has a *magic mouth* spell cast upon it that screams "Die, die! You all will die!" if anyone gets within 10 feet of the pillars. Behind the altar stone a niche contains a ruby handled knife worth 1,780 gp.

2728 Frasket (Hamlet): Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,500 gp; Population 468 (Able bodied 117); Mixed (orc 60%, human 20%, half-orc 10%, gnoll 10%); Resources: Pitch. *Authority Figure:* Hlgathon elf-Slayer, male human LE Ftr7. *Important Characters:* Vazk Brain-Eater, female orc CE Brb6 (Hlgathon's champion); Okhat the Temperate, male orc LE Clr4 (Midor).

Frasket's fierce inhabitants are an unpredictable and violent lot, akin to the steaming jungle around them. On certain nights there are wild celebrations during which the jungle itself is assaulted – and has been know to assault back. The pitch of the area is in demand to the east, but the unpredictable inhabitants prevent it from truly becoming an industry.

2732 Dead Horses: An overturned wooden house on wheels with the skeletal remains of 136 horses attached to the front lies on a gentle slope. Within the house are 37 barrels of petrified fish, a petrified lizard on an iron chain, broken kegs of oil, and 26 daggers of unusual design.

2807 Surhsa Galesh (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 6,250 gp; Population 1000 (Able bodied 250); Mixed (halfling 50%, human 25%, elf 10%, half-elf 10%, gnome 5%); Resources: Market. *Authority Figure:* Hegiran the Stout, male human N Ftr6. *Important Characters:* Yuris Fenander, female halfling N Rog5 (merchant); Alvi Orl, male gnome N Exp4 (merchant, boatman); Durev the Rasp, male human N Ftr3 (merchant).

A ruined stone tower stands in the center of the village, the only opening a one-foot square window near the top. None living know of the tower's purpose, and none have ever been within it. The stone of the tower is very resistant to damage. A market has sprung up around its base, catering to those who come to see it.

2813 Wild Dog (EL 1): Deep in the Hollowcaste Moors lives a **wild dog** (CR 1; hp 13). The dog seems friendly but drawn by a mysterious force centered on this spot and will not leave it. There is evidence of other dogs having been drawn here as well. The immediate area is a churned up muddy plain that radiates enchantment magic. Buried [DC 20] under the center is a brass whistle and lanyard. The brass whistle is a finely crafted item that when blown, calls normal dogs from a range of up to 300 ft. to the blower. Somehow the magic in the area causes the whistle to operate continuously.

2816 Citadel of the Sullen Stone (Citadel): Nonstandard; AL CE; TL 5; 100 gp Limit; Assets 68750 gp; Population 220 (30 bandit warriors War1-4 and 25 bandit cavalry War1-4 [some with Rog levels as well] make up the Voice's main raiding force; the remainder are Com1-3 servants, War1-3 bandits or thugs and ne'er-do-wells of a variety of races and classes); Isolated (human 90%, half-orc 6%, orc 4%); *Authority Figure:* Geribibus Venkl (the Voice), human male NE Brd6. *Important Characters:* Lelnikus Derkart, male human CE Clr5 (Lord Skortch); Hurka Quickhand, female half-orc CE Ftr4 (Venkl's bodyguard).

The Voice loves leading his marauding thugs on destructive raids against nearby settlements and homesteads. When threatened in force, he and his men abandon the citadel and fade into the nearby jungle, only to return when the occupiers can no longer afford to remain. The countryside would be grateful for an end to the Voice's predations once and for all.

2820 Cragthrob (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 7,100 gp; Population 1,136 (Able bodied 284); Mixed (halfling 70% [mostly common, some stout], gnome 20%, dwarf 10%); Resources: Leather. *Authority Figure:* Grandmaster Fatas, male halfling LE Rog10. *Important Characters:* Dant Felder, male halfling LG Pal8 (rancher); Clebber Vul, male halfling N Brd5 (tanner, entertainer); Mirla Hadge, female halfling [stout] N Wiz4 (wise woman).

Cragthrob is subject to a wandering tribe of trolls who demand a good portion of the food and gold of the village. Fatas sternly ensures that the tribute is made. The cattle herds from which the fine leather here is made are dwindling as the village tries to keep up with the demand, both from buyers and the trolls.

2912 Smell the Flowers (EL 6): A long white pillar standing over a pile of crumpled and decayed blocks. Several dozen blue stemmed flowers with yellow petals (see below) are growing between the blocks and if smelled cause a loss of memory for a day.

> **Blue Stems:** CR 6; Blue stems appear as lovely, scented, ordinary flowers with bright yellow or white pedals and blue stems. If smelled the flowers induce temporary memory loss in the victim for the period of one day if he fails a Will save (DC 25). An affected creature can attempt a Concentration check (DC 25) to remember certain things (name, purpose, etc.). Spellcasters likewise must succeed at a Concentration check (DC 25) each time they attempt to cast a spell.

2926 Goll (Village): Non-Standard; AL CG; TL 6; 200 gp Limit; Assets 4,400 gp; Population 704 (Able bodied 176); Mixed (elf 80% [mostly high], half-elf 10%, gnome 5%, halfling 5%); Resources: Horses. *Authority Figure:* Farret Farling, male elf [high] N Ftr3. *Important Characters:* Vesse Fantar, female elf [high] CG Rgr2 (horse trainer).

The horses here are of a rare breed, one especially suited for military duty. The elves of this village love to ride these swift horses in the hills and valleys, but have run afoul of the normally friendly centaurs that gallop upon the hills.

2931 Of Kings and Ashes (EL 2): A sealed pear-shaped lead urn (worth 50 gp) containing the ashes of an ancient king lies tangled in the center of a large dead-looking bush (actually an **archer bush*** [CR 2; hp 15]). The archer bush attacks anyone attempting to grab the urn.

3002 Unneffer (Hamlet): Non-Standard; AL N; TL 5; 100 gp Limit; Assets 875 gp; Population 280 (Able bodied 70); Mixed (halfling 60%, human 20%, gnome 10%); Resources: Oil. *Authority Figure:* Morglag the Lucky, male human N Rog4. *Important Characters:* Mellivar the Short, male halfling N Brd3 (explorer).

Ruins surround the hamlet, with vast cisterns of various kinds of oil sitting unused. The ruins are largely unex-

plored, and their original purpose has yet to be determined. Unseen buyers send their agents here to buy the oil, paying prices that are more than fair.

3005 Grand Fordway: A favorite stopping point for caravans providing goods from the coastal cites, a full time tent bazaar is always found here.

3016 Dire Polly (EL 9): A long red worm-eaten tapestry of dancing women hangs on the branches of two trees. **Ten dire parrots** (see below) with golden beaks guard the tapestry, which is actually a **cloaker** (CR 5; hp 45) and will attack if touched.

Dire Parrot: CR 3; SZ L Animal; HD 4d8+4; hp 22; Init +3; Spd 10 ft., fly 80 ft. (average); AC 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14; BAB +2; Grap +11; Atk claw +6 melee (1d6+4); Full Atk 2 claws +6 melee (1d6+4), bite +1 melee (1d8+2); Space/Reach 10 ft./10 ft.; AL N; SV Fort +5, Ref +7, Will +2; Str 18, Dex 17, Con 12, Int 2, Wis 12, Cha 10.

Skills: Listen +6, Spot +6*.

*Dire parrots receive a +4 racial bonus to Spot checks during daylight hours.

3027 Ivory Fangs! (EL 1): The skeletal remains of a man-sized lizard with two rows of ivory teeth worth 2,425 gp as a set is in a standing position on its hind legs in a pit. A **giant spitting cobra** (CR 1; hp 9; as medium viper but can spit poison in a 10-foot line) is coiled around it.

3026 Mountain Lions (EL 3): A crafty **mountain lion**** (CR 3; hp 19) stalks the hills behind the city of Goll. This creature is an excellent hunter but stays well away from humanoids of any sort. Angry ranchers have often attempted to hunt the beast but in turn have become the hunted. His lair is well hidden among the rocks and difficult (Search DC 20) for anyone without Wilderness Lore (DC 12) to find. Inside the lair is *+1 arrow* that failed to bring down its foe.

3119 The Green Tower (Citadel): Magical; AL N; TL 6; 100 gp Limit; Assets 375 gp; Population 120 (20 elven archers Ftr2-4 and 10 elven scouts Rgr1-3 constitute the main garrison; the remainder are Ari1-3 elven nobles or Exp1-3 elven craftsfolk, artisans, hunters and trackers); Isolated (elf 90% [mostly high], half-elf 8%, human 2%); *Authority Figure:* Fulvir Olnefor, male elf N Clr5 (Eqni). *Important Characters:* Kerbirial the Blind, female elf [high] N Drd4 (herbalist, historian; Vernaha); Oberil of the Far Forests, male elf N Ftr4 (sword maker).

A band of reclusive elves lives in the Green Tower, venturing to other settlements only rarely. Now, though, they send out word that they need help. The Green Tower is sinking into the jungle floor, and the elves are desperate to find a way to keep this from happening.

3120 The Heroes Rest: A grave covered with grass is the final resting place of an ancient hero. A *+1 sword* still remains clutched in his hand. A small petrified mast with an orange tattered soil marks the site of the grave.

3129 Bassam (Village): Non-Standard; AL LG; TL 5; 200 gp Limit; Assets 6,025 gp; Population 964 (Able bodied 241); Mixed (gnome 60%, human 25% (mostly Dorin), halfling 10%, elf 10%); Resources: Iron. *Authority Figure:* Lumpy Larwix, male gnome LG Clr4. *Important Characters:* Tonnegal Turpik, male gnome LG Rog3 (surveyor); Nanili Norx, female gnome LG Ill3 (Norx clan matriarch).

The clans that work the mines have met with some success, but attacks from fierce orcs (and worse) have begun to hamper the opening of new mines.

3209 Tumbledown Tower (Citadel): Magical; AL CE; TL 4; 100 gp Limit; Assets 750 gp; Population 240 (40 human warriors War1 and 20 orc berserkers Bbn1-3 guard the battered citadel and carry out Mamfrud's decrees; remaining 180 are thoroughly repressed Com1-3 peasants or Exp1-3 servants and merchants who continue to do business despite Mamfrud's tyranny); Mixed (human 50% [some Tharbrian], orc 25%, half-orc 10%, goblin 10%, troll 5%); *Authority Figure:* Mamfrud, male human CE Clr8 (Angall). *Important Characters:* Hoderdop the Mage, male goblin CE Wiz 7; Mrok Heavy-Hand, male troll CE Brb3.

Mamfrud holds his forces together through sheer force of will. He dreams of dominating the area, and has devised a plan to poison the nearby streams downriver, thereby, to his way of thinking, forcing those downstream to come to him for water. **Village Data**

3212 Smoulder Hill (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,975 gp; Population 632 (Able bodied 158); Mixed (dwarf 60% [mostly mountain], human 20%, gnome 10%, halfling 10%); Resources: Quartz. *Authority Figure:* Bull Bungrek, male human LE Ftr5. *Important Characters:* Kerdruk Ironshovel, male dwarf [mountain] N Ftr3 (miner); Kezka Stonehammer, male dwarf [mountain] LG Exp3 (inventor, miner).

The crystals found near the hamlet hum and grow warm when placed near others of their kind. Smoulder Hill itself hums and pulses with a faint yellowish light at night. Not a few wizards have shown great interest in the crystals, and pay well for both the normal and unusual kind.

3216 Giant Leeches (EL 12): The rivers that flow through the Underwing Jungle teem with many unspeakable horrors. At a particularly sharp bend in the river is a deceitfully calm place where a school of **12 giant leeches*** (CR 2; hp 11 each) thrives. Many creatures have stepped into the river here never to step out again. These blood-sucking creatures are able to drain a small creature of blood in a matter of minutes. Most times the victims don't even know that the leeches have attached themselves until it's too late. The water here is clear and many bones can be seen littering the river bottom. A large emerald (50 gp) can be found [DC 15] if the sand is shifted by a curious seeker.

3226 Farmingcastle (Castle): Conventional; AL N; TL 5; 100 gp Limit; Assets 1875 gp; Population 600 (50 human warriors War1-3, 50 dwarf warriors Ftr1-3, 25 human longbowmen Ftr1-2 and 25 dwarf crossbowmen Ftr1-3 defend the castle from enemies; the remainder are Com1-3 farmers and herdsmen or Exp1-2 servants, merchants and shopkeepers); Mixed (human 40%, dwarf 25%, elf 20%, gnome 5%, halfling 5%, half-elf 5%). *Authority Figure:* Nikra Hammersmith, female dwarf N Ftr7. *Important Characters:* Minrua Falid, female Dorin N Drd6 (farmer, Vernaha); Relold Uvbol, male elf NG Rgr6 (guard captain); Macclo Forl, male gnome N Ill5 (hired wizard).

3403 Wortess

Farmingcastle guards a fertile valley that is attacked on occasion by dragons, or dragon-like creatures. Nikra Hammersmith believes the creatures come from the mountains, but does not have the power or troops to combat the threat directly.

3233 Monastery of the Hot Wind (Citadel): Nonstandard; AL LG; TL 4; 100 gp Limit; Assets 375 gp; Population 120 (30 warrior-monks Mnk1-5 are devoted to defending the monastery; remaining 90 are Mnk1-3 trainees, Exp1-3 servants or Adp1-3 spellcasters who aid in the monks' training and help in the monastery's defense); Isolated (human 90% [mostly mixed, a few Dorin], wood elf 5%, half-orc 5%); *Authority Figure:* Master Mizark, male half-orc LG Mnk8 (Tyrebill). *Important Characters:* Master Olwad, male elf [wood] LG Mnk7 (second in command, expedition leader; Tyrebill); Minhel, male Dorin LG Mnk6 (guard leader; Tyrebill).

This is the home for a group of contemplatives, who eke out a spare living. Their forays into the high desert for meditation have become even more dangerous than usual, as the sun itself seems to war against the monks. They seek help in determining what has caused the sun's anger.

3327 Sneaky Ticks (EL 6): A small clay figure of a young halfling child is wedged on a rocky slope. A small black iron helmet with two curled rams horns on top rests on the decaying head of the halfling. The helmet when worn gives the wearer a +2 circumstance bonus to Search checks to find secret doors, but is covered with typhoid carrying ticks. The ticks themselves deal no damage and are easily removed and killed. They do however, inflict the wearer with typhoid (Fortitude save (DC 15), incubation period 2d4 days; damage 1d6 Strength and 1d6 Constitution).

3328 The Bat Gong (EL varies): An oval-shaped gong (worth 250 gp) with a large red bat painted in the center hangs by a chain wrapped around a thick branch of a dead tree. Under the gong is a collapsed bloodstained sacrificial stone altar. When the gong is sounded, **hundreds of bats** (CR 1/10; hp 1 each) swarm out of the hollow tree and attack anyone within 120 ft. During daylight hours, the bats stay for one round and begin flying back into the tree. At night, the bats stay for six rounds then fly off into the darkness.

3403 Wortess (Village): Non-Standard; AL LE; TL 7; 200 gp Limit; Assets 8,925 gp; Population 1428 (Able bodied 357); Mixed (human 65% [mixed, some Skandik], half-orc 15%, orc 15%, gnoll 5%); Resources: Boats. *Authority Figure:* Cartarn One-leg, male human N Ill6. *Important Characters:* Frantle Minhop, male human LE Rog5 (boatwright); Sirzfan the Dark-Handed, male human LE Rgr3 (fisherman); Sigurd One-Ear, male Skandik CN Bbn5 (leader of the Skandiks).

The ill-tempered folk of this village produce fine fishing boats, but need a steady supply of pitch for the manufacture of these vessels. Whales love the waters just offshore, but many of them have begun to wash ashore, torn by the teeth of some unknown, enormous creature. The major importance of the village, however, is not its fine boats but is instead the fact that this village sits at the Cleft Roads, where the great road from Viridistan splits — one branch running west to the Holy Cities and one branch south to Grindwell and beyond. As a result, many travelers seeking the Holy Cities use Wortess as a disembarkation point. A small group of Skandiks was stranded here years ago when their longship was destroyed in

a storm. Today they live in Wortress and form the bulk of the village's defensive forces. They also enjoy tracking and hunting down marauding monsters.

3403 Wortess Lightcastle (Castle): Magical; AL N; TL 7; 100 gp Limit; Assets 1688 gp; Population 540 (60 men-at-arms Ftr1-2, 40 longbowmen Ftr1-2, 30 light cavalry Ftr1, and 5 engineers Exp1-3 constitute the garrison; the remaining 405 are Com1-3 villagers, peasants and servants or Exp1-3 engineers, builders, craftsmen and merchants); Mixed (human 60%, elf 10%, orc 10%, half-orc 10%, gnoll 10%). *Authority Figure:* Gerlahan Who Waits, male Dorin N Wiz6. *Important Characters:* Mezra the Monied, female half-orc N Ftr5 (guard captain); Ulgan Sandgatherer, male elf [wood] N Clr4 (Aniu); G'fint Furl, male Dorin N Exp4 (tinker).

Gerlahan is content to leave the nearby villagers to their own devices, and only interacts with them when collecting taxes or when the village needs protecting. What Gerlahan is waiting for is unknown; what is known is that he scrupulously maintains the castle's great beacon. Recent weeks have seen the beacon attract a great number of insects, especially huge, dangerous ones. Gerlahan seeks a way to maintain the beacons but repel the insects, which he declares are unnatural and sent to sabotage the beacon.

3413 Under the Giant's Skull: A giant skull is stuck in the center of a contaminated pool of elf wine (causes *filth fever* if consumed). Any moisture landing in the pool causes a column of purple mist to arise from the pond corroding all metal it contacts. The skull then, at random (5% chance, once per person), tells the fortune of someone nearby as per the *legend lore* spell.

3419 Silmet (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,490 gp; Population 476 (Able bodied 119); Mixed (human 60% [some Tharbrian], elf 30%, half-elf 10%); Resources: Fish. *Authority Figure:* Mandod the Bold, male Tharbrian N Mnk5. *Important Characters:* Sharp-Eyed Shormat, male human N Rgr4 (fisherman); Finanal Fleetfoot, female elf N Rog3 (fish farmer).

The fish of this section of river are fast and dangerous, but have a number of virtues when cooked by the right hands. Catching them is a fast, though perilous, way to earn gold. The scales of one variety rival copper in toughness although far lighter. A local artist armors linen shirts with scales.

3428 Giant Beavers (EL 10): A huge dam made of logs and dirt is home to a family of **6 giant beavers** (see below). These massive creatures have dammed up a small stream to make a good-sized pond near the Redshaft Fens. These powerful creatures can pull a 30 ft. tree for miles to their dam. Mysterious drag marks crisscross the area leading to the dam. The beavers normally ignore intruders but will attack any that approach the dam. The attacking beavers are protecting their **3 young** (CR 1; hp 5 each; noncombatants) inside the den. Another beaver that was wounded in a fight with a snake is resting inside the dry den (as normal but reduced to 28 hp). In the den is a ring of skeleton keys that will give rogues (only) a +2 to all lock DC's.

Giant Beaver: CR 4; SZ L Animal (12 ft. long); HD 8d8+8; hp 56; Init +3 (Dex); Spd 20 ft., swim 40 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; Atk/Full Atk bite +13 melee (2d6+7); SA improved grab; SQ scent; Space/Reach 10 ft./10 ft.; AL N; SV Fort +4, Ref +6, Will +3; Str 24; Dex 17; Con 12; Int 2; Wis 10; Cha 6; *Skills*: Hide +7, Listen +7, Spot +7.

3507 Crocodiles (EL 2+): The river of Maldevar is infested with **crocodiles**. In this particular area, there is a family of **ten medium-sized specimens** (CR 2; hp 22 each), lying in wait or sunning themselves on the broad banks of the river until something edible comes along. The crocodiles' prize possession is a sunken barge, which sank there during a violent storm. The barge is where they drag their prey while they wait for it to 'ripen.' The remains of many unwary river-men and animals lie buried in the mud under the wreckage. A competent swimmer, making a good search through the mucky water could find the barges payroll box. The box is covered in slime and hard to locate (DC 20) but contains 50 gp, 175sp and 20 jade tiles worth 10 gp. The box is not locked but the clasp is rusted shut and must be forced open (DC 15).

3518 Boring Beetles (EL 10): This part of the Underwing Jungle has many mysterious holes bored through the trees. There is a high percentage of dead trees and open ground in the area. The bark of one fallen tree seems to a swirling mass of color. Upon closer inspection it proves to be covered with **giant boring beetles*** (CR 3; hp 37 each). These beetles have colorful carapaces and seem to be eating through the bark and into the trunk of the tree. They could be used for simple decorations and may have some value in the marketplace.

3522 The Crow's Nest (EL 3): A silver balance worth 3,875 sp hangs from a stone staff embedded in the ground. Small dwarven runes are written on the bottom of the staff but are covered by green slime. A large black, **talking crow** (CR 3; hp 26) often roosts on the top of the staff in the daylight. The crow speaks Common and Auran.

3518 Boring Beetles

3617 The Humble Monk (EL 4): A vine-covered marble statue of a monk is down on one knee praying to a row of five weeping willow trees. A large eye is carved in the trunk of each tree and is pointed at the monk. When the wind blows a wailing sound echoes from the branches of the trees that causes *fear* in those within 20 feet that hear it (DC 16 Will save negates).

3626 Goblin Statues: Sitting atop a rocky slope is a vine-covered flat stone altar. Two scimitars are carved in a ring in the center of the stone. A statue of a goblin with a gold wristband on each hand worth 475 gp stands between the scimitars.

3706 Eels in the Weeds (EL 5): A large white pearl 7,000 gp rests on a velvety soft layer of sand surrounded by identical orange and blue stalagmites. Small weed eel eggs have been spawned around the pearl and are guarded by **12 female weed eels*** (CR 1/2; hp 4 each) that are hidden in a clump of nearby seaweed.

3707 Lampreys (EL 10): Near the city of Dagonsharp lives a community of **11 sea lampreys** (as giant leech*, CR 2; hp 11 each). These parasites attach themselves to large fish and other sea creatures draining their life force over time. Near the rocky shore is a sunken city that is the breeding area for these creatures. The ancient city tumbled into the ocean during an earthquake before the city of Dagonsharp was established. A character able to breath underwater could locate the gem encrusted statue that lays broken next to a marble pillar. These small gems can be pried off and sold for 100 gp.

3708 Dagonsharp (Village): Non-Standard; AL LE; TL 3; 200 gp Limit; Assets 5,375 gp; Population 860 (Able bodied 215); Mixed (goblin 65%, gnoll 30%, orc 5%); Resources: Slaves. *Authority Figure:* Big Pragnok, male goblin LE Ftr4. *Important Characters:* Kothka the Chanter, male goblin LE Clr3 (Angall); Darka Dint, male goblin NE Brd2 (Big Pragnok's lieutenant).

Deep, disturbing music can be heard coming from deep beneath the sea just offshore from this village. The goblins are bound to send a tribute of slaves to Narrowridge each month, but fear losing the shipment in the ominous sea.

3718 Valley Villa (Hamlet): Non-Standard; AL LG; TL 6; 100 gp Limit; Assets 1,550 gp; Population 496 (Able bodied 124); Mixed (human 60%, elf 30%, half-elf 8%, halfling 2%); Resources: Market. *Authority Figure:* Sir Tancredan, male human LG Ftr7. *Important Characters:* Adlettan Vig, female human LG Alc6 (alchemist); Geenalion Fairface, female elf NG Drd4 (fish farmer, herbalist).

The inhabitants of Valley Villa age slowly, if at all. They claim it is due to the mists that cling to the riverbanks near the hamlet. A tourist trade has sprung up to accommodate those who "come for the mists." Amulets and talisman curios are sold here.

3722 Treewatch Tower (Citadel): Nonstandard; AL CE; TL 4; 100 gp Limit; Assets 688 gp; Population 220 (30 bandit thugs War1-3, Rog1-3 or Ftr1-3 make up the core of the citadel's defenders; Imonlao's bodyguards consist of 10 Ftr2s and 15 Rog1-3s; the remainder are Com1-3 peasants, Exp1-3 merchants and shopkeepers or various 1-3rd level rogues, fighters, warriors or barbarians); Mixed (human 60%, half-orc 20%, orc 20%); *Authority Figure:* Imonlao the Cutter, female human CE Ftr4. *Important Characters:* Erdlan Pig-Brother, male half-orc CE Clr3 (Midor); Dillerunk, female orc CE Wit3 (witch).

Brigands and other criminals dwell here, collecting tolls and taxes from all the travelers and settlers nearby. The increasing violence of the toll and tax collectors has been driving away the few remaining farmers. A few of the villains here have tried farming, but the trees of the nearby jungle stir from their rooting-places to harry them.

3725 Moon Tower (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,313 gp; Population 420 (Able bodied 105); Mixed (human 60%, half-elf 20%, elf 10%, gnome 6%, halfling 4%); Resources: Military. *Authority Figure:* Thornan Black, male human CG Ftr8. *Important Characters:* Deserro Thun, female human N Ftr7 (weapon instructor); Denhu Avol, male half-elf N Rgr6 (tactics instructor).

The mercenaries of Moon Tower, usually much in demand among the petty leaders of the area, have lost their spellcasters – literally. One day, all the spellcasters simply vanished without trace, in full view of witnesses. Nothing has been seen or heard from them since. This leaves Moon Tower with a significant part of their force missing. Some veterans teach fighting skills for pay.

3727 Fire Lizards (EL 13): The Hell-Furnaces of the Ered Demivand are home to a clan of **5 salamanders** (CR 5; hp 38 each) from the plane of fire. Though dormant, the volcano occasionally smokes with the fires of the salamander's forges. Access to the mountain is gained by entering one of the many steam vents. The vents are difficult to follow but ultimately lead to a molten lake at the center of the mountain. The salamanders attack all intruders on sight and will plunge into the lake of molten lava if severely threatened. The largest salamander has three 1000 gp fire opals.

3730 Phialfen (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 8,150 gp; Population 1304 (Able bodied 326); Mixed (orc 60%, half-orc 20%, human 20%); Resources: Ore. *Authority Figure:* Branban Battleaxe, male human LE Ftr4. *Important Characters:* Dendahan Death-Hand, male human LE Sor3 (Branban's lieutenant).

The orcs of Phialfen are a peaceful breed, but are now in the grip of a human bandit group. They are mercilessly driven to mine the various kinds of ore that was their main source of income.

3731 The Aging Pool (EL 7): Directly atop a high mountain is a small shallow pool of contaminated green water. Red berries grow on small bushes that encircle the pond and skunks come in the daylight to eat the berries. Anyone gazing into the pool under the moonlight grows older, increasing by one in age category — for example, from middle age to old age (DC 20 Fort save negates).

3802 Giant Sharks (EL 4): Deep in this part of the ocean live some of the largest sharks known to man. Pity the poor sailor who falls overboard in these waters! This school of **4 huge hungry sharks** (CR 4; hp 65 each) circles an underwater mountain that is the bane of many a ship captain. Wrecked ships lie in various stages of decay on the jagged undersea rocks. In the belly of one of the sharks are the remains of an unfortunate seaman who was lost at sea in a storm. His body is long past saving but an adamantine masterwork dagger is still in good condition.

3819 Giant Wasps

3813 Giant Wasps (EL 7): A small swarm of **5 giant wasps** (CR 3; hp 32 each) have made a nest in the jungle around Holdsworth stream. They constantly search the area for food in order to bear young. The females lay their eggs on top of prey, which they have stuffed into the cells. The hive has twelve cells arranged in a circle hanging from an especially large tree. The cells are made of paper and mud from the stream and are easily opened. Inside five of the cells are found immature pupae and the partially digested remains of large spiders. Giant Wasps are territorial and will pursue their prey for up to a mile.

3829 Phialfen Tower (Citadel): Nonstandard; AL LG; TL 3; 100 gp Limit; Assets 688 gp; Population 220 (25 orc warriors War1-3, 25 human warriors War1-3 and 5 elite orc guard Ftr3 defend the citadel with honor and bravery; the remaining 165 are extremely well-treated Com1-3 peasants or Exp1-3 servants, specialists and merchants); Mixed (human 45%, orc 45%, half-orc 10%); *Authority Figure:* Mekkinger the Wisest, male half-orc LG Sag6. *Important Characters:* Mevrimkit the Bold, female half-orc LG Pal5 (captain of the guards); Limilel the Evermoving, female human LG Sor4.

This tower was the main defense of the village of Phialfen (3730), and failed at that responsibility. Now, the extraordinarily good-hearted and honorable orcs of this tower, along with a few allies, plan to liberate their brethren held in thrall in Phialfen. They call upon any who are good of heart to help them in this.

3833 Wild Pigs (EL 10): A sounder of **10 wild pigs (boars)** (CR 2; hp 22 each) frolics in a small wet depression; rolling, grunting and rutting in the mud. Two sows rest in the shade provided by the broken-down frame of a long deserted shack. The area around the depression is an open, bare stretch of dirt and the few trees that dot the landscape are long dead due the wild pigs girdling the trunks. The wild pigs charge trespassers and any creatures that threaten them. In one corner of the shack are what appear to be the bones of a humanoid figure.

3910 Snakes (EL 6): Just off the caravan route between Dragonsharp and Belitsward lives a female **giant constrictor snake and 5 younger males** (CR 2; hp 16 each). She is in the process of forming a mating ball with a number of eligible males. The males are very aggressive and are following the scents of the other suitors. Any interference or intrusion by outsiders risks a vicious attack. These aggressive hunters strike their prey with powerful jaws then, while keeping their vice-like grip, they use their long powerful bodies to constrict and suffocate until death comes.

3915 Holdsforth Spire (Citadel): Nonstandard; AL N; TL 6; 40 gp Limit; Assets 100 gp; Population 80 (20 elf scouts Rgr1; remaining 60 are Com1-3s or Exp 1-3s); Isolated (elf 90%, half-elf 10%); *Authority Figure:* Dreaming Nebdril, female elf N Ftr4. *Important Characters:* Negzdar the Gleaming Eye, male elf N Wiz4; Heroliad Glidefoot, male elf N Clr3 (Phelonius).

This band of elves is reclusive, seeking solitude for their studies and introspection. Rumors assert that the lore of ancient times can be found here, for a price.

3922 Giant Skunks (EL 4): The homesteads in the jungle around Laudehesh are looking for relief from a pack of **3 dire skunks** (see below) that have been raiding their refuse piles. Not only do they smell worse than the garbage they eat, they have a vicious bite that carries infection. The giant skunks prefer the large trees in the Underwing Jungle and make their homes among the massive root systems. Lining one of their lairs is the remnants of a fine hand-made tapestry. The cloth of gold fabric could be salvaged and sold to a professional seamstress (10 gp).

Dire Skunk: CR2; SZ M Animal (6 ft. long); HD 3d8+3; hp 16; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 13; BAB +2; Grap +4; Atk claw +4 (1d4+2); Full Atk 2 claws +3 melee (1d4+2), bite -1 melee (1d6+1); Space/Reach 10 ft./10 ft.; SA breath weapon (repulsion gas-creatures within the cone [5' high, 5' wide and 15' long] must succeed at a Will save [DC 14] or be compelled to do nothing but move away from the dire skunk for 1d6 rounds); disease (Fort DC 12, filth fever), effect charisma (anyone in a cone of repulsion gas has a –4 synergy bonus to reaction checks for 1 week); SQ scent; AL N; SV Fort +4, Ref +4, Will +4; Str 14, Dex 17, Con 12, Int 2, Wis 12, Cha 2; *Skills:* Listen +6, Spot +6; *Feats:* Weapon Finesse (bite).

3925 The Crystal Cube (EL 3): A flat crystal 10 ft. by 10 ft. cube is embedded in the ground so that only its vine-covered top few inches show. *Explosive runes* (6d6 damage) are engraved on the top of the crystal and deep inside is the body of an ancient wizard with a *ring of Formian summoning* (per *summon monster II*, caster level 8th, usable 3x/day) lies in state.

3931 Rams (EL 3): In the southern reaches of the Ered Demivand, high upon the slopes of a snow capped mountain, live **2 large big-horn sheep** (see below). These sure-footed beasts continually butt heads and make all kinds of noise. The crack of impact from the great horns hitting upon each other has led to a local legend being formed. The elderly villagers tell of a mountain giant that was cursed by the snow goddess. She caused a madness to come upon him so that now he sits upon the mountain breaking the large rocks into small boulders and rolling them down to the valley below. Rockslides and avalanches tend to reinforce this myth.

Big-Horn Sheep: CR 2; SZ M Animal (5 ft. long); HD 3d8+6; hp 24; Init +4 (Dex) ; Spd 40 ft.; AC 15 (+4 Dex, +1 natural), touch 11, flat-footed 14; BAB +2; Grap +6; Atk/Full Atk butt +6 melee (2d6+4); Space/Reach 5 ft./5 ft.; SA Trample (2d6+4), improved bull rush; SQ scent; AL N; SV Fort+5, Ref+5, Will+3. Str 18, Dex 19, Con 14, Int 2, Wis 10, Cha 6; *Skills:* Listen +5, Spot +5, Climb +5*; *Feats:* improved bull rush.

*Big-Horn Sheep get a +12 bonus to climbing in their natural habitat.

4001 Plesiosaurus (EL 11): Merchantmen on long voyages claim to see aquatic dinosaurs from time to time. These stories are viewed with much skepticism especially after the teller of the tale has had a few too many. None have been captured in fishing nets as of yet but it may be only a matter of time. Not exactly dinosaurs, these aquatic reptiles lack feet and are therefore at a disadvantage when it comes to grasping and competing for food. **Two plesiosaurs** (see below) inhabit this area.

Plesiosaur: CR 10; SZ G Animal (aquatic); HD 16d8+112; hp 184; Init +0; Spd 10 ft., swim 50 ft.; AC 12 (-4 size, +6 natural), touch 6, flat-footed 12; BAB +12; Grap +36; Atk/Full Atk bite +20 melee (2d8+18); Space/Reach 20 ft./15 ft.; SQ scent; AL N; SV Fort +17, Ref +10, Will +6; Str 34, Dex 10, Con 24, Int 2, Wis 13; Cha 9; *Skills:* Listen +6, Spot +6.

4016 Giant Weasels (EL 9): In one of the many streams that feeds the Kestoral River, dwell a family of **8 dire weasels** (CR 2; hp 13). Excellent swimmers, these sleek creatures can catch fish, frogs and crayfish. Due to the size of this group they generally prefer their portions a bit larger. For this reason they attack anything that threatens them.

4022 Laudehesh (Hamlet): Non-Standard; AL LE; TL 4; 200 gp Limit; Assets 4,400 gp; Population 704 (Able bodied 176); Mixed (human 60% [some Tharbrian, Alryan and Antillian], half-orc 20%, orc 20%); Resources: Barrels. *Authority Figure:* Gonerial devil-dog, male human LE Wiz6. *Important Characters:* Dresdert Convui, male human LE Rog2 (cooper); Amperk the Last, male half-orc LE Ftr2 (cooper).

The coopers of Laudehesh make a wide variety of barrels, which are sought after by everyone from mundane winemakers to wizards seeking storage. Some of the coopers have been shipping sealed barrels filled with unknown cargoes. What this cargo is, where it comes from, and where it is shipped are all questions whispered amongst the villagers.

4024 Wild Dogs (EL 2): Out on the dusty plains, a pack of **9 wild dogs** (CR 1/3; hp 6 each) roams for miles each day looking for food. At nighttime they return to their lair which is small ruined tower. All of the wooden portions were burned away in a fire long ago. The roof is mostly open to the air, as is the doorway and the open windows. The dogs attack intruders and will chase them for up to a mile if they attempt to flee. The only thing left in the tower of any value is a sack of 50 gp hidden behind a loose brick on the upper floor (DC 15).

4027 Bloref's Turret (Citadel): Magical; AL N; TL 3; 100 gp Limit; Assets 438 p; Population 140 (30 human warriors War1-3 are aided in the citadel's defense by 5 skilled halfling scouts Rgr2-4; the remaining 95 are Com1-3 farmers and peasants); Isolated (human 90% [mostly Tharbrian and Alryan], halfling 10%); *Authority Figure:* Bloref, male human N Wiz14. *Important Characters:* Kvilwem the Ear, male human NG Rgr3 (guard leader, scout); Messerlim the Nervous, male human N Rog3 (Bloref's advisor).

Bloref cares nothing for the outside world, and merely seeks to be left alone with his books and scrolls. Complicating this is the need for him to ensure the safety of the surrounding farms, which have been harassed by ankhegs and wolf-riding orcs.

4106 Isle of Blue Fog (EL 2): A dense blue fog covers the two neighboring islands from dusk to dawn. The fog causes anyone spending the night to lose their hair, no saving throw. **Six small dogs** (CR 1/3; hp 6 each) that inhabit the island remain in the hulls of a beached merchant galley. The dogs eat the roots of leafless gray trees that are scattered throughout the island to prevent the loss of their hair from the fog. Those eating the roots, or using an ointment made from the root, begin growing their hair back at a natural rate. Hair returns after leaving the area of the strange blue fog.

4119 Lost Lady (EL 4): An ivory white column three feet in diameter and three feet high with a concave top sits on a small grassy mound. On the column, written in the sylvan tongue, is the story of the fall of the lady. The runes are expertly carved and look to be more decorative than informative (DC 20 to spot). Every full moon a golden sphere worth 1000 gp appears on the column with an *imprisoned* female **leprechaun*** (CR 4; hp 3) weeping inside. The sphere disappears when moonlight stops hitting it, or when the sphere is removed from the column. A *freedom* spell is required to free the creature.

4218 Aquatic Elves (EL 3): Twelve male aquatic elves (CR 1/2; hp 3 each) and their families — **eight females** (CR 1/4; hp 2 each) and **six children** (CR 1/6; hp 1; noncombatants), have moved into the neighborhood hoping to start a new colony. The eldest male elf was recently

shunned by his tribe and was forced to leave with his wife, young child and any that would follow him. The small clan used up all of their meager savings to begin construction of a new underwater home. The aquatic elves know about an abandoned wood-elf city somewhere nearby and are willing to trade the information for a share of the treasure. The men would gladly join in the search but they cannot leave the water for more than a few hours at a time.

4227 Giant Ticks (EL 5): A loathsome bunch of **9 giant ticks*** (CR 1; hp 13 each) wait near the game trails and watering holes for any creature to get within attack range. When the opportunity presents itself, these parasites attach themselves and begin to drain blood at a fantastic rate. Many shriveled bodies litter the area near a quiet stream. The many carcasses that flow by puzzle the people of Parapet Scarpe. They are also concerned with the spread of disease among their livestock. A body of a shriveled halfling died with a set of masterwork thieves' tools waiting for someone else to claim.

4305 Electric Eels (EL 8): Part of an underground island chain, this shelf is nearly a mile wide and is overgrown with kelp beds. Thriving in this sea of green is a hungry pack of **8 electric eels*** (CR 2; hp 9 each). These creatures attempt to bite their prey and, when successful, deliver a strong electrical charge. Eels then will swallow their prey (fish in most cases) whole. However, the electrical charge does not distinguish between a deliberate attack by the eel or an accidental touch by an unwary victim. A partially sunken chest sits at an odd angle in the kelp. It is locked (DC 10) and contains a false bottom (Spot DC 15). Anyone removing the false bottom finds two small sacks of 50 gp each.

4308 The Cursed Shell (EL 4): A giant overturned empty snail shell sets partially buried on a sand bar. The remains of an octopus rest inside. Anyone entering the shell is *cursed* and can't breathe water for one hour even if the creature is amphibious and can normally breathe air and water (DC 16 Fort save negates). Aquatic creatures (fish, octopi, etc.) are immune to this curse.

4311 Belitsward (Village): Non-Standard; AL N; TL 6; 200 gp Limit; Assets 7,000 gp; Population 1120 (Able bodied 280); Mixed (human 60% [some Tharbrian, Alryan, some Antillian], elf 30%, half-elf 10%); Resources: Market. *Authority Figure:* Sarlenina Hahn, male human N Brd5. *Important Characters:* Urdo Eightson, male human N Ftr4 (merchant); Halaversin, male elf N Rog4 (boat captain); Finto the Boot, male human LG Mnk3 (fisherman).

A phantom fleet attempts to drop anchor near Belitsward every night, but is driven off by unfelt winds. This has discouraged the once-busy trade between east and west that went on here. The local farmers still bring cheeses and vegetables to market.

4315 Giant Toads (EL 4): Under the overhanging cliffs against the oceans shoreline, live a **pair of giant toads** (see below). These toads sit dormant (Spot DC 22) until a potential meal passes within striking range of their long sticky tongues. Their favorite tactic is to lash out with their tongues to disable their prey while they move in with a trample and a swallow attack. Their superior camouflage allows them to catch opponents flat-footed most of the time. Within a pile of refuse at the back of one of the sea caves is a *darkwood shield* that washed up in the tide some time ago.

Giant Toad: CR 3; SZ M Animal; HD 3d10+6; hp 22; Init +0; Spd 20 ft; AC 14 (+4 natural), touch 10, flat-footed 14; BAB +2; Grap +4; Atk bite +4 melee (1d6+3) or tongue +2 ranged (grapple, tongue, see SA); Full Atk +4 melee (1d6+3, bite) or +2 ranged (grapple, tongue, see SA); Space/Reach 5 ft./5 ft. (10 ft. with tongue); SA adhesive tongue; swallow whole (grapple bonus +4); leap (20 ft. horizontally, 8 ft. vertical as charge attack); SQ darkvision (60 ft.); AL N; SV Fort +5, Ref +3, Will +2; Str 14, Dex 11, Con 15, Int 1, Wis 12, Cha 4.

Skills: Hide +6, Spot +4.

4319 Grindwell (Hamlet): Non-Standard; AL N; TL 7; 100 gp Limit; Assets 1,665 gp; Population 532 (Able bodied 133); Mixed (dwarf 60% [mostly hill], elf 30% [mostly high], human 5%, halfling 3%, gnome 2%); Resources: Market. *Authority Figure:* Tristronar the Canny, male elf CE Wiz9. *Important Characters:* Stronknar Heavy-Foot, male dwarf [hill] N Ftr5 (merchant, adventurer); Sifaf the Lambent, female elf N Sor4/Alc6 (alchemist); Fazer Stonechipper, female dwarf [hill] N Rog3 (shipwright).

The heavy deposit of silt by the mouth of the river threatens to divert the stream and flood Grindwell. A wide variety of minerals and components precious to alchemists are sold at the local market as are the skins of the strange beasts hunted by trappers from the jungle. Grindwell is also a choice stop for those seeking to explore the Underwing Jungle or to take the incredibly dangerous voyage up the Teithoir River to the Holy Cities (for those pilgrims not willing or able to take the slower overland route). Few locals will agree to guide or pilot a boat more than 5 to 10 miles upriver (and even then only for an exorbitant fee), since few who have gone much farther have ever returned.

4325 Parapet Scarpe (Hamlet): Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 965 gp; Population 308 (Able bodied 77); Mixed (gnoll 57%, orc 23%, human 10%, half-orc 10%); Resources: Hides. *Authority Figure:* Boig Baren Bar, male gnoll CE Ftr3. *Important Characters:* Ark Tav, male orc LE Ftr2 (observer/advisor).

Parapet Scarpe is now a gnollish tributary of Narrowridge. Large, mink-like animals in the area provide lustrous pelts much prized by nearly all races. Rumors claim the minks are intelligent, and seek relief from depredation. The gnolls use criminals for target practice and are always seeking replacements.

4332 Lasthill (Small Town): Non-Standard; AL CG; TL 5; 800 gp Limit; Assets 38,400 gp; Population 1536 (Able bodied 384); Mixed (elf 80% [mostly high], halfling 15%, gnome 5%); Resources: Leather. *Authority Figure:* Capulan Tree-friend, male elf [high] CG Wiz4. *Important Characters:* Tyasan Moon-Friend, female elf [high] CG Clr3 (Cilborith); Fenran of the Fields, male elf [high] CG Rgr3 (town guard captain); Liggle Gornar, halfling male CG Rog3 (tanner); Dixban Derngat, gnome male NG Ftr2 (cattle rancher).

Pale, silent goblins have been attacking the town of late, deep into the night, fading back into the hills before daybreak, but taking much of the supple leather for which the town is famed.

4334 Giant Spiders (EL 7): South of Lasthill lives a creature of nightmare. A **gargantuan monstrous spider** (CR 7; hp 132) as big as a house and as ancient as time. It makes its home in a huge rift created by an earthquake, which occurred hundreds of years ago. It is from inside this cavern that the creature awoke and crawled out to wreak vengeance on the surface world. Climbing gear is required to locate the creature's lair. The ledge is about 50 ft. below the surface, which leads 150 ft. into the darkness to a huge cavern. Gripped tightly (search DC 15) in the hand of a long dead skeleton, is a *bag of holding type I* with 500 gp worth of silver nuggets inside.

4409 Sea Horses (EL 5): Looking a lot like stalks of sea grass that grow on the ocean floor, this herd of **9 giant sea horses**** (CR 1; hp 19 each) sway back and forth with the currents. Sometimes captured by various aquatic humanoid tribes, these are the workhorses of the deep. Their superb danger senses and sense of direction make them valuable steeds. Normally docile, the sea horse will flee from encounters. If cornered or properly trained it can become be a vicious opponent. One sea horse wears a simple pearl necklace (100 gp) given to it by a beautiful mermaid.

4422 Giant Leeches (EL 10): Between the Silverhorn Ford and where the Crestmast river dumps into the ocean, live a swarm of **10 giant leeches*** (CR 2; hp 11 each). These vermin can latch on to unsuspecting victims and drain them of blood if they remain in the water long enough. Mostly collecting by the ford, occasionally one will get dumped into the ocean where it dies from the high salt concentrations. Good caravan masters check all of their animals after fording the river but if an animal or humanoid were to fall into deep water there is little hope of getting them out. An unfortunate lizardman lost his life in this way and only his masterwork trident survives him.

4430 Giant Ants (EL 10): On the road between Lasthill and Questravale is what appears to be a large milestone or a small Ziggurat. In reality it is an anthill created by giant ants. There are **13 worker ants** (CR 1; hp 9 each), **2 soldier ants** (CR 2; hp 11 each) and a single **queen** (CR 2; hp 22). Always looking for food with which to feed their queen, the worker ants are aggressive tenacious. Within two rounds of any fighting with the worker ants, the soldier ants show up to lend some muscle. If the mound is destroyed and dug up, the queen will defend her eggs to the death. Buried within the mound are several dragon scales, which in the hands of an expert armorer can make some decent platemail or shield.

4506 Mermen (EL 8): In a small lagoon near the shores of Westland dwells a small colony of **20 merfolk** (CR 1/2; hp 5 each). Though not normally hostile, the men of the tribe keep watch on the mermaids unless some evil befalls them. The mermaids for their part love to sun themselves on rocks in waters dangerous to shipping. They flirt with the sailors, tempting them to sail closer to the jagged rocks or to dive into the shark infested waters. One of the merfolk (War3) carries the treasure for the colony — 250 gp, and a *+1 heavy crossbow (underwater only)*.

4521 Sea Monster (EL 12): The rocky coastline between the Teithoir River and the Cestmast River is the home of a most fearsome creature. Eighty feet long and weighing nearly twenty tons is the massive **aquatic purple worm** (CR 12; hp 200). On land it can tunnel through sold rock and attack from nearly any direction. At sea it is even more fearsome as it can smash any oceangoing vessel in a manner of minutes. Indeed this beast has claimed the lives of many a ship and sailor. Within its belly are the siftings of hundreds of miles of rock (gems, pearls, gold and silver ore) — a virtual gold mine for the one able to kill the beast and claim the treasure.

4532 An Elven Poem: Contained in an iron cage is a floating mass of brown clay. The clay continually writhes into different elven letters spelling out a poem of victory.

4610 Vardane (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 6,600 gp; Population 1056 (Able bodied 264); Mixed (human 60% [some Antillian, Altanian and Tharbrian, numerous humans of other nationalities],

4610 Vardane

elf 15%, halfling 15%, half-elf 8%, gnome 2%); Resources: Fish. *Authority Figure:* Tithonis Fair-Hair, male Antillian LG Ftr4. *Important Characters:* Aleurim the Gilled, male human NG Rgr3 (fisherman); Captain Mellur, male Antillian N Ftr3 (fishing boat captain); Peg-legged Pedona, female Avalonian, N Ftr2/Wiz4 (innkeeper).

A small but busy port, Vardane is well-known for the daring nature of its fishermen, who risk much to catch all manner of dangerous sea life, which they sell throughout the region. A mighty shark terrorizes the sea-lanes near here, and is thought to be the avatar of some primitive sea god (26 HD huge dire shark, Divine Rank 1). The double hulled *Sea Steed* is typical of the small fleet and all feature barbed grappling hooks.

4616 Friendly Dead Shark (EL 2): A large round iron shield with compass directions engraved on it is partially buried in the mud. Unable to move from the shield is a **skeleton of a large shark** (CR 1; hp 45). The shark directs anyone asking for directions in Common and defends itself if attacked.

4625 Headland Castle (Castle): Conventional; AL LG; TL 4; 100 gp Limit; Assets 1,500 gp; Population 480 (60 men-at-arms War1-3, 20 officers Ftr1-3, 60 longbowmen Ftr1-2 and 20 light cavalry Ftr2-4 guard the citadel and patrol the surrounding lands, defending 360 Com1-3 peasants and herdsmen and Exp1-3 hunters and merchants); Mixed (human 50%, elf 20%, dwarf 20%, gnome 5%, halfling 5%). *Authority Figure:* Mivvard the Defiant, male human LG Sag9. *Important Characters:* Glorim the Blurring Blade, male elf LG Ftr5 (Mivvard's bodyguard); Anzerdar the Stout, male dwarf LG Clr5 (Mitra, guard captain); the Purple Robe, male elf [wood] LG Wiz7 (Mivvard's advisor).

Besieged in spirit if not in fact, Headland Castle is surrounded by enemies. A natural labyrinth has been discovered adjoining the castle's dungeons, and it is hope that this will provide both refuge and access to the base camps of the castle's enemies. The first order of business is to clear the labyrinth of the hostile minions of an aboleth.

4628 Questravale (Small Town): Non-Standard; AL N; TL 3; 800 gp Limit; Assets 38,700 gp; Population 1548 (Able bodied 387); Mixed (goblin 60%, human 20%, orc 10%, gnoll 10%); Resources: Market. *Authority Figure:* Ighthan Fo, male human LE Clr5. *Important Characters:* Ankatal the Large-Headed, male goblin LE Ftr3 (goblin chief); Breenarv, male goblin LE Clr2 (Angall).

Once preaching hatred, the priests of Questravale have begun to make much more moderate pronouncements. Whether this is a change in attitude or a ploy of some kind is unknown. There are those who will pay to find out. The market sells bushels of fruits, a variety of nuts, and wooden carvings. Bribery is practiced openly and disputed claims go to the highest bidder.

4702 Wolverines (EL 4): In the Begrown Vale north of Gadorsalt lives a small brood of **3 wolverines** (CR 2; hp 25 each). Though wolverines are normally solitary by nature, the good hunting grounds have led to a temporary truce among the three. This truce does not carry over to outsiders, which they will attack on sight. While digging near the coast, one of the three dug up an old pirate's chest and promptly tossed it aside. Inside the chest is a pair of gold earrings (25 gp), a silver hook (5 gp) and a bag with 100 gp in coin. If disturbed or threatened the wolverines will give chase for up to a mile.

4709 Moramines (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 5,325 gp; Population 852 (Able bodied 213); Mixed (dwarf 60% [mostly city, some hill], human 30% [some Antillian], elf 7%, gnome 3%); Resources: Tin. *Authority Figure:* Bane Bodian, male human N Ftr4. *Important Characters:* Devnek Deephome, male dwarf [hill] N Rog3 (dwarf clan leader); Dwirissa Daleeg, female human N Wiz6/Alc2 (alchemist); Agni Folgeral, male gnome N Exp3 (mine boss); Blue-Handed Bikli, male gnome CN Ftr2 (merchant).

The inhabitants of Moramines sell both tin, and the know-how to use it for alloys. However, something has been making the villagers too sick to work lately. The elders are seeking a healer.

4710 Castle Vardane (Castle): Conventional; AL N; TL 4; 100 gp Limit; Assets 1875 gp; Population 600 (60 light foot Ftr1-3, 40 heavy foot Ftr1-3, 25 veterans Ftr2-5, 20 light cavalry Ftr1-3, 8 catapult crew Exp1 and 2 ballista crew Exp1 man the walls and patrol the countryside; the remaining 450 are Com1-3 farmers and commoners or Exp1-3 merchants, shopkeepers and other specialists); Mixed (human 65% [many Antillian, some Tharbrian and Altanian], elf 15%, halfling 15%, gnome 5%). *Authority Figure:* Nitre the Seldom-Seen, male Antillian N Ftr7. *Important Characters:* Jirong the Water-Bearer, female elf N Clr6 (Ragtha); Hanola the Mistress of Green, female halfling N Drd5 (farmer, herbalist, animal healer); "Suppertime" Mils Maggon, male gnome N Rog4 (tax collector).

Powerful guardian of the headland, Castle Vardane has lately been so infested with hauntings of all kinds that the castle is close to being abandoned in lieu of a more peaceful fortress. Nitre and his advisors seek to find a way to drive the offending spirits away.

4721 Giant Fish (EL 12): A school of **7 giant pikes**** (CR4; hp 32 each) swim in the deep waters north of Narrowridge. These fish are so large that they must consume hundreds of pounds of smaller fish each day. They have been known to swallow anything (and everything) up to a medium sized creature in one gulp.

4731 Talltower (Citadel): Monstrous; AL CE; TL 3; 40 gp Limit; Assets 88 gp; Population 60 (15 orc veterans Ftr1-3 make up the core of the defense; the remaining 45 are common orcs and goblins); Isolated (orc 90%, goblin 10%); *Authority Figure:* Nillirzk Nose-Biter, male orc CE Ftr3. *Important Characters:* Ovillrig the Crafty, male goblin CE Rog2 (scout); Tulzim the Listener, female orc CE Clr2 (Midor).

Nillirzk seeks to establish his own tribe, building a crude but strong tower as his base. The stones with which the tower was built were scavenged from a huge, ancient graveyard, and now Nillirzk must deal with the dead who seek the return of their gravestones.

4803 Daggers and Oranges: Nine blue leafed trees connected by an old rusty chain that is spiked into the trees encircling a phosphorescent orange sphere. Protruding out of the sphere is a *+1 dagger* with an elephant head handle. Under the dagger are elven runes that warn elves not to remove the dagger because of the poison that is trapped inside (as a *dagger of venom*).

4823 Narrowridge (Village): Non-Standard; AL LE; TL 4; 200 gp Limit; Assets 7,650 gp; Population 1224 (Able bodied 306); Mixed (orc 50%, human 30% [mixed, some Antillian and Ghinoran], half-orc 20%); Resources: Market. *Authority Figure:* The Eye of Green, male human LE Wiz12. *Important Characters:* Crawn the Fist, male orc LE Ftr6 (tribal leader); Tuzonk Blood-Drinker, male orc LE Clr5 (Midor).

This village is a meeting-place for all manner of humanoids and evil humans. It is believed that there is an entrance to the underworld just outside the settlement, where the inhabitants can go for help, if needed.

4903 Gadorsalt Stronghold (Citadel): Nonstandard; AL CG; TL 3; 100 gp Limit; Assets 563 gp; Population 180 (35 men-at-arms War1-3 and 10 veterans Ftr1-3 are the stronghold's garrison; the rest are Com1-3s or Exp1-3s); Mixed (human 65% [some Antillian and Altanian], half-elf 15%, elf 12%, halfling 8%); *Authority Figure:* Ulniva the Uglier, female human CG Clr5 (of Dorak). *Important Characters:* Dandria Leafeater, female elf CG Rgr4 (guard captain, scout); Silver-Scarred Hickadol, male Altanian CG Alc6 (alchemist).

The stronghold serves as a trading post for trappers and hunters who find even a village too confining. Crashing sounds have disturbed the nights of late, and flickering lights dance deep within the forest. The sound of a strong, loud voice proclaiming, in a long-dead language, the arrival of "honored visitors" gives pause to even the most grizzled trapper.

4904 Gadorsalt (Village): Non-Standard; AL LG; TL 3; 200 gp Limit; Assets 6,825 gp; Population 1,092 (Able bodied 273); Mixed (human 65% [many Antillian], half-elf 15%, elf 12%, halfling 8%); Resources: Pelts. *Authority Figure:* Deirdren Hunter, male Antillian N Ftr4. *Important Characters:* Snape Hild, male human NG Rog3 (trapper); Quorla Fonhel, female half-elf LG Rgr3 (hunter); Rolly Helbrik, male halfling LN Clr2 (Scodem).

The pelts of Gadorsalt fetch good prices to the north and east, but over-hunting threatens to exhaust the area of suitable animals. In addition, hunters have been waylaid and traps destroyed by unknown assailants.

4908 Rocs (EL 12): Roosting in the ruins of small castle, a mated **pair of rocs** (CR 9; hp 225 each) surveys the countryside for any creature that moves in the open. The height of the castle tower allows one the giant birds to scan the horizon comfortably even though the other is usually airborne. These kings of the air recently left their mountain aeries so that they could more easily feed on the plentiful herds of the Westland plains. The armies of Snarl and Moramines have attempted to drive the Rocs off but the body-strewn fields give testimony to their failure. If someone were fortunate enough to search the bodies of the fallen men, he would find at total of 35 gp, 75sp and a *+1 long sword*.

4914 Giant Squids (EL 12): The seas off of Cape Kumari are inhabited by **2 giant squid** (CR 9; hp 66 each). These giants of the deep interrupt shipping and lower the morale of sailors shipping into Quitzit. Fast swimmers with great strength, the giant squid can catch the fastest sailing craft and pull it easily under the waves. At the bottom of the ocean lie many wrecks and the bones of their dead crew. One ship in particular, the *flying fish*, lies on her side with a huge hole in her hull. A small but valuable shipment of mithral ore lies exposed to barnacles and other parasites. The squid avoid the dire shark near Vardane.

Cannibalism Mist

Cannibalism mist is a thick, green mist with a slightly sulfuric smell to it. Anyone breathing the mist must make a successful Fortitude save (DC 20) or be filled with the maddening urge to consume human flesh. The curse of cannibalism caused by the green mist may only be broken by *break enchantment* or *heal*. A paladin participating in cannibalism even against her will or without her knowledge must atone or forever lose her paladinhood.

4919 Isle of the Stone Frog (EL 14): These two small islands are occupied by cannibals who have been at war with each other for 100 years. A giant frog headed idol carved of strange green stone rests on the highest point of the northern island. The head sprays a green mist (see Cannibalism mist) from its eyes in a radius of 200 feet when approached that settles like a choking blanket upon the lower slopes of the hill (Search DC 20; Disable Device DC 20). It takes two rounds to reach its full spread. There are **200 cannibals** (War 1; CR 1/2; hp 9 each; hide armor, shortspear, javelin), led by a **cannibal chieftain** (male human Bbn6; CR 6; hp 48; AL N; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 10; obsidian-edged greatclub [+2 to damage and 19-20 critical threat range], javelin, hide armor) on each island.

4926 Wart Hogs (EL 2): Fifty-two wild boars (CR 2; hp 22 each) inhabit this area. These ferocious looking but harmless grass eaters have been the tool for many practical jokes. Anyone with animal lore could easily fool the uneducated that these are vicious man-eaters when exactly the opposite is true. Only when she or the young are threatened will the females use their nasty tusks and hooves to rake an intruder. Interestingly, many of the folk from Blackmarsh to Narrowridge favor the meat of these herbivores above anything else. This particular herd grazes across the plains constantly moving and keeping watch for predators.

5006 The Black Rod (EL 3): A thick black vertical rod 20 inches in length rotates in a small slab of dried mud. A black diamond worth 7,695 gp is attached to the top of the rod. Touching the diamond while the rod is rotating deals one negative level. The negative level has a Fortitude save DC of 20 to remove.

5009 Snarl (Village): Non-Standard; AL CG; TL 4; 200 gp Limit; Assets 4,025 gp; Population 644 (Able bodied 161); Mixed (human 60% [some Antillian, Altanian and Alryan], dwarf 15%, elf 15%, gnome 5%, halfling 5%); Resources: Timber. *Authority Figure:* Snippy Quitam, male Alryan N Rog3. *Important Characters:* Akroff Rootfinder, male elf N Drd2 (tree warden); Dundarkal Treefeller, male dwarf N Ftr2 (logger); Vizno Nedeep, female gnome CG Rog2 (logger).

The thick, tangled woods of the area consist of many types of trees, which the villagers sell downriver. Logjams tend to occur at a bad patch of the river, but no discernible cause has been found.

5011 Giant Porcupines (EL 8): Between the Gristly Jungle and the Sea live a group of **8 dire porcupines*** (CR 3; hp 22 each). Normally docile, these creatures make formidable foes when on the defensive. These giant relatives are a little more aggressive since they have a much larger appetite. They attack anyone that gets within range of their deadly spines. Pinned against a tall date palm is the body of an unfortunate adventurer. Multiple spines pierce his body keeping him in an upright position. His hands are decorated with five beautiful rings (10 gp each) and a pouch at his side holds a gem worth 25 gp.

5016 Red Eyes in the Deep (EL 1/2): A hollow figure head of a singing female lies stuck in a coral reef. A **poisonous sea snake** (CR 1/2; hp 4; as banded krait*) lives in the belly of the figure head and guards the sacred ruby eyes that are worth 1,950 gp each.

5022 Mermen (EL 3): Off the coast of Narrowridge is a scouting party of **12 merfolk** (CR 1/2; hp 5 each). They are investigating a huge complex of tunnels as a possible new home for the tribe. The tunnels were apparently carved out of the coral seabed by a group of Thoqqua for unknown reasons. These merfolk, who are normally neutral towards outsiders, are quite suspicious and will attack invaders with little provocation. Inside one of the coral caves is a miniature crown made of white gold and black pearl (500 gp). The merfolk patrol will pursue intruders in order to protect the secret of the coral caves.

5027 Blackmarsh (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 8,575 gp; Population 1372 (Able bodied 343); Mixed (human 80% [some Antillian and Ghinoran, a small group of Skandik merchants lives near the waterfront], elf 15%, halfling 5%); Resources: Market. *Authority Figure:* Mondugus Marow, male human CG Ill5. *Important Characters:* Glasdon Currentfollower, elf male N Rog3 (portmaster); Mirk Whitnock, male human NG Rgr2 (customs).

Once a small but thriving port, fewer and fewer ships and boats anchor off the coast of this village. Unseasonable storms, strangely shifting currents, and violent sea life now drive away shipping. Locals still bring their produce to market and barter for luxuries. Dried vegetables and leather goods are plentiful. A group of especially hardy Skandiks maintains a small trading post near the waterfront, braving the unpleasant weather to trade in gold, timber and spices.

5029 Dolphins (EL 5): This playful school of **17 dolphins** (CR 1/2; hp 11 each) swims leisurely through the ocean. The sailors of Blackmarsh consider spotting this school a sign of good luck for their voyage. Conversely, the death of a dolphin is considered a sign of bad luck. Anyone attacking one of these small whales would be severely punished by most merchant crews. The dolphins' natural enemy is the killer whale (or orca). The two species will attack each other on sight.

5102 Dier (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 7300 gp; Population 1168 (Able bodied 292); Mixed (human 80% [some Antillian and Altanian, few Alryan], elf 12%, half-elf 5%, halfling 2%); Resources: Pitch. *Authority Figure:* General Rekwalf, male Antillian N Ftr5. *Important Characters:* Lieutenant Deklos, male Antillian NE Ftr4 (Rekwalf's second in command); Doctor Jeelhan, female Alryan N Wiz4 (Rekwalf's advisor); Delt the Mouth, male human N Rog3 (adventurer).

The pitch of Dier is in demand amongst shipwrights and coopers, but transporting it overland in large quantities is a laborious and dangerous task, especially through the surrounding forest. An occupying force of soldiers guards the caravans, but they have become more of a threat than anything else.

5103 Giant Goats (EL 10): Along the southern edge of the forest graze a herd of **22 extremely large (dire) goats*** (CR 2; hp 22 each). Attempts by the folk of Dier to domesticate the goats have met with disastrous results. The average humanoid can survive the butt of a normal sized goat, but this breed of giant goats can easily kill a man. Because of the danger, the herd is pretty much left alone. The goats will attack any humanoids that attempt get close to them, ramming and trampling intruders until they flee. The only apparent wealth in the grazing area is a gold ring (10 gp).

5112 Kumari Tower (Citadel): Conventional; AL N; TL 6; 100 gp Limit; Assets 438 gp; Population 140 (35 crossbowmen War1-3 hold the walls and keep a close watch on who enters and leaves; the remainder are local farmers and ranchers — Com1-3s or Exp1-3s); Mixed (half-elf 60%, human 30%, elf 5%, halfling 5%); *Authority Figure:* Vintan Uintor, male half-elf N Ftr4. *Important Characters:* Tevana Hurrees the Long-Haired, female half-elf N Sor6 (Vintan's lieutenant); Motta Hainhote, male halfling N Rog3 (scout, guide).

Rest stop and trading post, Kumari Tower also guards a peculiarly shaped pile of rocks that is thought to be the barrow of a godling. Those who disturb the barrow have found great riches or violent death.

5116 Giant Squids (EL 12): Merchant ships avoid the waters south of Cape Kumari due to a school of **5 giant squid** (CR 9; hp 66 each). These monsters of the deep have little intelligence and only think of where there next meal will come from. To them, the value of a loaded merchantman lies only with the amount of living flesh onboard. Driven by hunger, these creatures will follow a ship until they are incapacitated. In some deep undersea caves are the treasures that they have collected over the years, including three chests containing 500 gp, 2500sp, five 100 gp gems and one silver brooch (750 gp).

5120 Isle of Black Rains (EL 8): Lord Pargle (male Tharbrian Ftr8; CR 8; hp 48; AL CE; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8; *+2 battleaxe, +1 large steel shield, +2 full plate armor, 2 potions of cure moderate wounds*), an insane exiled warlord rules this island of halfling fishermen with the help of his loyal wizard **Graeder** (male Dorin Wiz5; CR 5; hp 20; AL LE; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8; *wand of lightning* (30 charges), *bracers of armor +3, ring of wizardry I,* quarterstaff). An oily drizzle that prevents any vegetation from growing comes every night, contaminating all food it comes in contact with. The drizzle is caused by petroleum smoke bubbling up from a nearby underwater natural gas vent, which if plugged by magical or mechanical means eventually causes an underwater explosion and tidal wave that wipes out the island.

5116 Giant Squids

The halflings believe the oil is further proof of their miserable existence, and have secretly gathered a small trove of 1,000 gp to pay off adventurers willing to free them from the yoke of Lord Pargle and Graeder.

5129 Giant Sea Spiders (EL 12): Sea spiders differ from their land-locked cousins in the way that they build webs. The waterborne variety builds an airtight bubble underneath the water and carries their prey there to eat. Normally, this species catch their food under the water but are known to scramble up the sides of ships for a quick snack. A large colony of **24 giant sea spiders** (CR 1; hp 11 each; as normal but with swim 20) have taken up residence near the Lost Isle. The surface of the sea is covered with a sticky web like substance. Also floating in the area are the remains of the spider's most recent meals. One barrel that floats on the surface is full of strong dwarven ale (100 gp).

5131 The Lost Island (EL 12): The sleepy little village of Varnage is tucked away in the middle of the island. At night a light salty breeze causes the women of the island to go insane and attack anyone wandering out of their huts. The women attack as if they have barbarians rage, tearing with knives and teeth. The rage lasts until they are subdued or slain. It is rumored that moonlight reflecting off of a silver plated ram's head carved upon the bow of a beached longship points toward a buried treasure of gold and silver shark teeth. This rumor is partially true. The silver plate upon the rams head has long since tarnished to black. The bones of the once mighty longship have shifted over time. PC's must first polish the rams head and then make an Intelligence check (DC 22) to estimate the correct angle that the bowsprit once sat in order to determine the exact location of the treasure. The treasure is currently guarded by a **giant turtle** (see below). The hidden treasure consists of 1,200 gp worth of gold and silver plated shark's teeth.

Giant Turtle: CR 9; SZ H Animal [Aquatic]; HD 15d8+75; hp 142; Init +2; Spd 10 ft., swim 30 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB +7; Grap +22; Atk/Full Atk bite +16 melee (2d6+10); Space/Reach 20 ft./10 ft.; SA capsize (as a dragon turtle); SQ scent; AL N; SV Fort +14, Ref +7, Will +6; Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

5131 Varnage (Hamlet): Non-Standard; AL LE; TL 5; 100 gp Limit; Assets 1,96 5 gp; Population 628 (Able bodied 157); Mixed (goblin 80%, human 10%, gnoll 5%, orc 5%); Resources: Sugarcane. *Authority Figure:* Dog-Killer Deif, male goblin CE Ftr5. *Important Characters:* Klamhop the Kindler, male human LE Sor8 (sugarcane plantation owner); Alheap the Blur, male goblin LE Ftr3 (sugarcane plantation owner).

Goblins love sugar, and also love the gold and goods they can get from selling it. Shipping it to where the gold and goods happen to be is a dangerous undertaking, and the goblins only do so when they must. It seems that even sea monsters also have a sweet tooth. Some important traders journey here to barter by caravan.

5132 Isle of Sleeping Turtles (EL 11): This is the sacred burial ground of sea turtles. Anyone landing on this island is forever followed by a **celestial giant turtle*** (CR 11; hp 142) that tries to ram their ship. When a sacrifice of four blue pearls is tossed to the turtle it leaves. A PC must use *divination* or *augury* or make a successful Bardic Knowledge check (DC 30) to figure out how to be rid of the pesky turtle.

5206 Giant Otters (EL 13): A holt of **8 huge river otters** (see below) enjoys a private section of this wide waterway. This part of the river is known for its depth and slow current. It is here that the otters have found underwater caves that serve as the perfect den. The otters are at the top of the food chain in the area and their only threats are from humanoids. When in combat, these strong creatures attempt to grapple with their opponents and drag them to the bottom of the river. Once engaged, they continue to bite with their strong jaws. Other otters will assist with the kill if possible. In one of the underwater dens is a long dead river pirate. His bandana and eye patch is still intact. He continues to grip his rusted cutlass in lifeless hands. Over his shoulders is a beautifully preserved red cloak (actually, *a robe of vermin*). On the ground next to him is his treasure — three gems (100 gp each); and a gold earring (10 gp).

Giant otter: CR 4; SZ L Animal (12 ft. long); HD 8d8+8; hp 56; Init +3 (Dex); Spd 20 ft., swim 40 ft.; AC 15 (-1 size, +3 Dex, +3 natural), touch 12; flat-footed +12; BAB +5; Grap +16; Atk bite +13 melee (2d6+7); Full Atk bite +13 melee (2d6+7), 2 claws +9 (1d6+3 and grapple); Space/Reach 10 ft./10 ft.; SA improved grab; SQ scent; AL N; SV Fort +4, Ref +6, Will +3; Str 24; Dex 17; Con 12; Int 2; Wis 10; Cha 6; *Skills:* Hide +7, Listen +7, Spot +7.

5210 Trees and Cauldrons (EL 8): Beside a guardian **treant** (CR 8; hp 66) in a small clearing stands a black three-legged cauldron. The cauldron is full of boiling mud. Should anyone touch the mud they take 1d6 points of damage per round of contact. Submersion in the boiling mud deals 10d6 points of damage. A pair of blue diamonds (2,000 gp each) sit in the bottom of the cauldron.

5214 Giant Crabs (EL 10): The coastal town of Quitzit is being plagued by an infestation of **11 monstrous crabs*** (CR 2; hp 26 each). These coastal pests are frequently capsizing the small fishing boats with which most of the population earns its keep. Normally attacking by surprise, the massive claws of the crab latch down upon the unsuspecting victim. Once they have a firm hold, the crabs drag their meal to the ocean bottom where powerful jaws tear it apart. The local fishermen are quite upset at this and have petitioned the navy to try to end this reign of terror. Well hidden under some rocks (Search DC 15) is a bag with 10 gems (25 gp each).

5222 The Frog God's Curse (EL 2+): Long strands of seaweed hide a cave opening which leads to a huge pit of rich layers of creamy mud. This is the sacred ground where **giant monstrous frogs*** (CR 2; hp 17 each) come to bury themselves and there are always 1d10 of them here. Anyone burying themselves in the mud is cured of all wounds (as if by a *heal* spell), but an unknown curse is put on them that causes their head to permanently change into a frog's head within a week (Will save DC 20 negates). A *remove curse* or *break enchantment* restores a victim to normal.

5223 Manta Rays (EL 2): One of the most majestic creatures of the sea, the manta ray is also one of the most harmless. The young are sometimes captured at birth and trained to be war mounts for aquatic humanoids. Fond of attention, these gentle giants will often play with other swimmers. A manta ray's body is totally lacking in bone, relying on cartilage and tough leathery hide to protect them from blows and other dangers. **Eight manta rays** (CR 1; hp 18) inhabit this region.

CHAPTER EIGHT
BARBARIAN ALTANIS

The lands known as Barbarian Altanis are home to the nomadic Altanians. Red-skinned, fierce and distrustful of strangers, Altanians roam the lands of their more advanced ancestors. They are tribal, lead by chieftains who gain extraordinary powers (such as the ability to cast *bestow curse*) as they age. Every tribe has at least one Protector, a young female with psionic abilities. Three Altanian lords, collectively called the Traitor Barons have abandoned their nomadic lifestyle and built towns and castles. Parre of Bisgen [hex 1926] is one, the rest are left for the Judge to choose. They have an alliance with the Invincible Overlord and vote in the Senate.

The ruins of ancient walls and sunken areas indicate a far more numerous population once lived in Barbarian Altanis. There are ancient cities never ventured into by the barbarians because they are considered the home of powerful spirits of the ancient ones. These are often the remains of the old kingdom of Kelnore, but more recent ruins of a different design also appear.

Barbarian Altanis is an inhospitable region, featuring deep forests in the north and jungles to the south. Its hilly terrain is dominated by the Castellan Mountains in the far south and the southernmost spur of the Cloudwall Mountains from the north. The protective Mengebet Bay at the Isles of Ethereal Bells in the southeast is frequent provisioning stop for ships. Much of the western and southern part of Altanis is a hodge-podge of isolated villages, towns, tribes and cults, of which only Antil's influence is significant. To the north, the Invincible Overlord's armies have secured a few outposts along the Old South Road. The Skandiks of Ossary, along with their orcish allies from Horaja, dominate the northeast, where they rule over their defeated foes with brutal tyranny. The seas to the east and southeast are mostly uninhabited, save for a few island communities and the pirates who ply the sea lanes.

Climatically, Altanis is a highly variable region, due to its position on the Pazidan Peninsula. The tall, craggy peaks of the Ered Perack and the Castellan Mountains divide the two major climate and vegetation zones.

Ocean breezes bear moisture across the eastern portion of the peninsula, making it both wetter and cooler than the western coast. The northeastern section is different, however, as the local sea winds drive the moisture up into the Ered Losthain. The native soil is poor, ill suited to trees and forests, as it quickly drains the region's sparse rainfall into deep reservoirs. This area is mostly grassland. For all that, the Altani Plain is still a verdant landscape, home to herds of wandering horses and asses, as well as to the northern lion (a steppe variety of mountain lion) and other such plains creatures. To the south of the Altani Plain stands the Fogbound Forest, a wide swath of lower middle-latitude trees, including varieties of oak and willow, as well as tupelo (along the rivers), and a few stands of lowland pines.

Short grasses and hardwood jungles such as the Eyestones dominate the region south of the Fogbound Forest. Typical jungle flora include umbrella pine, cypress, and, in the far south, palm trees. The Isle of Mengebes (known as the Isle of Ethereal Bells in heroic literature) is characterized by the same kind of foliage, though palm trees dominate the landscape.

The western lands of Altanis are divided into two major regions: the Lagoldurma Jungle in the north and the Carnelian Plain to the south. The Lagoldurma Jungle is similar in consistency to the Fogbound Forest in the north, though oak is more common and there are more stands of coniferous

trees, and the Eyestones jungle, with tropical hardwoods and dense undergrowth in the south. The Carnelian Plain is a plain is a true savanna, and a favorite hunting ground of the many dragons and drakes of the Castellan Mountains.

The Ered Perack and the Castellan Mountains are richly covered in coniferous forests, liberally sprinkled with stands of lowland broadleaf trees. The northern reaches are home to the great Redwoods and Sequoias, while the southern are known for their tall cedars.

Snow is exceedingly rare in Altanis, and is virtually unknown in the lowlands south of Shedezar. It is common on the highest peaks of the central spine of mountains, often lasting well into late spring. The lowlands experience monsoon style storms, followed by long dry spells.

To the west, the Antillian Peninsula is likewise divided into two distinct sections — the wooded north and the scrub south. Much of the northern portion of the peninsula has been denuded of vegetation by civilization, but where trees grow they are similar to the northern reaches of the Lagoldurma Jungle. However, it is not unusual to find stands of cypress, umbrella pine, and palms, due to the microclimatic changes wrought by the Romillion and Kumari seas. The southern scrublands are similar to the foliage of the southern Pazidan, with the addition of many willows and other swamp and riverine trees in the great southern swamp.

Roads and Ruins: The map indicates that many roads crisscross Barbarian Altanis. While once great Kelnoran highways, these roads are so cracked and ruined as to be considered *Trackless* for purposes of movement rate, though they do provide clear indicators of direction and nearly remove any chance of getting lost when following them. They are too rough to be traveled on directly, especially by horse or cart, and are normally followed by traveling alongside the ancient and displaced pave stones. Perhaps more than any other map, Barbarian Altanis is littered with mostly undisturbed ancient ruins.

Geographic Features

Unless otherwise noted, all regions are north of hex row xx14 are considered Warm. Regions south of this are considered Hot unless otherwise noted. Regions south of hex row xx14 and east of hexes 28xx are also considered Wet unless otherwise noted.

Angor, River (Calm Aquatic, EL 8): This long, meandering river feeds much of the Lagoldurma Jungle, creating swampland along the way. It is a major resource for the tribes of the area. There are old, abandoned harbors along its length up to Halafic, with toppled walls and crumbling towers inhabited by thieves and beggars.

Antillian Peninsula: The Antillian Peninsula is the name of the small peninsula adjacent to and west of the Pazidan Peninsula, running south from Actun to its southern tip at Greenwax. Greenwax is built near the ruined remains of Satúr, the capital of the Ancient Orichalan Dragon Empire.

Arthiop Mud Flats (Moor, EL 9): This nasty bog surrounds the River Mageven. The lizardmen here are particularly savage. See the classic Judges Guild product *Book of Treasure Maps II* for more information on these monsters and their lair. **Encounters:** lizard folk

Ayesha, River (Calm Aquatic): Another slow winding river, the murky Ayesha runs through the forest north of the Knash'rud Highlands, making the deep woods almost jungle-like in their atmosphere. The river was named after a defeated Amazon queen whose burial barge is still to be found somewhere under the silt. **Encounters:** manta rays, crocodiles

Bellystone Ford (Calm Aquatic, Busy): Crossing point over the River Mageven. Dwarves have built taverns on each side of the crossing.

Black Baron Pass (Rugged Mountains, low peak/high pass): This path of the Old South Road through the southern tip of the Fatherhorn mountains is a favorite spot for highwaymen to waylay caravans. A strange slaver sells worthless beggars and diseased wretches from a palatial villa. He is guarded by many eunuchs. **Encounters:** bandits

Blazing Stream (Calm Aquatic): This shallow, sewage-infested stream sits just north of Colisth. Periodically, a religious sect ritually purifies it by dumping amphorae of oil in the water and igniting the oily mass. Some then hurl themselves into the flames to the sound of wailing pipes and drums, for they believe they will be spared if observant enough. Alas, this is not true.

Bludgeon Peak (Forbidding Mountains, high peak): The top of this mountain looks as if it has been worn off. The summit is only slightly smaller than the base of the mountain. The small plateau on the top is the site of megalithic ruins and a ziggurat.

Carnelian Plains (Battlefield): Legends relate that this red earth plain was created by an army of skeletons led by dark wizards against two huge armies that camped here for several days to celebrate a new alliance. Scholars discount the stories that this once rich soil was stained red with blood. Farmers here find many varieties of seed take well to the soil but gardens must be walled to prevent jackalwere raids, known to the locals as plains demons. It is home to wandering tribes of Altanian barbarian nomads, who frequently besiege the walled towns and villages. Herds of wild cattle and packs of wild dogs roam the plains. **Encounters:** Altanian tribesmen, caravans, jackalweres, wild dogs, wild cattle

Carvaron, River (Rough Aquatic, perilous): This river breaks off the Greyrush to feed the mountains of the Cloudwall. The fish are plentiful, and cave (dire) bears frequently come from the mountains to feed.

Castellan Mountains (Forbidding Mountains, low peak/high pass): A gigantic sculpture of a sleeping stone giant sprawls along the lower elevations of this mountain chain. Orcs have taken residence in many ruined citadels and attempt to coerce caravans into paying a toll to travel the long pass called Bulwark's Breach. Renowned for waterfalls emptying into wetland valleys. Most have never been explored due to the sheer cliffs. Natural caves abound. The gnomes of Ractuan mine lead and make a meager living. **Encounters:** orc bands, basilisks, vrock demons, stone giants

Cedarwade, River (Rough Aquatic): This river travels roughly 20 miles before it fractures into several smaller streams in the Castellan foothills. **Encounters:** prospectors

Cladald Wood (Medium Forest): Deciduous forest just off the edge of the Romilion Sea, its cedar trees are often used in ship construction. A burrow deep in the forest leads to a fungus-man lair. A band of slavers operates from the same area, kidnapping people from Algasar. **Encounters:** slavers

Clashing Rocks, Straits of (Rough Aquatic, Perilous): A powerful spell cast ages ago by sea mages to protect this passage causes two huge rock outcroppings to begin moving to the center of the strait upon any ship venturing within the strait. Only highly skilled captains can avoid the doom of the rocks. **Encounters:** perytons

Damkina Bay (Calm Aquatic, Perilous, Underwater, EL 9): This bay is named after a mermaid who saved survivors of a shipwreck from a killer whale. She took them to shore and was swallowed by the whale. Her ghost often appears at twilight on foggy days. She has a memorial shrine on both the shore and underwater. **Encounters:** pirates

Derkhalf Wood (Dense Forest, Wet, EL 6): This forest is the home of a colony of southern elves that trade finely crafted woodworks and supplies of herbs with nomads for fish from the Labyrinth River. The elves lead a barbaric life themselves and worship Bondorr, the God of Swords.

Dolphin Bay (Calm Aquatic, EL 8): This area is named for the pods of dolphins that come during the warm years to play in the surf. Hundreds of dolphins can be seen here over the course of the summer. Occasionally, whales will join in to frolic. An ancient, miles-long wall can be seen winding its way through the sea floor. **Encounters:** dolphins, whales, giant frogfish

Elder Stream (Calm Aquatic): A shallow, muddy stream. The mud has curative properties and is quite valuable. **Encounters:** hippos, assassin vines

Endgate, River (Calm Aquatic): A main feeder river from Bludgeon Peak to the sea. Every five hundred years, it dries up completely for a full decade.

Ered Perack (Rugged Mountains, low peak/high pass): Wind-worn into fantastic shapes, the mountains seem to moan and rumors say that the spirit of the mountains instills fear in the hearts of any attempting to intrude upon his solitude. Several sealed crypts have been seen on the lower terraces guarded by deep pits filled with sharpened stone blades. The Mirthful Servants of Sakshastra, undead warriors in elaborate battle dresses watch the entrances. **Encounters:** giant vultures, vampires

Ethereal Bells, Isles of the: Strange sounds of bells are often heard at night, and seem to guide fishermen home. The central island is the den for the Quicksilver Pirates (4929). The isles served as a fortified base and observation array in the Uttermost War, and were subjected to nuclear bombardment. Some of the rocks still look like melted glass and strange, wrecked metal items are found at secluded locations. Legends tell of a mysterious dungeon called "Base Theta-III", but it has never been found.

Everlasting Stream (Calm Aquatic): The northern branch of the Greyrush is very mineral rich in its last few miles. Pure grains of heavy silver (a metal that weighs five times as much as lead) are found in the sand of its shores.

Eyestones Jungle (Dense Forest, Wet): This area is named for the huge dark gem deposits found in rocky outcroppings within this jungle. Prized by mages for crystal balls, it is said that nomadic Altanian tribesmen living in the area often wear gem necklaces enchanted to prevent being seen or heard. This tribe is known locally as the Hoard-Wardens. They wear no armor except shields but fight by ambushes and swift hit and run tactics with blowpipes and darts coated with Sleeping Vine sap. Many rare plants grow here, including blue whinnis, madness causing red lotus and even the dreaded black variety. **Encounters:** Altanian tribesmen

Farhills, River (Calm Aquatic): Traveling through the Midnight Goddess Hills, the Farhills begins at Madcat Mountain and Bludgeon Peak and ends in the bay south of Vigil Sound.

Fogbound Forest (Dense Forest, Wet): Continuously surrounded in natural fog, this woodland is home to brigands and humanoids. Expeditions from Onhir (3313) hunt the large rainbow lizards, whose colorful hide fetches a high price on the market. It is said that a stronghold of the evil god Set is hidden somewhere in the region, and it guards an enormous opal gemstone. **Encounters:** brigands, clerics of Set, rainbow lizards

Ghinarian Hills (Gentle Hills, Wet): This highland stretches from the Cedarwade in the west all the way to the coast and the Cape of No Return in the east. Beautiful and pastoral hills give a breathtaking view of the sea. An ancient mausoleum, dedicated to a hero slain in the service of Mitra, serves as a testing grounds for paladins and clerics. Transparent-fleshed humans (ghuls) as well as the most evil and hardened heretics make such a quest more perilous. The vale between the Ghinarian Hills and the River of Visions is home to some of the worst outlaws, criminals and outcasts of the Altanian tribes, who seek refuge here in this buffer territory between Altanis and the lands of Oricha. **Encounters:** ghuls, pilgrims, berserkers

Ghorbund, River (Calm Aquatic): This mighty river feeds the jungle east of the Carnelian Plains. Many of the tribal dwellers use the river to travel and trade with each other. **Encounters:** acid-spitting giant lizards, giant mosquitoes

Greyrush, River (Calm Aquatic): This waterway is the approximate northern limit of the Lagoldurma Jungle. The trees on its shores have bulbous, spongelike roots which can store great quantities of water. Flying jellyfish levitate above the river, their gentle glow masking a deadly poison. **Encounters:** apes, flying jellyfish

Highcourse, River (Calm Aquatic): This river is fed from a mountain lake high in the Windgod Hills. It flows down into the Romillion Sea. Ancient, timeworn iron pillars stand on its shores at regular intervals.

Knash'rud Highlands (Rugged Hills): Standing tall among the woodlands, the Knash'rud Highlands give the area a variance. Surrounded on three sides by deep wood, the highlands are home to wild goats and sheep. Vampires dwell in an ancient wooden pavilion. **Encounter:** giant sheep, vampires

Labyrinth River (Calm Aquatic): This switchback river is a major source of fish for the animals of the area. Some tribes of nomads travel here to easily gather the abundant fish as well. The vegetation along the banks makes it likely that anyone wandering here will get lost for

1d6 hours (DC 15 Survival check avoids). **Encounters:** slaughterfish, nomads, poisonous river urchins

Laer, River (Calm Aquatic, Busy): This river travels from Anatal in the east to Halafic in the west. A trade route well used by merchants. **Encounters:** merchant barges, raft reavers, Crazed Cultists of Kungli Mang

Lagh Anon (Rugged Mountains, low pass): The peak of Lagh Anon is easy to see from 50 miles away. Worn stone stairs lead to the summit and sometimes heavily breathing, shrouded strangers in red and black robes climb them to offer sacrifices to eldritch gods. **Encounters:** wind walkers, hawk-folk, giant vultures

Lagoldurma Jungle (Dense Forest, Giant, Wet): This vast jungle covers Altanis from the area north of the Carnelian plains up to the River Greyrush, and from the coastline east to the Ered Perack mountain range. Portions of the jungle include unearthly large trees and include prehistoric creatures. Several different tribes (many Altanian, some not) live in the jungle, and at least three tribes of headhunters reside here. Tribesmen sometimes trade rough gems for weapons and metal tools. **Encounters:** tribesmen, nguak duck-folk

Lemur Peak (Forbidding Mountain, high peak): Named for the howling of the apes from the surrounding jungle. Lemur Peak is a landmark that can be seen clearly for miles, rising to a height of 14,734 feet.

Leyjara, River (Rough Aquatic, Perilous): A quick and violent river, Leyjara is well respected by the peoples of Horaja. A conical stone monument, 60' tall, stands at its source. It is reputed to enhance the good luck of those who sacrifice a bull at its base.

Llobregather, River (Calm Aquatic): Muddy and languorous, this river has many fords and crossings.

Madcat Mountain (Rugged Mountains): Named for the twin spires that jut out of the peak of this mountain. The summit is approximately 10,000 feet in height.

Maerstag, Straits of (Calm Aquatic, Perilous, Giant): The Straits of Maerstag run from north of Mysk to the Strait of Clashing Rocks and into the Romillion Sea. The coastline is quite rocky, though the eastern coast is lush with hemp and flax, used by the denizens of Renth to make excellent rope. These straits are named for the gigantic statues of a forgotten god on opposing shores. Races with telepathic abilities refuse to venture here. The waters are known to harbor giant otters and other giant marine mammals.

Mageven, River (Calm Aquatic): The Mageven flows from Ered Perack to Damkina Bay near Zothay. A wide, stagnant river, the Mageven is home to a variety of piranha. The river is crossed by the Old South Road over the Bellystone Ford. **Encounters:** piranha, sharks, lizardmen

Matmata Caverns: Entrance to a vast underground complex. Bones of prehistoric monsters litter the outer caves.

Mengebet Bay (Calm Aquatic, Wet): A well-protected cove in the Isle of Ethereal Bells, the Mengebet Bay has an underwater cavern that leads to a great cave system that travels all the way under the shore of the mainland. **Encounters:** scrags (aquatic trolls)

Midnight Goddess Hills (Gentle Hills, EL 8): Situated between the Eyestones Jungle and the Castellan Mountains. Tribal elders tell of a goddess who walks nude through the hills, luring men to their doom. The goddess is a very powerful succubus demon who collects the corpses of her lovers in an underground palace. Several statues also dot the landscape. **Encounters:** basilisks, giant flies

Murmuring Stream (Calm Aquatic): Faint echoes of speech are often heard coming from this waterway. No one knows the source of the voices.

Nippuri River (Calm Aquatic, Busy): Named for the Nippuri clan that founded the nearby city, this river is deep, green and rich with various fish species. It is often crowded with canoes, rafts and other boats.

No Return, Cape of (Rough Aquatic, Perilous, EL 14) – A particularly hazardous area known for concealed reefs and rocks that rip the hulls of any sea craft venturing here. To make matters even worse, a sea monster (brachiosaurus) lives in the sea.

Old South Road: The southern section of this road, as it passes into Barbarian Altanis, is less well patrolled than the northern part, though south of the River Mageven across the Bellystone Ford it is patrolled by forces from Onhir. The road is paved but hasn't been maintained for several centuries. **Encounters:** caravans, patrols, bandits, armies, entertainers, pilgrims, travelers.

Onslaught Stream (Calm Aquatic): A calm streamlet, Onslaught Stream was named after the Battle of Red Gorge, where an imperial vasthost encountered three thousand berserkers and was slaughtered to the last man. Bones, corroded copper and iron shields, broken swords and destroyed chariots are uncovered when the stream floods and washes away the red clay.

Owl's Head Peak (Forbidding Mountains, high pass/low peak): The wispy white top of this high mountain (11,000 ft.) gives the impression of an owl's ear tufts. The summit gives a spectacular view of the countryside. A small shrine, maintained by Empyrean priests of Shang Ta welcomes travelers.

Pazidan Peninsula: The Pazidan Peninsula is the chief geographic feature of the northern Wilderlands. Running from the Estuary of the Roglaroon in the north to the fingers of Oricha in the south, the Pazidan Peninsula was once home to the legendary Orichalan Dragon Lords, who were hunted into near extinction by the Altanians after the fall of the Dragon Emperor. In many places, such as the Carnelian Plains, the soil of the peninsula is rich and red — like the color of the skin of the hardy nomadic barbarians who wander the region in their animal clans. The peninsula is crisscrossed with the remains of many ancient roads, built long ago by the Empire of Kelnore.

Pinnacles, Gulf of (Stormy Aquatic, Perilous): Surrounded by jutting peaks of solid granite, ships find that landing anywhere along this gulf is most hazardous. The only safe areas are near the mouth of the River White-Worm and Quitzit. The gulf exhibits a phenomenon found nowhere else. The frequent water spouts always appear upside down, with the point high in the sky.

Queans Waste (Battlefield): Barrens at the joining of the Cloudwall and Fatherhorn Mountains. This is a favorite gathering place for Altanians before they attack the City State. When they return, they bury their dead in small mounds. The older mounds are often haunted. Strange hermits, the followers of the Great Prophet of P'than, worship in the wasteland. They are mostly harmless if observed from afar but attack in a frenzy if approached. **Encounters:** ghosts, wraiths, nomads, dervishes

Rillcut Stream (Rough Aquatic, EL 10): A branch of River Angor. An insane Altanian mummy-lich lives somewhere in the area. He fashions animated statues of carved ebony and lets them loose along the stream. **Encounters:** zombies, lacedons, ebony statues

Romillion Sea (Calm Aquatic): The Romillion is a calm inland sea which almost looks indigo-colored from the coasts. The southern and eastern shores are steep with cliffs, many of which are inhabited by the legendary Windriders, a race of winged humans. While the sea provides the shoreland villages with an ample supply of fish, one must beware the Strait of Clashing Rocks located at the mouth of the sea as it exits to the Straits of Maerstag. Piracy is rare on the Romillion, but there are cannibalistic cultists who attack small ships and mercilessly slaughter the crews. They worship Ennon Moidon, a forgotten and terrible god whose desolate temple sleeps in an undiscovered and well-hidden bay. **Encounters:** harpies, hawkfolk, cannibals

Samhain Stream (Calm Aquatic): A minor tributary off the River Endgate. It is named Samhain for the devilish pictograms painted along the limestone walls of the river channel. **Encounters:** water oxen

Selget Haven (Calm Aquatic, Busy, EL 3): This harbor is a calm, pastoral bay with sea otters and other marine wildlife. Trade ships are required to drop anchor here and take smaller boats upriver, since the elves of Actun (0108) have outlawed sea traffic into their city. There are usually three or four ships anchored in the bay while their wares are transported to Actun. A few enterprising Tharbrians have erected an inn on the shore for their mariner clients.

Shrouds, Stream of (Stormy River, Wet): This branch of the Labyrinth River rushes with such velocity that the entire length of the river is shrouded in a fine mist.

Skillholm Stream (Stormy Aquatic): Northern arm of the River Farhills. Multiple old dams once blocked its flow, but they are all ruined. The secluded canyons are beloved by an order of aesthetes. **Encounters:** hermits

Skull-Rack Hills (Gentle Hills): Noted for the white, sandy soil and abundance of dark sinkholes. Some of these lead to deeper caverns and a large lake illuminated by dozens of shafts leading upwards. Prehistoric ruins dot its shores.

Star Jewel Stream (Calm Aquatic): The pyrite found along the bottom of this stream catches sunlight in such a way as to make the entire stream sparkle like a flawless gemstone.

Temple Deeps, Lake of the (Calm Aquatic, Underwater, EL 14): This lake, southwest of Kauran, contains an ancient sunken temple of Neptune from before the time of the Orichalan Dragon Lords. The temple is quite deep and filled with water monsters and guardians of great variety. The deepest chamber is said to be the throne room of the god. **Encounters:** giant water spiders, strangle weed, tritons

Trespasses, Bay of (Calm Aquatic): This temperate sound serves as a favored landing area for pirates and brigands. The jungles surrounding the bay serve as hideouts and headquarters for the pirates, who are allied with gnolls living in the area. **Encounters:** hammerhead sharks, pirates

Tritonis Marsh (Swamp): This is a vast swamp. Several stands of pitchfork-shaped trees surround an ancient ruin in the center of the swamp. It is said that will-o-wisps haunt its halls. A rare herbal poison, sulphur onion, is harvested in the swamp. It causes excruciating pain and complete helplessness. **Encounters:** giant frogs, giant leeches

Turtle Beach: Named not for the turtles that occasionally come up onto the shore to lay their eggs, but for the large mounds and boulders that are scattered along the beach. Mermen have been seen offshore in the past. Prospectors search for ancient coins and antique glass vases that are often washed ashore. **Encounters:** prospectors, giant crabs

Vigil Sound (Calm Aquatic): Named for a long-lived hermit who awaits the landing of a demigoddess named She. He gladly tells of the legend he found when he was a miner in the Majestic Mountains. The bay is also the base of operations for Tsamar, a Pirate Queen. **Encounters:** pirates, Red Air Sharks of Vigil Sound

Vikram Stream (Calm Aquatic): A calm, pleasant river, full of excellent fishing holes and places for swimming. Also, man-eating hippos. **Encounters:** lots of hippos!

Whetwyd Timber (Medium Forest): All the trees in the Whetwyd share a strange trait; the timber maintains a 'green' quality long after it has been cut. It takes at least 3 years for the wood to season and dry out fully. An old temple of Kutalagon stands half submerged in a forest lake. **Encounters:** yeth hounds

Whitecrown Stream (Rough Aquatic): Named for the whitecaps that flow through the rapids west of the River Highcourse. The same ancient iron pillars stand on its shore, but some of them have cracked open to reveal skeletal remains preserved in pitch inside. **Encounters:** tallmori tribesmen (former Altanians who have been reduced to cavemen).

White Worm, River (Rough Aquatic): The entire stretch of this river churns with rapids and whirlpools. It twists and winds like a giant worm, thus gaining its name. Its water is slightly salty and has an unpleasant, soapy taste.

Windgod Hills (Rugged Hills): A barbarian tribe lives here and speaks of a "God of the High Winds." They pray to an ancient altar on a hilltop. There is a black tower in the hills that wails as the roaring winds blow through its empty upper halls. **Encounters:** hawk folk (winged humans), Altanian barbarians, giant vultures

Specific Locations

0102 Giant Frogs (EL 5): Two giant monstrous frogs* (CR2; hp 20 each) hide near a narrow dirt path passing through the forest. They remain hidden in the underbrush until a target is close enough to attack with their sticky tongues and then retreat deep into the forest to digest their swallowed victim. If killed, the frog corpses slowly change into human ones.

0103 Citadel of Air (Citadel): Conventional; AL N; TL 4; 40 gp limit; Assets 90 gp; Population 45 (10 Rog2-4 bandits; the rest are Com1-2s or Exp1-2s); Integrated (human 37%, half-elf 20%, elf 18%, halfling 10%, gnome 7%, others 8%). *Authority Figure:* Krogen, male Tharbrian N Rog9. *Important Characters:* Galise, female half-elf N Exp4 (runs the Happy Harpy); Prosperia, female elf [wood] CE Ftr6 (second in command); Bull Finch, male Tharbrian LE Ftr5 (security chief); Goremik Harfoot, male halfling N Rog4 (game master); Hairy Gunn, male Tharbrian N Ftr4 (wrestling champion)

Once the stronghold of a powerful wizard, this tower has been taken by a group of bandits. Adjacent to the tower is a small collection of buildings where the lumberjacks of Dier (Desert Lands, 5102) and the trappers of Gadorsalt (Desert Lands, 4904) often go for a night of drinking and fun. Krogen established a gambling house in the largest building seeking to attract new recruits. Much of the tower has been looted over the last fifteen years but the dungeon below was barricaded after the group's sorceress staggered upstairs covered with acidic slime. A pack of war dogs are chained near the tower entrance.

0108 Actun (Small Town): Conventional; AL LG; TL 4; 800 gp limit; Assets 43,600 gp; Population 1,744 (Able bodied 436); Mixed (elf 75% [high], human 14%, half-elf 5%, halfling 3%, others 4%); Resources: Market. *Authority Figure:* Redon the Enchanted, male elf [high] NG Ftr11/Wiz10/Eldritch Knight 3. *Important Characters:* Lutheia, female elf [high] CG Clr13 (high priestess of Cilborith); Sir Sandar, male half-elf NG Rgr6 (spokesmen for Actun's human and half-elf population).

Actun is home for the majority of the elves in this region of the Wilderlands. It is an ancient city predating the foundation of Antil, the City State and Viridstan. Actun rulers use elven lore and magic to keep the region free of control from either Viridstan or the City State. The Narith, one of the holiest groves dedicated to the elven god Cilborith, dominates the city. It is rumored that the heart of the grove co-exists with the plane of Arborea. The high priest and priestess traditionally anoint the King of Actun who rules in Cilborith's name. The current ruler is King Redon who has reigned for over three hundred years. Ships aren't allowed to venture into Actun, and they must lay anchor in Selget Haven, because Redon is afraid of both the Green Emperor and the Skandik Red Reavers.

0110 Giant Weasels (EL 9): Rocky terrain along the river banks conceals the numerous burrows of a large colony of **12 dire weasels** (CR 2; hp 13 each). The weasels usually split into teams of 4-6 and ambush animals that come to the river to drink.

0112 Mordog the Mad (EL 9): A blackened crevasse over a mile long scars the earth here. No plants grow within, and every fifty feet or so along its length there is a thick scattering of dark dust, the harsh residue of coal fires. Adventurers spending any significant time in the vicinity of the crevasse will be assaulted by **Mordog the Mad** (Hill Giant Bbn2; CR 9; hp 170; AL CE; Str 30, Dex 12, Con 22, Int 6, Wis 6, Cha 10; huge greatclub, large hide armor, giant's bag with 5 rocks, coal and coal dust, bones, rocks, and a large chunk of unrefined copper worth 150 cp), a crazed hill giant wearing greasy leathers and covered head to toe in black dust. If he catches a party exploring below he will pelt them with rocks from above and then move to a covered position near the closest path up to assault them when they leave. The crevasse has valuable coal deposits that could be mined with some effort.

0114 Quitzit (Hamlet): Conventional; AL CG; TL 1; 100 gp limit; Assets 1,413gp; Population 452 (Able bodied 113); Integrated (half-elf 37% human 20% [mostly Alryan, some Altanian and Tharbrian], elf 18%, dwarf 10% halfling 7% other 8%); Resources: Silver. *Authority Figure:* Ilialetus, female Alryan NG Wiz5. *Important Characters:* Manus, male elf [high] CG Wiz4 (King Roden's representative on the hamlet's council); Gezon, male dwarf [hill] LG (head of the silver mines). Angthor Mag, male Tharbrian NG War7 (leader of the militia).

The headland Quitzit is located on is riddled with rich veins of silver. A loose council of the miners and local farmers runs the mines and the hamlet. King Redon of Actun (0108) granted Quitzit the right of self-rule provided the silver continued to flow. The elves are allowed to appoint a representative to the council. The production has steadily increased. Everyone is pleased with the new arrangement except for Cilan, the deposed governor (0210). Ilialetus was elected 20 years ago. She is well-liked but not known for her ability to come to a quick decision.

0108 Actun

0206 Giant Beetles (EL 8): Dead antelope and zebras left behind by a recent stampede along the river provide food to a group of **4 giant bombardier beetles** (CR 2; hp 13 each). The beetles viciously defend their food by attacking any creature approaching them.

0210 Castle Silvan (Castle): Conventional; AL CN; TL 4; 200 gp limit; Assets 1,625 gp; Population 521 (80 elf warriors War1-2, 30 elf archers Ftr1-3 and 20 elite wilderness scouts Rgr3-4 constitute the garrison; the remainder are Exp1-3 craftsfolk or Com1-3 farmers and laborers); Isolated (elf 96% [high], other 4%). *Authority Figure:* Cilan the Fair, male elf [high] CN Ftr8 (Baron). *Important Characters:* Tani, female elf [high] CG Clr6 (Cilborith, concerned about the growing darkness in Cilan and his followers); Falgerith, male elf [high] CN Pal5 (Cilborith Knight).

Castle Silvan is the bulwark of the southern defense for Actun. It also guards the trail that caravans use to ship silver between Quitzit and Actun. Lord Cilan was once governor of Quitzit and was deposed in a revolt. After King Redon made peace with the miners he appointed Cilan lord of Castle Silvan. Since then, he has grown to hate humans and non-elves and has gathered a growing number of followers.

0220 Wild Dogs (EL 5): The thick jungle provides a hiding place for a pack of **16 wild dogs**, (CR 1/3; hp 6 each) eager to charge onto the beach and attack unwary travelers. The leader of the pack, a brown dog with a ragged leather collar, has a deep hatred for anyone wearing leather armor and is usually joined by the others as he swarms over his chosen victim.

0221 Besgar (Village): Conventional; AL LG; TL 4; 200 gp limit; Assets 6,050 gp; Population 968 (Able bodied 242); Isolated (human 96% [mostly Altanian], others 4%); Resources: Market. *Authority Figure:* Angthor, male Altanian N Ftr7. *Important Characters:* Senga, female Altanian N Drd6 (Beytnorn, God of Trees); Lanai, female Altanian LN Psi5 (the village's Protector).

Besgar is an isolated village of Altanians nestled between the coast and the jungle. The druids of Beytnorn dominate the village. The druids appoint the high chief of the village families. Angthor is the current high chief and adjudicates any disputes that arise between the villagers. Senga, the high druid maintains Beytnorn's grove near the village. Lanai is the protector of the village and patrols the jungle for trespassers. She was a student of Dagoni (0323). Besgar's lookout tower is an old relic of the Kelnore age, its top levels long broken off.

0302 Plychen (Hamlet): Conventional; AL CE; TL 3; 100 gp limit; Assets 1,890gp; Population 604 (Able bodied 151); Isolated (orcs 96%, others 4%); Resources: Hides. *Authority Figure:* T'Danz, male orc CE Ftr4. *Important Characters:* T'Kar, male orc CE Clr5 (Midor); T'Kanz, male orc NE Bbn4 (working to overthrow T'Danz's rule).

Plychen has long been a dwelling for orcs. Their mud and straw fortifications are nestled in between two ravines cutting the bluffs along the River elvenstar. Their position makes any type of assault extremely difficult. Actun has attempted to clear the pitiful lair several times but failed.

0306 Tower of Harastar (Citadel): Standard; AL N; TL 4; 100 gp limit; Assets 500 gp; Population 170 (35 Ftr2 guards are stationed in the tower, 5 Rgr3s run messages; remainder are Exp1-3s or Com1-3s); Mixed (elf 78% [high], human 9%, half-elf 5%, halfling 3%, others 4%). *Authority Figure:* Erdinal, male elf [high] N Wiz5. *Important Characters:* Lanadei, female elf [high] N Ftr4/Wiz1 (commander of the troops stationed at the citadel).

The Tower of Harastar was built after the Gnoll Times when marauding bands of gnolls threatened to cut Actun from her allies in the north. Currently, Harastar watches over the gnoll burrows of Stigrix and guards the coast trails between Actun and Algasar. Erdinal is in charge of the tower and is assisted by Lanadei the Strict. Mounts are maintained at peak readiness and the force is highly disciplined. The armory could equip an entire company should the need arise. Falcon messenger birds are kept for communications.

0321 Elephants (El 14): 8 elephants (CR 8; hp 104 each) trample through the undergrowth, feeding on various fruits and leaves. The leader of the herd is a large bull elephant with a scar along its left side from an old spear wound. It charges any armed humanoids it notices, and the rest of the herd follows close behind.

0323 Dagoni Tower (Citadel): Conventional; AL LG; TL 3; 100 gp limit; Assets 875 gp; Population 285 (50 Ftr3s, 10 Mnk2s and 10 Bbn3s guard the tower, all female; the rest are Exp1-3 students and Com1-3 servants); Isolated (human 96% [mostly Altanian], others 4%). *Authority Figure:* Dagoni, female Altanian LG Mnk6. *Important Characters:* Nala, female Altanian LG Psi10/Mnk3 (head teacher of the School); Ksamral, female Altanian LN Mnk5 (instructor of the monks).

The origin of Dagoni Tower is lost in the mists of time. The Altanians took the tower centuries ago as a school for the training of gifted females. There are two methods taught: the way of the body in which students prefect their bodies to become fighting monks and the way of the mind in which the mind is perfected so that students become psychic warriors or psions. While rare, some gifted students train in both. The leader of the school is known as the Dagoni and serves for life. Upon the death of the old one, a worthy candidate must throw herself into the sea and survive, fast for a full month without any food and drink a red potion that is poison for the weak of mind.

0332 Giant Snakes (EL 10): The blue and white diamond-shaped scales along their bodies makes these **5 giant constrictor snakes** (CR 5; hp 60 each) almost invisible when they hide beneath the surface of the ocean waiting for prey. The snakes attack the crewmembers of small ships and boats, using oars and any trailing ropes to make their way aboard. Once a victim is grabbed the snake drags them back overboard and consumes them at sea.

0402 Wolf Grave (EL 10): A pack of **12 dire wolves** (CR 3; hp 45 each) plagues the area, attacking anything they find outside at night. Careful study of trails (Survival DC 20) identifies the small grave-pit where the dire wolves sleep. Once the wolves are defeated, three polished topaz gems (500 gp each) and a masterwork longsword can be found in a painted stone sepulcher. Anyone opening the sepulcher contracts the curse of lycanthropy and will be haunted by whispering shadowy, wolf-like shapes promising riches and power for murder.

0403 Squabbling Feral Hounds (EL 6): In this rough and hilly region **21 big, feral, and mangy-looking wild dogs** (CR 1/3; hp 7 each) fight over a charred and worm-eaten humanoid carcass. The elven corpse has been mostly picked clean; the remnants of a cloak marked with protection runes still hangs from his broken shoulders, but whatever fire killed the elf was strong enough to destroy the cloak's magic as well.

0406 Stigrix (Village): Conventional; AL CE; TL 2; 200 gp limit; Assets 8,600gp; Population 1,376 (Able bodied 344); Isolated (gnoll 86%, human 10% [about half Tharbrian, others are Altanian, Alryan, Skandik and others], other 4%); Resources: Pitch. *Authority Figure:* Cidring the Ravager, male Tharbrian LE Clr4 (Bedlen Avalax). *Important Characters:* Tawn, male Alryan NE Bbn5 (Cidring's bodyguard and commander of the human troops); Sartax, male gnoll CE Rgr4 (son of the last chief and leader of the rebel faction).

Stigrix was established after the Gnoll Times 200 years ago when a marauding band of gnolls carved their burrow out from the caves found in the sea cliffs along the coastline. Aside from the occasional raid the gnolls have kept to themselves. Two years ago, Cidring, Tawn, and a small band killed Zarx, chief of the gnolls and seized control of the tribe. Since then they have been building the tribe's strength for a strike against Actun. Cidring is haunted by a curse that is gradually turning his flesh into brittle black cinder. He is slowly growing desperate and unstable.

0419 Giant Ant Lair (EL 14): Giant ants constructed a massive mound of sand by the beach. The workers are slowly stripping the nearby jungle in their ongoing search for food. A central chamber deep inside the mound houses the **queen** (CR 2; hp 22), **8 workers** (CR 1; hp 9 each) and **10 soldiers** (CR 2; hp 11 each). All of the ants swarm over anyone approaching the mound. A man-sized iron statue of Neptune is found in the queen's chamber.

0420 Zombie Cavern (EL 5): Characters making a Spot check (DC 20) while passing through this thick swamp note the mouth of a cavern. Inside, **3 inhuman zombies** (*bear zombie:* CR 2; hp 31, as normal zombies but with Str 21 and hug attack; *grimlock zombie*: CR 1; hp 23; *rust monster zombie:* CR 3; hp 84, as normal but with 10 HD) guard a skeleton wearing sigil-covered robes and clutching a cracked, diamond-tipped runestaff. If the zombies are defeated, it is discovered that the staff in question is still operational: a *staff of frost* with 33 charges. However, it has only 1 remaining hit point, reducing its Break DC to 15, and the damage it has taken is such that each use has a chance either of casting its spell in a random direction (1d8 to determine) or (in the case of *cone of cold* and *ice storm* only) to fire the *Cone* directly at the staff's user or bring the *ice storm* down directly on her head. Roll d100 each time: 01-10 misdirection, 11-20 fires at user, 21-100 works normally. Spellcraft DC 35 to get an inkling of any of this in advance, otherwise one can only find out the hard way. Let the finder beware!

0511 Wild Bison (EL 10): The sandy beach near Selget Haven provides a meager grazing ground for a heard of **17 wild bison** (CR 2; hp 37 each). Possessing poor eyesight, the beasts keep to the beach where they are able to notice movement and shapes at quite a distance. The bison stampede if attacked.

0512 Tenoch (Village): Conventional; AL N; TL 1; 200 gp limit; Assets 6,375gp; Population 1,020 (Able bodied 255); Mixed (human 75% [mostly Antillian and Tharbrian, some Altanian], half-elf 10%, elf 8%, halfling 3%, other 4%); Resources: Market. *Authority Figure:* Gof the Old, male Antillian N Ftr6. *Important Characters:* Thulkor, male Tharbrian N Ftr5 (Gof's adopted son and leader of the militia); Alsiar, female Antillian N Clr4 (high priestess of Manannan); Minn Almar, male Antillian CE Wiz6 (reclusive loner); Debah Genda, female Antillian N Ftr8 (slave trader); Rog of Bassam, male Dorin CE Rog4 (owner of the Bronze Lantern).

Tenoch is a large prosperous village of farmers. They owe nominal fealty to the King of Antil but much of their trade is with the elves of Actun. The village is the traditional meeting place between the elves and the humans. Currently the villagers are threatened by raiders from the Blood Spear Tribe (0612). An open air market with many shops nearby attracts traders, including those looking for Altanian slaves. Minn Almar's villa is reputed to hold a collection of ancient clay tablets, but the carnivorous plants in his garden scare thieves away. The Bronze Lantern sells the best ale in town – sometimes with a little bit of slow acting poison to enhance the experience.

0525 Wild Horses (EL 8): Although wild and untrained, these **light horses** (CR 1; hp 19 each) possess great strength and endurance. If caught and broken, they provide excellent mounts that don't tire easily.

0528 Brafylia (Small Town): Conventional; AL NE; TL 3; 800 gp limit; Assets 42,200gp; Population 1,688 (Able bodied 422); Isolated (goblin 86%, ogre 12%, others 2%); Resources: Leather. *Authority Figure:* Ruythat, male ogre LE Ftr4. *Important Characters:* Mabatha, female goblin Clr6 (keeps the goblins in line with fear of punishment from their god); Xuthia, female ogre LE Ftr3 (Ruythat's wife and the true brains behind his rule).

Ten years ago Ruythat and his band ogres marched down from the Skull-Rack Hills and seized control of the goblin village of Brafylia. Soon after the takeover Xuthia, Ruythat's wife, tired of being his slave, allied with Mabatha, the wife of the goblin shaman slain in the attack. Together the two worked to keep the males fat and happy. Within five years, they controlled the warrens. Some of the males resisted but, after nearly starving, they submitted to the new rule. Ruythat is still the leader of the two races but his wife dictates what he says.

0601 Castle of the Moon (Castle): Conventional; AL CG; TL 3; 100 gp limit; Assets 1,125 gp; Population 360 (40 Ftr2 guards, 30 Ftr3 cavalry, 10 Rgr2 scouts, 10 Ftr4s riding pegasi are the main forces; the rest are Com1-2 retainers or irregular War1-2s); Mixed (elf 65% [high], human 14%, halfling 9%, half-elf 8%, other 4%). *Authority Figure:* Ladros Corlis, male elf [high] CG Ftr7. *Important Characters:* Mondar, male Dunael NG Rgr5 (leader of the Tower's scouts); Willow, female halfling NG Drd4 (protector of the grounds around the castle).

The Castle of the Moon is the northernmost outpost of Actun, established over 500 years ago to guard the northern approach. Ladros leads a mixed band of fighters and rangers. They are allied with the halflings of Wildwood (City State, 0633) and the humans of Algasar. While discipline is somewhat lacking due to the elves' chaotic nature, morale is very high. Ten magnificent pegasi serve as steeds for silver armored aerial lancers.

0612 Blood Spear Hold (Citadel and Hamlet): Conventional; AL CE; TL 3; 100 gp limit; Assets 625 gp; Population 198 (30 Ftr3s and 15 Bbn3s constitute the main garrison; 5 Clr3s serve Marik and administer rites; the rest of the population is War2-3 Altanians); Isolated (human 96% [mostly Altanian], others 4%). *Authority Figure:* Holtar ap Tarj, male Altanian CE Bbn5. *Important Characters:* Samw Eng, male Altanian CE Ftr5 (Holtar's brother); Marik, male Altanian CE Clr5 (the blood god Harmakhis); Deggach Ymwill, male Altanian LE Rog4 (spy sent by Minn Almar).

The Blood Spear tribe has converted to the worship of Harmakhis over 20 years ago. They roamed the jungles south of Lagh Anon until they were defeated by an alliance of several tribes two years ago. They moved to into settled lands and built a hold as a base to raid the soft farmers of the region. They have had considerable success and are preparing a huge raid against Tenoch to sack and pillage the village. Minn Almar from Tenoch knows of the scheme and plans to destroy the barbarians and become the village leader for his "heroism." The keep is surrounded by a ditch and stockade. Holtar ap Tarj keeps his personal harem on top of the tower, guarded by Samw Eng, his dimwitted brother.

0702 Algasar (Hamlet): Conventional; AL NG; TL 1; 100 gp limit; Assets 1,650gp; Population 528 (Able bodied 132); Mixed (human 75% [mostly Antillian, some Alryan and Tharbrian], halfling 10%, elf 8%, half-elf 5%, other 2%); Resources: Market. *Authority Figure:* Thenric, male Antillian NG Sag8. *Important Characters:* Aldor, male Tharbrian LG War5 (leader of the militia); Eania, female Alryan CG Clr4 (Brigit); Dejah Muil, female Common Viridian N Sag6 (philosopher).

Algasar is a peaceful farming village nominally allied with Actun. Thirty years ago a small collegium was established to facilitate the study of elven and human lore. Currently Thenric is the leader of the Collegium. He is well respected in the community for his wisdom and was elected hetman three years ago. Dejah Muil's sour attitude and arrogance has earned her many enemies but her knowledge of philosophy is unsurpassed. Fruit tree groves provide a steady income for local farmers.

0703 Wolf caves (EL 10): The rocky seacoast of the Romillion Sea hides caves that are home to a pack of **25 wolves** (CR 1; hp 13 each). Although the wolves usually split into smaller hunting packs of 8-9, they join together to defend their lair or to attack larger targets. While most of the mundane items found in the caves are rotting or damaged, hidden deep in a small fissure (Search DC 28) is a *+2 intelligent longsword* with elven runes along the blade.

0719 Boars (EL 6): Four warthogs (as boars; CR 2; hp 22 each) wandering the jungle near the Whiteworm river are even more aggressive than usual. While they don't automatically attack anyone traveling through "their" jungle, they do make threatening moves to drive away interlopers.

0723 Werewolf Cultists (EL 10): Atop a rocky slope at the foot of the Skullrack hills stands a tumbled and broken monolith. Once a holy place of Demogorgon, it now lies forgotten by the forces of light and darkness alike – with one notable exception. The **werewolf-priestess Starka** (human werewolf, Clr7 [Demogorgon]; CR 8; hp 53; AL LE; Str 15, Dex 12, Con 18, Int 10, Wis 16, Cha 12; masterwork morningstar, light crossbow, 10 bolts, large wooden shield, *cloak of resistance* +1, *potion of fly*, 7 shards of sardonyx worth 45 gp each, 200 gp) and her **5 unholy servitors** (werewolves, War4 (5); CR 4; hp 35, 32(x2), 26; AL LE; Str 16, Dex 16, Con 16, Int 10, Wis 11, Cha 9; heavy flail, light crossbow, 10 bolts, 40 gp each) live nearby, hoping to find a way to restore the fallen structure for their demon-worshipping wolf-cult. Reading knowledge of Abyssal allows characters to identify the generally demonic origins of the monolith; such characters may make a DC 15 Knowledge (religion) check to recognize Demogorgon's dark sigil amidst the runes.

0727 Castle of the Lion (Castle): Conventional; AL LG; TL 4; 200 gp limit; Assets 1,500 gp; Population 478 (Able bodied 70 Ftr2 guards, 30 Pal2s, 10 Clr2s of Mitra, 10 Clr3s of Mitra guard the fortress or worship Mitra; the rest of the castlefolk are Com1-2 farmers or War1-2s); Isolated (human 96% [mixed], other 4%). *Authority Figure:* Caradol, male Antillian LG Pal4. *Important Characters:* Aledin, male human LG Pal3 (Cardol's assistant); Narasia, female Antillian LG Clr6 (head priestess of Mitra); Lord Ragnar Halp the Dragonslayer, male Tharbrian LG Pal7 (retired hero); Revlo Rink, male Alryan CN Rog8 (master thief).

The Castle of the Lion is the base of Mitra's Order of the Lion. Only paladins of Mitra and those in training to become paladins are accepted. Those who are called to Mitra's service are trained before going out on quest. Caradol is in charge of maintaining the castle and its ground for the use of the paladins in training and their teachers. Aledin is in charge of the castle guard and patrols the surrounding woods to keep them clear of any goblins or ogres from Brafylia. Narasia is the representative of Mitra's faith and leads the worship rituals. Revlo Rink is hiding from his former associates, and has found this bastion of good to be the perfect place. His pilfered hoard is hidden in the main chapel.

0729 Hidden Crater (EL 15): Through the trees, the party hears a lutist with a charming (if high-pitched) soprano performing a dolorous lament. Arriving at the spot, they see nothing, although before them lies a large gently-sloped depression with a simple stone temple enclosure (15 ft. by 15 ft.) at its center. The area is under the influence of a *hallucinatory terrain* spell, and blithely moving ahead into the depression may result in falling 50 ft. to its bottom. In the ruined temple, **the half-elf wererat bard Carratera** (Brd14; CR 15; hp 67 [81 in rat form]; AL LE; Str 10, Dex 13 [19], Con 12 [14], Int 14, Wis 8, Cha 20; *+2 rapier*, masterwork light crossbow, 10 bolts, *horn of blasting*,

ring of mind shielding, *ring of protection +3*, *bracers of armor +4*, *mirror of vanity +2*, 3 *potions of glibness*, *potion of charisma*, 2 *potions of cure serious wounds*, masterwork lute, masterwork flute, bag with 100 gp and 14 random gems), very pretty despite her somewhat mousy mien, plays her song in half-elven form. She is upset that her treasure map has led her to a corroded and worthless *rod of rulership* hidden in the (now-open) stone vault at the temple's rear. She is ready and willing to defend herself if necessary, though she would prefer to integrate herself into a party and rob them blind or otherwise betray them at a suitable moment. Her *ring of mind shielding* will not make it easy for parties to magically determine her true nature, and she will quaff a *potion of glibness* during their approach if she thinks a scam is plausible. If she suspects a fight instead she may well change to hybrid form and surprise them with a blow of her *horn of blasting*. With more time to prepare she casts *improved invisibility*, *haste* and *cat's grace* on herself before considering offensive options.

0734 Xochete (Village): Conventional; AL LG; TL 1; 200 gp limit; Assets 4,175gp; Population 668 (Able bodied 167); Isolated (halfling 96% , others 4%); Resources: Pipeweed. *Authority Figure:* Ramabuck Trippin, male halfling N Rog7. *Important Characters:* Irdusar, male halfling NG Drd6 (in charge of the druids of the region); Donibuck the Stout, male halfling LG War5 (Ramabuck's brother and leader of the militia).

Xochete is north of the Dismal Swamps. It is the center of Derkhalf Shire, a small halfling realm that includes Derkhalf Castle (0833) and Southtower (Blest, hex 0802). It is protected from the Red Bull Orc Tribe (Blest) by Southtower. It sends bales of pipeweed to Antil through Lanstead tower (1130), located at the mouth of the Labyrinth River. Ramabuck Trippin is a popular and well-liked halfling who has been elected mayor of Xochete twice. Currently, he is bored and often accompanies the pipeweed caravans to Antil. This has done little to slack his thirst for adventure. He is thinking of stepping down and going off in search of strange new lands.

0811 Goblin Outriders (EL 7): Here **3 goblin outriders** (Rgr3; CR 3; hp 24, 23, 18; AL NE; Str 12, Dex 18, Con 14, Int 10, Wis 13, Cha 6; studded leather armor, handaxe, 2 daggers, mighty (Str 12) masterwork short composite bow, and 20 arrows each. Scout #1 also has a *potion of hide*, #2 has 50 ft. of silk rope, and #3 has a *potion of cure light wounds*) from the village of Daitia Hill (1117) rest their **worg** mounts (CR 2; hp 30 each; saddled and bridled, with light lances, quivers with 20 arrows, and saddle bags with miserable iron rations on each), amidst the charred remnants of an eroded bridge across the Highcourse river. Nervous at their exposure, they will fight or mount up and flee before parleying unless parties are explicit about their peaceful intent.

0813 Mammoths (EL 13): Recently plagued by ivory hunters, **mammoths** (CR 9; hp 136) in the hills near Whitecrown Stream have split into small groups of 5 that wander the hills grazing. They attack armed humanoids immediately, presuming they are hunters, generally trying to run them down and trample them. Each pair of ivory tusks recovered from these massive beasts is worth 2,000 gp in a major city.

0821 Piyramys (Village): Conventional; AL N; TL 2; 200 gp limit; Assets 5,400gp; Population 864 (Able bodied 216); Isolated (human 96% [Altanian], others 4%); Resources: Market. *Authority Figure:* Naf Wig, male Altanian LG Clr3 (Athena). *Important Characters:* Skandin, male Altanian NG War3 (commander of the militia); Altor the Slayer, male Altanian N Rgr5 (master hunter); Ryl Ulfyr, female Altanian LG Psi2 (Protector), Sankhar Sebkh, male Altanian LE Ill7 (illusionist sent by the Tower of Visions to help and observe the village).

Naf Wig is the chieftain of this Altanian village. He is also a priest of Athena and has turned the village militia into a formidable fighting force. He has little problems with training due to the proximity of the goblin village of Daitia Hills (1117). The village also has an alliance with the illusionists at the Tower of Visions (0920). The alliance has run into difficulties, as the wizards will do no more or no less than what the agreement stipulates. They enjoy close ties with the Altanians of Ucatanis (1024) and will come to their defense if needed. Ryl Ulfyr, the Protector of the village, is still young and inexperienced.

0825 Giant Turtles (EL 12): The Labyrinth River gets lazy here as it swirls in gentle eddies through the dense trees and muddy sand bars of the swamp. A massive fallen tree provides a hiding place for **3 giant snapping turtles*** (CR 9; hp 125 each) that live and hunt throughout the swamp. The hungry turtles tend to rise up immediately beneath any craft floating through the swamp.

0833 Derkhalf Castle (Castle): Conventional; AL LG; TL 3; 100 gp limit; Assets 1,250 gp; Population 400 (60 Ftr3 slingers, 20 Ftr1 spearmen and 20 Rgr2 rangers, the rest of the halflings are peaceful Com1-3 farmers); Isolated (halflings 96%, others 4%). *Authority Figure:* Blackthorn, male halfling LG Ftr5. *Important Characters:* Blackrose, female halfling LN Sor5 (Blackthorn's wife); Dim Dibbik, male halfling LG Ftr 4 (captain of the slingers); Rutto the Fair, male halfling N Ftr2 (captain of the spearmen, lazy and incompetent); Odo Tangly, male halfling [stout] LG Rgr 4 (ranger captain); Red Zilfin, male gnome [city] LG Alc2 (Blackrose's assistant); Rotund Redge, male halfling Ftr 2 (proprietor of the Goblin's Boot).

Blackthorn is the Marshal of Derkhalf Shire. He is in charge of 100 halfling warriors and rangers. He sends patrols north along the Labyrinth River and the woods to the west of it to search for any raiding goblins of Brafylia. He and Whitethistle of Southtower disagree on how best to secure the region. Blackthorn believes in destroying any that prove to be the enemies while Whitethistle feels that defense is enough. Blackrose is even more ruthless than her husband. Rotund Redge's mead is a favorite delicacy of the halfling soldiers.

0911 Black Ostriches (EL 9): Although unable to fly, this extremely large species of **ostrich** (CR 3; hp 19 each) is capable of running at amazing speeds. There is a herd of 11 of the creatures in the area. Black ostriches are a valuable delicacy, but one has swallowed a valuable delicacy itself: the Star of the South, a diamond gemstone worth 8,000 gp, which can be found in the bird's gizzard.

0920 Tower of Visions (Citadel and Hamlet): Magical; AL LE; TL 7; 100 gp limit; Assets 625 gp; Population 192 (30 half-orc War3s are the armed guards of the tower, while 12 Ill2s and 8 Ill3s instruct students); Mixed (human 70% [mostly Antillian, some Dorin, Tharbrian and Altanian], half-orc 30%). *Authority Figure:* Deva Awara, female Dorin LE Ill9 (exiled princess). *Important Characters:* Zarale, female Altanian LE Ill3/Psi1 (once an Altanian Protector, now a disciple at the tower); Tal Moklar, male Dorin LE Ill7 (Deva's bitter enemy); Mestios, male Antillian LN Ill6 (paranoid keeper of the underground well); Gorten, male half-orc LE Ftr5 (leader of the guards).

The Tower of Visions was founded as a secluded location where illusionist could study. The treacherous but beautiful Deva Awara is the current leader of the tower, keeping herself above the others by constant scheming and backstabbing. The Tower of Visions has come to rely on Piyramys for its sustenance and is currently aiding them in defense against the goblins of Daitia Hills. Gazing into the waters of the well deep beneath the tower is said to provide otherworldly insight. Recently, Mestios, the keeper of the well has started to conduct curious experiments with pendulums and polished glass panes in the dungeon, becoming more secretive by the week.

0931 Wild Pigs (EL 9): A herd of **14 tusked wild boars** (CR 2; hp 22 each) are a hazard to travelers and horses so adventures traversing the plains north of Derkhalf Wood need to keep a close watch on the thick grasslands surrounding them. The pigs attack with their sharp tusks, attempting to injure victims' legs so badly they can no longer walk.

1014 Rantar Keep (Citadel): Conventional; AL CG; TL 2; 40 gp limit; Assets 144 gp; Population 72 (the keep's forces consist of 18 Ftr2 spearmen and 2 Ftr3 sergeants; the common folk are mostly War1-2 crewmen or Com1 slaves); Isolated (human 96% [some Skandik], others 4%). *Authority Figure:* Rantar the Quick, male human CG Ftr6. *Important Characters:* Kranz Korkie, male human NG War6 (Rantar's second in command); Lubeck Halp, male human CN Rog5 (Rantar's "Grand Vizier").

Lord Rantar is a retired privateer who built the stronghold on a hill within the jungles south of Lagh Anon. In exchange for subsidies, Rantar keeps a watch on the goblins at Daitia Hills and the jungle for Antil. He is currently entertaining dwarves from Chacban (2209) who are interested in his plan to mine Lagh Anon. Rantar has three wives and the ten children are constantly playing pranks to attract attention.

1015 Giant Crocodiles (EL 10): A group of **8 giant crocodiles** (CR 4; hp 59 each) floats lazily in the river as it passes along the thick jungle. The crocs wait for prey of any size, and are perfectly willing to tip over small boats and canoes to get at the tasty snacks inside. One of the crocodiles once ate an adventurer holding a *+1 heavy mace* that never quite made it all the way through. Anyone taking the time to properly dress and butcher any slain crocodiles stands a chance of discovering the treasure.

1018 Sewage-Infested Wight Lair (EL 3): The goblins of the nearby village of Daitia Hill dump their sewage here. A horrible smell suffuses the area, and the ground is soft, even sunken in places with the vast covering of worm-eaten refuse. Characters camping or eating anything in this area must make a Fortitude save (DC 12) or contract Filth Fever. In addition, **a lone wight** (CR 3; hp 26) haunts the area and may make trouble for weaker parties.

1022 Catoblepas Lair (EL 6): The rocky coast along the Straights of Maerstag provides a fine hiding place for **a lone catoblepas†** (CR 6; hp 51). It remains hidden beneath the surface of the water waiting for prey to come close enough to use its death gaze. An underwater cairn beneath a large boulder holds some of the treasure it has collected, including 8 freshwater pearls (15 gp each), a rotting chest with 1500 gp, 892 sp, and 147 cp, and an ivory scroll case (25 gp, empty).

1024 Ucatanis (Hamlet): Conventional; AL N; TL 0; 100 gp limit; Assets 1,375gp; Population 440 (Able bodied 110); Isolated (human 95% [Altanian], others 5%); Resources: Fish. *Authority Figure:* Alar Reed-cutter, male Altanian N Ill5. *Important Characters:* Sarentha, female Altanian N Rog3 (spokeswoman for the fishermen and merchants); Sabekh of Kut, male Dorin N Clr6 (Bondorr).

Ucatanis is an impoverished fishing village along the Straits of Maerstag. It sends much of its catch to Mysk to trade with merchants coming from the Sea of Five Winds. It is also a way stop for caravans making their way inland to Piyramys and the Tower of Visions (0920). The town has no formal leader, and the villagers rely on Alar Reed-Cutter to negotiate with outsiders and Sarentha to solve disputes within the town. Sabekh of Kut is a missionary in the village, trying to forge the villagers into an effective fighting force.

1028 Gnoll Lair (EL 5): In this flat and dry region characters come across a refuse pile. Full of half-eaten food turned green and purple, riddled with worms and mold, it exudes a strangely sweet smell. A Survival check (DC 30) identifies the pile as consisting in part of **purple moss***, a dangerous cousin of yellow mold. **Four gnoll brigands** (CR 1; hp 11 each; scale mail, large wooden shield, battleaxe, shortbow, quiver with 20 arrows, 2 smokesticks (mounted on arrow) check the moss frequently for new victims; they are experienced in covering their mouths with wet rags to block the scent while they scour the earth for valuables left behind after digestion. In addition to their equipment they have 2 suits of full plate armor (one human-sized, one dwarf-sized) and a casket containing 600 gp in their shanty, not far away. They engage from a distance first, using their bows and smokesticks to mislead the party as to their location.

1032 Stonepile, Cavern, and Tomb (EL 8): Just inside the edge of Derkhalf Wood, an ancient stonepile marks the entrance to a cavern underneath the trees. Various stones are marked with ancient sigils, paying homage in Ancient Viridian to the dark god Natch Ur. A tunnel leads downward into the hill. It takes a narrow and winding course seventy feet downward into a large rubble-strewn cavern, thirty feet across, fifty deep, and twenty-five high. **3 giant constrictor snakes** (CR 5; hp 60 each) slither concealed amidst the fallen stones; they attack from surprise unless a Spot check is passed (DC 13). Somewhere in this cavern is the entrance to an ancient tomb. It is up to the Judge how it is marked and what exactly it is.

1106 Isle of Ekur (EL 4): This island is sparsely forested and flat. The islands only inhabitants are **2 giant lizards** (CR 2; hp 22; as normal but with poisonous bite [DC 18, 4d6 hp/4d6 hp) who are more than happy to welcome new visitors to their home.

1106 Contaminated Island (EL 8): On the smaller of the two islands in this region of the sea an abandoned, rock-covered cottage is clearly visible from the Romillion Sea. The fishing family that lived here fled or lost their lives when the Red Ache struck, but the **39 dire rats** (CR 1/3; hp 5 each; bite causes Red Ache [DC 15]) that come streaming out of the ruin when characters approach within ten feet are still quite contagious. Exploring the ruin reveals nothing but bleached bones, a diary of bleak despair, and a jug of coins (2 gp, 27 sp, and 118 cp) under the stones. All investigating must save against Red Ache (Fort DC 15), even if they managed to avoid contracting it from the rats.

1110 Kestizar (Village): Conventional; AL LG; TL 2; 200 gp limit; Assets 6,750gp; Population 1,080 (Able bodied 270); Integrated (half-elf 37%, human 20% [mostly Antillian], elves 18%, halfling 10%, dwarf 7%, and others 8%); Resources: Pearls. *Authority Figure:* Elidarth, female half-elf LG Wiz6. *Important Characters:* Lenden, male Antillian N Rog4 (leader of the thieves guild); Mystaros, male Dorin CG Wiz14/Chromatic Wizard 2 (reclusive wizard); Dragos Arras, male half-elf NG Exp5 (jeweler); Goreaxe Foekiller, male dwarf [hill] LG Exp7 (jeweler, sworn pacifist).

While under the authority of the King of Antil, Kestizar lives by its own laws and customs. Since its foundation, humans and elves have intermingled, forming a large half-elven population. Soon after its foundation, the humans discovered there were several excellent pearl beds nearby and began to harvest them. Most of the village trade now comes from selling raw pearls and fine elven jewelry made with them. Lenden runs a pearl smuggling operation that ships illicit pearls to Antil. Mystaros is a famous Wizard from Tula who retired to the relative quiet of the village.

1110 Well Done, Doggies! (EL 5): Beaten down grass behind a large cluster of huge, round rocks in the middle of the plains near the Windgod Hills marks the home of a pack of **12 wild dogs** (CR 1/3; hp 5 each). The latest victim of the canines, a half-eaten human clad in a ridiculous leather garment full of buckles and straps, still has a *scroll of fireball* in his doublet (8th level; cursed, backfires upon reading).

1111 Weststar (Castle): Conventional; AL N; TL 4; 200 gp limit; Assets 1,250 gp; Population 422 (90 ill-equipped Ftr1s serve in the castle, lead by 10 Ftr3 sergeants; the remaining castlefolk are Com2-3 herders and horse trainers); Mixed (human 75% [mostly Antillian], halfling 15%, half-elf 8%, others 2%); Resources: Horses. *Authority Figure:* Karnalt, male Antillian N Ftr7. *Important Characters:* Tes the Sailor, male Antillian N Ftr4 (captain of the garrison); Hermial Halden, female Dunael NG Alc5 (researching potions); Peck Blackfoot, male halfling [stout] CN Exp4 (famous and infamous jester); Lovis ap Thar, male Tharbrian LE Ftr3/Exp3 (horse trainer).

Weststar guards the gap between the shore and the mountains of Lagh Anon from any invaders. It got its name when the second King of Antil was deciding on its location. He was camped at an earth mound when a new star appeared in the western sky shortly after sunset. It remained for three more days and the King decided it was a favorable omen. Lord Karnalt, a dour and rat-faced man rules the castle, inspiring little loyalty from his charges. Morale is shaky and the troops are mostly green. Peck is a famous fool who performed throughout the Wilderlands, including the court of the Invincible Overlord. The light war horses groomed at Weststar are valuable and well suited for longer expeditions.

1113 Giant Goats (EL 8): Rocks and boulders of the mountains of Lagh Anon provide ample living space for a herd of **8 giant goats** (CR 2; hp 22). If cornered or threatened the goats fight with surprising strength. One of them, a black male, has a curious psionic power that allows it to project a force equal to a *ring of the ram*, bashing enemies into the depths.

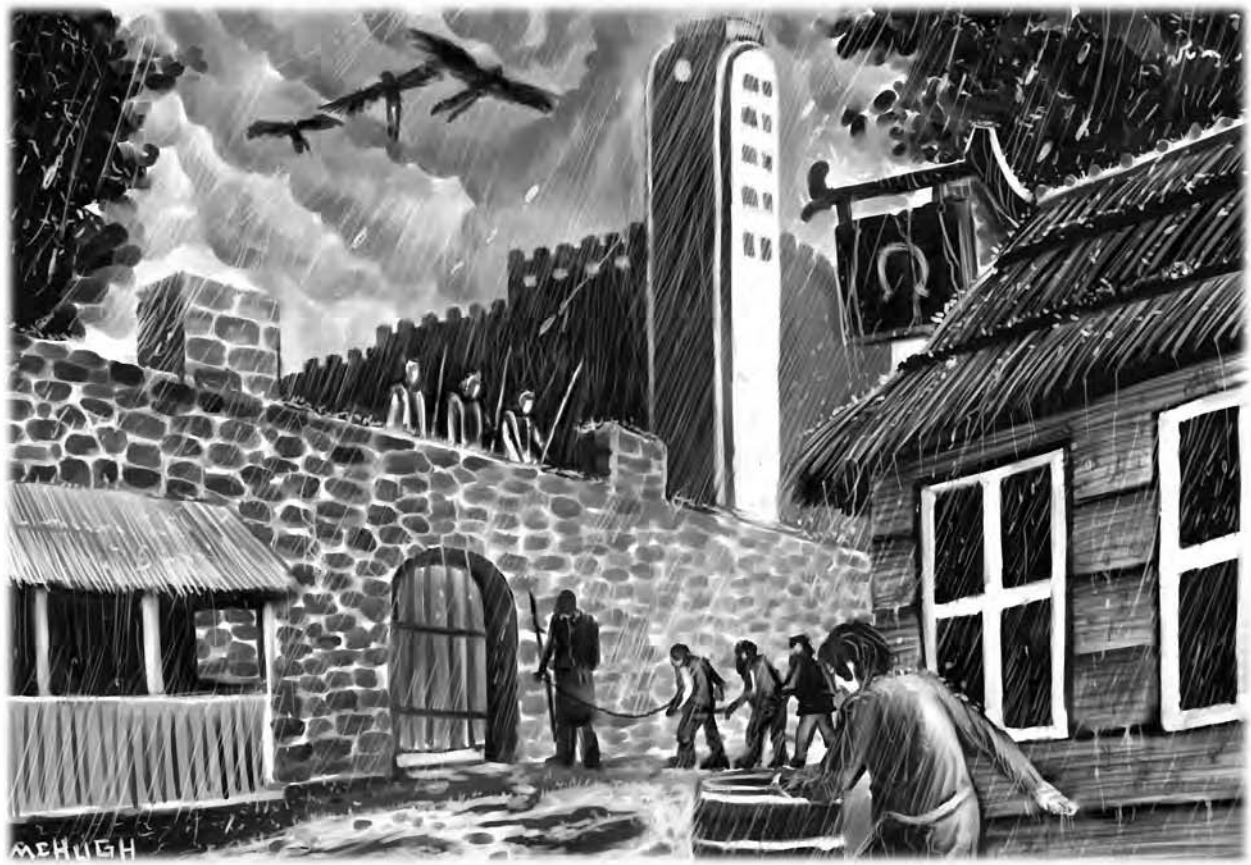
1117 Daitia Hill (Village): Conventional; AL LE; TL 3; 200 gp limit; Assets 8,350gp; Population 1,336 (Able bodied 334); Isolated (goblin 96%, other 4%); Resources: Market. *Authority Figure:* Caw Bow-back, male Tharbrian LE Ftr5. *Important Characters:* Tuxgort, male goblin LE Clr3 (high priest of the goblins); Exchart, male goblin NE War3 (ex-chief and now chief lieutenant).

Caw Bow-back is a grizzled fighter with a hunchback. Tired of ridicule due his deformity, he decided to become a brigand. On his third raid, he seized a caravan but most of his troops were wiped out. While reorganizing, he was set upon by the goblins. He challenged Exchart to single combat and won. He used the caravan's foodstuff to feed the goblins and soon had them organized so that their raids brought enough back to end the famine. Because of this and his respectful treatment of their ex-chief, he won the goblins' loyalty. A year ago he caught his men ridiculing him behind his back. He had the goblins kill them and now he has supreme power over the village.

1130 Lanstead Tower (Citadel): Conventional; AL N; TL 3; 100 gp limit; Assets 875 gp; Population 282 (30 Ftr2 spearmen, 20 Ftr2 bowmen and 20 Ftr3 light horsemen live at the tower; while Com1-2 fishermen and colonists enjoy the relative security); Isolated (human 96% [some Antillian, Tharbrian and Altanian], others 4%). *Authority Figure:* Bogahn, male Antillian N Ftr6. *Important Characters:* Zarligon, male Antillian N Wiz4 (tower security); Captain Ara Theyx, female Amazon LG Amz4 (cavalry commander); Rongor the Racketeer, male Antillian N Rog2 (innkeeper and thief).

Antil established Lanstead Tower ten years ago to trade with the halflings of Derkhalf Shire. The brothers Bogahn and Zarligan currently rule the fortified trading post. They are looking for the lost stronghold of their father who resided in this region over 30 years ago. Morale is low and duty here is considered boring. The lords take a squad out each day to search obscure areas for no apparent reason to the troopers. Rongor the Racketeer runs the Reedmuck Inn, his intoxicating tea as popular with the locals as with his twenty thief minions.

1134 Giant Snakes (EL 8): The ruins of a small marble pyramid are the home to **3 giant constrictor snakes** (CR 5; hp 60 each) that rest coiled in the cool interior. Striking from cover as soon as a target comes close by, the snakes usually have a victim



1309 Antil

grabbed and constricted without any opportunity to fight back. As apparent from the Ancient Antillian glyphs, the pyramid honors the defeat of Stakhpor Tavik, whoever that might have been. A stone plug seals a burial vault where the bones of eighty men were laid to rest, along with 24 ancient electrum disks, each worth 15 gp to a collector or 5 gp for the metal.

1212 Corroded Engravings (EL 6): Near the summit of Lagh Anon, in a crevasse sheltered from the howling winds, dusty and corroded engravings can be found etched into the stone. A Knowledge (religion) check (DC 15) makes it possible to discern that they once honored Harmakhis, God of Death. This is an important pilgrimage site for the followers of that fell god, and there is a 10% chance that 10-100 pilgrims (fanatical War2s with flails plus one Clr3 per ten, lead by an Evil High Priest of 9th level) are visiting at the moment. **Three giant vulture zombies** (CR 3; hp 62, 61, 59; as normal zombie except Atk is +9/+9 melee [1d6+5 each, 2 claws], +4 melee [1d8+2, bite]) guard this necrotic aerie.

1217 Westfold Barrens (Citadel): Conventional; AL CE; TL 2; 100 gp limit; Assets 500 gp; Population 162 (40 War2 goblins are the elite forces of the hill, with 4 War3 leaders; the rest are common goblins and young); Isolated (goblin 100%). *Authority Figure:* Xug, male goblin CE Rog4. *Important Characters:* Kerack, male goblin CE Clr5 (high priest of the goblins).

This abandoned village was once Caw Bow-back's (1117) old lair for his bandit gang. Mud walls and sharpened stakes serve as a primitive palisade. It was re-occupied to give the goblin a watch post from any invasion from the coast. Xug is a rival to Caw's control over the warrens and was sent here to get him out of the way. Kerack was assigned by Tuxgort of Daitia Hill to watch over Xug. At night, an unnatural firelight burns over an abandoned hut, avoided by the goblins.

1301 Giant Anthill (EL 17): A vast hill of **giant ants** stands in the center of the barren plains. All of the ants in the colony swarm ferociously over anyone daring to attack the hill, for that matter, they swarm over anything that might be considered food. A large chamber in the very center of the hill holds the **queen** (CR 2; hp 22) and the **230 workers** (CR 1; hp 9 each) and **46 soldiers** (CR 2; hp 11 each) that always attend her. A long gold chain with a sun-shaped amulet studded with small rubies (5,000 gp) and various shiny trinkets and baubles worth a total of 2,300 gp can be found in the queen's chamber with a bit of determined searching (Search DC 25).

1309 Antil (Large Town): Conventional; AL N; TL 4; 3,000 gp limit; Assets 439,500gp; Population 4,688 (Able bodied 1,172); Mixed (humans 78% [mostly Antillian, some Dorin and other], half-elf 9%, elf 5%, hawk folk 3%, others 4%); Resources: Market. *Authority Figure:* Galgod the Hewer, male Antillian N Ftr4. *Important Characters:* Panthal, male Antillian NG Clr9 (high priest of Shang Ta); Revlat Adon, male Antillian LG Clr5 (high priest of Aladantle); Valdar, male Tharbrian N Ftr8 (captain of the Antil Guards); Septor Altor, male Antillian CE Rog8 (sheriff of the bazaar and the head of the Underlight Guild); Zaxamos, male Antillian LN Alc6

(keeper of the royal gardens); Basham the Trader, male Dorin CE Ftr3/Rog3 (brass merchant and adventurer).

The Temple of Shang Ta, the sky god dominates Antil. The customs and rites of the faith of Shang Ta permeate the daily life of the town. The king is but a servant of the god and is oath bound to obey the dictates of the priests. Antil was founded on a good harbor near sea cliffs that were the home of the Sky-Wall colonies of the winged race of windriders. In the early years, the windriders and the humans of Antil became allies. Every year the king of Antil leads the priests in a ceremony welcoming the windriders back in the fall and then later in a ceremony wishing them farewell in the spring.

When the king dies, the priests choose several candidates for the kingship including one chosen by lot from the general populace. The candidates are presented to the windriders at that year's welcoming ceremony and the windriders' high chief selects the candidate who is to be king. At the last presentation Valdar and Galgod the Hewer were among of three candidates presented. To everyone's surprise the high chief choose Galgod to be king. Ever since, Valdar has resented Galgod and has formed a conspiracy to overthrow him. Antil has always been an ally of the elves of Actun and deeply resents the interference of the World Emperor in the Red Reavers situation (City State). Notorious slavers, the Antillians consider other races to be fit only for servitude. They are disarmingly polite and quick of tongue, master merchants, seasoned seamen and cunning thieves all in one. Their laws only tolerate the open worship of good or neutral deities (but often turn a blind eye towards conveniently hidden evil). There are temples to Aladantle, Athena, Dorak and Manannan. The bazaar is a walled community of its own, where gates are shut every evening and Dorin bowmen patrol the walls. The Underlight Guild, a society for thieves operates from beneath, its halls as opulent as a palace. Basham the Trader has discovered it on his own and regularly sneaks in through his shop's basement to steal valuables.

1324 Wild Pigs (EL 9): The seacoast along the Straights of Maerstag provide a home to a number of strange creatures, including a group of **14 wild pigs** (as boars; CR 2; hp 22 each) with a rather strange diet. The pigs eat sand by the mouthful and look healthy nevertheless.

1327 Mysk (Village): Conventional; AL LG; TL 2; 200 gp limit; Assets 8,650gp; Population 1,384 (Able bodied 346); Mixed (human 80% [mostly Antillian, some Tharbrian and other], half-elf 9%, elf 5%, dwarf 3%, other 4%); Resources: Market. *Authority Figure:* Nert Iron-fist, male Antillian LG Ftr5. *Important Characters:* Cronin, male Antillian NG Clr6 (Canon of Shang-Ta); Thomostes, male Antillian LN Ftr5 (captain of the Determination); Sangat Tagr, male Karakhan LE Ftr5 (captain of the Swordkill); Sossul, male Common Viridian NE Clr4 (Armadad Bog, leader of the trade delegation from Viridistan).

Mysk is Antil's southernmost colony and a trade market for goods between Actun, Antil and the lands surrounding the Sea of Five Winds including Viridstan. It was established 350 years ago after an incident with foreigners at Antil caused the death of several Windriders. The larger market was moved to Mysk to prevent another such incident, while other measures were taken in Antil. Nert Iron-fist, the lord of Mysk, is noted for his nobility and justice. He maintains law and order as well as the security of the temple of Shang-Ta. Two small warships protect the harbor, their captains bitter rivals who would rather see the other sink than help him if in need. Sossul is the leader of the trade delegation from Viridstan and looks upon the natives as inferiors. He is also a priest of Armadad Bog and hasn't had much luck in subverting the population to his views. While Mysk isn't renowned for the talent of its craftsmen, items up to a TL of 8 are generally available on the market.

1408 Wild Horses (EL 11): Thin grasses along the coastal beach provide grazing for a herd of **32 wild (light) horses** (CR 1; hp 19 each). Lean and hungry, they carry a plague that will be likely to kill any horse they contact (DC 14).

1410 Large-Monstrous Centipedes (EL 8): Thick underbrush in the jungle helps conceal the forgotten ruins of several small stone buildings that are now home to **12 large monstrous centipedes** (CR 1; hp 9 each). One of the stone buildings has a forgotten niche behind a loose stone (Search DC 30) holding a pouch of gems with a total value of 850 gp.

1414 Chariot of Mire (EL 4): Sunken in a muddy depression here is a fully operational chariot of the highest quality. It can be cleaned and made ready for team and harness within an hour after being retrieved from the murk. Dredging it up requires a Strength check (DC 22) and attracts an angry **dire boar** (CR 4; hp 52) to the site.

1423 Renth (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 5,850gp; Population 936 (Able bodied 234); Mixed (elf 70% [southern], half-elf 15%, human 8%, dwarf 5%, halfling 3%, other 4%); Resources: Rope. *Authority Figure:* Cyn Light-foot, male elf [southern] LG Wiz4. *Important Characters:* Cirawen, female elf [southern] N Exp5/Wiz2 (master rope maker and rigger); Sorelin, male half-elf CG Rgr4 (captain of the local rangers).

The western shores of the Straits of Maerstag are lush with hemp and flax. Ships made in the Great Forest, Actun, Serpeant Little and other elven communities often sail here with temporary sails and have their final rigging done here. Cyn Light-foot is dedicated to the safety of harvesters and often goes out on patrol with Sorelin and the other rangers. Often times Plain Demons, as jackalweres are known in the region, come out of the Carnelian Plains and threaten the harvesters. Orc raiding parties from Balath (2133) are often seen in the area.

1423 Temple of Azure Dreams (Castle): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,000 gp; Population 320 (30 Ftr1s and 20 Ftr2s with 25 Clr1s and 5 Clr3s protect the temple from harm; the rest of the inhabitants are Com1-2 ropemakers and farmers); Mixed (human 74% [mostly Antillian], half-elf 16%, elf 5%, other 5%); Resources: Rope. *Authority Figure:* Onsiler, male Antillian LG Clr8. *Important Characters:* Tamelight, male half-elf LG Pal7 (captain of the temple guards).

On a visit to Renth, priests of Shang Ta from Antil noticed that there was a small cluster of hills nearby that looked like the Dreamlands, one of the planes associated with Shang Ta. They gained permission to stay and built a

temple to the god. It is one of the few temples in the faith of Shang Ta that remains faithful to its original tenets (as opposed to the temple in Viridistan, for instance). It is also the sole remaining temple to which paladins of Shang Ta are called for training. Onsiler is the high seer and guides the acolytes on their quests into the Dreamlands. Tamelight from Colisth was called to service eight years ago. He has strengthened the walls and pleads for more funds to increase the defenses. Troubled by dreams of impending danger, reports from some patrols of mysterious stalkers remaining out of sight seem prophetic.

1511 Brotherhood of the Eye (Citadel): Magical; AL N; TL 6; 40 gp limit; Assets 104 gp; Population 42 (6 Ftr3 mercenary guards and 4 Wiz3s are the forces living underground; the rest are Com1-2 or War1-3 slaves, soldiers and servants); Isolated (human 85% [mostly Antillian], elf 15% [high]). *Authority Figure:* Mendoril, male Ghinoran N Wiz9. *Important Characters:* Yram Antaq, male Gishmesh NE Ill7 (Keeper of the Eye); Tylia, female elf [high] N Wiz4 (apprentice to Mendoril); Hawaryn Mu, male Antillian N Alc8 (alchemist researching the acidic mixtures found in the ruins).

The *exquisite eye of detachment* is an ancient magical artifact from before the Empire of Kelnore. It acts as a crystal ball with all DCs reduced by 5; it also has the powers of *see invisibility*, *detect thoughts*, *telepathy*, and *true seeing*. It is also rumored that once a month it can project a heat-ray as a *major circlet of blasting*. The *eye* is located in ruins believed to be of Markrab origin. The Brotherhood has cleared out one of the underground network of chambers (there are several) to use as its home. The wizards are dedicated to studying the Eye and the ruins that surround it. Mendoril has recently arrived from Tula and is eager to prove himself. Yram Antaq is in charge of securing the *eye* with cunning and devious illusions if the conclave is ever attacked. Unknown to the others, he plans to use those illusions to grab the *eye* and escape. He isn't above hiring someone to stage a mock assault on the dungeons. A watchtower and some curtain walls have been repaired.

1521 Hippos (EL 6): Four hippopotami (CR 2; hp 45) along the seacoast tend to be even more aggressive and dangerous than those found in rivers and streams. These four are almost eager to swim beneath small boats and tip them over.

1523 Wild Dogs (EL 4): The empty carapace of a Huge giant beetle serves as a home to a small pack of **11 wild dogs** (CR 1/3; hp 5 each; bite causes Red Ache [Fort DC 12]). The dogs are rabid and attack on sight.

1531 Derelict Ship (EL 3): Following a charnel reek on the south wind leads to a charred and derelict longship. The red-skinned bodies of its barbarian crew have been roasted to a deep plum color where they were not already torn to pieces. The vessel's wood is deeply scarred by fire, and the vessel will sink at the next mild storm; even with extra crew rowing it to shore might well prove impossible. Observant characters (Survival DC 15) will wonder at the absence of vultures, crows, or albatross: a **cockatrice** (CR 3; hp 27) tends to the scavenging.

1601 Earth God Totem (EL 2): In a tangled thicket half a mile from shore, something glints in the sunlight. Any investigation will arouse the ire of **4 stirges** (CR 1/2; hp 5 each) who dwell here (Spot DC 24 to notice them before they strike.) The growth conceals a squat, hideous clear quartz idol of Natch Ur. Weighing 30 pounds, the totem's composition and craftsmanship alone put its value at 1100 gp. However, it is worth far more than this as a diabolic appurtenance to Natchai priests, who will stop at nothing to get it if they learn of its recovery.

1605 Palen Spring (Village): Conventional; AL N; TL 3; 200 gp limit; Assets 4,325gp; Population 692 (Able bodied 173); Isolated (human 71% [many Antillian and Altanian, some Dorin], orc 10%, goblin 5%, other 4%); Resources: Market. *Authority Figure:* Morthor Cof, male Dorin CE Clr11 (Natch Ur). *Important Characters:* Captain Rosgar, male Antillian LE Exp2/Ftr8 (leader of the pirates); Kronath, male half-orc NE Ftr7 (Str 22, Morthor's enforcer).

Beside the noisome Palen Spring rises an Obelisk to the evil god of Deep Earth, Natch Ur. Morthor Cof is the evil high priest of the temple and leader of the village that surrounds it. Filled with outcasts, exiles, and outlaws it has become a den of scum and evil. Morthor permits Rosgar and Kronath to organize the inhabitants into bands to raid on land and sea. Captain Rosgar commands two ships and raids the shipping of Antil and Actun. It is rumored that the Krakens (City State, 1230) of the Romillion Sea are allies in some of the raids. Kronath has subjugated the Orcs of Little Kor, and forced the goblins of Kukul to pay tribute. The large market is filled with stolen goods and slaves.

1607 Wolves' Den (EL 9): Jumbled rocks along the coast hide the cave of the "salt wolves." Although the **17 wolves** (CR 1; hp 13 each) hunt inland away from the coast, they take shelter here, often dragging smaller prey back with them. They are all extraordinarily thin, with gnarled limbs, marking the pack as a deeply inbred family. While they attack, they laugh in a disturbingly human manner.

1619 Canstad (Citadel): Conventional; AL LG; TL 3; 100 gp limit; Assets 875 gp; Population 264 (65 War3 spearmen and 5 Ftr3 lieutenants guard the citadel and the other inhabitants); Mixed (human 80% [mostly Altanian], half-elf 11%, elf 6%, others 3%); Resources: Market. *Authority Figure:* Djarmal, male Altanian LG Ftr4. *Important Characters:* Ciranwe, female Altanian Psi6 (leader of the citadel's Protectors).

Canstad is a small fastness on the edge of the Carnelian Plains. Founded by survivors of a defeated Altanian tribe, the settlement barely survived the first decade. Hordes of jackalopes kept attacking the hamlet and its outlying farms. A founder, Sardan the Brave, saved Cerian, an elven prince visiting Renth, from a jackalope attack. In gratitude Renth aided Canstad in building a small tower and a palisade to defend the hamlet. The hamlet has prospered and serves as a bartering post for nomads in the region. Djarmal is the current chief of the hamlet and often aids Cyn Light-foot of Renth in patrolling the Carnellian Plains.

1625 Giant Constrictor Snakes (EL 8): A large pit in a lone stone gazebo provides a hiding place for **3 giant constrictor snakes** (CR 5; hp 60 each). The snakes make lighting strikes at passing creatures attempting to grab, constrict, and consume their victims with frightening speed. The elongated teeth of the snakes are small, sharp

gemstones, worth 20 gp each. Clerics of Set regularly come with a slave or two to feed the serpents; they ruthlessly pursue anyone who slays them.

1702 Bear Den (EL 6): A fallen oak tree conceals the lair of a family of **brown bears**. The presence of **6 cubs** (hp 17 each; noncombatants) makes the **2 adults** (CR 4; hp 51 each) unusually aggressive. The cubs flee at any sign of danger, but their parents charge forward to defend their children.

1704 Gate-Castle of the Black Sun (Castle): Magical; AL LE; TL 5; 100 gp limit; Assets 625 gp; Population 211 (Kanz commands 30 Garmani Ftr2s and 5 Bbn3 orcs; Ondrim's bodyguards consist of 10 Antillian Ftr1s and 5 ogres); Integrated (human 40% [mostly Garmani, see City State, 0115], half-orc 17%, orc 16%, goblin 12%, other 15%). *Authority Figure:* Dark Lord Kanz, male Garmani LE Wiz6. *Important Characters:* Ondrim, male Antillian CE Clr5 (envoy from Morthor Cof of Palen Springs, Natch Ur priest).

The Gate-Castle of the Black Sun has existed since the earliest days of the Witches Court. It was built on the site of a planar gate to a world where the sun is black and undead are dominant. The coven is dedicated to researching this world and is the staging point for expeditions into the gate. Ondrim is desperate to discover the secrets of the Black Sun for himself before the others do. He frequently sends hired adventurers through the gate. Few ever return, and those who do survive are usually killed by his ogres after interrogation. The gate has also been probed from the other side, a more recent and troubling development.

1707 Hidden Beacon (EL 7): Ten miles south by southeast from Palen Spring the jungle opens onto a large crater. A tall brick structure bearing a fire-basket serves as an aerial beacon for the werewolf-cult that plagues these lands. The **werewolf guards** (CR 3; hp 13 each) whose charge it is have no particular inclination to tell for whom the signal flares. They may appear as humans or attack in hybrid form, depending on their assessment of the best course of action.

1717 Bison (EL 9): This herd of **12 Bison** (CR 2; hp 37 each) wanders the plains grazing peacefully. The bison avoid contact with any possible predators, including adventurers.

1722 Colisth (Village): Conventional; AL N; TL 1; 200 gp limit; Assets 6,525gp; Population 1,044 (Able bodied 261); Integrated (half-elf 37%, human 36% [mostly Antillian], dwarf 10%, halfling 7%, other 10%); Resources: Silk. *Authority Figure:* Filor, male half-elf CG Wiz6. *Important Characters:* Nalia, female elf CG Exp4 (chief of the weavers); Nolus, half-elf N War5 (captain of the village guards); Regeck Eltas, male Antillian CE Ftr4/Exp3 (master of the caravanserai); Bakthet, male Antillian CE Rog3/Ftr2 (slaver).

The area around Colisth is dotted with many stands of mulberry trees. With the aid of humans from Bisgen, the half-elves established a walled village to plant silkworm colonies and harvest the silk, which are later woven into the sails used for the ships built at Renth. Today Colisth is a thriving trading post as caravans from around the Wilderlands come to trade for the silk cloth produced at Colisth. Visitors are encouraged to sleep securely at the guarded caravanserai, because lately slavers have been involved in kidnappings and disappearances. Regeck Eltas has a monetary interest in both operations; the money is used to finance more banditry in the region.

1729 Sarn's Tower (Citadel): Magical; AL CE; TL 4; 100 gp limit; Assets 750 gp; Population 252 (50 orc War3s and 10 Ftr3s watch the prisoners, who are mostly War1-2s or Com1-3s); Isolated (orc 46%, human 40% [Altanian], other 14%). *Authority Figure:* Sarn, male orc CE Clr5. *Important Characters:* Anux, male orc Bbn6 (captain of the orc troops).

Three years ago, Sarn and Anux lead a war party from the Castle of the Arang-Tok (2131) and sacked the Altanian nomad village that once existed here. The orc god Midor directed Sarn to build a tower and establish a temple in his name. Many of the surviving Altanians were enslaved and put to work for the orcs. Anux is now in charge of enforcing the will of the god among the orcs and slaves. The slaves are working on a stake filled ditch defense.

1803 Little Kor (Village): Conventional; AL CE; TL 2; 200 gp limit; Assets 4,250gp; Population 680 (Able bodied 170); Mixed (orc 79%, half-orc 9%, human 5%, goblin 3% other 4%); Resources: Market. *Authority Figure:* Prazat, male orc CE Ftr5. *Important Characters:* Soldad, male orc CE Clr3 (Natch Ur); Taxak, male orc Clr6 (Midor).

The orcs of Little Kor began raiding Sunfells (City State, 0934) and other communities around the Prydon Plain. Nine years ago, troops under Morthor Cof of Palen Springs defeated the orcs and killed the old chief. Prazat was installed and swore to pay tribute to Palen Springs. Soldad, an ambitious orc went to Palen Spring to became a priest of Natch Ur. Returning, he is now the eyes and ears of Morthor in Little Kor. Taxak leads a rival faction of traditionalists who desire to liberate Little Kor from the rule of Morthor.

1812 Lagoldurma Tower (Citadel): Conventional; AL CG; TL 1; 100 gp limit; Assets 750 gp; Population 238 (32 Ftr3s and 20 Amz3s guard the tower along with 8 Clr2s of Athena); Isolated (human 91% [mostly Tharbrian and Altanian], dwarf 5%. other 4%). *Authority Figure:* Lasia, female Tharbrian CG Ftr7. *Important Characters:* Hereni, female Tharbrian CG Clr5 (Athena); Holt Nor, male Altanian LG Ftr5 (guard captain); Chini Brir, female Altanian LG Amz4 (patrol sergeant); Nori Stronger, male dwarf LG Ftr2/Exp4 (smith)

Lagoldurma Tower was established by Valera to guard to northern approaches from the tribes of the jungle. The mercenary warriors are riotous and undisciplined but are known for their skill and courage. Lasia is the elected captain and she relies on Hereni to keep a semblance of order.

1815 Valera (Village): Conventional; AL CG; TL 0; 200 gp limit; Assets 7,750gp; Population 1,240 (Able bodied 310); Isolated (human 93% [mostly Tharbrian, some Altanian and Dorin], dwarf 4%, other 3%); Resources: Fish. *Authority Figure:* Marash, male human CG Clr5. *Important Characters:* Nedelin, male human CG Rgr4 (patrols for the caravans), Alsha the Dancer, female Alryan NE Rog2 (courtesan and spy for Turus of Halafic).

Valera's small fleet fishes in the Romillion Sea both north and south of the Strait of Clashing Rocks and its pilots know the secret of navigating the strait. Chacban uses Valera as a port to ship their goods to Antil. The caravan trade has been threatened by Halafic's conversion to the worship of Armadad

Bog. Alsha has been sent from Halafic to spy on Valeria and report on any threats that may develop there. Marash is a priest of the goddess Brigit; most of the village's disputes are taken to him to be resolved.

1905 Giant Ticks (EL 6): Six giant ticks* (CR 1; hp 13) live in the jungle along River Greywash. Their last prey, a corpse drained of all blood lies in the bushes, with 80 sp and 20 gp in his money pouch.

1914 Pixies (EL 8): This peaceful campsite in the hills along River Angnor is a perfect place for travelers to stop and rest. Perhaps, only almost perfect, for a group of **4 pixies** (CR 4; hp 3 each) keep their home here, using the campsite to play practical jokes and dupe people out of their wealth. If their victims deal with their jokes as harmless pranks, the pixies approach openly and provide an impromptu feast and celebration. Those that begin showing their anger and frustration rapidly find themselves subjected to more cruel jokes, and are sometimes subject to an *entangle* spell while the pixies rob them of all their wealth. A small leather sack hidden beneath some rocks outside the actual campsite holds a few of the items the pixies acquired from previous visitors (Search DC 28): 3 pink pearls (120 gp each), 12 amethyst gems (95 gp each), 6 moonstones (75 gp each), 3 bloodstones (50 gp each), 4 hematites (25 gp each), and 7 freshwater pearls (15 gp each).

1918 Ash-Covered Offal (EL 7): This nauseating mound of decaying organs, burnt wood, and ash in the Carnelian Plains is the lair of an **umber hulk** (CR 7; hp 68). If it is defeated or the pile is otherwise plundered, a brass-bound chest containing 1200 gp and four ivory octahedrons worth 60 gp each can be found in the filthy nest.

1926 Bisgen (Small Town): Conventional; AL LG; TL 2; 800 gp limit; Assets 56,200gp; Population 2,248 (Able bodied 562); Mixed (human 75% [mostly Altanian, a few Dorin and other], half-elf 11%, elf 6%, halfling 3%, other 4%); Resources: Horses. *Authority Figure:* Parre, female Altanian LG Ftr7. *Important Characters:* Eldrin, half-elf N Wiz6 (local wizard mistrusted by the populace); Nasan Tara, Altanian LN Exp4 (master of the herds).

Bisgen was established several thousand years ago by a wandering tribe of Altanians. Parre is known as one of the traitor barons in the court of the Overlord. She rules over a prosperous small town made rich by continuing trade with the elves at Renth. She sends troops to help Renth patrol the Carnelian Plains and the area south of the Onslaught Stream. Eldrin aids Perrin and the town in their defense but his reputation suffers due to the people feeling they are slighted in any dealings with him. Bisgen is noted for the quality of its horses — merchants travel to the village to bid on them. There is a small herd of elven steeds in the care of Nasan in recognition of her skill and the town's past friendship with the elves.

1926 Bisgen

1931 An Abandoned Campsite (EL 4): A **pair of dire weasels** (CR 2; hp 13 each) maintains burrows close by this abandoned campsite. Grass has grown through the ring of stones once used for fires and the logs left here for people sit on are beginning to rot. Campers who do make use of the convenient campsite find themselves subjected to the weasels' attack in the middle of the night.

2007 Kukul (Village): Conventional; AL LE; TL 3; 200 gp limit; Assets 5,425gp; Population 868 (Able bodied 217); Isolated (goblin 90%, human 4%, half-orc 3%, other 3%); Resources: Market. *Authority Figure:* Amash V, male Gishmesh LE Wiz5. *Important Characters:* Norsho, male goblin, NE Ftr3/Rog2 (old leader of the goblins); Sandera, female goblin CE Clr3 (Natch Ur).

Amash V, a deposed tyrant from a minor town in Tarantis, rules the goblins with an iron fist. He was installed by Morthor Cof of Palen Springs (1605) after two rebellions in the same number of years. For the past five years the goblins have sent tribute and fighters to Morthor. The former chief of the goblins, Norsho, remains in hiding protected by those still loyal. After the failure of the second rebellion, he is seeking aid from outside before attempting another.

2010 Cavern of Boat and Bones (EL 3): Ten miles from shore, deep within the Lagoldurma jungle, an Altanian longboat rests in a cavern underneath a mossy hillock. How it got here is unclear; it is badly worm-eaten and consequently valueless. However, **8 skeletons** (CR 1/3; hp 6 each; greataxe) former sailors, defend their vessel with greataxes; one, a leader of the group in life, wields a *+1 greataxe*.

2022 Shadar's Den (Citadel): Conventional; AL N; TL 2; 100 gp limit; Assets 375 gp; Population 140 (30 War2s, Shadar's men, guard the tower; the rest are Exp1-3 stonema-

sons or Com1-3 slaves); Isolated (human 90% [Alryan and Altanian], half-elf 6%, other 4%). *Authority Figure:* Shadar, male Altanian N Rog6. *Important Characters:* Cygril the Snake, male Alryan NE Bbn5 (Shadar's lieutenant), Careena, female Altanian Com3 (kidnapped lover of Shadar).

Shadar was a respected warrior in Bisgen until he dishonorably slew his rival for a woman. Publicly stripped of his honor and humiliated, his men kidnapped Careena and several other women and fled to the jungle northeast of Bisgen. There they took up residence in an abandoned tower and began raiding caravans traveling between Renth, Colisth, and Bisgen. The women, lead by Careena, attempted to escape several times but were always quickly recaptured. Some captured stone cutters have been repairing the tower. Giant rats are a constant problem.

2105 Strantath (Small Town): Conventional; AL N; TL 1; 800 gp limit; Assets 41,200gp; Population 1,648 (Able bodied 412); Isolated (human 88% [mostly Altanian, some Dorin, a few houri and other], other 12%); Resources: Oil. *Authority Figure:* Resisa, female Altanian LE Clr8 (Shindra). *Important Characters:* Multar Angar, male Altanian N War7 (captain of the militia); Maduskhar, male Dorin N Ari5 (leader of the merchants); Grontar the Frutang, male minotaur N Ftr13 (Divine Rank 0, the Horned God).

The stench and fumes of rich oil springs shroud the small town of Strantath. Its barbarian inhabitants toil tirelessly to harvest them, under the direction of Dorin merchants whose ships transport it to the Desert Lands and beyond. Resisa, a priestess of Shindra, Goddess of Dancing Girls, is the most influential power in Strantath, using her charms to influence and control. Her painted palace and the adjoining orange gardens are guarded by several actual houris. Grontar the Frutang, an exceptionally intelligent minotaur, is worshipped by the inhabitants of the beggars' quarter, a walled enclave of pariahs.

2120 Wild Dogs (EL 4): A lone tree stands above the hot grassy plains, offering its shade and protection from the hot sun. Unfortunately, a pack of **11 wild dogs** (CR 1/3; hp 5 each) uses this site to ambush the animals that seek refuge here. The 11 fruits of the tree act as a *cure moderate wounds* spell. They spoil in a day if removed.

2128 Itzlazam the Strong (EL 8): Not far down the south fork of the Onslaught stands an incredibly ancient stone statue. Merchants in Bisgen and Ractuan will warn of a curse upon it if the subject arises. Its head, part of its torso, and one arm are missing, and other parts are badly scarred by some ancient and awesome force. It once depicted a muscular man of great power, and one can just make out the writing on its base: "I am Itzlazam, King of Kings; look upon my works, ye mighty, and despair." The barrier between this plane and the Void is rather weak here; it may be possible to travel there with weaker magic than is the norm (Judge's adjudication). For this reason the statue does not always appear here; and for this reason also **3 transparent phase spiders** (CR 5; hp 42 each; as normal but with 20% concealment due to transparency) prey on unsuspecting travelers in the statue's vicinity (the source of the curse rumor).

2131 Castle of the Arang-Tok (Castle): Conventional; AL LE; TL 3; 100 gp limit; Assets 625 gp; Population 205 (42 orc Ftr3s and 8 orc Clr2s guard this tower; the rest are War1-2 slaves and workers); Isolated (orc 89%, half-orc 8%, other 3%). *Authority Figure:* Sar-tok, male orc LE Bbn6. *Important Characters:* Hax-tarn, male orc LE Clr7 (high priest of Midor the orc god); Samios, male Orichalan N Alc7 (prisoner of the orcs).

The Arang-Tok are a band of orcs who dominate this area including the Sarn's Tower and Barath. Sar-tok is the high chief of the orcs anointed by Hax-tarn, the high priest of Midor. They are highly organized and have mauled several expeditions sent from Antil, Renth and other regions. Only the toughest and bravest of orcs are permitted to join after surviving the arduous ritual of Krung-Tak. It is rumored that the orc god himself is part of the final test. Many orcs in the castle are equipped with alchemist's fire, acid vials and other dangerous alchemical mixtures.

2133 Barath (Village): Conventional; AL LE; TL 3; 200 gp limit; Assets 4,900gp; Population 784 (Able bodied 196); Mixed (orcs 60% other 40%); Resources: Sulfur. *Authority Figure:* Tinz, male orc CE Bbn3. *Important Characters:* Minarax, female orc Wiz4 (prophetic witch doctor of the orcs); Henry Sallowroot, male halfling Rog4 NG (leader of the slaves); Mar Galt, male human [Antillian] Rog7 (merchant).

This village of orcs thrives on the trade generated by the sulfur mines. Slaves seized from the surrounding communities mine the yellow substance. It is processed and sold to wizards and sorcerers who visit. As long as Tinz and the council of orc elders supply the Arang-Tok (2131) with food and weapons, they will let them rule in peace. Henry Sallowroot is the leader of the slaves. He has survived for over fifteen years and managed to keep most of the slaves alive. Three immense, perfectly round boulders stand in the middle of the village; a mud-brick lookout tower standing on the highest and Minarax's dwelling on the second.

2203 Titan Skeleton (EL 8): The townspeople of Strantath speak in hushed tones of a majestic and forbidding sight in the swamplands north by northeast of them: a giant humanoid skeleton of solid crystal, one hundred feet tall, guarded by the creature's terrible spawn. The swampy riverland indicated contains the final resting place of an ancient titan, whose skeleton has indeed turned to crystal over the centuries. Overgrown and partially sunken in the mire, the skeleton is about sixty feet tall, and conceivably worth tens of thousands of gold pieces as raw material for builders and jewelers if carefully excavated and sold over time. **3 savage trolls** (CR 5; hp 63 each) have made nests within the skeleton, and will not appreciate having their walls and ceiling removed.

2207 Owl Roost (EL 5): A long-abandoned tumbledown hovel beneath a hilly overhang contains **2 giant owls** (CR 3; hp 26 each). Any goblinoids accompanying a party will cause them to attack without quarter, but otherwise they will be neutral unless approached within 10 feet.

2209 Chacban (Small Town): Conventional; AL N; TL 4; 800 gp limit; Assets 43,100gp; Population 1,724 (Able bodied 431); Isolated (dwarf 97% [mountain], other 3%); Resources: Iron. *Authority Figure:* Frandal the Hammer, male dwarf [mountain] LG Ftr6. *Important Characters:* Hanil, female dwarf [mountain] Clr10 (high priestess of

Rosmerta); Rimlin Asthur, male dwarf [mountain] Ftr6 (leader of the guild of ironmasters).

Chacban, along with Kolda, is one of the two forges of dwarves in the lands of Barbarian Altanis. It is known as a center for dwarven mysticism and is home to a temple of the dwarven goddess Rosmerta. Hanil, the current priestess is respected for her wisdom and counsel. Chacban has the high guildhall of the ironmasters. This is an ancient and secretive order of dwarven smiths whose lore is reputed to have created many of the dwarven artifacts and weapons of legend. Rimlin is the leader of the guild and works with the mine masters to find the highest quality ore. The dwarves of Chacban wear golden jewelry; even their weapons are usually gold plated.

2213 Tyrannosaurus Rex (EL 8): A massive **tyrannosaurus** (CR 8; hp 171) ambushes creatures that come through the jungle to drink the tepid waters of River Angnor. Remains of an unfortunate adventurer the beast swallowed several months ago are trapped in its gullet. Most of the belongings are completely destroyed but a partially dissolved leather bag holds a *silver raven*.

2223 Moldy Boots (EL 0): Adventurers passing through this region may note an oddly intact pair of moldy boots within a thicket on the plain. (Spot DC 20 to note casually; searching the thicket yields them up automatically.) They are in fact a good pair of *boots of elvenkind*, though they must be cleaned thoroughly before use.

2230 Manticore Lair (EL 7): A **mated pair of manticores** (CR 5; hp 57 each) makes its home in a small cave hidden in the rolling hills. They attack anyone they see traveling through the area, usually focusing on horses and pack animals that they know adventurers leave behind once slain. The manticores keep 600 gp and 2 *potions of heroism* stored under a rock in the back of their cave (Search DC 20).

2312 Halafic (Small Town): Conventional; AL LE; TL 3; 800 gp limit; Assets 39,000gp; Population 1,560 (Able bodied 390); Isolated (human 96% [many Altanian], others 4%); Resources: Hides. *Authority Figure:* Turus, male Common Viridian LE Clr7. *Important Characters:* Omaris Quintus, male Common Viridian NE Bbn9 (Turus' commander of his guard), Fastis, male human LN Ari6 (ousted leader of the town).

Turus arrived at Halafic several years ago at the request of the World Emperor. He used several riots to gain influence with the lawful inhabitants of the town. He then established a temple of Armadad Bog and preached how Armadad Law would bring order. After another riot that burned over half of the town, the people of Halafic swore to uphold the Armadad Law. Currently, Turus is arming the people and preparing to attack Valera. Halafic was the market center for the furs of exotic small cats that were bred or hunted in the jungles, but commerce has fallen in the last years. Fastis and his loyal cohorts are currently hiding in an abandoned jungle temple of Hanuman. Halafic's old harbors along the River Angor are abandoned and falling to ruin.

2408 Leopard (EL 3): Tumbled olive-green stones of an ancient villa stand in a jungle clearing. A **large leopard** (CR 3; hp 34; as normal but with 5 HD) with scars along its left flank claims this area as its territory, and few creatures dare to challenge it. The villa's basement leads to a trap-filled prehistoric crypt of serpent-men whose high tech and magic items are still there for the taking.

2416 Gungli Ma Temple (Citadel): Magical; AL CE; TL 4; 100 gp limit; Assets 750 gp; Population 240 (30 War3s, 14 Rog4s, 10 Clr2s and 6 Clr3s; as well as several War1-2 tribesmen worship at the temple; remainder are Com1-3 tribesfolk or Adp1-3 shamans); Isolated (human 100% [a primitive tribe]). *Authority Figure:* Thagga Lar, male human CE Clr4. *Important Characters:* Thuor Yem, male human CE Ftr5 (leader of the temple guards).

Gungli Ma Temple has long been the site of worship of the demonic ape god Hanuman. The cultists roaming the hills and jungle of the Ghorbund River Valley make the area hazardous for travelers and caravans. The rogues of the temple tend to attack from behind, raining poisoned arrows on their victims. Giant basalt statues with crystalline eyes guard the temple entrance; their gaze acts as a *greater circlet of blasting*. The Shroud of Avanthas is hidden in the temple dungeon.

2428 Skydome (Citadel): Conventional; AL CE2; TL 2; 40 gp limit; Assets 74 gp; Population 37 (10 orc Rgr3s and 27 War2s operate the outpost; remainder are common orcs or Com1-3 human slaves); Isolated (orc 96%, human 4%). *Authority Figure:* Tanak, male orc CE Bbn5. *Important Characters:* Ulisax, male orc CE Adp4 (shaman of Midor the Orc God).

Arang-Tok (2131) spies settled at the ruins of Skydome six years ago, keeping a low profile to make it seem uninhabited. In recent months, they have had little luck spying on the mountain passes overlooking the gnome village of Ractuan. Because of this failure, Tanak's grip on the orcs has been slipping and many challengers are waiting their chance to assume the chiefdom of the citadel.

2429 Ractuan (Village): Conventional; AL N; TL 3; 200 gp limit; Assets 7,625gp; Population 1,220 (Able bodied 305); Isolated (gnome 96%, other 4%); Resources: Lead. *Authority Figure:* Drudil, male gnome N Ftr4. *Important Characters:* Freia, female gnome N Ill4 (wife of Drudil, leader of the village's illusionists); Naran, male gnome N Drd6 (leader of the region's druids); Engoril, male human [Orichalan] Com7 (hermit).

Ractuan is secluded within the Castellan Mountains. Approachable only by a few passes, the village has always been safe from marauding raiders, despite probing from the Arang-Tok orcs (2131). Drudil leads the defense of the village and with the aid of his wife Freia and the druid Naran they have turned the approaches into a deathtrap for the orcs. Ractuan is noted for its variety of mines, particularly lead. The smelted ore is shipped over the eastern passes to the village of Hara where it is used to make bronze. Engoril, an ancient hermit lives in an old mausoleum. He "talks" to the bones of the buried general Themistokles and acts as a sort of oracle.

2430 Idyllic Fountain (EL 3): A rumor one may hear from the lead-mining gnomes of Ractuan concerns a breathtakingly beautiful mountain **unicorn** (CR 3; hp 42) that wanders the high valleys and peaks south of their town. In one sylvan glade on the lower slopes of Mount Eglezar, a trickle of water still

issues from a fountain decorated with eroded animal statuary. Still recognizable are bull, lion, eagle, and a surprisingly well-preserved unicorn. This is the only place at which the wondrous beast may reliably be found, at the stroke of midnight every third night, provided that the moon is in the sky.

2518 Talud (Village): Conventional; AL LG; TL 2; 200 gp limit; Assets 4,675gp; Population 748 (Able bodied 187); Isolated (human 90% [mostly Altanian], dwarf 6%, other 4%); Resources: Market. *Authority Figure:* Sildith, male Altanian LG Wiz5/Alc5. *Important Characters:* Namortel, male Altanian LG Wiz4 (Sildith's second in command); Avarin, female Altanian Psi6 (Altanian protector of the village).

Altanians settled Talud several thousand years ago. They practice a sort of mystical philosophy; many of them are Wizards and some are Alchemists. The council of elders has elected Sildith leader of the village. Extremely popular, his leadership skills are proving to be inadequate. The village has become divided into factions. Namortel sees this but feels constrained by tradition not to speak out against his leader.

2525 Spotted Lions (EL 7): A wide cave opening half way up the mountain leads into the lair of a family of **5 spotted lions** (CR 3; hp 32 each). They don't attack unless someone enters their cave or attempts to attack them.

2602 Cave Bears (EL 11): Two dire bears (CR 7; hp 102 each) live in this beautiful cave overlooking River Carvaron. The mated adults have **a pair of cubs** (CR 4; hp 51; as normal brown bears) and are unusually aggressive. Unknown to the bears, many years ago a traveler hid a small ivory tube (25 gp) holding an ancient treasure map beneath a stone in the very back of the cave (Search DC 20).

2606 The Mummy's Vault (EL 7): In the rocky ground past the end of this branch of the Elder Stream stands an 8 foot high earthen mound. If the top eight inches of soil are cleared from the center, a black iron plug engraved with glittering golden sigils is exposed. These are *explosive runes*. The plug is extremely heavy, and requires levers to lift. Below the plug a straight shaft drops forty feet into darkness. The first twenty feet are a 5 ft. diameter cylinder with smooth sides; medium-sized or large characters could try to climb it unassisted by bracing their feet (DC 25). Below that is a 20-foot by 30-foot chamber decorated with faded murals. A mummified corpse named **Arstan the Rectifier** (Ftr 4; CR 7; hp 81) in masterwork banded mail rests upon a bier surrounded by four urns; as soon as any living creature makes contact with the floor it rises to assault them. Each urn contains 100 ancient electrum coins.

2610 Hall of the Laer (Citadel): Magical; AL N; TL 4; 40 gp limit; Assets 160 gp; Population 80 (10 Ftr4s and 10 Wiz7s; as well as their Com1-2 or Exp1-2 servants and families live here); Isolated (human 100% [Karakhan]). *Authority Figure:* Dasmela Evli, female Karakhan N Wiz4. *Important Characters:* Ayahtani Kutarbani, male Karakhan LG Ari10 (exiled nobleman); Panti Chakar, male Karakhan N Wiz7 (explorer).

An ancient palace with halls of pillars and secret passages is the sanctuary of a Karakhan sect. These pilgrims are refugees from the Kingdom of Karak, where they are hunted for their beliefs. They hold that wizardry is the only way to reach the gods, whereas clerical magic and sorcery is demonic in nature. The palace was once the dwelling of the Crazed Cultists of Gungli Ma (2416), who do not take kindly to strangers living in *their* home. Panti Chakar has been the head of the defenses, and his alliance with the dwarves of Chacban may prove to be a valuable relationship.

2621 Bisituni Sewer (EL 3): The fastidious halflings of Bisituni long ago built a famous sewer pipe, sloping downward for nearly five miles through the hills, which empties out here. A large cesspool with a notable overtone of rancid butter has grown up here over time; finding the odor oddly pleasant, a **rust monster** (CR 3; hp 27) has chosen the vicinity of the pool for its lair.

2625 Order of the Mushroom (EL 10): Four kobolds wander here, one robed in white, three in brown. Each robe has a greenish-grey puffball mushroom embroidered over the heart. All are unarmed, and none hide their progress; the white-robed one holds a map, which the four are puzzling over when encountered. They are not necessarily hostile, but have no interest in discussing anything with potential interlocutors, and will not share the map under any circumstances. They are members of a kobold monastic order, and comport themselves with suitable hauteur. If recovered by the party, the map leads to a *Flyer Harness* long ago hidden in a crevice in these very hills. The leader is named **Glick** (kobold, Mnk8; CR 8; hp 58; AL LE; Str 10, Dex 17, Con 13, Int 10, Wis 16, Cha 8 masterwork sling, 10 bullets, *bracers of armor +2*, *potion of cure moderate wounds*, treasure map, 80 sp), and his followers are **Snick, Click,** and **Quick** (kobold Mnk5 (3); CR 5; hp 30; AL LE; Str 10, Dex 16, Con 13, Int 10, Wis 16, Cha 8 masterwork sling, 10 bullets, *bracers of armor +1*, Quick has *potion of cat's grace*).

2633 Griffon (EL 4): A bold male **griffon** (CR 4; hp 59), recently banished from its pride, makes its home in a small dank cave hidden in the rolling hills.

2704 Hamar Tower (Hamlet): Conventional; AL N; TL 5; 100 gp limit; Assets 500 gp; Population 160 (Able bodied 40); Isolated (human 96% [mostly Alryan, some Tharbrian], other 4%). *Authority Figure:* Geran Branhard, male Alryan N Ftr8. *Important Characters:* Divon, male Alryan LE Ftr7/Blk1 (Geran's lieutenant).

Hamar Tower was built by the Overlord after a large Altanian army attacked Jarmoco. To keep watch over the westward approaches, patrols are sent out at odd intervals. Geran has been commander for fifteen years and has competently served the Overlord. He dislikes Lord Jasten

Flyer Harness

This leather and synthetic fabric device is covered with a variety of strange metal and crystalline appurtenances. The harness is adjustable, and can fit any humanoid creature of Small through Large size. Command-word activated, it allows one to fly through the air for up to eight hours a day; after which the device must recharge (via solar panels) for sixteen hours before again being usable. The flying provided is as the *fly* spell, except that one can hover as well; its weight limit is something under half a ton. The device is a technological relic of the ancient Markrab civilization (and hence not susceptible to *dispel magic*).

of Jarmoco, viewing him as nothing more than a thug. Divon was recently appointed as Geran's lieutenant. He originally served the Hellbridge Temple and is now looking to supplant Geran as commander.

2715 Buried Treasure (EL 5): In a dry island in the swampy eastern bank of this stretch of the Ghorbund is buried an ancient treasure. Time has revealed part of the worm-eaten chest that contains it (Spot DC 15 for those passing through the relevant part of the hex), but getting to the island requires crossing water and hence a Swim check if magic is not used. The island is, moreover, a breeding ground for **lethal water snakes** (as giant banded kraits*, CR 2; hp 12), 4 of which are present when the characters arrive. If characters retrieve the chest, they discover 24 ingots of silver (100 sp value each) stamped with the mark of the City State, stolen from a merchant caravan and abandoned by the wounded bandits who took it with them long ago.

2718 Jaguars (EL 5): A partially eaten deer hangs over a high tree branch near the river, giving a small warning to be wary. **Three jaguars** (CR 2; hp 19) hunt here, pouncing on their victims from low tree branches and dragging them back into the trees to eat them.

2812 Anatal

2721 Bisituni (Village): Conventional; AL N; TL 1; 200 gp limit; Assets 6,325gp; Population 1,012 (Able bodied 253); Isolated (halfling 91% [highland], dwarf 5%, other 4%); Resources: Market. *Authority Figure:* Bifolls Stalker, male halfling [highland] CG Ftr3. *Important Characters:* Tyla Mistletoe, female halfling [highland] NG Drd4 (druid of the village); Olden Thistle male halfling [highland] N Rgr2/Rog2 (leader of the scouts).

Bisituni is a small community of the southern highland halflings that trade potatoes and llamas for tools and jewelry. Bifolls is the hetman of the village and has proven to be a good leader. Olden Thistle leads the halfling patrols in the region around the village. Bisituni's halflings were much more advanced in the past: a complete sewer system, monolithic stone structures and cyclopean walls are all that remain from their ancient city.

2732 Carchimish (Village): Conventional; AL CE; TL 0; 200 gp limit; Assets 8,075gp; Population 1,292 (Able bodied 323); Isolated (human 96% [Altanian], other 4%); Resources: Market. *Authority Figure:* Mytsh, male Altanian LE Wiz7. *Important Characters:* Marnt, male Altanian CE Ftr5 (leader of the second largest gang); Jolda, female Altanian CE Clr4 (Harmakhis).

The vale between the Ghinarian Hills and the River of Visions (Blest) is home to some of the worst outlaws, criminals and outcasts of the Altanian tribes. Carchimish is the largest community in the region and home to the three largest gangs. Mytsh is the leader of the strongest and dominates the others by shear force of will. Marnt is the leader of the second and is a rival to Mytsh. He supports Jolda, the priestess of Harmakhis and in return she uses her power to shield him from Mytsh's magic. Despite Mytsh leadership, the gangs inhabiting the vale are little threat to either the communities to the north around Kolda or to the communities to the south along the River of Visions (Blest). The three major gang leaders also sell their own kind to slavery, although few merchants trust them enough to venture here without a small army.

2812 Anatal (Small Town): Conventional; AL LG; TL 4; 800 gp limit; Assets 37,200gp; Population 1,488 (Able bodied 372); Isolated (elf 91% [high], dwarf 4%, human 3%, other 2%); Resources: Weapons. *Authority Figure:* Cildarith, female elf [high] LG Wiz9. *Important Characters:* Aeanor, male elf [high] NG Exp4/Wiz14 (master elven smith); Cerdai, female elf [high] CG Clr7 (Cilborith).

Anatal is an ancient center for elven smithing in the Wilderlands. Its history dates back to the War of the Pious and the Philosophers. It is believed that its foundation was done at the request of Cilborith himself. Lady Cildarith is the latest of several generations of elves to continue to maintain Anatal. Located in the town is a temple to Cilborith led by the high priestess Cerdai. She is often called upon to bless the final workings of the smiths. Aeanor is the greatest of the smiths in residence and his work is renowned throughout the northern Wilderlands.

2828 Wild Pigs (EL 7): The grassy plains provide a home for many creatures, including a family of **7 wild pigs** (as boars; CR 2; hp 22 each). They are as content eating flesh as they are eating roots and grubs, so hunters had best be wary.

2832 The Unseen Conclave (Citadel): Magical; AL LG; TL 5; 100 gp limit; Assets 875 gp; Population 260 (35 Rgr2 archers, 10 gnome Ftr3 guards as well as 20 Ill1 and 5 Ill3

illusionists are the main forces inside; aided by Com1-3 or Exp1-2 servants and gardeners); Integrated (gnome 40% [city], human 20% [mostly Orichalan], elf 18%, half-elf 10%, halfling 7%, dwarf 3%, other 4%). *Authority Figure:* Rodan the Younger, male Orichalan Dragon Lord LG Ill15/Alc6. *Important Characters:* Norali Beatle, male gnome [city] NE Ill4 (recently returned from Lightelf (City State, 4622).

The illusionists of the Unseen Conclave use the bandits and outlaws in the vale to keep intruders away. The small keep and its gardens are hidden from prying eyes by illusion, looking like an impenetrable thicket surrounding a rocky knoll. Rodan has been the leader of the conclave for over two hundred years and is getting old. Norali has recently arrived from Lightelf and advocates that the gnomes of the conclave should join their brothers. This is causing dissension among the other inhabitants of the conclave and Rodan is seemly powerless to end the dispute.

2902 Larissa's Lair (Citadel): Conventional; AL N; TL 2; 100 gp limit; Assets 375 gp; Population 120 (Larissa's 10 Rog2 and 20 Rog2/Ftr1 associates are the main expeditionary forces; the rest are Com1-3s who sort, package and move the wares); Isolated (human 96%, other 4%). *Authority Figure:* Larissa, female Tharbrian N Rog4. *Important Characters:* Holda, male Skandik N Bbn 3 (Larissa's lieutenant).

Larissa is a formidable woman who was the slave of a member in the Thieves' Guild of the City State. When she won her freedom from her master, she formed a band of smugglers and moved to the western edge of the Queans Waste. The smugglers use a secret trail that runs near Owl's Head Peak to transport pirated plunder from Ossary. They crate the goods and meet certain caravans traveling along the Old South Road. Stashing the crates in regular shipments, some smugglers accompany the caravan to receive their payment.

2903 Jarmoco (Village): Conventional; AL LE; TL 3; 200 gp limit; Assets 5,500gp; Population 880 (Able bodied 220); Mixed (human 80% [mostly Alryan, some Tharbrian and Altanian], dwarf 8%, halfling 9%, elf 5%, dwarf 3%, other 4%); Resources: Flint. *Authority Figure:* Jasten Guikarn, male Alryan LE Ftr4. *Important Characters:* Ordin Amith, male Alryan LE Clr6 (Morg); Torun the Orc-foe, male Dunael N Rgr4 (bounty hunter); Amthar Gof, male Altanian CN Ftr4/Rog2 (proprietor of the Three Braziers Tavern); Lendarick, male dwarf [mountain] LG Ftr4 (outfitter).

Jarmoco is a small quarry town nestled in the Cloudwall Mountains. Its miners quarry flint and other stone and ship it along the Old South Road for the use of City State and other towns. The miners are nearly all adherents of Morg. The rituals of the god have become part of the rites used by the mining guild as requirements for initiation. Lord Master Jasten is a faithful disciple and has been elected by the elders to lead the town. He has hired Torun to take care of the black mountain orcs living in the area. Lendarick's shop prospers from the expeditions going east, and he is glad to sell an authentic treasure map or two for the right price – often to six or seven different groups in a row.

2909 Irish Deer (EL 9): A herd of **8 Irish deer** (CR 3; hp 34 each) roam the hills. One sports an unusual decoration – its antlers are pure silver (worth 600 gp to the right buyer).

2918 Kolda (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 8,925gp; Population 1,428 (Able bodied 357); Isolated (dwarf 100% [mountain]); Resources: Weapons. *Authority Figure:* Dorin Utagon, male dwarf [mountain] N Ftr4. *Important Characters:* Hanli Belisinnu, male dwarf [mountain] N Clr5 (Goibhnie, god of smiths); Ekli Ut Tarrek, male dwarf [mountain] N Ftr5 (leader of the ironmasters); Hatuzon the Heedful, male dwarf [mountain] CE Sor5 (cult leader).

Only trusted dwarves are allowed beyond the twin gates of Kolda. The half-underground village, along with Chacban, is one of the two forges of dwarves in the lands of Barbarian Altanis. The most prestigious school of the dwarven ironmasters is located here; the quality of weapons famed throughout the Wilderlands. The inhabitants of the town rarely leave their home, relying on their northern brethren to transport them to the markets. They mistrust humans and prefer to wear golden jewelry, even coating their armor and weapons with the same. A small number of clever but insane dwarves worship at the *Mirror of Yog*, an aeons-old metal mirror showing things best left unseen. They gain sorcerous powers through this act.

3004 Titanotheres (EL 13): Three titanotheres (see below) graze throughout these rough mountains, with these three remaining close together for protection. Hunted for their thick skins, tusks, and large supply of meat, they are extremely cautious and defensive. A **stone giant** (CR 8; hp 102; 10 boulders, one of which is the head of an ancient statue) living nearby thinks of them as his "herd" and doesn't take kindly to strangers slaying them.

> **Titanothere:** CR6; SZ L Animal; HD 14d8+56; hp 119; Init +0; Spd 30 ft.; AC 16 (-1 size, +7 natural), touch 9, flat-footed 16; BAB +6; Grap +19; Full Atk/Atk slam +13 melee (2d8 slam); Space/Reach 10 ft./10 ft.; SA trample; AL N; SV Fort +13, Ref +9, Will +5; Str 24, Dex 10, Con 18, Int 2, Wis 12, Cha 2; *Skills:* Listen +6, Spot +6.

3007 Village of Eternal Night (EL 16): In the shadow of Ered Perack, an open cavern beyond a rocky overhang houses a mysterious village. Long-abandoned, this place was once inhabited by an old Altanian tribe who built their dwellings in the sides of mountains. The village comprises of 63 houses in all, plus a temple to some unknown god. The whole settlement is built of clay and stone. Behind the altar in the temple (Search DC 30) is a spiral staircase leading down to the clay vaults where **5 berserker vampire guardians** (Bbn10; CR 13; hp 87 each; AL CE; Str 22, Dex 18, Con -, Int 12, Wis 14, Cha 12; each vampire guardian of this village is equipped with *+2 breastplate, +1 greataxe, +1 mighty composite longbow* [Str +4], 20 masterwork arrows, *potion of haste*, dagger) slumber by day. Woe to the party who finds this lair or camps in this village at night, for then these unholy monsters are active and quite lethal. They will track parties that despoil the temple in any way. Their lair contains 6000 ancient, crudely-struck Altanian gp, 11 zircons worth 50 gp each, and 5 extra *potions of haste*.

3022 Loom of Nephtlys: North of the Midnight Goddess hills, a charred and burnt loom may be found in a forgotten grotto in the marsh. It bears but one mark: the sigil of

Nephtlys, the Spider Goddess of Wealth. One of her priestesses can spin gold thread worth d6x10 gp on it once per week.

3027 Hara (Village): Conventional; AL LE; TL 3; 200 gp limit; Assets 6,100gp; Population 976 (Able bodied 244); Mixed (human 82% [mostly Alryan, a few Skandik], gnome 8%, halfling 5%, elf 3%, other 4%); Resources: Market. *Authority Figure:* Earani Cor, female Alryan CG Clr4. *Important Characters:* Namelin, male Alryan LN Ari4 (richest merchant in Hara); Rasgar Skarisson, male Skandik LE Ftr6 (leader of Namelin's guards).

Hara is a thriving village that is the market center for both the region's farmers but also for the lead and other ores that the gnomes of Ractuan bring in. The ores are bought by local smiths and forged into bronze, which is later shipped to Ahyf and beyond. Earani Cor is the priestess of Brigit in Hara and a skilled metalworker herself. The Merchant council elected her as Lord of the Market, as she was the only person the different factions could agree on. She despises Namelin, the richest merchant in town, but doesn't have the backing to bring him down. Namelin is ruthless and willing to do most anything to get his way; he recently made a deal with Mytsh of Carcimish (2732) to raid his own village and destroy selected smithies.

3031 Mastodon (EL 10): This **mastodon**** (CR 10; hp 184) is the sole survivor of a herd slaughtered by ivory hunters, and is extremely aggressive. It charges any humanoids it sees, attempting to gore or trample them.

3102 Wraiths of the Waste (EL 5+): Wraiths (CR 5; hp 32 each) prowl the barrens in the Queans Waste during the evening. Anyone here at night encounters 1d6 wraiths.

3112 Grove of Serenity (Citadel): Magical; AL CG; TL 4; 100 gp limit; Assets 750 gp; Population 244 (38 Rgr2s, 14 Clr1s, 4 Clr4s and 4 Sor3s live at the temple; there are many more worshippers, pilgrims and seekers of tranquility of various classes visiting at any one time); Isolated (elf 86% [mostly high, some gray], other 14%). *Authority Figure:* Deeladiel, female elf [high] CG Clr5. *Important Characters:* Zantrin, male elf [high] CG Rgr6 (ranger captain); Alysanda, female elf [gray] CG Sor3/Clr1 (keeper of the sacred spring).

The Grove is a holy temple dedicated to the elven god Cilborith. Deeladiel leads the worship, her devotion well respected despite her youth. Zantrin is the captain of rangers protecting the grove and leads patrols along the mountains of Ered Perack. He is fascinated and frightened by a strange prophecy – foretelling that his most beloved ones will be laid low by the evil in the Matmata Caves. Several watchtowers and traps are hidden within the trees, since Zantrin's obsession with security is ever increasing. Alysanda protects a pure spring in the grove; its water acts as an *atonement* spell on those genuinely desiring relief from their misdeeds.

3115 Forgotten Sacrificial Mound (EL 5): The druids and shamans of Altanis long ago made sacrifice in the flats beneath Lemur Peak to the spirits of their faith. The blood and entrails which once bespattered the mound are now dwindled to nothing more than a reddish hue in the soil. However, **3 rainbow lizards** (CR 2; hp 22 each; as giant lizards but looking upon them is equivalent to a DC 13 *daze* spell) make the region of the mound their home, their wondrous hides (worth 400 gp each) glistening in the sun!

3120 Citadel of Earth (Citadel): Conventional; AL LG; TL 2; 100 gp limit; Assets 500 gp; Population 160 (30 War3s and 10 War4 archers guard the citadel; the rest are War1-2s and Com1-3s); Isolated (human 91% [Altanian], dwarf 5%, other 4%). *Authority Figure:* Hodens-Atu, male Altanian LG Ftr4. *Important Characters:* Sher-Belis, female Altanian LG Psi4 (ancient Protector, Hodens-Atu's wife); Beh Hatti, male Altanian N Ftr6 (captain of the guards).

Hodens-Atu and Sher-Belis are the parents of Ragiun VI and the two oldest people of Nippuri. Their son made them chiefs of the citadel. Over the past years they have come to doubt their son but are not sure what they should do about it. As they are too old to oversee the daily goings-on, Beh Hatti is the *de facto* leader of the primitive citadel. A small stone edifice in the fort houses the skull of Assuran, a legendary hero of the Altanians. If the citadel is ever in grave peril, his spirit rises from the Netherworld to defend it.

3120 Nippuri (Village): Conventional; AL N; TL 2; 200 gp limit; Assets 5,900gp; Population 944 (Able bodied 236); Isolated (human 86% [mostly Altanian], dwarf 10%, other 4%); Resources: Lead. *Authority Figure:* Ragiun VI, male Altanian LE Ftr5. *Important Characters:* Inlil, female Altanian LN Psi5 (Protector); Lammash-Anti, male Altanian N Exp4 (master miner); Ta-nu, male Altanian N Sag10 (Ragiun's scribe); Olaf the Red, male Skandik NE Wiz3/Alc3 (healer); Asthar Hep Nippur, male Altanian N Clr1/Ftr6 (Bondorr, the God of Swords); Silbek, female Altanian LG Clr3 (Suthak, the Goddess of Fertility).

The Nippuri tribe wandered Barbarian Altanis for many generations until, several hundred years ago, they came to the aid of the dwarves of Kolda in a battle against the gnolls. In gratitude the dwarves gave the Nippuri their protection and taught them the art of civilization. While the dwarves have again grown reclusive, their influence is still seen in the buildings and people of this walled town. Ragiun is a harsh tyrant, completely dedicated to militaristic pursuits. His most trusted advisors are Ta-nu, a loyal bureaucrat whose knowledge of heroic songs is unsurpassed, Olaf the Red, a hedonistic healer who lives in an opulent mansion with 30 Rog2 slave women; naked save for a belt and throwing daggers. Lammash-Anti, the master of the miners and the temples of Nippuri. There are two of the latter: Suthak's splendid shrine provides all a tender priestess can offer, while Bondorr's secluded sanctum stays empty most of the time – all the gold vessels and bowls sitting there with no guards in sight. Pilgrims visit Bondorr's temple regularly; these heavily armed fanatics seek the mysteries of their patron and don't like strangers near their plaza.

3124 Owlbears (EL 7): A tangled copse of trees in the Midnight Goddess Hills provides a home for a family of **owlbears, a mated pair** (CR 4; hp 47 each), **an adolescent** (CR 4; hp 30) that has yet to leave the lair, and **3 hatchlings** (hp 5 each; noncombatants) that are unable to defend themselves. The hatchlings are worth as much as 500-1000 gp each to a suitable animal trainer, but the adults fight to the death to defend them.

3127 Castle of the Wode (Hamlet): Conventional; AL LG; TL 3; 100 gp limit; Assets 1,500 gp; Population 492 (70 War2s, 35 Rgr1s and 15 Rgr2s patrol the area; a small village of Com1-3 or Exp1-2 woodsmen and shepherds enjoy their protection); Mixed (human 75% [mostly Alryan], dwarf 13%, halfling 5%, elf 3%, other 4%). *Authority Figure:* Tagoler, male Alryan LG Rgr9. *Important Characters:* Anisa, female Alryan NG Drd7 (local druid).

Rangers from Hara built The Castle of the Wode, using it as a base where they can train and rest. Due to their efforts, the region around Hara is mostly free of monsters. Tagoler is the chief ranger; he has grown concerned over the factionalism that has gripped the town and shares Earani Cor's dislike of Namelin. He has rangers investigating the recent attacks by river pirates but has not found any useful leads. Due to the wanderlust which grips many of the rangers, Tagoler has had to rely upon woodsmen to maintain his force level.

3214 Giant Skunks (EL 6): Although this family of **5 dire skunks** (see below) isn't particularly deadly, they aggressively defend their territory by sneaking up on intruders, spraying them and fleeing into the forest.

> **Dire Skunk:** CR2; SZ M Animal (6 ft. long); HD 3d8+3; hp 16; Init +3 (Dex); Spd 40 ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 13; BAB +2; Grap +4; Atk claw +4 (1d4+2); Full Atk 2 claws +3 melee (1d4+2), bite -1 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA breath weapon (repulsion gas-creatures within the cone [5' high, 5' wide and 15' long] must succeed at a Will save [DC 14] or be compelled to do nothing but move away from the dire skunk for 1d6 rounds); disease (Fort DC 12, filth fever), effect charisma (anyone in a cone of repulsion gas has a –4 synergy bonus to reaction checks for 1 week); SQ scent; AL N; SV Fort +4, Ref +4, Will +4; Str 14, Dex 17, Con 12, Int 2, Wis 12, Cha 2; *Skills:* Listen +6, Spot +6; *Feats:* Weapon Finesse (bite).

3233 Yusan's Den (Citadel): Conventional; AL LE; TL 3; 100 gp limit; Assets 625 gp; Population 185 (30 Bbn2s and 20 War2 archers; War1 Altanian tribesmen and Com1 slaves inhabit the den); Isolated (human 96% [mostly Altanian], other 4%). *Authority Figure:* Yusan, male Altanian LE Ftr4. *Important Characters:* Enos Snake-eyes, male Altanian LE Sor3 (Yusan's slave).

Yusan is the leader of on the largest and most organized gang of outlaws in the Vale. Enos' eyes were transformed into snake eyes when his sorcerer powers first manifested. They have recently learned that there are illusionists somewhere in the Vale and are looking for them using Enos' clairvoyant ability. Once known as the Citadel of Water, this tower has changed hands many times over the last century.

3308 South March Tower (Citadel): Conventional; AL N; TL 3; 100 gp limit; Assets 875 gp; Population 280 (40 men-at-arms War1, 20 veteran mercenaries Ftr1-3 and 10 warrior-bards Ftr1/Brd1-3 guard the tower; the remainder are Com1-3 servants, Exp3-6 teachers or Brd1-3 students); Mixed (human 63% [mostly Alryan], half-elf 20%, elf 14%, other 3%). *Authority Figure:* Cairnol, male Alryan N Brd5. *Important Characters:* Travar Angus, male Alryan N War6 (guard captain).

The tower was built 500 years ago on a hill overlooking Bellystone Ford. Ten years ago the bard Cairnol won permission from the Overlord to establish a bardic college in the unused portions of the tower. While Travar is the military commander, Cairnol is charge of the college and the small hamlet that has grown around the tower.

3313 Onhir (Small Town): Conventional; AL LG; TL 5; 800 gp limit; Assets 45,600gp; Population 1,824 (Able bodied 456); Mixed (elf 81% [mostly high, a few gray], half-elf 7%, human 5%, halfling 3%, other 4%); Resources: Gems. *Authority Figure:* Cuchulainn, male elf [high] LG Wiz12/Exp5 (Prince of Onhir). *Important Characters:* Macluir, male elf [high] NG Ftr6/Wiz6/Eldritch Knight 3 (Captain of the Guards); Kirilis the Sword-maiden, female elf [high] LG Clr5 (Cilborith).

The elves of Onhir are renowned for their craftsmanship in gems and jewelry. The Fogbound Forest has over a dozen small sites where the elves mine quartz, citrine, amethyst and aquamarine. Numerous ravines cut the forest and in the ravines are exposed rich beds of gem bearing rock. The elven smiths of Anatal and the gem smiths of Onhir often work together. The skills of both allow the enchantment of potent artifacts of power. Cuchulainn has recently inherited his position from his mother, whose departure for the Elphand Lands was an end to a seven hundred years old reign. Macluir leads both fighters and rangers in patrolling the forest. Onhir has enjoyed trade with the region around City State dating back to the time of the Dragon Empire. The Old South Road was built to allow caravans between the two areas to travel quickly to avoid the numerous monsters of the Wilderlands.

The treant-guarded shrine of Cilborith in Onhir holds the Galt Pipes, a famed bardic musical instrument.

3329 Ahyf (Village): Conventional; AL N; TL 3; 200 gp limit; Assets 7,800gp; Population 1,248 (Able bodied 312); Mixed (human 81% [mostly Antillian, some Skandik, a few Alryan], 10% other), gnomes 10%, halflings 5%, other 4%); Resources: Market. *Authority Figure:* Briaron, male Skandik LG Ftr3. *Important Characters:* Dalar, male Antillian N Ari4 (leader of the elders); Camus, male Alryan N Clr5 (Thoth); Tsamar, female Ghinoran N Ftr12 (pirate queen, captain of Tsamar's Jewel and the Sea Queen).

Ahyf is a large trading village where merchant ships ans pirates — Sarene (3424) and Tsamar being the most famous of them — can come and barter for goods from the interior of Barbarian Altanis.

3214 Giant Skunks

The gnomes of Ractuan and the humans of Hara both ship their goods down on coastal barges to Ahyf every month to the market. Briaron is the warlord of the village, having been appointed by the council of elders led by Dalar. He is a no nonsense leader who maintains order in the village. Camus is a respected high priest of the temple of Thoth and is often called upon to judge the law. The elders and Briaron have difficulties with the outcasts from around Carchimish and the Vale. They infest the Ghinarian Hills and prey often on local farmers and traders.

3331 Crumbled Idol on a Rocky Slope (EL 4): An ancient idol of Shang Ta, the sky-god, rots away on the slopes of the Ghinarian hills. The villagers of Ahyf once came here on pilgrimages, but no longer: **3 giant ticks*** (CR 1; hp 15 each) now make their homes near the idol, and are hungry to feast on interlopers.

3402 Bear Lair (EL 8): Two brown bear couples (CR 4; hp 51 each) make their lair on this mountainside, with five small cubs (CR 1/2; hp 5 each). They defend their offspring to the death. Though they have no treasure as such, an adventurer fleeing the site dropped a fully operational and very valuable spyglass in her flight, and it is found on a casual inspection once the bears are dispensed with (Search DC 10).

3418 Hekeak Burrow (Castle): Conventional; AL CE; TL 1; 100 gp limit; Assets 625 gp; Population 189 (50 gnoll War2s guard the burrows; the rest are normal gnolls and slaves); Isolated (gnolls 90% other 10%). *Authority Figure:* Hantak, male gnoll CE Ftr7. *Important Characters:* Soleek, female gnoll CE Adp6 (shaman of Set).

These burrows are strongly fortified and built around an ancient structure dating back before the Wars of the Pious and Philosophers. The Hekeak are a ruthless band of gnoll raiders. They originated during the Gnoll Times and settled here after the final defeat of the Gnoll Army. They dominate the nearby gnoll village of Shedezar but interfere little as long as they receive tribute in food and bronze weapons.

3424 Sarene's Den (Hamlet): Conventional; AL N; TL 2; 100 gp limit; Assets 870 gp; Population 258 (40 Ftr2s, 20 Rog2s and 10 Rog3s are the regular inhabitants; add to these the two crews (70 each) plus the slaves and servants); Mixed (human 85% [mostly mixed, some Tharbrian], half-elf 10%, other 5%). *Authority Figure:* Sarene, female Tharbrian N Rog6. *Important Characters:* Coran, male Tharbrian CN Ftr5 (captain of Lolene's Revenge).

Sarene, one of the most feared pirates in the region is captain of the pirate ship *Lady Spite*. She has two ships under her, the other commanded by Coran, her weak and unassertive lover. The plunder and riches from her exploits has allowed her to build a castle around a small harbor on Vigil Sound. She trades regularly with the fishermen of Ketche and often gives them a share of her plunder. She is wanted in Modron, Tarsh, Tarantis, Rallu and Tula. She is nominally part of the Brotherhood of Pirates but ignores them for the most part. The location of her castle is a secret and she has killed those who stumbled across it on the landward side and refused to join her crew.

3512 Mountain Lions (EL 4): The high branches of the forest trees provide ample perches for the mated **pair of mountain lions*** (CR 2; hp 19) roaming through the area. They wait patiently for prey to walk beneath them before dropping onto their victims. An abandoned cottage stands nearby. Empty and abandoned, a ragged purple toga with a gold trim is the only thing inside.

3514 Tower of the Giant (EL 7): A ruined tower on the shores of Damkina Bay is overgrown with grapevines meant for viniculture. Simple, primitive winemaking gear is found within, tended by a jolly **hill giant named Krunkh** (CR 7; hp 121; AL CG; Int 8, Wis 14; Craft (winemaking) +14). Krunkh is above average in intelligence and wisdom and speaks Common. Krunkh knows many rumors and shares them, as well as his excellent wine, with interested parties. He has 537 gp, 1839 sp, and 226 cp, as well as two nicely matched jeweled "toothpicks" (daggers, 350 gp each), stashed in an iron box well hidden behind a loose stone (Search DC 30 to find).

3518 Shedezar (Village): Conventional; AL NE; TL 2; 200 gp limit; Assets 7,150gp; Population 1,144 (Able bodied 286); Isolated (gnoll 96%, other 4%); Resources: Zinc. *Authority Figure:* Tutxtla Ventor, male gnoll LE Ftr3. *Important Characters:* Zadat, male gnoll CE Rgr2/Rog1 (watcher from Hekeak Burrow); Anis, female gnoll Adp4 N (shaman of Enios the Dog God).

Shedezar has been a community of gnolls for several years. When the Gnoll Times ended the Hekeak Gnolls came and subjugated the burrow. They put the native gnolls to work mining the area for zinc, tin, and copper to make bronze for their weapons. Tutxtla Ventor is the current figurehead set up by Hantar, chief of the Hekeak, to rule over Shedezar. He is free to rule as long as bronze weapons and food are shipped back to the Hekeak Burrows. Anis is the latest of a long line of secret worshippers of the Dog God Enios. Originally the god of the gnolls of Shedezar, his worship was suppressed when the Hekeak took over. Zadat has been sent to watch over Tutxtla, he has gotten hints of the secret worship of Enios and is trying to ferret out the leaders.

3522 Dire Rams (EL 6): Rolling jungle hills provide ample food and support for a wide variety of animals, including a group of **3 dire rams*** (CR 3; hp 30 each) eager to defend their territory. They can be tamed if approached peacefully.

3602 Britis (Hamlet): Conventional; AL CE; TL 0; 100 gp limit; Assets 1,538gp; Population 492 (Able bodied 123); Isolated (goblin 96%, other 4%); Resources: Pitch. *Authority Figure:* Hörbig, male goblin LE Ftr2. *Important Characters:* Tagor, male goblin CE Rog1/War1 (Hörbig's rival); Rhuldin, male human CN Wiz10 (local wizard, lives on the slopes of Owl Head Peak).

The region around the goblin village of Britis abounds in naturally springs of mineral pitch or asphalt, prized by ship builders and alchemists. When the Skandiks arrived, they soon discovered the pitch and the nearby goblins. They supported the goblins against the forces of the Overlord in exchange for barrels of pitch. Some years ago, Sjorald, a Skandik warlord sacked Britis, forced the survivors to pay tribute to Ossary and left. Now the warrens are divided among several factions with Hörbig and Tagor leading the two largest. The only thing that allows any cooperation is the fear of another attack if the tribute is not met. The old and mischievous Rhuldin is a neutral third party in the affair; the very fact that he is worshipped as a god filling

Anti-Gravity Sled

Covered with weird and wondrous knobs, this sleek, sexy and dangerous-looking device allows flight through the air, including hovering. It is effectively equivalent to a *carpet of flying*, with a capacity of 2400 lbs. and a flight speed of 180' (with Good maneuverability). Being technological, it is not susceptible to *dispel magic* and magical energy (shielding its passengers from the same). However, it can be damaged (hardness 10, but only 20 hit points due to age and use). Even worse, it *has* already been damaged. Each time the device is used, there is a 2% chance (non-cumulative) of an airborne stall or crash, with potentially lethal results. Figuring out how to fly this thing requires d6x10 minutes and a DC 20 Intelligence check; one cannot take 10 or 20 on this check. If it is missed by 5 or more, the experimenter flies it forward at high speed and crashes, doing 6d6 both to the vessel and to anyone in it when they are thrown clear. If a natural 1 is rolled or hps are depleted, the anti-gravity sled explodes in a giant fireball (30-foot radius, 15d6 points of damage, Reflex DC 20 for half). Because of its technological nature, it is effectively a lesser artifact. Figuring out how to use it or repair it (to its full 150 hit points and remove the crash chance) would require a *limited wish* spell. It is up to the judge to determine whether any kind of advanced weaponry is on board.

him with mirth. He enjoys hurling lightning bolts and fireballs to impress and terrify the goblins. At other times, he leaves gifts and slain animals near their village.

3607 Wild Horses (EL 8): Most of the villagers in Shodan believe the **12 wild (light) horses** (CR 1; hp 15 each) roaming the plains alone are a sign of good luck and fortune; they will mercilessly kill anyone who lays hands on them.

3610 The Anti-Gravity Sled (EL 14): North of Zothay, in the marshy western end of the Arthiop Mud-flats, an incredible treasure has rested for centuries: an anti-gravity sled once used by the Markrabs to fly at incredible speed. However, it is also the home of **4 troll bandits** (CR 5 hp 114 each), the scourge of Zothay. The trolls' nest is on a secluded mud mound, where guards are always posted; if the trolls see the adventurers coming (automatic unless precautions are taken) they will set up an ambush with missile weapons across the marsh. On the top of the mound are years of spoils: 1,650 gp, 35,789 sp, and 27,441 cp, as well as six gems: a violet garnet (400 gp), 2 amethysts (100 gp each), a peridot (40 gp), and 2 moss agates (45 gp each); as well as the sled, surrounded by these offerings to its divinity.

3611 Zothay (Small Town): Conventional; AL LG; TL 5; 800 gp limit; Assets 55,500gp; Population 2,220 (Able bodied 555); Mixed (human 70% [mostly Tharbrian, some Gishmesh and Skandik, a few Altanian], half-elf 15%, elf 10%, dwarf 5%, halfling 4%, other 6%); Resources: Market. *Authority Figure:* Kritas the Red, male Skandik LG Wiz6. *Important Characters:* Sjorald Ivarson, male Skandik NE Ftr6 (envoy from Ossary, stationed here to ensure that the tribute is met). Perena, female Tharbrian LG Clr5 (Athena); Sanjis Tharsa, female Gishmesh CG Exp5 (dancing girl, owner of the Three Plates Resthouse); Revin Olthar, male Tharbrian LE Ftr5 (head of the Thieves Guild, slave trader); Thunis of Thalanzar, male Gishmesh CG Clr4 (Selanii).

When the Skandiks arrived at Ossary over 1,000 years ago, Zothay was a small fishing village. After the town of Kauran fell, the entire coastline southward felt the repeated raids of the Skandiks. Emboldened by the goddess Athena, Zothay was the lone village to resist. It built a small alliance along the coast to Horaja and began to successfully resist the Skandiks. An alliance was made with the Overlord of the City State and the village became a town as the goods from the Sea of Five Winds flowed to the Old South Road to the City State. However, 100 years ago, the King of Ossary enlisted the aid of the Redrock Orcs to attack Zothay and its alliance. In the general confusion, the King of Ossary attacked Zothay and sacked the town. He had the town tear down the walls and forced the citizens to pay tribute. The current King of Ossary's father installed Kritas the Red as governor. While born a Skandik, he now considers Zothay his home. Alkazed, the current king sent Sjorald to ensure Kritas' loyalty. Perena supports Kritas and the two are working on a plan to free Zothay. Zothay has a sizable Gishmesh enclave; they worship Selanii, the Paldorian goddess of the sea.

3624 Ketche (Hamlet): Conventional; AL CG; TL 0; 100 gp limit; Assets 1,775gp; Population 568 (Able bodied 142); Isolated (human 96% [mostly Altanian], other 4%); Resources: Fish. *Authority Figure:* Beklomda Mor, female Altanian CG Ftr4. *Important Characters:* Ernsorn Blue, male Altanian NG Drd4 (a member of the Eyestone Druids); Minars Rapak, male Altanian CN Bbn6 (leader of the Seawolf clan).

Ketche is a small hamlet that supports itself through fishing and hunting the surrounding jungle. In recent years, it has seen prosperity trading with the pirates of Sarene's Den (3424). Minars leads the clan of the Seawolf and often hires out members of his clan to Sarene to act as marines for her ships. Beklomda Mor is the high chief of the barbarians, winning her position in a honor fight after the death of the last chief.

3715 Bison (EL 9): Sweet perfume from the many orchids hanging from the nearby trees hangs in humid air cloaking the smells that would warn one of the large heard of **15 bison** (CR 2; hp 37 each) moving through the thick underbrush. The bison spook easily, and stampede through the trees in random directions if startled.

3721 Tristor (Village): Conventional; AL CG; TL 1; 200 gp limit; Assets 6,825gp; Population 1,092 (Able bodied 273); Isolated (elf 90% [mostly southern], half-elf 6%, other 4%); Resources: Spices. *Authority Figure:* Nikuelanor, male elf [southern] LG Ftr5. *Important Characters:* Odeni, female elf [southern] NG Drd7 (leader of the Eyestone Druids); Saldir, male elf [southern] CG Rgr4 (captain of the rangers).

The Eyestones Jungle abounds with exotic plants and herbs. The elves of Tristor harvest the spices found in the jungle and prepare them for use in a variety of elixirs, potions and dishes. The herbs include, among all things, blue whinnis, madness causing red lotus and even the dreaded black variety.

Elven wizards, clerics, and druids come to Tristor to learn the lore and magic of plants. Nikuelanor is the elected chief of the village and the war leader of the militia. The elves collect the magical Eyestones that are found in the jungle streams, constantly fighting with the Altanian Hoard-Warden tribe. The use of eyestones in Divination magic allows the spell to be treated as it was heightened (as feat).

3723 Sewage Dump (EL 0): The elves of Tristor and the humans of Ketche burn their sewage here. There is nothing of interest in the detritus, though those who investigate too closely might contract some sort of parasite or disease (Slimy Doom, Filth Fever).

3730 Krens Cairn (Hamlet): Magical; AL N; TL 3; 100 gp limit; Assets 500 gp; Population 165 (25 War2s and 15 War3s maintain the citadel; the Com1-2 or Exp1-2 commoners raise pigs and till the fertile soil); Isolated (human 91% [mostly Ghinoran, a few Tharbrian], half-elf 5%, other 4%). *Authority Figure:* Krens, male Ghinoran N Wiz6. *Important Characters:* Odense ap Owyn, male Altanian LN War5 (leader of the militia).

Three years ago, the Laughing Spray, out of Tula, crashed against the rocks of the Cape of No-Return, killed its captain and shipwrecked its crew. Krens was an apprentice wizard whose master was killed in the wreck. A small rock citadel was constructed under his direction and the crew lived there for a year, not knowing where they were. In the dry season of the following year, Krens led a scouting party that located Ahyf and help. Surprisingly, over two thirds of the crew decided to remain in the hamlet and asked Krens to be their chief permanently. Since then, they have maintained a fire day and night. They also rescued two crews whose ship crashed on the rocks.

3733 Mermen (EL 7): A small buoy marks a stop in the ocean for traders intent on picking up pieces of coral, or acquiring fish and other food. **Merasshh** (male merman Ftr5; CR 5; hp 36; AL N; Str 13, Dex 12, Con 12, Int 11, Wis 11, Cha 13; trident and heavy crossbow) and his **9 merman guards** (CR 1/2; hp 5 each) prefer to trade their fish and coral for gemstones rather than gold or steel, but they settle for whatever they can get. Theft is difficult, if not impossible, because Merasshh stores his goods in a small grotto at the bottom of the ocean (400 feet beneath the surface) and his guards are more than happy to fight off anyone trying to rob him. He has 235 gp, 8 moonstones (50 gp each), 5 bloodstones (50 gp each), and 16 pearls (35 gp each), along with various bits of decorative coral (400 gp total), and a string of fish.

3801 Wild Dogs (EL 7): A large pile of rocks and a massive ironwood tree tower over the plains here. A pack of **26 wild dogs** (CR 1/3; hp 5 each) makes their home here, resting in the shade of the tree and using the rocks as a lookout point. This particular pack has successfully attacked a small caravan. Bales of rotted cloth, corroded iron tools and boxes of copper nails hide the real treasure; a *copper urn of undeath* (keeping it on oneself, a character is sucked in and spat out as a shadow if slain, converting levels to Hit Dice).

3807 Angask Lair (Citadel): Conventional; AL CE; TL 2; 40 gp limit; Assets 100 gp; Population 50 (10 orc War2-3s are the elite troops here; the rest being common orcs); Isolated (orc 96%, other 4%). *Authority Figure:* Angask, male orc CE Ftr4. *Important Characters:* Hodak, male orc CE Clr2 (Midor).

A ruined citadel in a deep river valley is the lair of 50 orcs and their leader. The ruins are just that – a pile of old rubble and a half intact building. A large copper statue of a bull stands on a nearby hilltop, dedicated to a forgotten god. Drinking from the waters flowing from its mouth causes 15d6 points of fire damage (no save). If the character survives, he gains 3 hits permanently.

3820 Hell Pits of Genak (Castle): Conventional; AL LE; TL 3; 100 gp limit; Assets 875 gp; Population 277 (45 gnoll War3-4s, 17 gnoll Rgr1-2s and 8 gnoll Rgr3-5s guard the entrances; the rest are common gnolls, females and young); Isolated (gnoll 96%, other 4%). *Authority Figure:* Tylok, male gnoll LE Ftr6. *Important Characters:* Kroga, male gnoll NE Rgr5 (leader of the watchers of Genak).

The Hell Pits of Genak are located in a series of limestone pits north east of Tristor. Caves riddle the area and access is often made more difficult as various entrances flood at different times over the year. Despite the best efforts of the elves, there has been little progress in ridding the caves of the gnolls that live there. In the case of an assault, Tylok is relying on Kroga and his rangers to give enough warning so that the tribe can be removed to the Hogga Tal. The Hogga Tal is at the center of a series of interlocking circles of caverns that have been rigged with traps and pitfalls. Three 20' stone pyramids stand in that hall, constantly radiating a pleasant warmth.

3906 Shodan (Village): Conventional; AL N; TL 2; 200 gp limit; Assets 6,300gp; Population 1,008 (Able bodied 252); Isolated (human 84% [mostly Altanian and Tharbrian], half-orc 14%, other 2%); Resources: Market. *Authority Figure:* Medlaf, male Altanian N Clr4 (Proteus the Shepherd). *Important Characters:* Helif Bilmath, male Altanian War5 (leader of the militia); Dosar, male half-orc CN Ftr3 (embittered leader of the half-orcs; dung merchant).

Named after a legendary goddess from before the Uttermost War, Shodan's past is a mere inscription in Logii on a roofed over marble spring. Shodan was part of a loose alliance with Zothay against the Skandiks until 100 years ago. Then, an invasion by the Redrock Orcs nearly devastated the village and region. In the aftermath, Shodan was left with a large population of half-orcs. Today, there is rising tension between the village and the small half-orc population leading to arguments and fights. Shodan is an agricultural market for livestock and their byproducts.

3913 Temple of the Lady of Wisdom (Castle): Magical; AL LG; TL 4; 100 gp limit; Assets 1,000 gp; Population 322 (40 Ftr3s, 27 Clr1s, 5 Clr2s, 4 Clr3s and 4 Clr4s administer the rites; several Com1-2 or War1-2 servants work the winery); Isolated (human 96% [mostly Alryan, some Tharbrian and Altanian], other 4%); Resources: Wine. *Authority Figure:* Vanir Tholemestes, male Alryan LG Clr7. *Important Characters:* Sora Menekakhos, female Tharbrian LG Clr5 (Vanir's second in command); Orsos Odysseus, male human Karakhan LN Ftr7 (commander of the temple guards); Thumektos, male Altanian LG Ftr4/Clr1 (vintner).

The temple of the Lady of Wisdom is dedicated to Athena in her aspect as the goddess of knowledge. For over a

thousand years it has stood as center for learning. When Zothay fell, Skandik longships attempted to raid but were destroyed in a sudden storm. Two more raids in the next twenty years met a similar fate. An army marching from Zothay was stricken by plague and arrived at the temple with only two out of every ten men able to walk. The temple made peace with Ossary and promised not to foment rebellion if left in peace. Vanir is the head priest and, while sympathetic to the ideas and ideals of Kritas and Perena of Zothay, is not willing to join them as it would break the peace treaty. The stone owls in the temple animate if the clerics are attacked. The grapes grown in the area are blessed by the goddess herself: unlike other wines, the ones produced here induce calm introspection instead of rowdy revelry

3918 Lizardmen (EL 7): The jungle thrusts a small tip of itself out into the sea here, providing an anchoring point for traveling ships and boats and a perfect location for a small trading post. **Ressnysh** (Male Lizardman Drd4; CR 5; hp 31; AL NE; Str 13, Dex 12, Con 12, Int 11, Wis 15, Cha 12; club)and his **12 fellow lizardmen** (CR 1; hp 11 each; spears and nets) claim to be simple traders offering dried, salted fish, and rare tropical woods in exchange for steel and gold. In truth, Ressnysh and his fellows use their location to study travelers and their tactics, using the information they gather in later ambushes with many of their brethren. If travelers arriving here are weak or small in numbers, Ressnysh does his best to get them to relax before giving the signal to attack. Aside from their weapons, the lizards carry a total of 40 gp in mixed coins but nothing else.

3929 Isle of Dread (EL 18): Nicknamed the Isle of Dread for its feared inhabitant, most seafarers avoid the waters nearby, for the **ancient black dragoness Matriarx** (CR 18; hp 387) is known to hunt ships on occasion and feast on those onboard. Her lair, an abandoned temple to Zeus, has her hoard: 900 pp, 18,000 gp, 24 peridots (80 gp each), *staff of fire* (36 charges), *ring of spell turning*, *+3 longspear*, *+2 shield of arrow deflection* and a *phial of philters* (20 charges, a drop from it doubles another potion's dose).

4003 Stones of Whetwyd (Castle): Magical; AL N; TL 2; 100 gp limit; Assets 1,625 gp; Population 511 (80 Rgr1s, 30 Rgr2s, 13 Drd2s and 7 Drd4s guard the castle proper; many War1-2 worshippers inhabit the grove, along with Com1-3 and Exp1-2 pilgrims and assistants); Integrated (human 53% [mostly Tharbrian and Skandik], half-elf 17%, elf 13%, gnome 7%, halfling 5%, other 4%). *Authority Figure:* Uctanas, male Tharbrian N Drd4. *Important Characters:* Safir Grissledome, male halfling N Rgr5/Rog2 (captain of the rangers).

The Stones of Whetwyd, five steep rock formations in a sea of shrubs are the center for Druidic teaching in this area of the Wilderlands. Uctanas maintains the grove for the various teachers and students that reside there. While sympathetic to the surrounding communities in their fight against the Skandiks, he maintains a strict policy of non-intervention. This policy is the subject of frequent debates within the grove. Safir leads the rangers of the groves in patrolling the Whetwyd against monsters and men who would take up residence.

4009 Under the Storm Giant's Skull (EL 5): Five miles south from where the Vikram stream's eastern fork ends, the worm-eaten skull of a long-dead storm giant rises from the ground. Underneath are shiny objects, as well as two hissing rats! These are more than they seem, handsome twin half-elves from Halkmenan named **Lelas** and **Berenir** (male half-elf wererat War2; CR 3; hp 20, 16; AL LE; Str 10, Dex 17, Con 15, Int 10, Wis 10, Cha 14 as rat or hybrid) who were inflicted with lycanthropy as an amusement by Carratera (0729) after she tired of trysting with the pair in her humanoid form. However, they have suffered such terrible abuse since contracting the disease that unless a party is totally clear about an attempt to parley they will probably just switch to hybrid form and attack. They have 119 sp and a *potion of cure light wounds* hidden away under the skull.

4023 Giant Octopus (EL 8): A **giant octopus** (CR 8; hp 44; as normal but has fly 30 ft. [clumsy]) is one of many hazards of the open ocean. This one, however, has a peculiar ability to exist outside the water for minutes; as well as fly. It tries to snatch a sailor or ten from ships passing by.

4028 Isle of Dzian (EL 9): This island is forested with many rolling hills and high mountain peaks. Among the peaks of the tallest mountains, a **roc** (CR 9; hp 225) makes its nest. The roc has a broken wing and cannot fly. It will reward those who aid it with a large electrum statue worth 4000 gp (valuable but pretty heavy).

4032 Isle of Greenlight (EL 10): A near featureless, overgrown island, this one is often avoided by seafarers, at least those that know of the islands true inhabitants. **Two cannibal chieftains** (male Altanian Bbn6 (2); CR 6; hp 48; AL CE; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 10; obsidian-edged greatclub (obsidian edge grants +2 bonus to damage and increases critical threat range by +1), javelin, hide armor) lead a tribe of **200 cannibals** (Altanian War1 (200); CR 1/2; hp 9; AL N; Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 9; halfspear, javelin, hide armor, small wooden shield).

4107 Wolves (EL 8): A pack of **13 wolves** (CR 1; hp 13 each) terrorizes this area. Their dwelling, a small chapel to Mitra, is holy ground; evil beings can't enter its arched gate.

4129 Crabs! (EL 8): This beautiful lagoon, with its light breezes and gentle waves, sees few travelers. **Eight monstrous crabs*** (CR 2; hp 16) make their home here, doing their best to eat or run off the unwary. Sunken iron chests full of ancient copper weaponry lay on the sea floor.

4134 Isle of Ogigian: A large statue of Neptune pointing north is this island's only feature. The statue is in relatively good shape, showing minimal signs of wear.

4204 Sykmet (Small Town): Conventional; AL LG; TL 3; 800 gp limit; Assets 43,600gp; Population 1,744 (Able bodied 436); Isolated (human 87% [mostly Tharbrian and Altanian], half-elf 6%, elf 4%, other 3%); Resources: Timber. *Authority Figure:* Big Hiram, male Altanian LG Ftr7. *Important Characters:* Lanai, female half-elf LG Clr3 (Athena); Sandovar, male Tharbrian NG Rgr5 (leader of the local Rangers).

Sykmet was nominally allied with Zothay in the fight with Ossary, until 100 years ago, whereupon the Redrock Orcs invaded the region. The town defeated the orcs. Since then, it has remained free of the Skandiks and the orcs but only by strictly defending only Sykmet and Shodan. Two years ago, Perena of Zothay approached Big Hiram and the council of aldermen about reforming the alliance. She was rebuffed but there were a few who supported the proposal. The temple of Athena in Skymet has seen better

days. Three mournful ghosts haunt its hall; who they are and why they persist is unknown to all.

4206 South Tower (Citadel): Conventional; AL N; TL 3; 100 gp limit; Assets 375 gp; Population 110 (20 Ftr2 and 10 Rgr3 lookouts patrol the area; the rest are Com1-3 or Exp1-3 clay miners and shepherds); Isolated (human 90% [mostly Tharbrian], half-elf 5% other 5%); Resources: Clay. *Authority Figure:* Carolus (Hoppy), male Tharbrian LN Ftr4. *Important Characters:* Chinoin, female half-elf CG Rgr5 (leader of the local rangers); Pharmavit, male half-elf CG Rgr4.

This citadel was built ages ago and left in ruins. Two hundred years ago it was occupied by troops from Sykmet and rebuilt. Currently, Carolus is the captain of the tower guards. Chinoin and Pharmavit often aid Carolus in his patrols. Huge brass plates are often unearthed in the clay pits nearby.

4212 Roc (EL 9): A high, rocky nest on a small island provides a clear look out for a **roc** (CR 9; hp 225) on a constant search for prey. It carefully tends three eggs that are due to hatch sometime in the next several weeks. Anyone approaching the atoll, or anchoring a ship nearby is seen as a threat and immediately attacked. Apart from the large eggs, the nest holds a fully operational chariot and a corroded suit of bronze full plate with bits of bones in it.

4231 Floating Abandoned Siege Tower (EL 1): In the middle of the sea a great siege tower bobs on the waves, its wood construction and trapped pockets of air keeping it afloat. Marked clearly with the banner of the City State of the Invincible Overlord, it has suffered some damage from the waves. Characters climbing aboard to investigate will find that **30 bats** (CR 1/10; hp 1 each) still live there: they will fly off directly into the face and torso of the first character aboard, necessitating a Balance check (DC 15) to avoid being knocked into the water. There is nothing else of interest on the tower.

4302 Horrid Doll: Deep within the Whetwyd Timber, someone has horribly mauled and disfigured a doll representing a young girl. Her doll-clothes are torn, her limbs are broken and twisted, and deep grooves, painted red, green, and brown, have been carved into her wood body.

4309 Ericsson Clanhold (Castle): Conventional; AL N; TL 3; 100 gp limit; Assets 625 gp; Population 200 (50 War3s inhabit the clanhold; about half of them loyal to Jyrl, the others to Polpain; the remainder are Com1-3 peasants and farmers); Isolated (human 96% [mostly Skandik], other 4%). *Authority Figure:* Jyrl son of Arik, male Skandik N Ftr3. *Important Characters:* Polpain son of Arik, male Skandik CE Ftr2 (brother)

A hundred years ago during the invasion of the region by the Redrock Orcs, the Skandiks attacked the communities along the coast and forced them to pay tribute to Ossary. One of the clans involved in the attack, the Ariklans, decided to settle and built a clanhold north of Halkmenan. Jyrl has recently become chief after his father died and is still consolidating his hold over the clan. His younger brother, Polpain, is currently planning to kill him and take control.

4311 Halkmenan (Village): Conventional; AL LG; TL 4; 200 gp limit; Assets 8,650gp; Population 1,384 (Able bodied 346); Integrated (half-elf 35%, elf 22% [mostly high], human 18%, halfling 10%, gnome 7%, other 8%); Resources: Market. *Authority Figure:* Trildir Dry-lip, male half-elf LG Wiz3. *Important Characters:* Sasandiel, female elf [high] Clr5 (Cilborith); Anali, female Tharbrian Clr4 (Athena).

Halkmean was a small elven village 1,000 years ago. When the Skandiks came to the region and began raiding, the village allied with Zothay. Its ships were instrumental in sweeping the coast clear of raiders. After the Redrock Orcs invaded 100 years ago, the Skandiks took advantage of the situation and sacked both Zothay and Halkmenan. As the elves struggled to rebuild and pay their tribute, human refugees from Horaja began arriving in the village. Only a few survived the fall of Horaja to the Orcs and the monsters of the wilderness to arrive at Halkmenan. Over the last hundred years, the two populations have intermingled and many half-elves were born. The tribute has laid heavy on the village and prosperous times never returned, resulting in bitterness and conflict between its human and elven inhabitants.

4329 Isles of Chebrexy (EL 4): A labyrinth is the lair of the **minotaur** (CR 4; hp 39) that inhabits this island. At the center of the labyrinth in a locked chest (Open Lock DC 20) are 170 pp, 8 sardonyx (60 gp each) and a spool of gold thread worth 100 gp.

4334 Tritons (EL 6): A dangerous reef runs beneath the ocean's surface, with little warning to passing ships of the damage it could do to their hulls. Fortunately, **two tritons** (CR 4; hp 16 each) make their home in the reef and do their best to warn passing ships of the danger. They lair in a small hollow area beneath the reef and store a few items there, including gifts from some of the passing ships such as a *ring of force shield* and 3000 sp.

4422 Gnoll Freebooters (EL 7): A plume of smoke rises on the western shores of the island and a crude keelboat is visible on the beach. If the place is investigated, a mostly burnt human villa will be found, with three dead bodies hung high from a large ash tree showing marks of torture. The **6 gnoll pirates** (Ftr 1; CR 1; hp 21; battleaxe, shortbow, quiver with 20 arrows, studded leather armor, large wooden shield) who did this heinous deed are still in evidence, and attack unexpected interlopers upon arrival. Unknown to the gnolls, they have already been infected with leprosy (see below). Their loot, sitting in a pile, includes a chest, a suit of full plate armor and a suit of masterwork studded leather. The chest (protected by a poison needle trap [CR2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (DC 14 Fort save resists, 1 Con/unconsciousness); Search DC 22; Disable Device DC 17] has not yet been opened; it contains 250 gp and 500 sp.

4422 Isle of the Unclean-Leper Colony (EL 14): Here dwell the diseased and outcast of society in a crude village of stone huts and burial pits. For each hour spent mingling among the island's inhabitants, a creature must succeed at a Fortitude save (DC 20) or contract a rotting disease (akin to mummy rot but slower). There are **214 diseased commoners** (Human Com1; CR 1/2; hp 2; mummy rot [DC 20, contact]).

4428 Isle of Trytonis (EL 5): This small island is ripe with vegetation, rolling hills, and various forms of wildlife. The hills are dotted with caves and in one such cave can be found the island's main inhabitant; a **huge constrictor**

snake (CR 9; HD 16; hp 105). A very large (9 inches in diameter) white pearl sits in the constrictor's coils. Its estimated value is 15,000 gp.

4502 Kauran (Small Town): Conventional; AL N; TL 3; 800 gp limit; Assets 52,200gp; Population 2,088 (Able bodied 522); Mixed (human 63% [mostly Tharbrian, some Skandik, Antillian], half-elf 23%, elf 11%, other 3%); Resources: Market. *Authority Figure:* Ozmic, male Alryan LE Wiz12. *Important Characters:* Lais, female Tharbrian Drd6 (keeper of the grove of Kauran); Osari, male half-elf Ftr4 (a leader of the elven community); Sumay the Sailor, male Gishmesh N Rog4 (famous smuggler); Talhur, male Ghinoran LE Ftr8 (leader of the Thieves Guild); Ayesha, female Amazon CE Amz6 (Talhur's lover).

4502 Kauran

The walled port town of Kauran was established on the ruins of an ancient pre-Altanian city over 2,000 years ago with the aid of the elves of Serpeant Little (City State 4534). The people followed the Druidic faith and established the Grove of Whetwyd as their holiest site (4003), but slowly drifted towards more cosmopolitan worship. When the Skandiks came to these shores a thousand years later Kauran and Serpeant Little combined their forces. Their strength allowed them to join the Skandiks as full members of the kingdom. The lords of Kauran declined to aid Zothay in her fight, preferring not to jeopardize the gains they had won. A hundred years ago, Ossary allied with the Redrock Orcs to invade the region south of Horaja. The resulting destruction and the loss of Horaja to the orcs has shaken the lords' faith in the Skandiks and they began a secretive policy to undermine them. They elected Ozmic leader of the town shortly before the King of Ossary died. Ozmic arranged the assassination of Alkazed's rivals knowing that if Alkazed took the throne his rule would bring dissension and chaos within the Skandik Kingdom. Lais is the keeper of the grove that lies outside of Kauran and leads the people in their devotion. She is disturbed by how the Ozmic and the lords of the city have abandoned so much of the old ways in their quest to protect the city.

4504 Conclave of the Green Dales (Citadel): Magical; AL CG; TL 6; 40 gp limit; Assets 184 gp; Population 92 (14 Ftr2 guards, 6 Wiz2s and several Com1-2 and Exp1-4 workers live at the construction site); Integrated (human 36% [mostly Alryan], half-elf 21%, elf 18%, gnome 10%, halfling 7%, other 8%). *Authority Figure:* Masar, male gnome [city] CG Wiz3. *Important Characters:* Permos the Pale, male Alryan NG Wiz2 (has a map to the Lake of Temple Deeps); Tyla, female elf [noble] CG Wiz5 (here to aid Masar but doesn't think he can do it).

Masar of Lightelf became bored of the illusionary magic of his people ventured south and studied "real magic" at Tula. He later gathered a group of friend to come back north to show how real magic is done. Disappointed in all the dissension in Lightelf, he and his friends left and founded a conclave south of Kauran. Masar is a young enthusiastic gnome, eager to show everyone what wizardry can do. He plans as the conclave's first big project to follow Permos's map and explore the temple that lies at the bottom of the lake. Meanwhile, the building of the conclave is in total disarray and nearly everyone is still living in construction huts.

4506 Throne of the Ancients (EL 9): A time-worn throne of petrified wood, shaped intricately with sylvan designs, rests in the middle of this forest. It is covered with blackened wood and cinders, evidence of a failed recent attempt to burn it to the ground. It radiates druidic magic, and if it is cleaned a *commune with nature* spell cast by a druid or ranger sitting in it will have its effective range tripled. However, **9 dire wolves** (CR 3; hp 45 each) protect it from the depredations of monsters and the representatives of more 'enlightened' faiths.

4509 Sharks (EL 11): "Sharks is only dangerous if you swim wit dem," may be words of wisdom to some sailors, but the coral reef patrolled by this school of **27 large sharks** (CR 2; hp 38 each) has sent many ships to the bottom of the sea and spilled many sailors into the ocean. Sharks swim around passing ships, often unintentionally distracting helmsmen enough to run their boat into the reef.

4514 Isles of Muraloti (EL 10): Adventurers who have visited these islands tell the tale of a powerful and quite insane wizard named **Basam Tal** (male Alryan Wiz10; CR 10; hp 33; AL CE; Str 10, Dex 16, Con 11, Int 18, Wis 10 (currently 4 with insanity), Cha 8; *bracers of armor +4*, *ring of fire resistance*, *+3 dagger*, necklace worth 975 gp, ring worth 245 gp. Basam Tal is affected by a permanent insanity effect

[treat as the *insanity* spell]) who makes his home here. The stories told of the mad wizard vary considerably from one another. In some stories the wizard is friendly and helpful and in others he is quite vengeful and angry. Whatever his true demeanor, one that adventures here should be on alert, for one never knows which wizard is waiting.

4522 Lizardmen (EL 8): A group of **3 adventuring lizardmen** (*Grushark,* Male Lizardman Ftr6; CR 7; hp 58; AL N; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 12; *potion of cure moderate wounds, +1 longsword,* masterwork javelin; *Harrusk,* Male Lizardman Drd4; CR 5; hp 33; AL N; Str 13, Dex 10, Con 13, Int 10, Wis 13, Cha 10; javelin, greatclub; *Kurrl,* Male Lizardman Wiz5; CR 6; hp 31; AL N; Str 13, Dex 10, Con 13, Int 15, Wis 10, Cha 10; 400 gp and an *everburning lantern)* is making its way along the reef searching for the remains of sunken ships and the treasures they might hold. Somewhat defensive and paranoid, they attack anyone showing too much curiosity about their actions.

4613 Isle of Warglewood (EL 8): Rolling hills, lush green valleys, and tree-covered mountain peaks dot the landscape. Thick green forests cover most of this island and provide food and shelter for the forest's inhabitants; wild game and animals. All of this beauty is tended and cared for by the "groundskeeper" **Warglewood the treant** (CR 8; hp 66).

4613 Queen Dragon Turtle (EL 12): Beautiful turquoise, blue, and green patterns along this **massive dragon turtle's** (CR 12; hp 255) shell readily proclaims its stunning beauty. Alas, the wise traveler only views this beauty from afar because this queen of turtles has her home nearby and isn't friendly to visitors. Various caches of treasure throughout her underwater cave bear a total of 5,000 gp, 24,000 sp, 17 corals (800 gp each), *+1 chain loincloth and halter, potion of cure light wounds, potion of Intelligence, ring of swimming, ioun stone (clear spindle), bag of tricks (rust), headband of intellect (+2).*

4703 Giant Squid (EL 11): Captains joke, tease, and challenge each other to make runs through Dolphin Bay, home to a giant squid with a taste for wood, or so the tale goes, and a desire to carry ships beneath the waves. Most ships do pass by safely, and the tales aren't always accurate. There are **2 giant squids** (CR 9; hp 66 each) living in the bay that work together to sink ships and eat the tasty sailors they find inside.

4706 Tower of the Tovar-Tal (Citadel): Magical; AL LE; TL 2; 40 gp limit; Assets 80 gp; Population 40 (10 Ftr2s are the elites of the tower; the rest are normal orcs); Isolated (orc 95%, half-orc 5%). *Authority Figure:* Ernaki, male half-orc LE Ill3. *Important Characters:* Sodak, male orc NE Bbn4 (leader of the orc guards).

The Tovar-Tal, a secret cult of wizards and illusionists, provide the Redrock Orcs with formidable magical power. Since the fall of Horaja, they have taken over the tower northwest of town as their own.

4728 Doratis (Village): Conventional; AL N; TL 1; 200 gp limit; Assets 4,625gp; Population 740 (Able bodied 185); Isolated (human 89% [mostly Ghinoran, some Common Orichalan], sea-elf 6%, other 5%); Resources: Fish. *Authority Figure:* Brasnato, male human N Ftr4. *Important Characters:* Kanas Lagos, male Common Orichalan CN Ftr7 (captain of the Savage Sword); Tiala, female Bardik NG Wit5 (local wise woman).

Doratis is an isolated village, ships of all types stop here to stock up salted fish. The Quicksilver Pirates (4929) occasionally set up a market here to sell their plunder to passing ships. Kanas is the captain of a pirate sloop based out of Doratis. Tiala is the local wise woman and has considerable magical powers. She helps the sea-elves of Bistan when they need aid. Brasnato has been the leader of Doratis for over thirty yeas and is getting old. He is concerned about the presence of the pirate bands but welcomes the gold they bring.

4806 Horaja (Small Town): Conventional; AL CE; TL 2; 800 gp limit; Assets 39,000gp; Population 1,560 (Able bodied 390); Integrated (orc 40%, half-orc 28%, human 22%, other 10%); Resources: Furs. *Authority Figure:* Gwy the Mighty, male troll CE Ftr6. *Important Characters:* Tosas, male half-orc CE Rog5 (Gwy's major domo); Systark, male orc CE Clr7 (Midor the Orc God).

Over 100 years ago, the Redrock Orc dwelt upon the eastern slopes of Ered Losthain. The Skandiks supplied them with weapons and armor and told them the way to the warm lands of the south. Lead by the magical prowess of the Tovar-Tal (4706), they smashed their way southward toward Zothay and the coast. They sent a force toward Shodan and tricked the humans into thinking it was their main attack. They slipped their main force around their flank and headed toward Horaja. There, they destroyed the few men remaining and sacked the town. Meanwhile, the Skandiks smashed Zothay and the other towns along the coast. For nearly a hundred years, the people of Horaja have been enslaved to the Redrock Orcs. Some escaped to Halkmenan and other towns but most died either in the wilderness or under the whips of the orcs. Now they are no longer even in the majority with orcs and half-orcs making up most of the population. Gwy the Mighty was the pet bodyguard of the orc chief Morgosh. With the aid of a weakling orc named Tosas, he tore Morgosh from limb to limb. When Tosas told Gwy that he was now the ruler of the orcs; Gwy appointed his friend seneschal and issued all his edicts through him.

4813 Isles of Jynoquil (EL 12): Each of these islands has the remnants of broken, half-sunken, and destroyed ships encircling it. The ships vary from small boats to large war galleys, but they all share one common trait. The crews have been turned into **14 ghosts** (Ftr 5; CR 7; hp 32) and now spend their time haunting this desolate place. 25,000 sp, 1,500 gp, and 6 large ivory statues (worth 3000 gp each) can be found amidst the wreckage.

4817 Sea Monster (EL 13): Sea monsters are more than tales to frighten children, as any sailor on the open ocean knows. This particular beast, an **advanced plesiosaur** (see below), has discovered that rising up beneath a moving ship and toppling it on its side provides a number of tasty tidbits that can't swim fast enough to get away.

Advanced Plesiosaur: CR 13; SZ G Animal; HD 30d8+300; hp 435; Init +4; Spd 20 ft., swim 50 ft.; AC 16 (-4 size, +2 Dex, +8 natural), touch 6, flat-footed 14; BAB +20; Grp +47; Atk/Full Atk bite +32 melee (2d6+10); Space/Reach 40 ft./20 ft.; SQ low-light vision, scent; AL N; SV Fort +29, Ref +19, Will +10; Str 40, Dex 10, Con 30, Int 2, Wis 12, Cha 2; *Skills:* Listen +11, Spot +10; *Feats:* Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (bite), Improved Critical (bite), Lightning Reflexes, Snatch.

4828 Isle of Helaria (EL 6): Hradno (male human Ftr6; CR 6; hp 44; AL LG; Str 15, Dex 14, Con 15, Int 13, Wis 10, Cha 11; *+1 buckler, 2 potions of cure moderate wounds,* masterwork chainmail, masterwork longsword, masterwork throwing axe, pouch with 100 gp and pearl [250 gp]), hero of Halkmenan once fought the forces of evil. When it took his family from him, he blamed himself for not being able to prevent the tragedy. He left his kingdom never to return. He now lives as a hermit in a self-imposed exile on this island.

4829 Isle of Quarmouth: Quarmouth was the capital city of an ancient civilization located on this island. Legends speak of ancient treasures and magic buried within the city guarded by a horde of most foul creatures.

4904 Unicorns (EL 5): A **pair of unicorns** (CR 3; hp 42 each) wander the forest here, resting beneath a massive oak tree at night. The magical creatures are easily frightened and flee from danger rather than staying to fight.

4927 Giant Lizards (EL 8): 8 giant lizards (CR 2; hp 22 each) hunt on the northern beach of the isle. Their lair, a small grove of palm trees, conceals a nest of twelve eggs which will hatch in a few days.

4930 Bistan (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 6,150gp; Population 984 (Able bodied 246); Isolated (mer-elf 92%, human 4%, other 4%); Resources: Pearls. *Authority Figure:* Thisafil, male mer-elf N Wiz4. *Important Characters:* Hazily, female mer-elf N Wiz5 (Thisafil's wife), Naneradil, male mer-elf Clr5 (Neptune).

Bistan is a small village located amid the coral reefs along the shores of the Isle of Ethereal Bells. It has existed for a thousand years and gradually parts of it emerged above water as the sea floor raised. In the center of the village is the temple of Neptune, floored with pure white sand, and decorated with the greatest of the village's collection of pearls. Nanerdil tends the temple, keeping it clear of debris and jetsam. Thisafil and Hanli rule the village at the behest of the god. They often confer with the wizard Saradon who resides south of the village on the island.

4929 Isles of Quicksilver (EL 11): A large stone castle situated on the coast of the island is home to a **band of 78 pirates** (male human War2; CR 1; hp 12; AL CN-CE; studded leather armor, longbow, 30 arrows, short sword, pouch with 1d20 sp). They are led by **Captain Frith** (Male Human [Skandik] Ftr6/Rog4; CR 9; hp 56; AL NE; Str 16, Dex 15, Con 12, Int 9, Wis 11, Cha 9; *+1 scimitar, potion of cure light wounds, +1 leather,* shortspear, dagger, pouch with 135 gp). The island itself is rather desolate and for the most part seems abandoned. The pirates sustain themselves on fish and any foodstuffs they plunder while plying their trade. Stashed within a locked room in the keep is the majority of the pirate's treasure: 8,000 gp, 12 jaspers (75 gp each), *+1 light mace, potion of hold person, +1 sling, scroll of 3 arcane spells (burning hands, color spray,* and *silent image), potion of delay poison, potion of vision, wand of silence* (32 charges).

5007 Kandlis Castle (Castle): Conventional; AL N; TL 3; 100 gp limit; Assets 1,250 gp; Population 434 (70 Ftr2s and 30 Ftr3 heavy cavalry protect the castle; the rest are hardy War1-2 colonists); Isolated (human 82% [some Tharbrian and Altanian], half-orc 8%, half-elf 5%, other 5%). *Authority Figure:* Landru, male human N Ftr5. *Important Characters:* Korli, female half-orc N Ftr7 (leader of Landru's guards); Teras, male human N Ftr2/Ari1 (grandson of the last lord of Horaja)

Lord Landru wages a lonely fight against the orcs of Horaja. While having the strength to defend his lands, he cannot hope to defeat them. The castle has survived many assaults from orcs and Skandiks. Ten years ago, an elderly nursemaid arrived with a young boy named Teras, the grandson of the last lord of Horaja. Lord Landru hopes to use the boy to help form an alliance and drive off the remaining orcs. Unlikely allies, a band of half-orcs with a grudge against their Horajan masters aid them.

5010 Sharks (EL 9): This school of **13 large sharks** (CR 2; hp 38 each) is happy to follow any ship traveling on the ocean, eating any of the trash and debris thrown overboard, and attacking any other fish that might come after the ship for the same reason.

5011 Isle of Xetaria (EL 13): A lush and beautiful island provides shelter for a small community of mer-elves. There are **95 mer-elves** (CR 1/2; hp 4 each), accompanied by **15 children** (CR 1/2; hp 2 each, noncombatants). The settlement is defended by **10 veteran mer-elf warriors** (War3; CR 2; hp 25 each; coral armor, longspear, net), **5 mer-elf sergeants** (War5; CR 4; hp 29 each; coral armor, longspear, net) and their leader **Nathlys** (Male Aquatic Elf Ftr7; CR 7; hp 56; coral armor, *longspear +2,* net). Though most of their time is spent in the water, they do enjoy walking around the island and admiring its beauty. Their leaders are happy to trade with elven visitors but distrust and flee from humans. They have accumulated 5,000 gp, 5,600 sp, 600 pp, a *ring of protection +1, 2 potions of cure moderate wounds* and a *wand of daylight*.

5015 Isle of Verchiona (EL 8): A ruined temple dedicated to a long forgotten god can be found here. Though the temple is in disrepair and seems to have been looted of any valuables, six bejeweled statues line the walkway from the temple. They do not show the signs of age the temple does. If any one of the statues is touched, all six animate and attack would-be intruders. Treat the statues as **six medium animated objects** (CR 2; hp 32 each). They are worth 600 gp each once defeated.

5018 Isle of Sydaria (EL 10): This island has sparse tree growth and very few signs of life can be found here. Offshore from the island a **pod of whales** (CR 5; hp 126 each) make their lair. Scholars contend these whales were once human nobles that were polymorphed into their current state for their evilness and cruelty.

5019 Isle of Bargurir (EL 9): This rocky island seems to thrust straight from the waters. Very little vegetation and wildlife can be seen or found on this island. Water is scarce, but not impossible to find if a person has the patience to partake of such an endeavor. High in the cliffs of the jagged mountains to the east, a group of **5 minotaur lizards** (CR 5; hp 60; as normal giant lizards, except 8 HD and horn attack for 3d6+3 damage) make their lair.

5019 Caved-in Cistern (EL 7): Desperate mariners may discover that fresh water can be obtained from the cistern on this mostly uninhabited island despite its semi-ruined state. Unfortunately, a perpetually hungry **umber hulk** (CR 7; hp 68) also sates its thirst at this ancient stone structure.

5030 Tower of Saradon (Citadel): Magical; AL N; TL 4; 100 gp limit; Assets 500 gp; Population 152 (38 Ftr2 guards and 2 Wiz2 apprentices help Saradon; the rest are his Com1-3 or Exp1-3 servants, the harem and mer-elves who guard his small warship); Mixed (human 75% [many Common Avalonian], mer-elf 15%, other 10%). *Authority Figure:* Saradon, male Avalonian N Wiz11/Alc3. *Important Characters:* Kernod Wel, male Common Avalonian N Wiz5 (apprentice); Xynaes, female Common Avalonian CG Wiz4 (apprentice).

Saradon came to the Isles of Ethereal Bells to research the many rare and unique plants. He has developed several unique alchemical elixirs and potions based on his studies. In the past decade he has grown friendly with the sea-elves of Bistan and obtained many components found only beneath the sea. The tower was originally built by a Viridian wizard exiled from his home city. The carved stones, the ritual bathing pool and the (unexplored) seven-level dungeon all bear the marks of his civilization.

5104 Coal Mine (EL 5): Gurbag and Grok, **2 wereboars** named **Gurbag** and **Grok** (CR 3; hp 22 each) make something resembling a living for themselves by mining coal out of a cave here to sell to the orcs of Horaja. They are not evil, but will defend their own, and don't at all mind a good fight if it should come to that. They speak orcish and common. Their cave contains picks, shovels, 627 sp, 2238 cp, and 3 scrolls (obtained from the corpse of an obstreperous wizard who made a bony but adequate meal). The scrolls each contain one spell, *levitate*, *arcane lock*, and *sleep* respectively.

5116 Isle of Zueringi (EL 16): From a tall, bleak tower piercing the night sky, **Zueringi** (male Ghinoran Sor12; CR 12; hp 43; AL CE; Str 8, Dex 15, Con 12, Int 15, Wis 13, Cha 19; *wand of invisibility* (31 charges), *potion of charisma*, *potion of bull's strength*, *potion of cure moderate wounds*, *arcane scroll of 2 spells (lightning bolt* [x2]*)*, *arcane scroll of 1 spell (enervation)*, *ring of protection +1*, 3 daggers) works his evil sorcery. He is very evil and has an obsession with death. Most of his time is spent in his laboratory researching ways to strengthen his undead minions. A graveyard surrounding his tower provides him with his subjects and of course when those run dry there are always pesky adventurers lurking about somewhere. Currently, he commands **144 medium zombies** (CR 1/2; hp 16 each) and **62 large zombies** (CR 1; hp 29 each). Thanks to his research, all undead under his command have +4 Turn Resistance and rudimentary intelligence. Locked in a chest and hidden in Zueringi's bedchamber is his treasure: 200 pp, 5800 gp and two *elixirs of vampirism* (a mixture of human blood and esoteric spices, it turns intact corpses into vampires).

5117 Isle of Blue Rest (EL 9): This small island is home to three beautiful witches – **Tresh** female Altanian Wit9; CR 4; hp 21; AL N; Will +6; Str 11, Dex 14, Con 10, Int 12, Wis 15, Cha 14; sickle, pouch with 200 gp), **Kylen** (female Altanian Wit8; CR 4; hp 27; AL N; Str 12, Dex 10, Con 12, Int 11, Wis 14, Cha 12; scimitar, pouch with 250 gp.) and **Rhyne** (female Altanian Wit6; CR 4; hp 24; AL CN; Str 11, Dex 13, Con 11, Int 13, Wis 14, Cha 16; quarterstaff, pouch with 175 gp). They live in a small hut near the center of the island. Small crops grow behind the red and white hut. They will care to the needs of strangers in exchange for stories of their adventures and the goings-on of the outside world. In their small hut, locked away in a chest the witches have 8,000 sp and a *scroll of cure light wounds*.

5128 Lost Highway: An ancient concrete road stretches across this part of the Isles of Ethereal Bells. What ancient cities it went to, or who built it, are questions lost to the mists of time.

5132 Nixies (EL 5): A group of **4 nixies** (CR 1; hp 3 each) frolic about, singing songs and playing in the water. Easily frightened, the nixies tend to dive beneath the surface and hide while ships pass by. In rare instances, they meet and communicate with passing sailors, usually only speaking to elves. One of the nixies wears a small pearl ring on her left thumb (a *ring of swimming*) that she might be willing to surrender in a contest of songs and stories.

5225 Merman Hunters (EL 4): A hunting patrol of **8 mermen** (CR 1/2; hp 5 each) passes through the ocean here, searching for easy prey. The mermen do all of their talking from the sea and rapidly dive beneath the surface if any threats are made. The six hunters have a total of 400 gp worth of small pearls and coins between them.

CHAPTER NINE
EBONY COAST

Revelshire is the most active city on the Ebony Coast, a relatively rich and peaceful region. The vast forest lands of the region are known as the Emerald Woodlands by northerners and Emrival the Great by southerners. Rich deposits of coal, peat and petroleum enriches many areas in this region. Ambitious lords have extended the road network to link towns producing kegs or barrels of burning rock and black gold. The region is maintained peaceful with many patrols. Many farms and rural estates dot the lands in this peaceful region.

The Ebony Coast is a crossroads, with many different races of humans. Many are of mixed extraction, and there are communities of Ghinorans, Gishmesh, Antillians and far-traveling Skandiks. Some Alryans live in the region's cities. In the south, especially on Moonstone and Blackwell Isles, the Karakhan, masters of a vast empire to the east, maintain twin outposts and conduct trade with the folk of the Wilderlands. A number of Karzulun tribesmen (see Tarantis) maintain settlements in this region as well.

The weather is especially wet during the spring and early summer, as rivers swell and often overflow their banks. Winters tend to be mild, with occasional soaking rains, but heavy snows in the highlands are not uncommon.

GEOGRAPHY

All regions are Warm, Wet unless otherwise noted.

Blackwell Isle: Dry-docks cover portions of this isles coastal waters, providing maintenance and refit for many vessels, especially those of the ruling authority, the Karakhan satrap-governor of Moonstone Island. Many visitors, tourists, retired military personnel, mercenaries and adventurers flock here for the excellent climate and relaxing lack of danger, providing an advantageous point for recruiting personnel for quests, adventures, and military endeavors.

Buckhorn River (Rough Aquatic): A strong but shallow river, the Buckhorn feeds the hills east of the Shimmersink Marsh.

Dragondome (Rugged Mountain, low peak/high pass): The appearance of this mountain is that of a vast dragons head. The entire southern peninsula of the Ebony Coast can see and be seen from its summit. It use as a landmark and directional device is very common. Some claim that the mountain is actually the petrified remains of a gargantuan dragon's egg. Other sages believe that it is not a dragon egg at all but some giant creature destroyed prior to the Creation. **Encounters:** condors, griffons

Lofty River (Calm Aquatic): The lofty flows up from the coast into the hills around the Dragondome. How the river flows uphill, no one is certain.

Moonstone Island: Merchants flock to this island to participate in the burgeoning export trace in exotic silk tapestries. Many of the island's silks are enchanted to sparkle in darkness and the tapestries change scenes every dawn, but lose their enchantments if they touch the ground. The penalty for laborers who allow the goods to touch the ground and ruin the enchantments before sale is death by hanging. Profiting greatly from this ongoing trade is the Kingdom of Karak. Protecting these waters, the trade activity, and of course the taxes collected is a Karakhan naval base, ruled by a satrap-governor and his small force of mercenaries.

Sand Creek (Calm Aquatic): This 20 mile waterway is strangely free of major rocks or debris. Its bed is composed of very fine sand.

Shimmersink Marsh (Swamp): This vast wetland is home to a tribe of advanced lizard folk, as well as crocodiles and loathsome monsters that live in its many sinkholes. They communicate with the people of Gyleswood, and

occasionally trade with them as well. Will o' wisps are found along the southern boarder of the swamp. **Encounters:** chuul, giant frogs, leeches, slimes and oozes

Starlight River (Calm Aquatic, Busy): This deep river splits the vast forest east of Matansar, and continues on through Revelshire to terminate in the east. The river is wide and deep enough to allow ships to travel up to Revelshire.

Thunder River (Stormy Aquatic, Perilous): This wild rushing river crashes and roars for most of its 30+ miles. At its northeastern ends, it calms down to feed the boggy lands surrounding the river.

Specific Locations

0509 Sea Snakes Lair (EL 9): The rotting hulk of a merchant caravel marks a shallow reef here. The caravel was the victim of the reef's scaly residents, **12 large sea snakes** (as giant banded krait*, CR 2; hp 13) The sea snakes lurk in the bowels of the ship and are attracted by heavy vibrations. More than one ship has sent a skiff or dingy here in search of treasure to only awaken the numerous fanged horrors. In the bowels of the half-sunken caravel are five crates of gold bars stamped with a wolf head crest. The 25 bars are worth 300 gp each.

0527 Isles of the Bestiaries: A mostly sandy landmass, covered by moss and bushes with a few stands of trees scattered about, this island is home to a great variety and quantity of game birds. The birds rarely venture to the central cluster of hills, where can be found every variety of beast and monster normally encountered above ground. These creatures are prevented from attacking or being attacked by any creature of medium size or larger by an incredibly potent enchantment placed here long ago.

0602 Kaldrin's Islands: Streams of clear running water grace great stands of cedar trees, providing this island with the appearance of lushness. A serious imbalance in the food chain here due to overpopulation of all the inhabitants - pythons, boa constrictors, giant shrews, Sumatran rats, or tigers (add stats/reference) - causes all inhabitants to attack new comers with no warning nor provocation in an attempt to satiate their hunger.

0615 Holkham Isles (EL 14): A dry, tropical climate pervades this sandy isle, which is covered with deep wind blown grasses, weeds, and a few trees. An abandoned desert village is the sole indication of any previous inhabitation, a location now the home of **45 giant wasps** (CR 3; hp 32) living in the remaining ruins.

0704 Firecast Island: A fertile growing region covers most of this island, making it a perfect place for cultivating the naturally growing herbs, olives, and dates. These items are popular trade goods, encouraging merchants stop here in the hopes of concluding a profitable deal. Besides the small group of humans who grow and harvest the bounty grown here, a number of **jaguars**** (CR 3; hp 26 each) and **miniature bears** (as black bears; CR 2; hp 19 each) make up the rest of the population. The bears are perfectly normal except for being small sized. The jaguars have a peculiar orange-red aura surrounding them, a side effect the result of feasting on the indigenous bears.

1119 Giant Crabs Lair (EL 8): Near the bottom of the sea is the top half of a large lava tube. The tube was exposed and opened long ago. A merman sea prince buried a small trove in the tube. Using his powers, he summoned **6 monstrous crabs*** (CR 2; hp 16 each) to guard it. The crabs lurk about the tube waiting for anyone to touch the mound of volcanic rock that covers the trove. The trove itself is a giant oyster shell with 175 pearls inside. Each pearl is small and worth 10 to 60 gp.

1414 Lair of Sea Turtles (EL 14): Leaving behind their natural enemies, the arachnids of Blackwell Isle, a large group of **7 giant sea turtles** (see below) settled in these calm waters long ago. Surfacing only at night, the sea turtles view any ship that passes through the area as a potential threat and attack any that lurk for too long. The turtles migrate in the spring and spawn on the Isle of the Crosslets.

Giant Sea Turtle: CR 9; SZ H Animal [Aquatic]; HD 15d8+75; hp 142; Init +2; Spd 10 ft., swim 30 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-flippered 16; BAB +7; Grap +22; Atk/Full Atk bite +16 melee (2d6+10); Space/Reach 20 ft./10 ft.; SA capsize (as a dragon turtle); SQ scent; AL N; SV Fort +14, Ref +7, Will +6; Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

1806 Winged Hare Island: This rocky and mountainous island is inhabited by a species of semi-intelligent, winged hare that makes its burrows in the rocky cliff sides. Legend holds these curious creatures are the result of a long dead mage's attempt at creating an unusual version of rabbit as a child's pet or for use in the laboratory. Many waterfowl also populate this area, including various types of cranes and pelicans.

1907 Isle of the Crosslets: Hazardous rocky reefs ring this island, making it a dangerous prospect for landing upon. Every night, crawling out from various crevices and holes come multitudes of normal insects and spiders of all types; black widows, tarantulas, bird spiders, wolf spiders, and more. However, this unusual behavior provides a resource to those that can collect it - a rich and profitable source of spider silk from the incredible number of webs left behind.

2021 Tritons Lair (EL 10): Wary of the settlements on Blackwell Isle, the Bluefin clan of **7 tritons** (CR 4; hp 16 each) use this post to keep track of the activities on the island. For reasons long forgotten, the citizens of Wayfair rebuffed the Bluefin clan. Now the Bluefin clan patrols from a rocky outcropping that is nearly invisible in the rough sea. Occasionally the guardians send a spy or two ashore to trade or gather information. The remaining clan members trade only in their undersea silver coin. They have hidden 4,381 sp in a depression in the outcropping.

2209 Nest of Dragon Turtles Lair (EL 12): The vile whalers from Popinjay and Finsbury Fields speak in hushed whispers about this exceptionally green area of sea. Near the bottom in a mud and stone "hut" live **3 dragon turtles** (CR 9; hp 138 each). All three view the whalers as scourge upon the sea and patrol a 30 mile area around their unusual lair. One is always in the "hut" guarding their large trove — 400

pp, 3,100 gp, 18 gems worth (1d10 gp each), a *potion of cure light wounds*, a *scroll of bull's strength*, a *scroll of burning hands*, a *scroll of change self*, a *scroll of fireball*, a *scroll of summon monster III*, a *wand of darkness* (19 charges), a *wand of levitate* (39 charges), and a *wand of shocking grasp* (31 charges).

2225 Wayfair (Small Town): Non-Standard; AL CG; TL 3; 800 gp Limit; Assets 49,900 gp; Population 1996 (Able bodied 499); Mixed (human 81% [mostly Karakhan and Elritorn], elf 16%, halfling 3%); Resources: Timber. *Authority Figure:* Alwdeth, male Karakhan CG Ftr7. *Important Characters:* Pyotr the Wayfarer, male Elritorn CG Ftr5 (woodworker); Slean Cynricson, male human NG Ftr4 (woodworker); Athelstan Aldergrove, male Elritorn CG Clr6 (runs the Community Warehouse, priest of Teros); Edric Cedarheart, male human LG Com2 (caretaker of the leadership house); Jermija the Beaver, male wood elf CG Ftr3 (runs the sawmill).

Wayfair has been long known for harvesting exotic local woods from the locally managed tree farms and the nearby forest. A small community of Dunael woodsfolk from the far west has been brought here to aid in overseeing the harvests and assist with preparing the wood. Wayfair's wood is used in furniture and fancy ornamentation for expensive houses. Lately, there have been reports of a blight starting to infest the local trees, which could be an aftereffect of some of the religious auras pouring out of Blackfriars.

2225 Blackwell Keep (Citadel): Non-Standard; AL CG; TL 4; 100 gp Limit; Assets 763 gp; Population 244 (31 infantry Ftr1-3 and 30 levy archers War1-3 make up Majid's defensive force; the remainder are Ari1-3 nobles and officials of the satrapy, Exp1-3 craftsmen, surveyors, builders and merchants or Com1-3 peasants and villagers; Mixed (human 100% [mostly Karakhan]). *Authority Figure:* Majid of the Eight Faces, male Karakhan CG Clr4 (Teros). *Important Characters:* Hrypa Saberwielder, male Karakhan CG Ftr6 (Captain); Aart Macewielder, male human NG Ftr3 (sergeant); Egor the Lion, male Karakhan N Ftr3 (sergeant).

Majid is here to represent the satrap and has a small force to protect the island. Majid is concerned about the village of Blackfriars. Blackwell Island is ruled by the satrap-governor of Moonstone Island and provides dry docks for the maintenance of all types of vessels. The excellent climate attracts tourists, retired military personnel and mercenaries.

2226 The Wheel: A large grinding wheel is all that remains of a once prosperous mill. Beneath the sand-covered wheel is the skeleton of a hill giant and a corroded hammer of iron.

2327 Wild Camels Lair (EL 6): Beyond the forest south of Wayfair is a small barren area on Blackwell Isle. Long ago, a merchant wanted to corner the market on the exchange of pearls and timber between Wayfair and Blackfriars by avoiding the numerous bandits on the south portion of the island. Thinking that traversing the barren land would afford him a shortcut, he imported a team of **7 camels** (CR 1; hp 19 each). Unfortunately, bandit spies reported his bragging. The merchant and his caravan was slain. The beasts have become wild and their bites are often rabid.

2414 Merfolk Lair (EL 8): The Blackspine are a twisted group of **125 merfolk** (CR 1; hp 5 each). For centuries they have lived in Blackspine castle in the bottom of the sea near a magma vent. The vent forms a "moat" around the castle. The truth is that the tribe is inbred and they fear any outsider, especially other merfolk who may pollute their bloodlines. The Blackspine's prized possession is a giant gold key inlaid with gems. The leader of the clan, **Sixfingers** (Male Merfolk Ftr5; CR 5; hp 32; trident, heavy crossbow, 20 bolts, coral armor, gold key inlaid with gems [1,100 gp]) proudly wears the key.

2426 The Castle in the Swamp (EL 1): A partially collapsed and sunken castle juts out of a marshy glade. **Three hobgoblins** (CR 1/2; hp 5 each) have occupied the damp main hall. The dungeons below are filled with water. Within a vault in the dungeons, are a *helm of opposite alignment* and a *+1 chain shirt* worn by a long dead ruler.

2529 Shedu Lair (EL 9): In the shadow of the high southern mountain on Blackwell Isle, a pair of noble **shedu*** (CR 7; hp 76 each) live peaceful lives. Feared by the men of Blackfriars, the couple tends a small forest of trees hoping that one day with nurture the trees will return to the southern part of Blackwell where long ago they fell to the greedy axe of Blackfriar men. Buried near a particularly large birch tree is: 1,300 gp, *potion of cure light wounds*, *scroll of flame blade*, *scroll of levitate*, *scroll of magic weapon*.

2530 Wesbirth Castle (Castle): Conventional; AL N; TL 5; 100 gp Limit; Assets 400 gp; Population 128 (20 marines Ftr1-3 and 12 archers War1-3 make up the garrison; the remaining 96 are Com1-3 peasants and laborers or Exp1-3 sailors, merchants and engineers); Mixed (human 87%, half-elf 11%, halfling 2%). *Authority Figure:* Baroness Aevira Morituba, female Bardik N Brd10. *Important Characters:* Boris Vastmer, male human NG Ftr9 (Captain, retired admiral, hero of battle for Kesal Run); Karayan, male human N Ftr7 (lieutenant); Zorion the Red, male half-elf CN Wiz7 (advisor to Aevira).

Located at the base of Bragich Peak, Wesbirth Castle is a naval lookout station. Boris Vastmer commands a small force of 20 marines. The baroness inherited the castle when her husband passed away. She is not only a gifted singer, but also plays the harp and other instruments.

2612 Lair of Giant Fish (EL 6): The **giant caribe*** (CR 1; hp 13 each) of these waters are a rarity. Hunted nearly to extinction, few are found in this area anymore. These fish have gone unnoticed because no one approaches this close to the strange fox hermit on Enfield.

2614 Enfield Fox Island (EL 17): For a heavily forested and hilly island, this island seems incredibly well suited inhabitation. If it were not for the current occupants this would be true. These occupants being a large troop of **10 foxes*** (CR 1/3, hp 4 each) led by a large red fox who in reality is a shapechanging hermit wizard, one preferring the name **Lexxor Red Tail** (Male Human Wiz17; CR 17; hp 68; AL NG; Str 10, Dex 16, Con 13, Int 23, Wis 12, Cha 8; *+1 quarterstaff, amulet of natural armor +2, ring of protection +2, gloves of Dexterity +2, bracers of armor +5, scroll of 3 arcane spells [Bigsby's clenched fist, horrid wilting, lightning bolt], wand of lightning bolt* [27 charges, caster level 9th], *headband of intellect* [+4])who prefers the company of his animal friends over that of other humans and humanoids, fighting those that threaten the well being and safety of his animal charges.

2627 Blackfriars (Village): Non-Standard; AL CE; TL 5; 200 gp Limit; Assets 7,325 gp; Population 1172 (Able bodied 293); Mixed (human 75% [some Elritorn], half-elf 23%, halfling 2%); Resources: Pearls. *Authority Figure:* Koptberic, male human CE Ill3. *Important Characters:* Turtle Scurson, male human NE Rog4 (pearl diver); Cadmon Blackling, male Elritorn CE Clr5 (Harmakhis); Jermija the Red, female Elritorn NE Ftr2/Rog1 (pearl shop owner); Arnor Macethrower, male Skandik CE Ftr3 (mans the look out tower)

This village earned its well deserved name when the followers of Harmakhis settled at this location on Blackwell Isle after being banished from Petrashelt for insulting the local dwarven deity in front of the town leader, Khowdeth. The insult is so great that a price has been placed on Koptheric's head and those of his followers. Some members of the local order have been secretly gathering pearls from the nearby bay in hopes of buying off Khowdeth, knowing full well how much dwarves prize treasure.

2628 The Burial Ground (EL 4): A cairn covered by a thicket conceals the eternal resting place of three ancient heroes. Within each sepulcher is a silver dagger, scimitar, and a box filled with moldy tobacco. **Three medium vipers** (CR 1; hp 9 each) will drop upon any intruder(s) from cracks in the arched roof.

2715 Korporacan Cays (EL 1 to 5): Decrepit and crumbling, located on the smallest isle, an old lighthouse is visible at a distance. These lush islands contain extensive lowlands, home to a surprising number of game creatures. Tiny bands of **redcap gnomes†** (CR 1; hp 4 each) are often encountered on this island. The major danger facing those landing here, including persons restocking supplies, is the occasional pocket of quicksand. Hidden deep in the vegetation of the lighthouse isle is a 4-foot tall jade statue worth 2,500 gp – gathered by the redcaps from an old shipwreck years ago. Taking this statue certainly brings the ire and even attacks by those redcaps nearby.

Quicksand: CR 1; DC 12 Reflex save or DC 12 Wilderness Lore check avoids; DC 12 Spot. *Note:* A creature falling in to quicksand must succeed at a Swim check (DC 15) to move close enough to solid ground to extricate himself or be pulled free. If the swim check fails by 5 or more, the creature sinks deeper in the quicksand and the Swim check DC increases by +2. Each time a Swim check is failed, the DC increases by +2. Three successful checks are needed to reach solid ground and a Strength check (DC 15) is needed to pull free of the sand. Two failed Swim checks means the victim slips under the surface of the quicksand and begins drowning.

2803 Popinjay (Village): Non-Standard; AL CG; TL 3; 100 gp Limit; Assets 2,025 gp; Population 648 (Able bodied 162); Mixed (orc 65%, half-orc 20%, ogre 15%); Resources: Market. *Authority Figure:* Uzhirkoris, male orc N Clr7. *Important Characters:* Erugar, male orc CG War6 (guard); Gurt, male orc CG Clr6 (Mesha); Erulo, male half-orc NG Sor3 (sells salves and remedies in the open air market); Ridash, male half-orc CG Ftr4 (owner of the Sugared Meadcup and militia captain)

This loose collection of orcs, half-orcs, and ogres settled on this remote peninsula to worship in seclusion and meditate on the wisdom of their goddess Selanii. There have been reports from several ships that the lighthouse normally maintained by the village has grown dark and there is concern over what might have befallen it. The market thrives on smoked boar and syrup made from the sap of maple trees.

2803 Strongblade Citadel (Citadel): Conventional; AL CG; TL 4; 100 gp Limit; Assets 1,175 gp; Population 376 (42 warriors War1-3, 30 shortbowmen War1-2, 17 guardsmen Ftr1-3 and 7 ogre guards Ftr2s make up Athelstan's defense forces; the remainder are Com1-3 villagers and herdsmen, Exp1-3 shopkeepers and merchants or common orcs and ogres); Mixed (orc 56%, human 19%, half-orc 14%, ogre 11%). *Authority Figure:* Athelstan, male human LG Pal7 (Mesha). *Important Characters:* Herjolf Harald, male human NG Ftr5 (captain); Warian Greenshield, male Altanian N Ftr4 (sergeant); Aart Blackeye, male orc CG Ftr4 (orc sergeant).

Athelstan serves his goddess Mesha by protecting this group of orcs and ogres from evil influences as they serve the cause of good, especially from the elves of Finsbury Fields. Captain Harald wonders how he ever got involved protecting orcs from elves. His command is a motley crew of orcs and ogres. His Altani and orcish sergeants are often found arguing over commands.

2831 Demi-Sea-Hog Isle (EL 5 to 10): Once beautiful and picturesque, this island is a husk of its former beauty, hosting a recently abandoned fort that once served as a naval supply point. Now, instead of having people going about their personal business after a hard days work, the evenings find hordes of repugnant and horrifying amphibious tusked boars, known to sailors as Sea-Hogs, sweeping this isle, devastating it more each night as one expects swarms of locust to do. A typical night encounter with some of this horde involves **3d8 sea-hogs** (see below) all which attack on sight, more coming to the commotion, attracted by any noise or light from the PCs.

Sea-Hog: CR 2; SZ M Animal [Aquatic]; HD 3d8+9; hp 22; Init +0; Spd 20 ft., swim 30 ft.; AC 16 (+6 natural); BAB +2; Grap +4; Atk +4 melee (1d8+3, gore); SQ amphibious, darkvision (60 ft.), ferocity, light sensitivity; AL N; SV Fort +6, Ref +3, Will +2; Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4.

Skills: Listen +7, Spot +5.

Amphibious (Ex): Sea-hogs can breathe on land as well as in water.

Ferocity (Ex): A sea-hog is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Light Sensitivity (Ex): Sea-hogs suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

2901 Minotaur Tribe Lair (EL 8): Living in the catacombs of a long forgotten temple ruin, a tribe of **5 minotaurs** (CR 4; hp 39 each) have made a home. Feeling their fleeting sanity slipping, the unlit corridors and maze

of tombs and vaults bring them comfort. The minotaurs know little of the temple and wandered into it less than a year ago. Hidden in one of the large vaults is a statue of a forgotten deity cast in platinum. It is worth 250 pp.

2932 Upotryll Island: Over **100 Karak soldiers** (War1; CR 1/2; hp 5 each), **50 craftsmen** (Exp1; CR 1/2; hp 4 each) and **150 laborers** (Com1; CR 1/2; hp 3 each) live in camps on this lush island. Their task – constructing a new Karakhan fortress at the entrance to a natural harbor – keeps them quite busy. Anyone stopping here is approached, hired or pressed to either help with the construction of the fortress or the gathering of water and provisions in the wilderness areas of this island.

3001 Stairway to Heaven: An ancient staircase is set in the side of a 60-foot hillock. Immediately upon scaling the stairs, anyone climbing the stairs (unless a LG wizard) is *teleported* to the foot of the staircase (no save). At the top of the staircase is a sealed stone crypt of a long-dead wizard. Inside the crypt is the body of the wizard, still wearing his *white robe of the archmagi*.

2901 Minotaur Tribe Lair

3004 Finsbury Fields (Small Town): Non-Standard; AL LE; TL 7; 800 gp Limit; Assets 41,500 gp; Population 1,660 (Able bodied 415); Mixed (elf 75% [mostly high], half-elf 15%, human 15%); Resources: Fish. *Authority Figure:* Elriyone, male elf [high] LE Ftr4. *Important Characters:* Qoenwan, male elf [high] NE Ftr5 (tavern owner); Glum Ironblade, male human LE Ftr3 (netmaker); Selwyn Aldergrove, male elf [high] LE Clr2/Exp2 (boatwright, priest of Armadad Bog); Gworenydd, male elf LE Rog3 (fishmonger)

The fishermen of this village ply the waters off the Ebony Coast providing fish for settlements all over the region. Recently, some of the fishermen reported a strange reddish color in the most abundant fishing waters and the supply of fish has begun to dwindle. Giant water snakes are seen more often than usual. Lord Elriyone has posted a reward for any sea mage or sage who can explain this disturbance.

3024 Pine Inn (Citadel): Conventional; AL N; TL 6; 100 gp Limit; Assets 1,150 gp; Population 368 (60 hired guards War1-3, 24 mercenary archers War1-3, 8 bouncer-guards Ftr2-4 guard the inn and its patrons; the remainder include Com1-3 villagers, servants, cooks and other staff, Exp1-3 skilled servants and staff as well as guests of every imaginable nationality, class and level); Mixed (human 90%, elf 5%, halfling 3%, dwarf 2%). *Authority Figure:* Durnud Hughees, male Alryan N Ftr5. *Important Characters:* Bryn Skywatcher, male elf LN Rgr4 (head of security); Rio Orinopolis, male human LG Clr4 (Amlifos, politician).

Pine Inn is a fortified inn on the northern end of Moonstone Island. Durnud Hughees, the proprietor, has quite a sense of humor and is known for his practical jokes. Bryn is in charge of eight men who double as bouncers and guards.

3025 The Buried Idol: Within an ancient five-by-three-foot open sewer is a granite idol partially buried in mud. If uncovered, it can telepathically speak to anyone with a Charisma greater than 12, or anyone with psionic abilities. The idol offers to tell what type of creature the party will next encounter if the idol is washed and set upon a high place (hillock). The information given is 30% correct.

3032 Isles of Opinicus: Very rocky, cliff impeded, and reef-choked, these isles serve as the both a refuge and staging point for Prince Mabzevar (male Karakhan Ari4/Sor4, CR 7; hp 28; AL NE; Str 11, Dex 15, Con 11, Int 12, Wis 12, Cha 16; *rod of rulership*), the exiled pretender to the Karakhan throne. A sea-cavern of gigantic proportions serves as his stronghold, one he sallies forth from to prey upon any merchant ships he can find, using them and their cargoes to build his war chest.

3125 Wyvern Lair (EL 10): The few ranchers in Henslow on the south part of Moonstone Isle are on vigilant watch for the marauding wyverns from the north. So far, stories of the ranchers' plight have fallen on deaf ears in Henslow. **Four wyverns** (CR 5; hp 59

each) live in a large depression resembling a lava cone at the top of the largest hill in this area. Beneath closely guarded eggs is their meager wealth still in the possession of the corpses of would-be heroes are 126 pp, 3 opals (100 gp each), and a *wand of summon monster II* (29 charges, caster level 5th).

3126 Lycanthropes Gang Lair (EL 8): Exiles from Popinjay, the lycanthropes who called themselves the Winter Wolves moved south to seek better fortunes. They lived for awhile in Henslow until their lycanthopic nature was revealed. They plan to raze the town and move on to greener pastures. They murdered one of the cattle ranchers at the edge of the small forest in this area and are using his house as their hangout. The gang includes **3 wererats** (CR 2; hp 5 each), **2 werewolves** (CR 3; hp 13 each) and their leader, the **weretigress Amaltha** (CR 5; hp 45). Hidden beneath a floorboard are 20,000 cp, a *+1 heavy mace*, a *scroll of invisibility to undead*, a *scroll of Mel's acid arrow*, and a *scroll of summon monster I*.

3127 Henslowe (Hamlet): Non-Standard; AL LE; TL 5; 100 gp Limit; Assets 1288 gp; Population 412 (Able bodied 103); Mixed (human 95% [mostly Elritorn], elf 5%); Resources: Furs. *Authority Figure:* Ganralet, male Elritorn, N Brd5. *Important Characters:* Dimitri Vanechkaski, male Elritorn LE Ftr5 (blacksmith); Edric Tigerhead, male Elritorn NE Rog4 (fur trader); Aart Blackeye, male elf LE Ftr4 (owner of the Pork n Pelt)

The Trappers of Henslowe provide furs from the nearby hills and forests for the traders in Bubbagar to process for market. Lately there have been rumors of a strange creature roaming the woods and some of the trappers are growing nervous. Wild boar packs attack more often and deer run away although they used to be unafraid of the trappers. A peculiar black flying squirrel is often seen near the traps.

3202 Griffon Lair (EL 6): On the plains north of Finsbury Fields a young **male and female griffon** (CR 4; hp 59 each) fight for survival. Feeding off both wild and domestic sheep in the area, the pair made a lair on top of a large rock formation. At the summit, the griffons made a small nest. Both are very protective of the lair because of the single large egg that is near hatching.

3208 Arunalisia (Hamlet): Non-Standard; AL LE; TL 7; 100 gp Limit; Assets 1463 gp; Population 468 (Able bodied 117); Mixed (orc 82%, half orc 10%, ogre 8%); Resources: Copper. *Authority Figure:* Elordhya, male orc LE Ftr5. *Important Characters:* Lar Axethrower, male orc War4 (innkeeper); Hallfred the Snake, male orc LE War3 (owns the smelter); Arshavir of the Seven Eyes, male half-0rc LE Sor5 (astrologer); Grema Lizardtooth, male orc NE Sag3 (mineral sage)

Arunalisia produces a large amount of copper ingots from the ore and barters them for much needed supplies. Of late, there have been grumblings among the local miners and the supply of copper ingots has slowed to a trickle due to price fixing tactics by traveling merchants. Elordhya, the High Grshnar, is threatening reprisals against the miners as he secretly insisted upon a huge kickback from the merchants and suggested the price fixing. Some miners have refused to work and their wives usually beat them with loud cursing in public.

3226 Lilliput Abandoned: In a crevice by a gorge is the deserted remains of a miniscule village (typical structures being around three inches high). The village is partially covered with dust and cobwebs.

3226 Kale Kala Temple (Castle): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 950 gp; Population 304 (20 halfling warriors War1-3, 20 halfling archers War1-3, 20 halfling scouts Rog1-3 or Rgr1-3 and 16 halfling hunters Exp2-4/Rgr2-4 constitute the garrison; the remainder are Com1-3 farmers, peasants and villagers or Exp1-3 hunters, trackers, merchants and craftsfolk); Mixed (halfling 70%, human 26% [some Tharbrian], elf 4%). *Authority Figure:* Rami Yakub, male halfling N Clr3 (Kale Kala). *Important Characters:* Shurik Overhill, male halfling N Rog4 (silk dealer); Brother Deri Pigfoots, male halfling LN Mnk4 (trap maker); Ami Bearfoots, female halfling N Ftr3 (cook).

Located outside of Henslowe, these halflings weave silk into fine garments and sell them in the village market. Derian hunts wild pigs in the nearby forest. They tend to stay to themselves, as they are not treated well by the human fur traders.

3305 Bugbear Lair (EL 8): At the site of an old human fort, a few remaining members of the Crushrock clan of **6 bugbears** (CR 2; hp 16 each) live out a meager existence. A group of bugbears recently abandoned the fort and made off with some of the clan's treasure (4409). Deep underneath the fort, the bugbears have their tribal trove: 1,120 cp, ivory statue (1,200 gp) and a silver pin with a griffon etched on it (1,200 gp).

3308 Fort Meanknot (Citadel): Conventional; AL CG; TL 4; 100 gp Limit; Assets 713 gp; Population 228 (20 warriors War1-3, 21 shortbowmen War1-2, 10 veterans Ftr1-3 and 6 scout cavalry Ftr1-3/Rgr1-3 make up the citadel's defense; the rest are Com1-3 farmers and peasants or Exp1-3 merchants, hunters, armorers, weaponsmiths and other citadel staff); Mixed (human 90% [some Tharbrian], half-orc 5%, dwarf 5%). *Authority Figure:* Ludvik Greenwood, male Tharbrian CG Ftr8. *Important Characters:* Torsten Blackcloud, male human NG Ftr6 (captain); Marisa Laseera, female human CG Bbn5 (sergeant); Adolphus Littlemorning, male human CG Clr5 (Brigit).

Fort Meanknot was built to watch over the orcs in Arunalisia in case they get troublesome. As production has slowed, Ludvik is planning to send troops into town in case of revolt. Several times in the last 10 years there have been pitched battles in the square.

3326 Bubbagar (Village): Non-Standard; AL LG; TL 6; 200 gp Limit; Assets 6,125 gp; Population 980 (Able bodied 245); Mixed (half-elf 69%, human 31%); Resources: Hides. *Authority Figure:* Khaisan, male half-elf, LG Sag7. *Important Characters:* Tellan Faranson, male human LG Ftr6 (innkeeper); Yervant of the Seven Eyes, male half-elf CG Rog5/Ftr2 (fur trader); Gaizkine of the Morning Kingdom, female half-elf NG Ftr3 (tanner); Reule Ghostmover, female half-elf LG Clr6 (Mithra)

Bubbagar serves as the main trading post on Moonstone Isle for the outside world when it comes to supplying furs and hides for commerce. Over the years the trading business has been very good, but as of late some of the trade has fallen off due to a reddish hue in some of the surrounding waters that sailors have become very wary of.

3327 Governor's Mansion (Citadel): Conventional; AL CG; TL 7; 100 gp Limit; Assets 513 gp; Population 164 (30

seasoned Karakhan fighters Ftr2-4 and 11 marines Ftr1-3/Exp1-3 defend the citadel and defend the satrap; the remaining 123 are Com1-3 peasants, servants and fisherfolk or Exp1-3 sailors, shipbuilders, servants, merchants and craftsmen); Mixed (human 81% [mostly Karakhan], half-elf 14%, elf 5%). *Authority Figure:* Satrap Reesaq Ru'op, male Karakhan CG Clr10 (Dorak). *Important Characters:* Fryst Wereson, male Karakhan Ftr9 (Admiral); Qwert Mustelkin, male Alryan CG Wiz7 (vizier); Asder Zeriax, male half-elf Ftr7 (captain).

This island is a naval base for the Kingdom of Karak and is ruled by Satrap Reesaq Ru'op, Governor of Moonstone Island. He has a small troop of mercenaries to whom he has given fancy titles. Silks and exotic tapestries are the principal exports.

3503 Bearfoot Castle (Castle): Conventional; AL CG; TL 6; 100 gp Limit; Assets 450 gp; Population 144 (36 warriors War1; remaining 108 are Com1-3s or Exp1-3s); Mixed (human 56% [mostly Ghinorans and Gishmesh, some Antillians], elf 34%, half-elf 10%). *Authority Figure:* Gleonvan, male half-elf CG Ftr10. *Important Characters:* Ivan Olegovich, male Ghinoran CG Ftr7 (captain); Cyrus of the Four Colors, male half-elf NG Sor9 (advisor); Moira Ayeekintosh, female gnome LG Alc5 (assistant to Cyrus).

Built in 4410 BCCC by Gleonvan, this small castle got its name from bear tracks that were found at the site. They are allied with the fisherman of Algiran, who provide fish in return for remedies and sophisticated items they cannot produce themselves. Cyrus and Moira make remedies and a few potions. Gleonvan enjoys leopard hunting and is often away on hunting trips with Ivan.

3528 Mandorla Island: This island's coastline is dotted with small cottages and homes of fiercely independent fishermen and divers. Although they dislike farming or the keeping of domesticated animals, their supplies for passing ships and companies are available and abundant.

3602 Dire Leopards Lair (EL 7): Three dire leopards (see below) are the virtual rulers of the food chain here. A single female with two male consorts spend many hours under a rare cottonwood trees on the lookout for prey. The actual den is in a cave obscured from site by the roots of a large cottonwood. The entire cave is full of hundreds of chalky white bones from a variety of species.

Dire Leopards: CR 4; SZ L Animal; HD 6d8+18; hp 45; Init +4; Spd 40 ft., climb 20 ft.; AC 17 (+4 Dex, +3 natural); BAB +4; Grap +15; Atk bite +10 melee (1d8+6); Full Atk bite +10 melee (1d8+6), 2 claws +5 melee (1d6+3); SA pounce, improved grab (grapple +14), rake (1d6+3); SQ scent; AL N; SV Fort +8, Ref +6, Will +3; Str 22, Dex 19, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +12, Climb +14, Hide +5*, Listen +6, Move Silently +9, Spot +6. *In areas of tall grass or heavy undergrowth, leopards receive a +8 racial bonus to Hide checks. *Feats:* Weapon Focus (bite, claw).

3702 The Battlefield: A partially burnt onager rests on its side on the slope of a bluff. Fifty arrowheads, 16 shields, and 12 spear points lie further down slope with at least 70 orc skeletons.

3805 Coatedale Keep (Citadel): Conventional; AL CE; TL 4; 100 gp Limit; Assets 1,075 gp; Population 344 (40 warriors War1-4; 30 Karzulun horse archers War 1-4; 16 Karzulun heavy cavalry Ftr1-3 make up the main defense force; the Karzulun can fight afoot if necessary; the remainder are Com1-3 tribesfolk, farmers and hunters or Exp1-3 artisans, craftsmen and guides); Mixed (human 90% [mostly Karzulun], troll 10%). *Authority Figure:* Geir the Saber, male Karzulun CE Rog5/Asn5. *Important Characters:* Aslak Oaksword, male Karzulun CE Bbn9; Bjorn Mongoosetooth, male Skandik NE Ftr7; Anaut the Ruby Wizard, male Alryan CE Wiz8.

Coatedale is little more than a wooden palisade. Geir is the local khan, allied with Hasan Ben Sober, the leader of the Karzulun tribesman (Tarantis, 5222). Most of his horse riders are Karzulun. They raid Gyleswood horse farms for their horses. Fierce fighters, they average seven feet in height, making them an ominous sight to behold.

3808 Gyleswood (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,825 gp; Population 584 (Able bodied 146); Mixed (halfling 80%, human 17%, elf 3%); Resources: Horses. *Authority Figure:* Jarkolb, male halfling, N Ftr3. *Important Characters:* Acennan Littleearth, male halfling N Ftr3 (Seed and grain store); Karlsefni Daggerbreaker, male halfling LN Ftr2 (Blacksmith); Byrtwold Littlecloud, male halfling NG Rgr2 (horse trader).

This tiny hamlet at the mouth of the Thunder River is well know for its horses, which are raised on the surrounding plains and sold at an annual market week. In recent days there have been reports of rustlers roaming the outskirts of some of the larger horse farms. The halflings specialize in short horses more suitable to their own stature. Karakhan traders often bid on mounts suitable as warhorses.

3810 Castle Jewelsace (Castle): Conventional; AL LE; TL 6; 100 gp Limit; Assets 638 gp; Population 204 (30 men-a-arms War1; 21 crossbowmen War1; remaining 153 are Com1-3s or Exp1-3s); Mixed (human 95%, orc 5%). *Authority Figure:* Alfred Hawkskinner, male human LE Ftr7. *Important Characters:* Karayan, male human LE Ftr5 (captain); Svein Clubbreaker, male half-orc NE Clr5 (Mawdorn); Thorstein the Club, male human LE Bbn4 (sergeant).

Alfred keeps trained hawks for hunting and battle as well as wolves that serve as guards to his manor. Alfred is quite cruel. When the High Priest of Amahs was sent to discuss his behavior he was never seen again. He keeps the skulls of his victims in his study. They form the table legs of his desk.

3905 The Movie Screen: A carved cliff filling an area 30 feet by 220 feet directs a vision at every third viewer. The vision portends an event in the near future (within a week) with vague and misleading details. Only the person receiving the vision can see it. The vision can be anything the judge deems appropriate.

3905 Fire Elemental Lair (EL 9): A geyser of steam rises from the forest every second day at noon. Deep within the geyser lurks a **greater fire elemental** (CR 9; hp 178) who ventured to the spot long ago from the Demon Empire. The beast of fire rarely lurks above the 15-foot high conical rock that surrounds the geyser except when provoked by the inquisitive.

3907 Rocs Nest Lair (EL 14): On a sheer granite 200-foot overhang above the Thunder River, a flight of **5 rocs** (CR 9; hp 225) built a great nest. The gigantic birds can be

seen from leagues away, circling gently in the calm winds in the area. The citizens of Gyleswood often observe a roc that hunts near their domain. Three nests sit on the canyon wall at various heights. The rocs usually leave smaller prey such as men alone. Any beings nearing the nests are attacked by a guardian roc and fed to the hatchlings.

3911 Wolves Den Lair (EL 8): The farms south of Gyleswood are terrorized by a particularly blood-thirsty pack of **11 wolves** (CR 1; hp 13 each). Led by a large black and white female that has a tear in her lips, the wolf pack moves about as far southeast as Revelshire and north to the Thunder River. Although the pack hunts nightly, during the day they rest in a small cave near the shore. The surrounding scrub does little to hide the pile of rocks that forms a dome for the wolf pack.

3925 Little Vardane (Village): Non-Standard; AL CG; TL 5; 200 gp Limit: Assets 6,400 gp; Population 1,024 (Able bodied 256); Mixed (elf 83% [mostly high, some wild and southern], half-elf 9%, human 8%); Resources: Horses. *Authority Figure:* Dargon, male elf [high] CG Ftr6. *Important Characters:* J'ron Nibal, male elf [high] NG Ftr5 (Blacksmith) Tosya of Emenets, female elf [wild] CG Rgr5 (Horse trader); Besyrwan Whitepike, male half-elf CG Wiz3 (dry goods store); Ronan Permishuble, male elf [southern] CG Clr4 (Dorak); Celondir, male elf CG Ftr4 (Innkeeper)

Little Vardane is a source of high-quality, swift horses. In recent days there have been reports coming in of mange spreading thru the herds of horses and those herds closest to the forests were stricken first. Traders refuse to sell the best horses except to nobles.

4010 The Slimy Carriage (EL 13): In a thicket stands the slime-covered carriage of the High Priest of The Slime Lord. Evil runes are carved all over the carriage. The carriage is gold-plated and is inhabited by **20 giant wasps** (CR 3; hp 32 each). The huge nest conceals the bones of a halfling and two dogs. An astrolabe lies on the seat.

4014 Zev's Retreat (Citadel): Conventional; AL N; TL 10; 40 gp Limit; Assets 138 gp; Population 76 (19 guards War1; remaining 57 are Com 1-3s or Exp1-3s); Mixed (human 90%, elf 10%). *Authority Figure:* Zev Jesuiniel, male Astari N Sag13. *Important Characters:* Emil Moonfish, male Lunari N Wiz3/Exp2 (astronomer); Rurik the Cat, male Liowan N Brd4 (secretary); Karolek the Coon, male raccoon N (hp 2 companion).

Zev is an old sage. He has built this astronomy school with his companions. He has 40 students at present. Specializing in navigation and astronomy, he has a small skiff that he rows out often at night to observe new constellations. Emil makes telescopes and other astronomical devices.

4016 Matansar (Village): Non-Standard; AL LG; TL 4; 200 gp Limit; Assets 6,825 gp; Population 1,092 (Able bodied 273); Mixed (human 79%, half-elf 19%, elf 2%); Resources: Silk. *Authority Figure:* Froryezm, male human, LG Ftr5. *Important Characters:* Thjostolf the Weasel, male human NG Rog2/Ftr2 (silk merchant); Dima Tosyaovich, female Elritorn LG Ftr6 (Innkeeper); Artus Wilymover, male human LG Exp4 (Scribe).

This small village near the mouth of the Starlight River is well know for the fine elven silk that is produced within the nearby confines of the nearby woods. Only a small group of elves knows where the silk comes from and how to turn it into the fine cloths sought after even from afar. Lately there has been a strange fungus affecting the leaves of the mulberry trees used to feed the silk worms and the elves have become very concerned about this threat to nature. Silk makers are seeking a mercantile mage or alchemist to expand the selection of colors.

4024 The Vine-Covered Vault (EL 3): An amethyst broach worth 2,100 gp is buried beneath the flagstone entrance of a vine-covered vault. Within the vault are a **huge viper**, (CR 3; hp 24) two longswords, 3 gp, and an empty sepulcher.

4025 Equestrian Castle (Castle): Conventional; AL LG; TL 5; 100 gp Limit; Assets 825 gp; Population 264 (Able bodied 66); Mixed (elf 80% [mostly high and wood], human 18%, other 2%). *Authority Figure:* Gildas Warienson, male elf LG Clr6 (Cilboreth). *Important Characters:* Marina Plat, female Karakhan N Ftr3 (stablemistress); Zuri Sandorn, male elf [wood] CG Clr4 (second priest of Cilboreth); Ganelon Phantomstep, male half-elf NG Ftr4 (mayor of the human part of the hamlet).

This castle is the base of worship of the elven priesthood of Cilboreth in the area. The clerics help to care for the horses of the village of Little Vardane and are puzzled over the recent mange infestation.

4102 Unicorn Lair (EL 5): Deep within the forest **a pair of noble unicorns** (CR 3; hp 29 each) frolic. This king and queen of the forest usually go unmolested by the animal predators in the forest for some mysterious reason. More than one hunter from Gyleswood has failed to track the magical beasts. The pair makes their lair in a lush vale near a babbling brook and rest in a cave behind a waterfall.

4104 Lair of Bears (EL 8): If the unicorns in the northern part of the forest are the king and queen, then these **2 brown bears** (CR 4; hp 51 each) and their **5 cubs** (CR 2; hp 10 each; noncombatants) are certainly the peasants. This bear family is almost humorous in their playfulness. The large and dark furred male approaches any stranger hoping for a snack. The female is much more cautious and is very protective of her young. One of the young has only three legs because of a sharp trap encountered months ago.

4116 Citadel (Citadel): Conventional; AL LE; TL 4; 100 gp Limit; Assets 475 gp; Population 152 (24 citadel guards Ftr1-3 equipped with chain mail, heavy crossbows and longswords and 14 cavalry Ftr1-3 equipped with breastplates, lances, longswords and light crossbows; the remaining 114 are Com1-3 peasants and farmers or Exp1-3 merchants, artisans and tradesmen); Mixed (elf 83%, half-elf 12%, human 5%). *Authority Figure:* Ixaka of the Dark Mind, female elf LE Ill6. *Important Characters:* Fredek the Raven, male half-elf NE Ftr5 (consort of Ixaka, commander of the guard); Halig the Tailor, male human LE Exp3 (tailor to Ixaka).

Ixakas' citadel is in fact a crumbling tower. She expends a great deal of her power every day to make the structure appear the grand edifice she wishes it to be. She is especially fond of outlandish and comfortable clothing and is infuriated at the silk production being slowed in Matansar.

4117 Cavern of the Warrior God (EL 11): A partially disfigured statue of a forgotten warrior-god stands just within the hidden entrance of a large cavern. A Search check of the

hillside (DC 20) is required to locate the entrance. If the cavern is entered, a **berserk cloud giantess** (CR 11; hp 178; +2 to attack and -2 to AC) will attack. Her lair contains 2,200 gp, 12 gems (1,400 gp value) and a *+4 hand axe*.

4129 Edominar (Village): Non-Standard; AL CG; TL 7; 200 gp Limit; Assets 7,000 gp; Population 1,120 (Able bodied 280); Mixed (human 85%, half-elf 12%, elf 3%); Resources: Market. *Authority Figure:* Zarkelon, male human LG Clr7 (Shinakad). *Important Characters:* Slean Firehammer, male human NG Ftr7 (innkeeper); Fredek Hedeonov, female human LG Sor5 (astrologer); Motya of Perm, female half-elf LG Exp3 (mapmaker)

The small village of Edominar sees quite a bit of traffic thru its streets and is at times a bustling center of trade for the surrounding area. Lately the outlying areas have been seeing increased activity from a group of unknown highwaymen.

4208 Wererats Lair (EL 10): A small cult of **16 wererats** (CR 2; hp 5 each) makes its home in an abandoned mine. They are highly aggressive and hate all who do not worship Loki. They do not hesitate to ambush weaker groups entering this area but often need sacrifices for their ritual feedings. The mining shack is home to a **hermit** (Male Wererat; CR 2; hp 5) that regales visitors with tales of huge sunstones within the mine.

4212 Pixies Lair (EL 13): The tiny town of O'Toodles exists beneath a particularly large piece of peat on the narrow side of a green hill. The town is wary of the wererat cultists but so far has avoided any entanglements. The **20 pixies** (CR 4; hp 3 each) dislike most humans, but love elves and, especially, elven bards. The pixies pay well for stories of adventure and love tales where the hero is a pixie. The town treasury contains 3 white pearls (100 gp each) and 3 deep green spinels (125 gp each).

4218 Livanonia (Hamlet): Non-Standard; AL CE; TL 6; 100 gp Limit; Assets 1,463 gp; Population 468 (Able bodied 117); Mixed (elf 84% [mostly high, some wood], half-elf 10%, human 6%); Resources: Weapons. *Authority Figure:* Fandraki, male elf [high] CE Wiz4. *Important Characters:* Bellinus Bronzelance, male elf [high] CE Ftr4 (weaponsmith); Hedeon the Wolf, male elf [wood] N Rog2 (town crier); Enekoitz the White Wizard, male half-elf CE Ftr3 (innkeeper)

The hamlet of Livanonia has grown up around the intersection of two major trade routes and has become a stopover place for weary travelers. Over time various craftsmen have settled in the area and businesses have started up. The elves claim this area has belonged to them from ancient days and some plan to create a minor kingdom eventually.

4223 Petrashelt (Small Town): Conventional; AL CE; TL 5; 800 gp Limit; Assets 47,500 gp; Population 1,900 (Able bodied 475); Mixed (dwarf 81% [mostly mountain], halfling 15%, gnome 4%); Resources: Gems. *Authority Figure:* Khowdeth, male dwarf [mountain] CE Ftr5. *Important Characters:* Modig Stonemace, male dwarf [mountain] CE Ftr4 (Innkeeper); Gaderian Eldergold, male gnome NE Exp4 (gem cutter); Pyotr the Possum, male dwarf CE Wiz4 (mineral sage); Anhaga Knifethruster, male halfling CE Rog3 (thief, hangs out at one of the local taverns)

Petrashelt has become a prominent source of valuable gems and is known far and wide for the fine craftsmanship that goes into the preparation and cutting of the gems. The source of the gems is a well-guarded secret and thus the quantity of gems being sold is tightly controlled by the local gem merchant's guild.

4309 Blood Castle (Castle): Conventional; AL CE; TL 3; 100 gp Limit; Assets 563 gp; Population 180 (20 guards War1-3, 15 shortbow War1-3 and 20 blood-guard Ftr2-5 constitute the garrison; the remaining 125 are Com1-3 servants or Exp1-3 engineers, specialized staff and others); Mixed (orc 87%, half-orc 12%, human 1%). *Authority Figure:* Sustrai of the Bloody Soul, female half-orc CE Clr4 (Fenninva). *Important Characters:* Strang Clubthrasher, male orc CE Bbn3; Ekaitz of the Bloody Face, male half-orc CE Ftr3; Glum Spearthruster, male Tharbrian CE Ftr2 (all three above are the protectors and body slaves of Sustrai).

A truly depraved and sadistic place, Blood Castle is a sacrificial temple to the goddess Fenninva. Sustrai, her lead priestess, holds great sway over all the people of the hamlet and the ceremonies she performs are elaborate and, predictably, bloody.

4315 Sunken Stones (EL Variable): A reed marsh conceals a partially sunken observatory of an ancient cult. At noon, a huge optical glass magnifies the sun's rays, blinding anyone within 30 feet of the stones unless a successful Fortitude save is made (DC 25). This effect lasts for 2-12 days. At night, **crocodiles** (CR 2; hp 22 each) glide through the shallow waters, feasting on blind animals and humans.

4317 Intellect Devourer Lair (EL 8): The silk men of Matansar avoid this clearing as if it was riddled with plague. Although the silk spiders are plentiful in the clearing, the small stone house which no one returns from is always given a wide berth. Beneath the house **2 intellect devourers** (CR 6; hp 39 each) reside playing games against each other. The games usually involve two separate bodies that the two use for their mutual enjoyment. However, they are not above using a single body and fighting over who gets to force the poor soul to jump off a cliff or some other evil amusement. Inside the pocket of a recent "visitor" who died within the abode is a *candle of invocation (chaotic evil)*.

4320 Citadel of Xez (Citadel): Conventional; AL N; TL 4; 40 gp Limit; Assets 105 gp; Population 84 (21 men-at-arms Ftr1-3 guard the citadel; the remainder are Com1-3 servants and commoners or Exp1-3 merchants, tradesmen and other professionals); Mixed (human 89% [mostly mixed, some Alryan], elf 10%, half-elf 1%). *Authority Figure:* Atol Acennanson Elmhome Stillson Maks Jashaski Killia - Xez, male high elf N Wiz9 (known as Xez). *Important Characters:* Stein Lodins, male Alryan N Ftr3 (dim-witted companion of Xez, strong as an ox and twice as stupid); Halfrin Egilgalath, male elf CG Exp3 (librarian).

Xez claims to be the eighth descendent in a long line of wizards to have owned the citadel he has renamed after himself. Like many others of elven ancestry in the area he longs to one day reestablish a true kingdom of the elves.

4409 Bugbear Lair (EL 7): Six bugbears (CR 2; hp 16 each) live here. These members of the tribe left recently taking "their share" of the tribe's treasure with them. The group now fancies themselves as bandits and plan raids against merchants leaving Revelshire. These bugbears aren't too bright and sleep out in the open in large elk skin tents. They usually light a

bonfire as well to "scare off" any humans, who they fear. Their stolen loot — 300 gp — lies hidden under a rock.

4411 The Ancient Tower (EL 12): A megalithic dolmen is tumbled and the blocks of a collapsed ancient tower is the present home of **Eldron** (male Alyran Wiz12; CR 12; hp 33; AL LN; Str 10, Dex 11, Con 10, Int 21, Wis 12, Cha 11; *+1 quarterstaff, bracers of armor +4, ring of protection +2, wand of magic missile [25 charges], potion of cure moderate wounds, scroll of 3 arcane spells [fireball, lightning bolt, cone of cold], scroll of 2 arcane spells [dispel magic, displacement], scroll of 3 arcane spells [wall of ice, phantasmal killer, bestow curse])*, an old mage. The mage uses *geas* spells to compel intruders to fetch things for him. The mage's pet **flamebrother salamander** (CR 2; hp 21) sleeps within a tamarisk grove nearby.

4420 Su-Monster Lair (EL 8): Living in the forest between Livanoma, Sulet Hold, Petrashell and Larkshire is a band of **7 su-monsters** (see below). These beasts live in crude shacks at the base of large elm trees deep within the forest. Rarely leaving the forest, the su-monsters enjoy playing cat and mouse with any merchants traveling between the towns who venture into their territory.

Su-Monster: CR 3; SZ M Magical Beast; HD 5d10+5; hp 32; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (+3 Dex, +1 natural); BAB +4; Grap +4; Atk claw +7 melee (1d4); Full Atk 2 claws +7 melee (1d4) and bite +3 melee (1d6); SA psionics, rage; SQ Immunity to psionic attack modes; AL CN; SV Fort +4, Ref +7, Will +2; Str 11, Dex 16, Con 13, Int 10, Wis 13, Cha 13.

Skills: Climb +16, Hide +11, Move Silently +5, Spot +3. *Feats:* Multiattack, Multidexterity, Weapon Finesse (claw).

Psionics (Sp): Su-monsters have a latent psionic ability that enables them to deliver some form of psionic attack if psionic energy is being used within 120 feet of them. Su-monsters can, once per round, manifest one of three psionic attack modes: ego whip, mind thrust, or psychic crush.

Against nonpsionic creatures the selected attack mode will stun the target as follows unless a successful Will save is made; ego whip 1d4 rounds (DC 5), mind thrust 1d2 rounds (DC 2), or psychic crush 2d4 rounds (DC 3).

Immunity to Psionic Attack Modes (Ex): Su-monsters are immune to all psionic attack modes.

Rage (Ex): 1/day—If a female su-monster is attacked, a male su-monster will fly into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The enraged su-monster gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily. Female su-monsters can also fly into a berserk rage if their young are attacked.

Skills: Su-monsters receive a +8 racial bonus to Climb checks.

4428 Hydra Lair (EL 7): Deep in the forest, near the Lofty River is a deep dirt depression. Within the remnants of a collapsed burial mound, lurking behind the slabs and bones, is a huge **eight-headed hydra** (CR 7; hp 84). The beast has learned to hunt nocturnally and sleep among the disturbed remains during the day.

4430 Cockatrice Lair (EL 5): In a petrified oak lurk **2 cockatrices** (CR 3; hp 27 each). Both male, the two rarely fight and tolerate each other. The pair search and call throughout the day for a female, but as of yet none have answered. However, there are a number of petrified turkey and wild chicken hens throughout the area.

4501 Air Elemental Lair (EL 7): On top of a wind swept hill is the floor of a stone cottage. The occupants, walls and belongings were long ago swept away by a tornado. The wind blows swiftly in this area and many storms find their genesis on this hill. A **Huge air elemental** (CR 7; hp 136) found this pleasant place to reside and lurks waiting for the next storm. It is exiled from the Demon Empire.

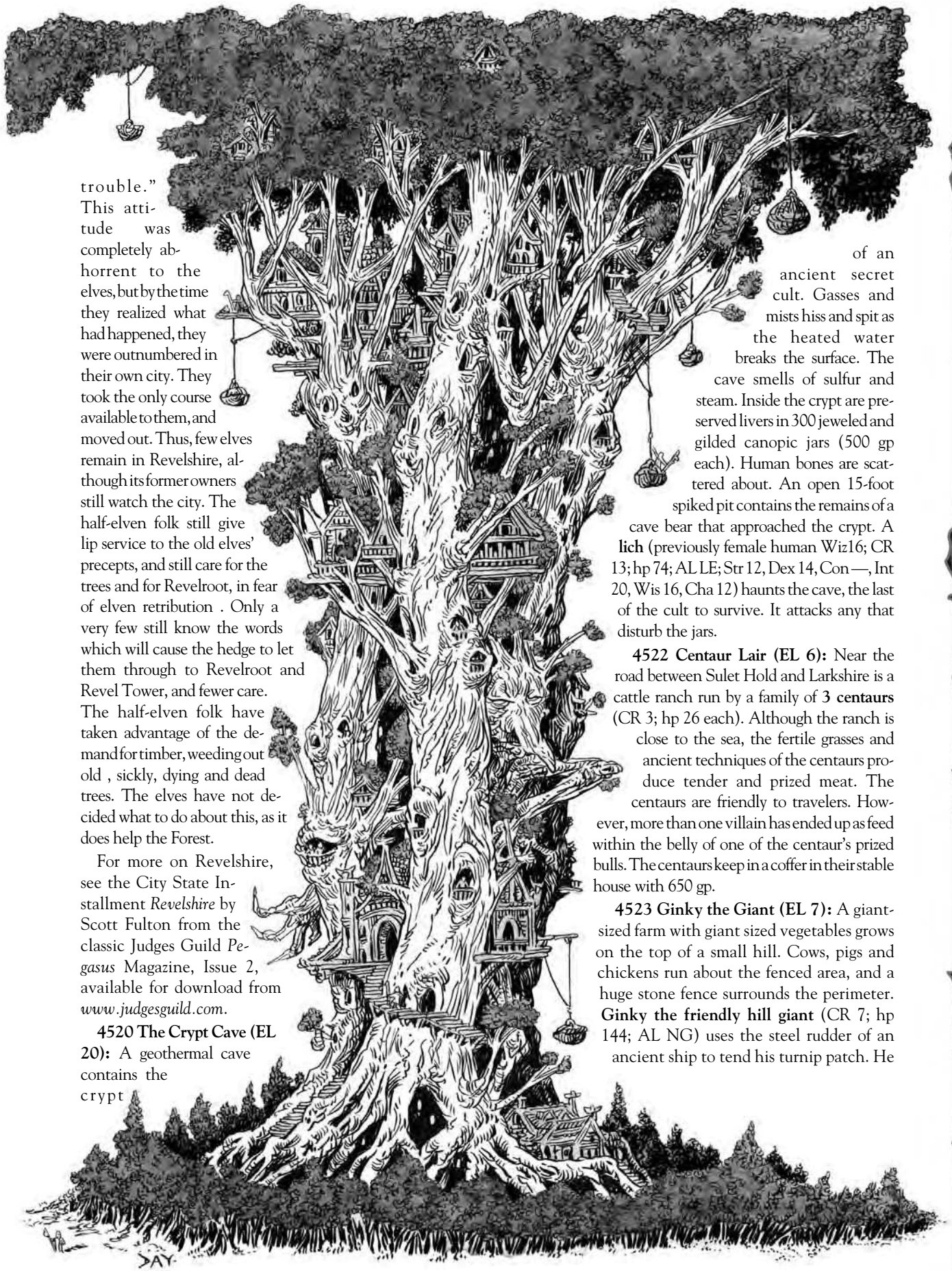
4504 Ropers Lair (EL 17): Within the Shimmersink marsh is a gaggle of **11 ropers** (CR 10; hp 85 each). These ropers stand on the only high ground in the area right in the path of any creature that passes through this area. Many have fallen victim to their vile vines. Although the bodies swiftly decayed, lying on the ground at their base is a trove. Their treasure includes a gold harp (1,000 gp), ivory scroll case (200 gp), silver coffer (2,500 gp), a tapestry of historic battle (4,500 gp) and a marble statuette of a deity (2,500 gp).

4506 Weird Rocks and Princesses: A strange device powered by geothermal energy projects the image of an Elven princess, wearing a gold feather in her hair, in a grove by a huge boulder. The boulder is the source of the projection.

4512 Revelshire (Village): Non-Standard; AL LE; TL 3; 200 gp Limit; Assets 6,850 gp; Population 1096 (Able bodied 274); Mixed (half-elf 70%, human 20%, elf 5%, other 5%); Resources: Timber. *Authority Figure:* KomLee, male half-elf, N Clr7. *Important Characters:* Flokoc, male halfling LE Ftr6 (tree surgeon/former ranger); Dibla, male wood elf LE Ftr3 (bowyer, composite bows); Fuhot, male halfling N Sag6 (specialty in plant lore of trees and treants); Quelm, male noble-elf NE Ftr6 (woodcarver); Tydhybu, male wood elf N Ftr6 (guard at Revelshire Inn)

Revelshire was founded due to the desire of the people to be near and protect Najelsthirt, a treant, whose name means "Revelroot" when translated into the Common tongue. They built graceful Revel Tower to protect him, as well as the city. This is no normal city: it is in the treetops, for the original builders were elves, and tree lovers. They caused the trees to grow especially tall and large for this purpose, and formed their homes and shops from the living branches. They also caused an impenetrable hedge to grow around Revelroot and Revel Tower. This was important, for Revelroot has now become almost completely and is rarely awake enough even to talk.

Revelshire is built at the confluence of the Sandy River and Revel Run, where they form the Starlight River. Many years after the founding of Revelshire, the Starlight River became an east-west trade route for the humans. Although the elves did not like the idea, they were forced to accept it. Soon Revelshire became a trading center where goods were transferred from animal caravans to ships. The humans coming in began to interbreed with the elves. The humans all seemed to have the same motto, with which they infected their half-elven offspring: "Get everything you can get, without getting into



trouble." This attitude was completely abhorrent to the elves, but by the time they realized what had happened, they were outnumbered in their own city. They took the only course available to them, and moved out. Thus, few elves remain in Revelshire, although its former owners still watch the city. The half-elven folk still give lip service to the old elves' precepts, and still care for the trees and for Revelroot, in fear of elven retribution . Only a very few still know the words which will cause the hedge to let them through to Revelroot and Revel Tower, and fewer care. The half-elven folk have taken advantage of the demand for timber, weeding out old , sickly, dying and dead trees. The elves have not decided what to do about this, as it does help the Forest.

For more on Revelshire, see the City State Installment *Revelshire* by Scott Fulton from the classic Judges Guild *Pegasus* Magazine, Issue 2, available for download from *www.judgesguild.com*.

4520 The Crypt Cave (EL 20): A geothermal cave contains the crypt of an ancient secret cult. Gasses and mists hiss and spit as the heated water breaks the surface. The cave smells of sulfur and steam. Inside the crypt are preserved livers in 300 jeweled and gilded canopic jars (500 gp each). Human bones are scattered about. An open 15-foot spiked pit contains the remains of a cave bear that approached the crypt. A **lich** (previously female human Wiz16; CR 13; hp 74; AL LE; Str 12, Dex 14, Con —, Int 20, Wis 16, Cha 12) haunts the cave, the last of the cult to survive. It attacks any that disturb the jars.

4522 Centaur Lair (EL 6): Near the road between Sulet Hold and Larkshire is a cattle ranch run by a family of **3 centaurs** (CR 3; hp 26 each). Although the ranch is close to the sea, the fertile grasses and ancient techniques of the centaurs produce tender and prized meat. The centaurs are friendly to travelers. However, more than one villain has ended up as feed within the belly of one of the centaur's prized bulls. The centaurs keep in a coffer in their stable house with 650 gp.

4523 Ginky the Giant (EL 7): A giant-sized farm with giant sized vegetables grows on the top of a small hill. Cows, pigs and chickens run about the fenced area, and a huge stone fence surrounds the perimeter. **Ginky the friendly hill giant** (CR 7; hp 144; AL NG) uses the steel rudder of an ancient ship to tend his turnip patch. He

4512 Revelshire

is harmless unless provoked. He has no treasure, but the farm is well stocked.

4525 Horses Lair (EL 4): In the foothills north of the Dragon Dome are a few **wild (light) horses** (CR 1; hp 19 each). These horses were once part of a merchant caravan that fell victim to the su-monsters (4420) in the forest. The horses are badly in need of shoes but are easily frightened.

4526 Endgame Castle (Castle): Conventional; AL CG; TL 3; 100 gp Limit; Assets 825 gp; Population 264 (33 men-at-arms War1; 20 cavalry War1; 13 archers War1; remaining 198 are Com1-3s or Exp1-3s); Mixed (human 100%). *Authority Figure:* Torvol Spearbreaker, male Altanian CG Ftr9. *Important Characters:* Crutiena Quickcuts, female Altanian CG Ftr7 (cousin of Torr, some say she is also his lover); Dog Odonson, male Tharbrian CN Bbn5 (friend of Torr from his adventuring days, recently arrived to the castle).

Torvol spent nearly all his vast fortune building the castle he now calls home. Now finished after 12 years, he has summoned an old friend, Dog, to join him in a pleasant retirement. Both are growing tired of it however and long to set out traveling again.

4530 Greywraith (Village): Non-Standard; AL LG; TL 7; 200gp Limit; Assets 4000gp; Population 640 (Able bodied 160); Mixed (human 74%, half-elf 23%, elf 3%); Resources: Furs. *Authority Figure:* Lagchx, male Elritorn LG Ftr3. *Important Characters:* Vlasax Longhunter, female Elritorn LG Ftr2 (hunt leader); Fragix Squirrelslayer, male Elritorn LG War2 (furrier)

Located deep within a heavily forested region, Greywraith is the only way point on the road between Edominar and Yoickshire. The surrounding forests provide teem with game and is famous for the selection of furs that come from its shops. Lately, there have been some signs of mange showing up on animals in the surrounding forest and one trapper reported shadowy figures seen on the edge of the mountains to the northeast.

4601 Stonepeak (Village): Non-Standard; AL N; TL 6; 200 gp Limit; Assets 5,550 gp; Population 888 (Able bodied 222); Mixed (orc 94%, half orc 6%); Resources: Gold. *Authority Figure:* KhurdKur, male orc N Clr5 (Eqni). *Important Characters:* Hallfred Arrowthrasher, male orc NE War6 (hetman); Oxa Swordthruster, male orc N War4 (smelter); Bersi Moonblade, male orc N Rog4 (transport shop); Warian Bonedagger, male orc N Exp4 (mineral sage); Olega Kold, female half-orc N Com3 (owner of Stone Kold Meadhall)

Long ago a rough and tumble band of orcs intent on raiding villages to the south of the mountains stumbled upon what would turn out to be a profitable deposit of gold. Figuring mining gold would be easier than the meager pickings from raiding small villages, the orcs settled down and started to work. The gold has made the orcs quite wealthy but the first gold deposits are playing out. The chief has hired a prospector to search for new veins but none have been found.

4610 Werebear Lair (EL 8): Living a peaceful existence on a creek that feeds south to Revelshire is a small group of **3 werebears** (CR 5; hp 51 each). These former woodsmen were cast out of their homes after a run in with a mongrel bear and their affliction became known. Now the men work the land carefully cutting the nearby forest for prized timbers. Their efforts pay well and together they have 800 gp.

4613 Piercer Lair (EL 5): Deep within the forest is a large open cavern on the side of a hill. This seems a nice camping spot and many burned out fires are under the stony roof. However, there is a pair of **piercers*** (CR 1/6; HP 4 each) lurking above for an opportunity to feast.

4613 The Library of Alexander (EL 9 or 11): Within a dangerously cracked and leaning tower surrounded by a dried-up moat is the library of a long-dead sage. Many lexicons, scrolls, manuals, tablets, books, and codexes are scattered on the floor in disorder and most will crumble upon being touched. If recovered, they are collectively worth over 100,000 gp (or more). **Twelve ghouls** (CR 1; hp 13 each) and **6 ghasts** (CR 2; hp 26 each) inhabit the basement level and will be attracted to any sound within. Anything causing the west wall to be bumped or jarred will bring down the whole tower, inflicting 10d10 points of damage on anyone within five feet of the wall (DC 25 Reflex avoids).

4632 The Helm in the Mud: In a brook and partially buried by mud is an artifact shaped like a great helm. The artifact provides the wearer with a view from directly above him downward from a height of 100 feet. It is turned on when the wearer raises his eyebrows.

Birds-Eye Helm

The helm grants the wearer a birds-eye view of himself from a height of 100 feet directly over his head. The power functions at will but leaves the wearer with headaches (-1 circumstance penalty to attacks, checks, and saves) for 1d6 minutes after each use.

4632 Manticore Lair (EL 8): Near the southern tip of the peninsula close to Yoickshire is a nest of **3 manticores** (CR 5; hp 57 each). These filthy creatures live on a pile of waste and decay as they root and live in their own excrement. The beasts terrorize anything with flesh in the surrounding area and bring their food to their sickly den before finishing the meal.

4704 Salamander Lair (EL 9): In the mountains at the headwaters of the Buckhorn River is a giant hot spring. This spring is the home of **4 salamanders** (CR 5; hp 38 each). The salamanders rarely leave the volcanic waters and venture into the permafrost beyond the protection of the river. Deep within the spring is their treasure — 1,300 gp.

4724 Trevann and the Monastery (EL 12): A lycanthrope named **Trevann the wolf-girl** (female werewolf Rog7/Asn3; CR 12; hp 46 or 66 in wolf or hybrid form; Init +8 [Dex, Improved Initiative] or +10 [Dex, Improved Initiative] as wolf or hybrid; AL LE; Str 12 [14], Dex 18 [22], Con 13 [17], Int 16, Wis 13, Cha 13; *+2 leather armor, ring of protection +2, +2 rapier, +1 light crossbow*, 20 bolts) lives within burnt and tumbled remains of an ancient monastery. She is cunning and thoroughly evil, but appears quite innocuous until she attacks. **Four zombies** (CR 1/2; hp 16 each) venture forth from the graveyard and mechanically perform rites within the monastery every full moon.

4727 Owlbear Den (EL 7): In the shadow of the Dragon Dome is a grove of black elm. Deep within the trees is a large nest where **3 owlbears** (CR 4; hp 47 each) make their home. The predators have learned over time to circle their victims before striking. The owlbears have a taste for dwarf and become excited when one is about.

4729 Spellbash Citadel (Citadel): Conventional; AL LE; TL 4; 100 gp Limit; Assets 563 gp; Population 180 (30 warriors War1-3 and 15 scouts Rog2-4 constitute the garrison; the remaining 135 are Com1-3 peasants and villagers or Exp1-3 merchants, craftsmen and expert servants); Mixed (human 90% [mostly Ghinoran, some Bardik], half-orc 3%, orc 6%, other 1%). *Authority Figure:* Presebal the Fighting Wizard, male half-orc LE Wiz5. *Important Characters:* Besyrwan Yellowknife, male Bardik NE Brd4 (known for his skin and knife use); Gunnar Badgerrunner, male human LE Rog3 (messenger of Presebal).

Seeking to master the true merging of the mystic and martial arts, Presebal has retired to this citadel to pursue his studies. Besyrwan is Presebals' stress relief, playing songs and spinning yarns to help relax Presebal after a day of headbashing and book reading (both of which give Presebal a major headache).

4802 Stonce Castle (Castle): Conventional; AL LE; TL 3; 40 gp Limit; Assets 100 gp; Population 40 (10 guards Ftr1-3 are the core defense force; the remainder are Clr1-3 priests or Exp1-3 assistants and staff); Mixed (human 100% [some Elritorn]). *Authority Figure:* Artaxiad of the Countless Shadows, male human LE Clr6 (Margonne). *Important Characters:* Brogan Beechhome, male human LE Ftr5 (captain of the holy defenders); Lizard Penrithson, male human NE Rog4 (has been a scout for the castle recently, wants to leave).

Named for the cleric that built the structure to the deity Margonne 30-some years ago, Artaxiad has taken over as head priest in the last three years. The present goal of the order is to convert the miners of Highlandar to their faith.

4803 Highlandar (Small Town): Magical; AL CE; TL 6; 800 gp Limit; Assets 48,400 gp; Population 1936 (Able bodied 484); Mixed (human 72% [many Karakhan], halfling 22%, half orc 6%); Resources: Copper. *Authority Figure:* Stoeama, male Karakhan CE Wiz6. *Important Characters:* Chlemax, female Elritorn LG War4 (owner of the Copper Kettle); Bukhorn Furry, male halfling LG Ftr2 (owner of Biscuits n Bed); Lopie, male human CE War2 (mining chief)

Located at the headwaters of the Buckhorn River, this small town started out as a point of transport for shipping out the gold from Stonepeak and bringing supplies in. One of the pack trains to Stonepeak was caught in a freak spring snowstorm and took shelter in a large nearby cave. One of the members of the caravan discovered a large vein of copper which has developed into a good sized mine. As the mine has grown, there have been problems with flooding in some of the deeper passages. One new tunnel has broken through to a passage created ages ago but the passage has not yet been explored.

4807 Cistern of Skulls: The skulls of 400 men fill a cistern on a rolling meadow. Chatter-dark meadow derives its name from the strong enchantment placed upon the skulls, which cause them to chatter every moonlit night. Their chattering *causes fear* within a 50-foot radius of the cistern (Will save DC 14 negates).

4819 Sulet Hold (Village): Non-Standard; AL LE; TL 3; 200 gp Limit; Assets 8,575 gp; Population 1,372 (Able bodied 343); Mixed (human 84% [mostly Ghinoran and Gishmesh], half-elf 14%, elf 2%); Resources: Salt. *Authority Figure:* Mencian, male human N Mnk6. *Important Characters:* Arian the Foundryman, male Gishmesh LG War3 (salt flat hetman)

Located on the backwaters of a small bay, Sulet Hold is best describe as a small hot village where a few enterprising people have managed to earn a living gathering the brackish waters from the bay into lagoons where the water evaporates leaving only a very strong briny salt. The salt is in turn cut into blocks for easy transport by wagon and is exported to villages around the area for use in curing meats. Lately the salts derived from this area have been turning odd colors and no one is quite sure why. A giant water snake was recently trapped in the lagoon flats.

4819 Coastsong Castle (Castle): Conventional; AL CG; TL 2; 100 gp Limit; Assets 1,325 gp; Population 424 (42 guards War1-3, 40 archers War1-3, 24 veterans Ftr1-3, 10 officers Ftr4-5; the remaining 318 are Com1-3 villagers and farmers or Exp1-3 stoneworkers, engineers, armorers, merchants and craftsmen); Mixed (human 100%). *Authority Figure:* Aela Galan, female Bardik CG Brd7. *Important Characters:* Govan the Juggler, male human N Com2 (jester of the castle); Dinwal Faran, male Karakhan CG Ftr6 (captain of the guard); Fred Stonecutter, male dwarf LN Ftr4 (stonemason of the castle).

The Lady Galan inherited her husbands' castle and protectorate upon his death at the hands of a rogue giant some months ago. She is still at a loss as to the true scope of the task that has befallen her and leaves a great deal of the details to Dino.

4820 Hippogriff Nest Aerie (EL 8): High on a spire that reaches up from the sea is the aerie of a herd of **8 hippogriffs** (CR 2; hp 25 each). These winged creatures are particularly strong and hunt smaller creatures in the forest around the mountain. A particularly difficult place to reach due to the cliffs, the hippogriffs attempt to drive off any intruders.

4826 Gargoyle Lair (EL 9): Near the Dragon Dome is an old stone mansion of an eccentric gnome. The gnome passed away recently, but his pets remain. **Six gargoyles** (CR 4; hp 38 each) lurk on the gothic architecture guardians of their dead master's house. Within the house is a safe with 1,300 gp.

4827 Map to the Tobbaconist: A ten-foot high guidepost carved in Common script gives opposite directions to any destination desired.

4829 The Hard Luck Miners (EL 7): An abandoned coal mine is the home of **17 dwarves** (CR 1/2; hp 5 each) of a once-proud tribe. The dwarves possess the innate trait of "detect magic" but cannot pass on this inbred characteristic because all females of the tribe are dead.

4831 Phase Spider Lair (EL 7): Haunting the forest north of Yoickshire are a pair of **phase spiders** (CR 5; hp 42 each). These wily arachnids have evaded any attempt to root them out from the forest. Their nest is high in a large oak where they encapsulate their victims.

4832 Clomgar Castle (Castle): Conventional; AL CG; TL 6; 100 gp Limit; Assets 538 gp; Population 172 (18 light foot War1-3, 16 heavy foot War2-4, and 9 sergeants Ftr2-4 defend the castle; the remaining 129 are Com1-3 peasants

and herders or Exp1-3 castle staff, grooms, armorers, merchants, etc.); Mixed (human 95% [mostly Ghinoran and Gishmesh, a few Alryan], elf 5%). *Authority Figure:* Alrunn Clomgar, male Alryan CG Ftr3. *Important Characters:* Toril Anarion, male elf CG Drd4 (advisor to Alrunn's father and now he); Wendel Castor, male elf CG Ftr3/Sor3 (SpellSword, captain of Clomgar Castle defenses).

The family Clomgar has ruled this castle for generations and Alrunn's father, Telrunn, ruled wisely for over 40 years. Alrunn accidentally knocked his father from the battlements and killed him last year and he is still very distraught over this turn of events. All of Telrunn Clomgars' key followers were elves and they have stayed on as such to Alrunn in honor of their friend but with the circumstances of his death and Alrunn's' lack of true leadership ability they are considering leaving soon.

4832 Yoickshire (Small Town): Non-Standard; AL CE; TL 6; 800 gp Limit; Assets 47,900 gp; Population 1916 (Able bodied 479); Mixed (human 78% [a few Karakhan and Gishmesh], half-elf 16%, halfling 4%, elf 2%); Resources: Market. *Authority Figure:* KambdKolder, male human CE Ftr7. *Important Characters:* Bersi Staffbreaker, male human NE Ftr5 (sawmill owner); Danya Rurikovich, male human N Ftr4 (innkeeper); Aitzol the Unspeakable Sorcerer, female half-elf Sor9 (astrologer); Assim of the Swarming Wonders, male human CE Rog3/Wiz2 (sells useless charms in the market that radiate magic); Steinkel Bonesword, male Gishmesh CE Rog5 (informant)

Yoickshore acts as the main center of trade on this peninsula and goods from around the area flow through here on their way to other regions. The boat slips can accommodate the occasional medium sized merchant ship taking on or offloading cargo and trade has been good lately. There has been some minor grumbling coming from the dock workers complaining of arrogant crews from southern trading vessels.

4903 Nixies Lair (EL 7): In a small pond between two hills is a community of **8 nixies** (CR 1; hp 3 each), the Fairhavens. The Fairhavens rarely see visitors, but welcome an opportunity to swap tales and dance. The nixies speak of their great wealth and attempt to impress anyone with their beauty. The wealth that they speak is really a gold and silver mirror (200 gp) that is buried in the mud under the pond.

4905 Onestone (Village): Magical; AL LG; TL 3; 200 gp Limit; Assets 5,200 gp; Population 832 (Able bodied 208); Mixed (half-elf 83%, human 15%, halfling 3%); Resources: Silver. *Authority Figure:* Nicstrin, male half-elf, LG Wiz6. *Important Characters:* Acennan Alderbranch, male wood elf NG Ftr6 (market landlord); Zeroun of the Nine Eyes, male wood elf LG Ftr4/Wiz2 (silver smith); Zivon the Hare, male halfling LG Rog2/Ftr2 (Innkeeper); Caryryn, female wood elf LG Clr5 (Mitra)

Located near where the two major tributaries of the Buckhorn River come together, Onestone started out as a trading post servicing the upper reaches of the Buckhorn River. A lucky halfling discovered the proverbial "one stone" of silver which has brought some notoriety to this village. As the news of the discovery of silver spread, fortune-hunters, prospectors, and many that are hard to control have doubled the population. Nicstrin is preoccupied with research and leaves most decisions to Priestess Caryryn. All elves wear a silver coin necklace.

4911 Twinriver Castle (Castle): Conventional; AL LE; TL 5; 100 gp Limit; Assets 488 gp; Population 156 (21 warriors War1-3; 18 knights Ftr2-5 mounted on barded warhorses; the remaining 117 are Ari1-3 nobles and courtiers, Com1-3 peasants and farmers or Exp1-3 castle staff, expert servants, armorers, weaponsmiths and merchants); Mixed (human 100% [some Elritorn and Tharbrian]). *Authority Figure:* Eznik of the Many Evils, male human LE Wiz10. *Important Characters:* Donatien Shadowcuts, male Tharbrian CE Ftr8 (commander of the guard); Rani Najam, female human NE Brd5 (wandering bard that stopped to play here and was forced into permanent service to Eznik, her music reflects her mood over this).

Eznik is an honorable human, as honor goes, but is a highly chaotic person in actual temperament. He is in fact responsible for most of the plagues on the peninsula, having released them just to study them and "see what they would do." His power is great and vastly superior to one of his true level due to magical devices he has both found and created.

4916 Fire Lizard Lair (EL 15): Mistaken as a clutch of dragons, a group of **10 fire lizards*** (CR 9; hp 105 each) live unmolested in a large clearing of their making. The lethargic lizards rarely venture beyond the nearby woods and cook their meals wherever they find them. Locals believe the area is the site of an old ruin as the fire dragons' nests resemble small stone towers.

4918 The Iron Ball: An iron ball six feet in diameter lies beneath an overhang. Any attempt to dislodge the ball will cause the overhang to collapse.

4919 Haunted Temple (EL 10): An overgrown temple stands within a hidden dell. A huge iron door covered by a thorny thicket blocks the entrance. If opened, a *gust of wind* spell causes dust to obscure vision within for six minutes and awakens the **3 specter** (CR 7; hp 45 each) guardians within. The idol has two emeralds embedded in its ears (1,300 gp each) and a *+2 shield* is strapped to one of its ten arms.

5004 The Epic of Gilgamesh (EL 10): A colossal epic poem containing 230,000 lines is carved in an altar stone on a small mound. Written in dwarven runes, the poem will require 60 hours to read at the end of which a dwarf fighter named **Enlil** (male dwarf Ftr10; CR 10; AL LN; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 12; *+2 chain shirt*, *potion of cure moderate wounds* (x3), *+1 scimitar*, masterwork mighty composite shortbow (+2 Str bonus), 30 masterwork arrows, light lance) riding a **giant azure crocodile** (CR 4; hp 59) appears on the mound. The dwarf serves the reader every day thereafter as long as he is presented the opportunity of personal combat each day. The dwarf will disappear if killed and the slayer will take his place as the Sacred Warrior of the Stone (and is lost as a PC).

5024 Larkshire (Small Town): Magical; AL CE; TL 5; 800 gp Limit; Assets 49,400 gp; Population 1976 (Able bodied 494); Mixed (human 73% [mostly Gishmesh and Antillian, a few Ghinoran and Alryan], half-elf 21%, halfling 4%, elf 2%); Resources: Furniture. *Authority Figure:* Dethiamus, male Gishmesh CE Wiz5. *Important Characters:* Markel the Ninth Wizard, male Antillian NE Wiz4 (axe maker); Torr Boarrunner, male Ghinoran CE Ftr4 (rail splitter); Shurik the Bastard, male Alryan CE Clr6 (Angall)

Larkshire was founded generations ago by a group of craftsmen search for just the right woods to use in their furniture business and happened upon this place where several rare varieties of trees grew abundantly. Over the years, the furniture and cabinet making businesses have prospered and some of the finer works have made it into better homes over the surrounding lands. Secretly, some of the locals have become concerned because some of the more favored varieties of trees are starting to show signs of attack by unknown insects that could devastate the local economy. Shurik is attempting to begin a temple here.

5025 Bulette Lair (EL 7): Woe to any who travel between Larkshire and Billingdoor as a **bulette** (CR 7; hp 94) is marauding the area. The ever-eating beast recently swallowed entire farms. The bulette does not have a lair but spends a great deal of time swallowing herds of deer that venture to this area.

5027 Hot Tubs and Doggies (EL 4): A hot spring flows from an ancient fountain surrounded by stone birds. A pack of **12 wild dogs** (CR 1/3; hp 5 each) frequent the copse.

5028 Moss Men and Shamblers (EL 9+): Three shambling mounds (CR 6; hp 60 each) inhabit the overgrown stockade of a forgotten wood-folk. The log cabin is occupied by **6 moss people** (see below), small elves of a peculiar greenish tint, extremely shy and ugly, although friendly and lawful good aligned. They fear the shamblers, and befriend any who slay them. The moss people highly value human saliva as it functions the same as a *cure light wounds potion* for them.

Moss People: CR 1/2; SZ S; HD 1d8-1; hp 3; Init +1; Spd 30 ft.; AC 15; BAB +1; Grap -4; Atk/FullAtk +2 melee (1d6-1, short sword, 19-20/x2); SQ elf traits; AL LG; SV Fort +1, Ref +1, Will +0; Str 8, Dex 13, Con 8, Int 11, Wis 11, Cha 8.

Skills: Hide +5, Listen +3, Search +3, Spot +2. *Feats:* Weapon Focus (short sword).

5105 Bears Lair (EL 9): South of the Buckhorn River is a large cavern complex on the side of a low hill. Within the caves is a community of **6 brown bears** (CR 4; hp 51 each) and **9 cubs** (CR 2; hp 10 each; noncombatants). These bears are ferocious and blood thirsty. The bears once lush coat is ruined with blood stains and mange. Deep within the caves is a small altar to a dark god whose name has long been forgotten. The bears instinctively avoid this cavern.

5111 Giant Spiders Lair (EL 11): Near the start of the Sand Creek is a flat sandy plain. On this plain **23 giant trap door spiders** (CR 2; hp 22 each) are thriving. These spiders lurk below the sand waiting for their victims to tread. Usually operating together, the spiders swarm any victim once they are within one of the three fields of lairs they keep.

5114 Questing Pass (Small Town): Non-Standard; AL CE; TL 3; 800 gp Limit; Assets 37,900 gp; Population 1,516 (Able bodied 379); Mixed (half-elf 57%, human 38%, elf 5%); Resources: Ore. *Authority Figure:* Annwkarayd, male half-elf, CE Clr4. *Important Characters:* Jermija the Tiger, female elf CE Ftr5 (Smelter); Remi Silkflight, female half-elf CE Ftr3 (owns dry goods shop); Yrre Bluelash, male half-elf CE Wiz5 (transporter); Jasha Belchitsa, female Tharbrian NE Rog4 (runs the Silver Nugget)

Located on one of the upper tributaries of the Starlight River, this town started out as nothing more than a waypoint for those passing along into the forests. One of those passersby happened to notice something sparkling in the river and a boom started. Several deposits of various ores were discovered in the surrounding hills. With the sudden increase in activity things, have never quite been the same and there are those who wish it would go back to the old ways.

5121 Landhaven (Hamlet): Non-Standard; AL N; TL 6; 100 gp Limit; Assets 1,763 gp; Population 564 (Able bodied 141); Mixed (human 64%, half-elf 16%, halfling 14%, elf 6%); Resources: Market. *Authority Figure:* Yrsaugirs, male Elritorn N Brd6. *Important Characters:* Formerio of the Cloud Sea, male human LN Ftr5 (Boatwright); A'zam Arib, male human N Ftr3 (sailmaker); Jalaal Jirani, male wood elf N Wiz5 (has a small shop in the open air market); Anhaga, female Elritorn N Rog3/Ftr3 (Proprietor of the Weasel Whip)

The tiny hamlet of Landhaven is so named because it has proven to be the safe haven of many a weary sailor over the years who suffered from the rough and tumble seas. The nearby forests provide a good source of timber for repairing ships and the nearby farms grow many goods that are used to restock the larders of the same sailing ships. Lately the ships using the services of this village seem to have slowed down due to the waters of the area not looking as they once did. A southern trading vessel being repaired seems to have been abandoned by its missing captain.

5122 Citadel of High-East Sound (Citadel): Conventional; AL CE; TL 5; 100 gp Limit; Assets 1,213 gp; Population 388 (45 thugs War1-3, 32 enforcers War2-6 and 20 guards

5114 Questing Pass

Ftr3-5 dominate the citadel and its inhabitants; the rest are Com1-3 peasants or Exp1-3 merchants and tradesmen); Mixed (human 99%, other 1%). *Authority Figure:* Kimetz the Unspeakable, male human CE Wiz7. *Important Characters:* Truzil Gwunel, male half-orc CE Bbn7 (master of the militia, slow-witted companion of Kimetz); Romochka the Wildcat, female Liowan CN Bbn4 (frequent companion of Truzil, thinks he's very handsome).

This small hamlet sprung up around the citadel over time, formed of malcontents that had nowhere else to go. They are allowed to live here provided they give their support to the keeps' defenses. Kimetz is a very insane individual and no one is allowed to address him by his real name, calling him only 'master'. It is a common and highly believed rumor he is responsible for the weirdness surrounding the discoloration of the waters and other phenomenon of the area.

5126 Billingdoor (Small Town): Non-Standard; AL CG; TL 6; 800 gp Limit; Assets 37,300 gp; Population 1,492 (Able bodied 373); Mixed (halfling 80%, half-elf 13% human 7%); Resources: Pipeweed. *Authority Figure:* Byrnuzin Buttertoes, male halfling N Wiz4. *Important Characters:* Semyon the Fox, male halfling CG Ftr4 (Innkeeper); Finn Skullhelm, male halfling NG Clr3 (temple of Dorak, pipeweed seller); Alf Silverstaff, male halfling CG Ftr3 (owns the transport shop)

The fertile fields around Billingdoor were first tilled by halflings several generations ago and have long provided a steady supply of one of the finest sources of pipeweed around. So renowned is the pipeweed that the local tavern has artists' sketches of famous persons who visited the area adorning its walls. Farmers are starting to become a bit concerned because the recent dry spell has withered crops and the prospects for a decent harvest are becoming dim. The bounders have reported hearing hoof beats at night but have not seen any horsemen. Giant wasps have become an increasing nuisance.

5129 Eastview Citadel (Citadel): Conventional; AL N; TL 4; 100 gp Limit; Assets 813 gp; Population 260 (30 female warriors War1-3, 20 female archers War1-3 and 15 Amazons Amz1-3 defend the citadel; the remainder are Com1-3 peasants and townsfolk or Exp1-3 merchants, artisans and tradesfolk; all males are Com1-3 slaves); Mixed (human 100%). *Authority Figure:* Barea of the Frozen Crown, female human N Wiz9. *Important Characters:* Aluire Gormungand, female Amazon CN Ftr5 (guard captain); Sella Vaitstro, female Karakhan NE Rog4 (scout and master of the local thieves).

Barea is a man-hater without equal. She had this tower built here 8 years ago as her retreat and had all her loyal followers move here with her. Men have no rights in this hamlet, most found are slaves in any event.

5202 Centaur Lair (EL 7): A small tribe of **5 centaurs** (CR 3; hp 26 each) make this plain their home. Growing wheat and barley, the centaurs are brewers at heart making frothy and strong beer. More than one merchant has returned to the centaurs and their wicked ales. This industry has netted the centaurs 750 gp.

5206 Arroworth (Small Town): Non-Standard; AL LG; TL 7; 800 gp Limit; Assets 36,300 gp; Population 1452 (Able bodied 363); Mixed (human 82%, half-elf 14%, halfling 4%); Resources: Market. *Authority Figure:* Mencesh, male human LG Ftr7. *Important Characters:* Chretien Slightmover, male human NG Sag5 (judge); Micolai Romochkaovich, male human LG Exp4 (mapmaker); Aethelred Crowslayer, female human CG Ftr5/Rog2 (innkeeper); Zeroun of the Countless Devices, male noble-elf Wiz2/Sag4 (botanist)

This market town on the Buckhorn River is a major location for trade in agricultural and leather products in its marketplace and ships traveling up and down the river often make frequent stops here. With all the travel along the river, there have been recent rumors of the occasional shadowy figure traveling at night, heading further north into the hills. Zeroun funds his research by supplying potions created by his apprentices to merchants.

5214 Brother Nutcase (EL 5): The worm-eaten hovel of a harmless but **insane hermit** (male Karakhan Clr5; CR 5; hp 32; AL CN; Str 13, Dex 12, Con 13, Int 13, Wis 15, Cha 13; *potion of invisibility*, *scroll of 2 divine spells [meld into stone* and *hold person]*, *scroll of 2 divine spells [cure light wounds* x2], masterwork leather armor, heavy mace, 100 gp) stands beside an ancient shrine to a forgotten god. A **dryad** (CR 1; hp 7) living nearby protects the hermit and the shrine.

5215 Blink Dog Lair (EL 6): South of the evil Questing Pass is a warren of **4 playful blink dogs** (CR 2; hp 22 each). The dogs believe everything is a game and try to lure willing and unwilling participants into the reverie. The warren is under the boughs of a lone willow, but the dogs enjoy sleeping high in the branches on calm nights.

5216 The Lost Citadel (Citadel): Conventional; AL LG; TL 3; 40 gp Limit; Assets 95 gp; Population 76 (15 guards War1-5 and, 4 bodyguards Ftr2-5 make up the main defense force; the remaining 57 are Com1-3 peasants and servants or Exp1-3 grooms, armorers, professional laborers and merchants); Mixed (human 100% [mixed]). *Authority Figure:* Antton of the Green Waters, male Alryan LG Wiz14. *Important Characters:* Junate Dairden, female human NG Ari3 (lady in waiting of Antton, they are to be wed in 2 years); Grax Yurid, male Elritorn CG Ftr3 (leader of the defenders); Phaner Kakikeked, male Avalonian NE Rog4 (leader of the Band of the Hawk).

This structure is one of the many lost forts of the Kingdom of Kelnore (known as "Frontier Forts"). Antton purchased the building from the Taran of Tarantis (who had no idea what Antton was talking about but gave him the land deed for the exorbitant fee in any case). Being found literally at what is believed to be the end of the 'civilized' realm, the Lost Citadel is a perfect location for Antton to do all his magical research with little or no interruptions.

5219 Wild Dogs Lair (EL 4): Unlike the nearby blink dogs, this pack of **6 wild dogs** (CR 1/3; hp 5 each) hunts by day and lurks in a small ravine at night. Resembling rottweilers, the wild dogs are particularly wily as on more than one occasion they have herded small groups of sheep to their den for bloody feasts. The dogs fear goblinfolk for not long ago a tussle with a group of goblins reduced the packs' ranks.

5219 Aladdin's Lamp (EL 8): Giant webs cover six moldy trunks partially buried in a large grove. The trunks

contain buckles, nails, bars, axes, masks, and picks made of corroded copper. One copper lamp will summon an **efreet** (CR 8; hp 90) if polished. The efreet obeys the summoner every odd time he is called upon and attacks the summoner every even time he is called upon.

5225 Dragonwhite Castle (Castle): Conventional; AL LE; TL 6; 100 gp Limit; Assets 988 gp; Population 316 (30 men-at-arms War1-3, 24 longbowmen War1-3 and 5 scouts Rgr2-4 make up the garrison; the remainder are Com1-3 peasants and laborers or Exp1-3 servants, scribes, engineers and merchants]); Mixed (human 85% [some Tharbrian], halfling 14%, other 1%). *Authority Figure:* Tosya the Dragon, male Tharbrian LE Ftr8**.** *Important Characters:* Ivar the Jaguar, male human LE Ftr6; Akbar Kamil, male human LE Clr7 (Thanatos); Petrigai of the Yellow Eye, male half-orc NE Rog5.

Toysa is inundated with all the present situations needing his attention. Between the mass appearances of giant wasps, rumors of highwaymen, maintaining local order, and just about every other small detail that could possibly go wrong, he is quite bewildered. Tosya is looking for some help in the way of a hunting party to take on some of the burden if he can find one.

CHAPTER TEN
LENAP

Lenap, also one of the ancient Ghinor Successor States, has fallen upon hard times but still holds political sway within this region. The giant dunes of the desert to the north keep this area fairly isolated. The many jungles and hills make overland travel limited to well-guarded caravans. The Churning Sea is unpredictable and the volcanic Isles of Flame often make the sea steam from undersea lava flows. The many jungles are filled with a rich variety of plants. A thriving trade has grown around the exporting of spices, herbs, seeds, saps, oils and insects.

In the sandy northern deserts are many settlements and tribes of the hardy Dorins, while to the south the Ghinorans become more numerous, sharing the territory with some hardy Tharbrians, Alryans and, on the coast, Antillians and other adventurous humans.

The coastal regions are divided between rugged hills and lowland jungles in the north and temperate forest in the south. The area is often ravaged by severe weather in the spring and fall, and hurricanes are not uncommon.

GEOGRAPHY

Terrain in the deserts are considered Hot and Dry, Warm and Dry in the regions west of the Govannon Scarpe and south of Didgewater River, and Hot, Wet elsewhere.

Amasis Hills (Rugged Hills): This rugged terrain is treacherous and some stretches are nearly impassable. **Encounters:** tribesmen, behir.

Ament Horn (Grasslands): The seat of the city of Lenap, Ament Horn is a granite statue carved from a giant outcropping. Carved in ancient times, the city grew up around this statue to a forgotten god. Hardy farmers still reside within once prosperous crumbling estates. Many cobblestone roads have become overgrown and near useless. Beyond the statue, this jutting peninsula is 10 miles wide and extends some 20 miles outward to the Sea of Five Winds. **Encounters:** wild dogs, merchants, bandits

Ameretat Forest (Dense Forest, Temperate): Tall timber deep in the Valley of Vitiation, the wood is protected from weather and wind. Very pleasant and cool in the interior. **Encounters:** hunters, wood elves, goblins

Astutack Jungle (Dense Forest; EL 12): Another of the ranges of jungle in the Lenap lowlands, the Astutack is home to the horrific giant abyssal dire stirges and giant wasps.

Bootleg Bay (Calm Aquatic, Perilous): Named because it was once a haven for pirates and smugglers, Bootleg Bay is full of treacherous shoals and sandbanks, requiring most merchants to hire pilots from nearby Amgold Quay. Most merchant captains come here for the quay's famous horses, but also ship out tropical hardwoods and exotic spices.

Charging River (Rough Aquatic): A branch of the Dark river, the Charging flows through the southern potion of the Dangerous Jungle. Unlike most deep jungle rivers, the charging is quick and straight.

Cherindan Forest (Medium Forest): A coastal forest, the trees of the Cherindan along the beach have all grown smooth, weather resistant bark to protect themselves from the coastal storms. **Encounters:** assassin vines, grig

Churning Sea (Rough Aquatic, Hot, Perilous; EL 14): A dangerous stretch of ocean running south and west of the Ament Horn, this area of sea contains whirlpools and great waves that arise without warning as well as stretches of water that seem to roll and boil, said to be caused by the curse of a god placed on a now sunken civilization that once existed in this area. The treacherous whirlpools and currents make travel here highly hazardous, and there is very little sea traffic in the Churning Sea.

The water temperature of the sea is near 100 degrees and vision is made difficult by the steam from the water itself. Despite the inhospitable nature of the seas, it is inhabited by a large number of giant aquatic dinosaurs such as dinichtys, elasmosaurus, mosasaurus and, most frighteningly, plesiosaurus which have been known to attach those few ships that brave these waters. What is not commonly known, is that miles of ruins populated by many mutated undersea races litter the floor of the sea, filled with ancient treasure. Map note: the waters of the Churning Sea begin slightly south and west of the Ament Horn at hex 2724 and extend south to hex 2731 and west to the Isles of Flame.

Danger, Bay of (Rough Aquatic, Perilous): A dark and fog banked cove, the Bay of Danger is a hazard to any ship not familiar with the docking procedures of Lenap. **Encounters:** whales, locathah

Dangerous Jungle (Dense Forest; EL 16): Fed by the dark salty water of the Bay of Danger, the Dangerous Jungle is a sweltering woodland of twisted vines and thick undergrowth. Dangerous plants abound here, strange woodland ropers of fantastic size and jungle treants have attacked explorers. Giant insects and carnivorous dire apes are often caught by sticky rope-like tentacles reaching down from the canopy above.

Dark River (Calm Aquatic): Flowing in from the Bay of Danger, the Dark river supplies the Dangerous Jungle, and the hill area surrounding it. The river turns dark purple during late summer and autumn due to the many berries that fall into its headwaters. It is quite deep and has no fords.

Didgewater River (Calm Aquatic): Bisecting the Amassis hill range, the Didgewater flows from the Arngold quay on the coast to the cliff wall of the scarpe.

Endless River (Rough Aquatic): Drawing from the Churning Sea, this river supplies the Weeping Forest and the mid Hurricane Hills. Sea bass make their way upriver to the hills. The river flows backward at dusk and dawn, making navigation difficult and time consuming.

Flame, Isles of: So named for the strange bluish flames that can be seen from miles at sea that leap from the peaks of these isles. There source has never been found. Legends tell of sailors mesmerized by the flames driving their ships against the many rocks that surround the island. It is rumored that Varun the Goddess of Wine walks these vine-covered isles on foggy evenings. **Fifteen Lizardmen** (CR 1; hp 11 each) visit the sea-caverns beneath the principal island to worship a **giant squid** (CR 9; hp 66) and elect a new tribal chieftain by force of arms every month. Access to the cavern is gained through a cave high on the eastern side of the island. **Harauld the hermit** (Com2; CR 1; hp 6) knows of the entrance and aids any party offering to assist him in recapturing his escaped pigs. A PC making a successful Search check (DC 30) of the murky sea cavern waters discovers a *ring of three wishes*, with one *wish* remaining.

Ghazelbahr, River (Calm Aquatic): Forming the northern edge of the Cherindan forest, the Ghazelbahr is stocked with fish and is a favorite watering hole for game in the area. **Encounters:** river trolls, fisherfolk.

Govannon Scarpe (Grasslands): This wide open mesa-like plain gives an elevated view of the Churning Sea. It is a rugged and barren plain, with bizarre wind-shaped rock outcroppings here and there. The scarp grows gradually more lush towards the south. Its moaning winds near the peak is the possible source of lycanthrope legends told by villagers. **Encounters:** wild dogs, wild horses, antelope

Great Roaring Jungle (Dense Forest, Giant; EL 15): This crescent shaped jungle is home to many dangerous giant animals. Several varieties of gire creatures may be found here. It has mires and drooping swamp trees of giant size.

Hobnob Hills (Rugged Hills): These green, steep-sided hills present an obstacle to travelers, but are also rich in game. Caravans from Lenap often pass through here, but the going is usually slow and painful. Primitive tribes of lizard men are sometimes encountered here, and can be persuaded to act as guides or guards.

Hurricane Hills (Rugged Hills): Named because they are periodically lashed by hurricanes in the spring and fall, these hills are known to harbor extensive growths of exotic orchids and other tropical flowers, as well as swarms of colorful butterflies in summer. They are a popular destination for naturalists and scholars.

Hutamah Jungle (Dense Forest): Appears as a dense, thickly overgrown garden. Tall grasses and twisted vines make an almost impenetrable thicket. **Encounters:** poisonous snakes, constrictor snakes, pixies

Infinite Desert (Rocky Desert): The hundreds of square miles of heat blasted, desolate terrain do have a few features to break up the shifting dunes. Several tribes of human nomads make their way around in the desert, and there are a number of small oasis to be found as well. Large, mostly intact skeletons of huge unknown creatures have been found littered in the desert, their bones bleached white from the sun and wind. Several artifacts have been found from lost cultures, with an advanced scientific theory common throughout the items.

Jungle of the Sweet Smelling Death (Dense Forest): This small jungle off the northern edge of the Govannon scarpe is home of several varieties of orchid. Deep in the center of the jungle is a rare spotted orchid that causes the inhaler to fall into a deep slumber, and eventually to die (Fort DC 17 to resist). It is prized by alchemists and evil wizards. **Encounters:** hobgoblins, halflings, human tribesmen, leopards

Maiden Peak (Forbidding Mountain): A nesting area for harpies. Trained attack falcons also patrol the area.

Mangania Isle: A sage's curse has made **10 juju zombies*** (CR 3; hp 21 each) from brigands that roam the island seeking the Windward Horn, an artifact that releases them from the curse. **Dainae** (female Amazon Bbn10/Amz5; CR 10; AL CE; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 15; *+1 greataxe, +4 hide,* masterwork climber's kit, *potion of cure serious wounds, potion of haste, amulet of natural armor +1, potion of cure moderate wound),* a lascivious Amazon and her **3 warrior maidens, Kloie, Ieo, and Earo** (female Amazons Bbn5/Amz3s; CR 5; AL CE; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 12; *+1 halfspear, +2 leather armor*) dwell in a small, fortified manor in the high lands. Resisting Dainae's amorous advances may prove deadly, at the very least earning her enmity and loathing. These exiles protect a small community of **20 poor elves** (CR 1/2; hp 4 each) on the lower slopes.

Mantith Forest (Dense Forest): Another of the coastal forests, Mangrove trees are common in these woods.

Menuquet Plains (Grasslands): The southern end of the Govannon Scarpe, the Menaquet plains are home to a nomadic breed of tan-skinned horsemen. The horsemen trade beautiful jade and turquoise jewelry for wood products. Tall grasses and giant flowers abound here. It is said that a dead goddess is buried beneath one of the larger mounds. Fey races are often seen dancing amidst the flowers but quickly disappear if approached. **Encounters:** deer, hare, coyotes, dire wolves.

Moulting Mountain (Rugged mountains): This short range of quickly eroding mountains are the tallest points in the surrounding highlands. The northern reaches of the mountains are home to many harpies, and a few gargoyles have joined the pack. Rocs have sometimes been seen flying over its peaks; brave hunters sometimes risk death to obtain roc feathers.

Shadow, Keys of: This cluster of islands is a well-known navigation aid. Several islands boast shore facilities and trading posts for passing merchant vessels.

Sunvale River (Calm Aquatic): A deep and narrow river, it is known for its large pike and gar population. The surrounding woodlands are bright with yellow flora and many giant butterflies flit amidst weeping willow trees. A golden haired witch is said to roam the banks during the twilight.

Tupimare Hills (Rugged Hills): These rough, wind-blasted hills are the home of hardy nomads and a few tribes of goblin raiders. Horses and wolf packs frequent these flower covered hills. A mated pair of centaurs has been sighted defending the horses on occasion. Water collects in deep caverns, and such areas are highly sought after.

Turgid Hills (Gentle Hills): Highlands just north of the Hutama, tribes from the jungle raid into the hills for minerals and precious metals found here. **Encounters:** barbarians, centaurs, manticores.

Valley of Vitiation (Light Forest): A protected land cove, the valley does not catch the rain and hurricane force winds that are common in the springtime. Forest and plants grow well in the rich soil.

Vex Ford (Calm Aquatic): Sister ford to the West Ford, it was built by Swanrill engineers.

Weeping Forest (Medium Forest): This forest is so named for the saltwater that drips from the leaves of the trees and foliage. With its proximity to the coast and being fed by the Endless, the jungle is very salty, and dehydration is a factor here for travelers. **Encounters:** dire apes, tigers, ogres.

West Ford (Calm Aquatic): Both West and Vex fords were built by workers from the town of Swanrill to ease the trade route to Goldfall. Passing closer to the cliffs of Govannan scarpe is an easier journey than traveling the Amasis hills.

Specific Locations

0113 Sledgetower (Village): Non-Standard; AL LE; TL 4; 200 gp Limit; Assets 7,075 gp; Population 1,132 (Able bodied 283); Mixed (orc 80%, half-orc 15%, goblin 5%); Resources: Market. *Authority Figure:* Hoglip Syledyr, male orc LE Rog5. *Important Characters:* Medahyr Eye-Gouger, male orc LE Clr4 (Midor); Relimk the Handsome, male half-orc NE Brb4 (Medahyr's bodyguard); Dreksyl Ver, female orc LE Wit3 (witch).

The orcs of Sledgetower scour the desert for anything and everything to sell or trade at their market. Though out of the way, many travelers are drawn here for all the unusual finds the orcs have for sale. While many have searched on their own, the orcs take a dim view of anyone infringing on their livelihood. A barely functioning ballista provides shade for sellers of a variety of poisons.

0126 The King's Curse: There is a curse written on the tombstone of an ancient king's burial mound. It has no effect anymore. A gold crown with a black diamond in the middle rests on the dead King. The crown is worth 7,140 gp.

0203 Snakes and Pots (EL 3): Two clay pots are half buried in the sand. One contains a five foot long silver chain belt worth 2,500 sp. The other pot contains 6,350 cp. A **giant cobra** (huge viper; CR 3; hp 22 each) lives under each pot.

0222 Tupimare Tower (Citadel): Non-Standard; AL N; TL 4; 40 gp Limit; Assets 100 gp; Population 80 (20 elite gnome guard Ftr1-4, armed with masterwork short swords and clad in masterwork plate armor guard the mine and the tower; the remaining 60 inhabitants are Exp1-3s, mostly miners, engineers and merchants); Isolated (gnome 90%, dwarf 5%, halfling 5%). *Authority Figure:* Ubwigme Querst, gnome male N Ftr5. *Important Characters:* Alwarig Degrol, gnome male N Ill4 (Querst's lieutenant); Long-Nosed Pytal, gnome male N Rog3 (lookout, scout).

A gnomish outpost, Tupimare Tower guards a sacred mine. The mine is rumored to be a dazzling place, filled with light emitted by gems embedded in the walls. The gnomes are vigilant, and have very little patience or humor when it comes to intruders.

0227 Winmoot (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,850 gp; Population 592 (Able bodied 148); Mixed (human 70% [mostly Ghinoran]; half-elf 15%, elf 5%, gnome 5%, halfling 5%); Resources: Zinc. *Authority Figure:* Wyfagyl, male Ghinoran N Ftr4. *Important Characters:* Fongnyv the Mixer, male human N Exp3 (alchemist/ointment maker); Viknelia, female Ghinoran N Rog3 (ointment maker).

The ointments made with the zinc of Winmoot are especially valued by the fair-skinned elves of the region. Humanoids of every type have been seen in increasing numbers lately. A local smith has been trying to make zinc more useful by alloying it with copper. Legends say that copper weapons were made as hard as steel in ages past. Wyfagel teaches music lessons for a reasonable fee.

0232 Menuquet Mound (Citadel): Magical; AL CE; TL 2; 100 gp Limit; Assets 313 gp; Population 100 (25 cruel and sadistic warriors War1-3 constitute the core defense group; remaining 75 are Com1-3 peasants and villagers or Adp1-3 shamans and acolytes); Isolated (human 90% [mostly Ghinoran, some Dorin], half-orc 10%). *Authority Figure:* Kriever Cold-Heart, male Ghinoran CE Clr9. *Important Characters:* Megrinhu Wet-blade, female Dorin CE Brb3 (warleader); Fimmlef Sore-Foot, male Ghinoran, CE Rog2 (scout).

Jutting from the plains, this tower is built above what is believed to be a central point for a series of ley lines. The tribe that currently inhabits the tower was once a peaceful group, but whether due to Megrinhu's dark rituals or the evil nature of the area, they are now a cruel and erratic lot. Related tribes seek help in finding a way to turn their kinsmen from the evil ways they have adopted.

0307 Wovenmist (Village): Non-Standard; AL CG; TL 5; 200 gp Limit; Assets 5,525 gp; Population 884 (Able bodied 221); Mixed (human 60% [mostly Dorin, some Tharbrian], elf 30%, half-elf 7%, halfling 3%); Resources: Timber. *Authority Figure:* Torbask, male human CE Wiz5. *Important Characters:* Yilpar the Eldest, male elf CG Rog5 (carpenter, woodworker); Fintlas the Grey, male Dorin CG Exp4 (woodworker); Dardra the Untiring, female human CG Rgr3 (village guard captain).

Rare, and some say magical, trees grow in the sands of the desert, their wood almost as hard as iron. Fierce desert creatures dwell among the trees, making harvesting even more difficult. The dwellers of Wovenmist work the wood carefully, creating sturdy furniture and staves that they send in tribute to Sledgetower in exchange for being left alone.

0321 The Spider Well (EL 8): A small well has a chain hanging down to the bottom. At the end of the chain is a bucket containing a clock with zircon numbers worth 1,600 gp. **Fifty tiny monstrous spiders** (CR 1/4; hp 2 each) have made their webs on the chain.

0406 The Citadel of Wovenmist (Citadel): Non-Standard; AL N; TL 5; 100 gp Limit; Assets 500 gp; Population 160 (30 militia War1-3 and 10 skilled elf archers Rgr1-2 man the citadel walls and guard the entrances to the dungeons; the rest are Com1-3 villagers, farmers and peasants or Exp1-3 artisans, merchants and specialized servants); Mixed (human 64% [mixed, some Dorin], elf 30%, dwarf 3%, halfling 3%). *Authority Figure:* Meedenhur Vuyt, male elf N Ftr7. *Important Characters:* Alvadid Humatrew, male human N Wiz9 (second in command, engineer); Ashkazku the Tongue, male orc LE Rog5 (observer from Sledgetower).

This tower collects the tributes to be sent to Sledgetower. Those who dwell here have hardened themselves to the injustice, but dark dealings go on deep under the tower, dealings which seek the liberation of the village and tower. Some of these dealings have unleashed powerful demons, which have so far been unsuccessful in clawing their way free of the tower's dungeons.

0417 Nettle (Small Town): Non-Standard; AL N; TL 3; 800 gp Limit; Assets 41,700 gp; Population 1668 (Able bodied 417); Mixed (elf 80% [mostly high, some gray and wild], half-elf 15%, gnome 3%, halfling 2%); Resources: Cattle. *Authority Figure:* Fender the Avenger, male elf [high] LG Ftr8. *Important Characters:* Undret Thousand-Head, male elf [wild] N Rgr7 (cattle owner); Wellat the Pathfinder, female elf [wild] Rog6 (scout, cattle drive boss), the Final Word, male half-elf Wiz5 (cattle owner).

The inhabitants of Nettle breed and herd tough cattle, but have to be constantly vigilant against rustlers. The cattle drives that must be made to get the cattle to all the markets the elves frequent are long and dangerous, and the elves pay guards well for this hazardous duty. The horns are used for containers.

0430 Hewn Dell (Small Town): Non-Standard; AL CG; TL 2; 800 gp Limit; Assets 36,200 gp; Population 1448 (Able bodied 362); Mixed (human 70% [mostly Ghinoran], elf 15%, half-elf 8%, halfling 7%); Resources: Market. *Authority Figure:* Sir Pinwikle, male human CG Ftr4. *Important Characters:* Ottan Treeclimber, male halfling CG Rog3 (explorer); Fonka Hurroody, female Ghinoran LG Clr3 (Molna, merchant); Kinnerras Oklyn, male Ghinoran NG Ftr3 (guard captain); Berlon Fateless, male elf, CG Sor3 (merchant).

Hewn Dell sees many travelers, and the market is a good place to find exotica from many different regions. The friendly folk here tell of fell creatures in the hills guarding old tombs, but none can say where those tombs are. Many varieties of cloth are sold here.

0510 The Golden Doll (EL 5): The remains of a man-sized Warrior still holding his battle-axe lies face down on top of a golden doll worth 490 gp. **Five large monstrous spiders** (CR 2; hp 22 each) nest in webs over the Warrior.

0631 Hewn Passgate (Citadel): Magical; AL CE; TL 2; 100 gp Limit; Assets 125 gp; Population 40 (10 goblin elites War1-3 and their 2 gnoll guards Ftr2 lord it over the common goblins who make up the population); Isolated (goblin 95%, gnoll 5%). *Authority Figure:* Hazhgon Glow-Eye, male goblin CE Wiz3. *Important Characters:* Kargral the Sudden, female goblin CE Rgr2 (patrol leader); Tinzgut, male goblin CE Clr2 (Angall).

A band of goblins has taken control of this once-abandoned tower, which commands an important pass. They politely ask for tolls from strongly guarded caravans, but have been known to viciously attack small parties and lone travelers. When pressed, they retreat into the tower, which is a nearly indestructible relic of a bygone age.

0712 Rovertop (Village): Non-Standard; AL CE; TL 4; 200 gp Limit; Assets 5,950 gp; Population 952 (Able bodied 238); Mixed (orc 70%, half-orc 15%, human 10%, Gnoll 5%); Resources: Jewels. *Authority Figure:* Greidar the Cold, male human CE Clr3. *Important Characters:* Screaming Jalka, male orc CE Brb3 (warband leader); Eyes, female orc NE Rog3 (jeweler).

The orcs here have been using jewels to buy food and other necessities from passing merchants. Where they get the jewels is unknown, and few outsiders are willing to brave the unpredictable village to find out.

0716 Ooze and Trunks (EL 4): Two large trunks covered with **gray ooze** (CR 4; hp 26) contain wine that is moldy and contaminated.

0725 Gravel Gate (Village): Non-Standard; AL LE; TL 5; 200 gp Limit; Assets 4,375 gp; Population 700 (Able bodied 175); Mixed (halfling 70%, gnome 15%, half-elf 10%, human 5%); Resources: Oil. *Authority Figure:* Bandel Winderwhip, male halfling CG Ftr6. *Important Characters:* Fredlon Velanderhaff, male halfling CG Sor5 (Winderwhip's lieutenant); Melvar Gindal, female halfling NE Brd4 (oil gathering foreman).

The oil of Gravel Gate, which seeps from the ground in slow, sluggish pools, is sent in tribute to Hewn Dell. As time has gone on, the folk of Gravel Gate have become more and more truculent, warped versions of their former friendly selves. Winderwhip seeks help in solving this problem.

0732 The Gnomes of the Skull (EL 9): The ruins of a tower covered by earth can only be entered by a 3-foot diameter tunnel. **Eight gnome fighters** (Ftr3; CR 3; hp 19 each; masterwork short sword, small wooden shield, chainmail, small leather pouch containing 50 sp and a piece of amethyst [50 gp]) are bowing to a golden skull worth 2,300 gp.

0732 Gnomes of the Skull

0804 The Lost God: The ruins of an altar to a lost god stands on a hummock. If a prayer is said at the altar, a beam of light will point to the nearest shelter, and no random encounters will occur for the night.

0816 Hrgesveglur Station (Citadel): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 375 gp; Population 120 (20 hired human guards War1-2 and 10 elf archers Ftr1-3 constitute the garrison, but they seem overmatched by the harpies; the remainder are Ari1-3 celebrants, Com1-3 unskilled workers, Exp1-3 employees and servants or adventurers of various types who are passing through); Mixed (elf 70% [mostly high, some gray and wood], human 20%, gnome 5%, halfling 5%). *Authority Figure:* Inglorinan Phidarelm, female elf [high] N Brd6. *Important Characters:* Smiling Jart Gilham, male human N Ftr5 (guard captain); Nisstraldin Yimal, male elf [wood] N Exp5 (merchant).

A popular rest stop for travelers, this squat tower seems to be the site of a perpetual carnival. A flock of harpies threatens to end the fun, jealous of Inglorinan Phidarelm's wonderful voice.

1010 The Elven Boots (EL 1/2): The remains of a high elf lays in the rocks with a worm-eaten cloak and a pair of decaying *elven boots*. A **small viper** (CR 1/2; hp 4) is inside the left boot. Protruding from the rocks is a six-foot diameter iron helm inscribed with dwarven runes.

1020 Windless (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 6,600 gp; Population 1056 (Able bodied 264); Mixed (human 60% [mostly Ghinoran], elf 25%, half-elf 10%, halfling 5%); Resources: Horses. *Authority Figure:* Blytarlaint, male human, N Rog4. *Important Characters:* Naugus Melnaine, male Ghinoran N Rgr3 (horse breeder and trainer); Eairchess the Slow, female elf NG Ftr2 (blacksmith, horse trainer); Rondegan, male Ghinoran N Drd2 (horse breeder and trainer).

The tough, smart horses of Windless fetch good prices, and buyers come from miles around for them. The inhabitants of Windless raise the horses on scattered ranches in the hills and on the plains, to better protect them from the rustlers that plague the region. A particularly ruthless band of rustlers, led by centaurs, is especially dangerous.

1026 The Old Salt's Spirit (EL 7): A small cottage covered with vines on a rocky slope has a ship's figurehead inside. The **ghost** (male ghost Exp6; CR 7; AL LE; Str — (ethereal 12), Dex 13, Con —, Int 11, Wis 12, Cha 14) of an old sailor guards the figurehead.

1033 Princeling (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 4,775 gp; Population 764 (Able bodied 191); Mixed (dwarf 80% [mostly hill and city], gnome 10%, halfling 10%); Resources: Iron. *Authority Figure:* Derunrih, male dwarf [city] CE Ftr3. *Important Characters:* Genul, female dwarf [hill] N Clr2 (Kazadarum); Lednal the Shaven, male dwarf N Ftr2 (mine boss).

The dwarves of Princeling trade iron and the products they can make from it to traveling merchants. The increasing madness of Derunrih has begun to drive the merchants away, which is of great concern to the rest of the village. The villagers long for Derunrih to be cured of his madness, or removed from power – but both options have been tried, and both have failed in previous attempts.

1114 Lidenstrand (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 8,425 gp; Population 1,348 (Able bodied 337); Mixed (human 70%, elf 10%, half-elf 10%, halfling 8%, gnome 2%); Resources: Market. *Authority Figure:* Cat Licor the Sure, male human, N Sag6. *Important Characters:* Ul Vatt, male human N Rog5 (merchant); Intare Revo, male human N Exp5 (merchant); Drael Misser, human female N Clr5 (Thoth); Nyarl Hevul, human male N Clr4 (Thoth, Drael Misser's assistant).

The market here thrives on the traffic that takes the relatively easy route that Lidenstrand straddles. That ease of access also makes the village a target. The village will be most appreciative of any who succeed in clearing the route of danger, especially of the swift pony-riding kobolds that harass caravans.

1118 Dryport Beacon (Citadel): Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 313 gp; Population 100 (25 experienced citadel guards Ftr1-3, equipped with chain mail, longswords and longbows constitute the garrison; the remain-

der are Com1-3 peasants, farmers and herders); Isolated (human 90% [mixed, some Dorin], half-orc 6%, orc 4%). *Authority Figure:* Dairmallin Genuff, male human CE Ftr3. *Important Characters:* Mayyom Jelut, female half-orc CE Sor6 (wise woman); Autir Flen, male Dorin, CE Rog2 (explorer).

There was a port here in centuries past, when the waters of the sea covered a much larger area. The sea has long since retreated, leaving a forgotten and fading city of ruins and bandits. The beacon tower is the last remaining building, the others nothing more than ghostly foundation outlines. The citadel guard is a group of experienced fighters who still obey their ancient duties. Most of the ruins were looted long ago, but occasionally a determined group of adventurers will find an untouched basement or series of rooms underground.

1133 Castle of the Princeling (Castle): Non-Standard; AL N; TL 5; 100 gp Limit; Assets 1938 gp; Population 620 (60 dwarven fighters Ftr1-3, 70 dwarf fighter-priests Ftr2-3/Clr1-4, and 25 war priests Clr4-5 are the castle's main military force; the remaining 465 are Ari1-3 nobles and aristocrats or Exp1-3 builders, planners, miners and other professionals); Mixed (dwarf 80% [mostly mountain and hill], gnome 10%, halfling 10%). *Authority Figure:* Galakaz Deepdigger, male dwarf [mountain] N Ftr8. *Important Characters:* Dils Cragwalker, female dwarf [hill] N Clr7 (Dacron); Rakhaz Doomsinger, male dwarf, N Brd6 (skald, historian); Evkarn Ironheart, male dwarf [hill] N Rog5 (weaponsmith).

The castle is a dwarven holy site, and the dwarves here await the return of the "princeling," a shadowy figure of dwarven mythology. They seek to purify themselves as they wait, and make forays into the Valley of Vitiation in search of aberrations to "cleanse." The valley is full of strange, tainted monsters, beholders in particular.

1203 The Obelisk of the Endless Simoom (Citadel): Non-Standard; AL N; TL 3; 100 gp Limit; Assets 625 gp; Population 200 (30 human warriors War1-3 and 20 half-orc fighters Ftr1-3 are the Godson's military force; the remainder are Com1-3 servants and local peasants, Exp1-3 scribes, researchers and skilled servants or common orcs and goblins); Mixed (human 60% [some Dorin and Tharbrian], half-orc 20%, orc 10%, goblin 10%). *Authority Figure:* The Godson of Sand, male Dorin, NE Rog6/Ftr5/Asn6. *Important Characters:* Twilight, male Tharbrian N Rog9 (the Godson's lieutenant and rival); Sunglare, female half-orc N Wiz11 (chief spellcaster of the tower).

A place that seems dark even under the bright desert sun, this tower is not committed to evil, but is more concerned with the shadowy realm of pragmatism. It is whispered that this is the place where the powerful go when they need someone eliminated or when they need information quickly gathered, by stealth or by force. The Godson of Sand is said to have many dark secrets locked away in this tower, any one of which could ransom a king.

1217 The Cave-Hut (EL 7): A caved-in hut at the bottom of the hill has three bottles of acid on a small wooden table. A **hill giant** (CR 7; hp 102) often visits the little hut. There are 2,120 gp in an old leather sack.

1222 Swanrill (Small Town): Non-Standard; AL N; TL 3; 800 gp Limit; Assets 48,600 gp; Population 1,944 (Able bodied 486); Mixed (halfling 70% [mostly common, some highland], human 20%, gnome 5%, half-elf 5%); Resources: Hides. *Authority Figure:* Allewn, male human CE Ftr4. *Important Characters:* Netlak Garn, male halfling N Rgr3 (hunter); Umvert Therboddle, male halfling N Rog3 (tanner); Dasson Klegg, female human CN Sor2 (alchemist).

The great herds of various animals that roam about the land here provide meat for the villagers to eat and pelts they can trade for the things they need. The herds can present danger, though, especially when a stampede occurs. A band of "sky riders" has been making off with the most prized members of the herds hereabouts, and causing stampedes destructive to both the animals and to the villagers.

1226 Amasis Spire (Citadel): Non-Standard; AL CG; TL 3; 100 gp Limit; Assets 438 gp; Population 140 (20 half-elf guardians Rgr1-3, 10 elf knights Ftr1-3 mounted on barded elven warhorses and 5 elf war wizards Wiz1-3 defend the ancient citadel; the remainder are Ari1-3 elven nobles, War1-2 militia or Exp1-3 craftsmen, artisans, historians and researchers); Isolated (half-elf 90%, elf 10%). *Authority Figure:* Humasa Blowinggrass, female half-elf CG Ftr4. *Important Characters:* Likon the Bearded, male half-elf CG Clr3 (Mithra); Marsil of the Hilltops, male half-elf CG Sor3 (adventurer, wanderer).

Amarsis Spire is tall and slender, made from a translucent purple stone that is not native to the area. Strong wards against magic were placed upon the spire by some unknown spellcaster long in the past. The wards are beginning to fail, and with them fails the tower itself, as it slowly crumbles away. The inhabitants of the tower will pay well for a solution to the problem.

1328 Goldfall (Village): Non-Standard; AL LG; TL 3; 200 gp Limit; Assets 7,075 gp; Population 1,132 (Able bodied 283); Mixed (half-elf 70%, elf 20%, human 5%, halfling 5%); Resources: Market. *Authority Figure:* Luken the Long, male half-elf LG Clr6. *Important Characters:* Arlinia Farsight, female half-elf LG Pal5 (champion of Goldfall); Finur Hillwalker, male half-elf NG Drd4 (farmer and merchant); the Silver Shade, male elf LG Wiz3 (merchant, adventurer).

The farms around Goldfall sell their produce in the market, with regular visits by large caravans wending through the trackless hills. The region is troubled by manticores, which love the corn of Goldfall, but don't love paying for it.

1334 Spider Pillars (EL 7): Two vine-covered pillars have a **gargantuan monstrous spider** (CR 7; hp 168) in its web between them. A *wand of ice storm* is stuck in the webs.

1404 Tuftipsy (Village): Non-Standard; AL LE; TL 3; 200 gp Limit; Assets 4,950gp; Population 792 (Able bodied 198); Mixed (goblin 60%, human 25%, orc 10%, half-orc 5%); Resources: Baskets. *Authority Figure:* Razan the Listless, male human LE Drd4. *Important Characters:* Garaga Burnedback, male goblin LE Rog3 (basket maker, prospector); Sulma the Finder, female human LE Rog2 (prospector); Flogg Fermo, LE Ftr2 (basket maker).

The crude but serviceable baskets made in Tuftipsy are perfect for sifting the sands, which are known to yield a wild array of precious stones and nuggets of gold. How these substances came to be in the sand is a mystery. Attempts to solve the mystery, or to sift for the treasure by non-villagers, have met with hostility.

1410 Nohaven Keep (Citadel): Magical; AL CE; TL 2; 100 gp Limit; Assets 875 gp; Population 280 (40 low-paid men-at-arms War1-3, 30 shortbowmen War1-2 and 10 professional cavalry Ftr1-2 hold the grim walls of the citadel; the remaining 210 are Com1-3 local peasants and settlers or Exp1-3 craftsmen, builders, grooms or professionals); Isolated (human 94% [some Tharbrian and Dorin], half-orc 6%). *Authority Figure:* Evvin Larpir, Master of Nohaven male Tharbrian, CE Wiz6. *Important Characters:* Earlen Hiol, male Tharbrian CE Ftr5 (guard captain); Falga Ujarl, female Human CE Rog4 (Nohaven's merchant liaison); Brabal the Foremost, male Tharbrian CE Brb3 (scout).

One of the few stopping places along a desolate trade route, Nohaven Keep is shunned by native and traveler alike. It is a grim place; its black stone walls seeming to contain leering faces that cannot be seen when looked at directly, its tower an accusing finger pointing at the sky. Only those in dire need dare to stop near the keep, let alone visit it.

1420 Ram's and Longships (EL 4): A giant ram's head is sitting on a large rock. The head is hollow. A **giant stag beetle** (CR 4; hp 52) nests inside. Buried beside the head is a longship with a cargo of silver fittings worth 3,220 gp.

1424 Didgewater Fordguard (Castle): Magical; AL CG; TL 5; 100 gp Limit; Assets 1750 gp; Population 560 (50 elf warriors War1-3, 30 elf guardians Rgr1-3, 30 halfling archers War1-3 and 30 halfling scouts Rog1-3 are the citadel's main garrison; the remainder are Ari1-3 elf nobles, Clr1-2 priests, Com1-3 peasants and farmers or Exp1-3 craftsmen, artisans and other experts); Mixed (elf 50%, halfling 30%, human 20%). *Authority Figure:* Murvdin Bowshot, male elf CG Clr7 (Mithra). *Important Characters:* Dregar Dreflahan, male halfling CG Rog6 (guard captain); Japetil Mooneyed, female elf CG Sor6 (castle record keeper); Mavet Gloaminglover, female Bardik CG Sor9/Brd5 (minstrel and morale officer of the castle).

This strong castle has been in chaos of late, as the walls and doors seem to shift of their own volition, as if the castle has grown tired of its internal layout. Even the river and land nearby shift their positions nightly. It is thought some great primal elemental, embodied in the surrounding terrain, shifts as it dreams in an age-long sleep.

1508 The Buried Vault (EL 19): A fully covered vault lies two feet under the sand. The top of the vault is corroded. A heavy person has a 60% probability of falling through. **Six skeleton warriors*** (CR 14; hp 78 each) guard the vault wherein a *necklace of dominate person (2/day)* is worn by a long dead mage.

1512 Flamgard (Village): Non-Standard; AL N; TL 2; 200 gp Limit; Assets 5,400 gp; Population 864 (Able bodied 216); Mixed (human 70% [several Dorin], dwarf 15%, troll 15%); Resources: Market. *Authority Figure:* Zenrax, male troll CE Ftr5. *Important Characters:* Drenel the Enduring, male human N Sor8 (former village chief); Nankart Trollkin, male human Rog3 (merchant).

Trolls, dwarves, and humans all find their way to the market in Flamgard, each finding the uneasy alliance that keeps the village together ever more difficult to maintain. A rash of unsolved murders, with victims of all races, has increased the tension. A rug weaver and basket maker are popular vending tents.

1532 Willowwithy (Village): Non-Standard; AL LG; TL 4; 200 gp Limit; Assets 4,400 gp; Population 704 (Able bodied 176); Mixed (human 70% [mostly Ghinoran], half-elf 15%, elf 8%, halfling 4%, gnome 3%); Resources: Market. *Authority Figure:* Ventore, male Ghinoran LG Ftr7. *Important Characters:* Trannel, female Ghinoran LG Clr6 (Mitra); Brother Inxit, male human, LG Mnk4 (assistant to Trannel); Warden Imnus, male human LG Rgr3 (village guard captain); Aringon the Gull, male Ghinoran LG Wiz3 (dockmaster).

The villagers strive to keep the area safe for the passage of merchants, and provide a safe harbor, which results in a thriving market where trade goods from all over exchange hands. However, aquatic monsters have been attacking vessels at anchor in the harbor.

1602 Crab Nest (EL 7): A trunk covered by sand has a *potion of cure serious wounds (level 5)* inside. **Four monstrous crabs*** (CR 2; hp 16 each) nest nearby.

1616 Rushkindle (Village): Non-Standard; AL N; TL 2; 200 gp Limit; Assets 7,550 gp; Population 1,208 (Able bodied 302); Mixed (human 75% [mostly Ghinoran, some Tharbrian], halfling 15%, gnome 5%, half-elf 5%); Resources: Market. *Authority Figure:* Dryfed Bending, male human N Clr3. *Important Characters:* Barthonil the Pocket, male human N Rog3 (tax collector); Finleas Hup, female human Ftr2 (innkeeper).

The market at Rushkindle is known to sell anything and everything, from the mundane to the sinister. The villagers do not care what is sold, as long as the village receives a tax on each sale. The village also has ways to hide goods, from food to fugitives – for a price. A wandering knight believes that a kinsman is being "hidden" in Rushkindle, and seeks help in finding and rescuing her.

1623 Abandoned Cottage: A small cottage in a grove is infested with insects. A stone calendar stands on a small table of granite within.

1625 Arngold Quay (Small Town): Non-Standard; AL N; TL 5; 800 gp Limit; Assets 47,600 gp; Population 1904 (Able bodied 476); Mixed (elf 70% [mostly high, some gray and southern], half-elf 25%, human 5%); Resources: Horses. *Authority Figure:* Gwanlt, male elf [gray] LG Ftr6. *Important Characters:* Nelt Horseblood, female elf [high] N Rgr5 (horse breeder and trainer); Milment the Stiff-Necked, male human LG Pal4 (Gwanlt's lieutenant); Halct Cleareye, male elf [southern] NG Brd3 (Gwanlt's assistant and scribe); Nismon Marolt, male half-elf N Ftr2 (horse breeder and trainer).

Arngold Quay sends horses and food to Willowwithy. Willowwithy, by way of Gwanlt and his force, ensures that the town and docks at Arngold remain safe. The horses of Arngold Quay are big, handsome beasts — said to have once been creatures of the sea — and make fine warhorses. They would also be valuable rewards for those who help stop the raids of undead that have been shambling from the waters lately.

1720 Rotneedle Tower (Citadel): Non-Standard; AL N; TL 3; 100 gp Limit; Assets 813 gp; Population 260 (30 men-at-arms Ftr2-4, 20 crossbowmen War1-2 and 15 mounted guardsmen Ftr3-6 armed with light lances, heavy crossbows and longswords make up the garrison; remaining 195 are Com1-3 villagers and servants or Exp1-3 librarians, geographers, expert servants, grooms and other staff); Mixed (human 40%, elf 20%,

orc 10%, dwarf 10%, gnome 10%, halfling 10%). *Authority Figure:* Wertu Olk, male Ghinoran N Ftr8. *Important Characters:* Redrin Lightdouser, female elf N Rgr3 (hunter, scout); Gorriblet the Laughing, male gnome N Ill3 (adventurer).

This citadel was designed to guard against attackers from the nearby jungle gaining access to the travelers and caravans that pick their way painfully along the hilly pass. Recently, a black dragon was sighted emerging from the jungle, which has everyone in the tower bracing for a fight. Wertu is searching for a ballista or other heavy missile weapon with which to fight the dragon, but so far without success.

1808 Evergloom (Village): Non-Standard; AL N; TL 4; 200 gp Limit; Assets 7,925 gp; Population 1268 (Able bodied 317); Mixed (human 60% [mixed, few Tharbrian and Dorin], hill giant 30%, elf 8%, dwarf 2%); Resources: Leather. *Authority Figure:* Badyr Skywalker, male hill giant CE Ftr7. *Important Characters:* Munlee Heavyfoot, female hill giant CE Clr6 (Angall); Actic Laota, male human N Exp5 (leatherworker); Turman the Bull, male human N Ftr4 (cattle breeder).

The people of Evergloom breed a type of hardy buffalo specifically for the toughness of its skin. The leather goods made here are especially fine, particularly the leather armor (masterwork quality). A particularly violent, and some say demonic, bull has been making life difficult for the people of Evergloom, breaking down fences, scattering the buffalo, and attacking those who it finds in the open.

1813 The Troll Lair (EL 10): An antique miniature lamp shines out the window of a large crumbling hall (contains a *continual flame* spell). **Six trolls** (CR 5; hp 63 each) sleep in the wine cellar. They have accumulated a treasure containing 3,000cp, 2,150gp and 5 aquamarines (350gp each).

1818 Finduler's Observatory (Citadel): Non-Standard; AL CG; TL 3; 100 gp Limit; Assets 375 gp; Population 120 (30 hired guardsmen War1-3 hold the citadel for Finduler; the rest are Exp1-3 assistants and scholars or Com1-3 servants); Isolated (human 90% [mixed, some Dorin], halfling 10%). *Authority Figure:* Finduler the Leaf-Picker, male halfling CG Sag5. *Important Characters:* Agamag Mulfer, female Dorin, CG Rog4 (sample gatherer); Treflin Vaosad, male human, CG Exp3 (Finduler's chief assistant).

Finduler studies the plant life of the jungle, as well as some of its more notable fauna. His observatory, a fortified tower, is filled with odd and often potentially deadly plant life, which at times is threatening enough to cause the tower to be evacuated. Reports of a black dragon in the vicinity have added another element of uncertainty to life here.

1909 Mountainbirth Castle (Castle): Magical; AL N; TL 5; 100 gp Limit; Assets 1625 gp; Population 520 (50 men-at-arms War1-3 and 30 crossbowmen War1-3 are the regular garrison; 40 Giant Killers Ftr4-5 and 10 Giant Slayers Ftr6-8 patrol the surrounding regions; the remaining 390 are Com1-3 servants, farmers and peasants or Exp1-3 hunters, guides, trackers or expert servants); Mixed (human 40%, dwarf 20%, halfling 20%, gnome 20%). *Authority Figure:* Zesaly Klonir, male human N Wiz12. *Important Characters:* Munngeddin Axewielder, male dwarf N Rgr6 (head of the "Giant-Killer" squad); Equitred, female human N Clr6 (Mosinylo); Tylo Unrew, the Tripper, male human N Wiz5.

Perched at the very northern tip of the Molting Mountains, Mountainbirth Castle has long been a target of giant attacks. The "Giant-Killer" squad of elite troops has earned grudging respect – and respite for the castle – from giants of all kinds. Still, one particularly implacable fire giant tribe continues to attack the castle from time to time, retiring back to their hidden mountain lair when hard-pressed.

1921 Steadfast Stronghold (Castle): Non-Standard; AL LG; TL 3; 100 gp Limit; Assets 1438 gp; Population 460 (40 men-at-arms Ftr1-3, 30 longbowmen Ftr1-3, 20 warrior-priests War1-3/Clr1-3, 15 soldier-priests Ftr1-4/Clr1-3 and 10 mounted knights Pal1-2 are the citadel's main defenders, though the other populace will defend it if necessary; the remaining 345 are Com1-3 peasants and villagers, Exp1-3 merchants, guides and shopkeepers or Clr1-2 low-ranking priests; many have 1-3 levels of Warrior and can serve as militia as needed); Isolated (human 90% [mostly Ghinoran], halfling 10%). *Authority Figure:* Trueheart Fairengole, male Ghinoran LG Pal6 (Tyrebill). *Important Characters:* Hugrew Finher, male human LG Pal5 (Tyrebill; Fairengole's lieutenant); Pylotar Minhirdin, male Ghinoran LG Ftr5 (cavalry captain); Wirrin Valadre, female Dorin LG Clr5 (Tyrebill).

A combination military base/monastery, Steadfast Stronghold wars against the evil humanoids and giants that infest the region. Although very rigid in their thinking, the knights here are essentially good-hearted. A few of them have begun to question the rightness of their never-ending war against the nearby orc settlement, and quietly seek to hire adventurers to seek the truth of the matter.

1921 Reek Hill (Hamlet): Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,975 gp; Population 632 (Able bodied 158); Mixed (orc 70%, half-orc 10%, human 10%, goblin 6%, gnoll 3%, elf 1%); Resources: Bows. *Authority Figure:* Cyfael the Silent, male elf CG Wiz4. *Important Characters:* Nkun Headsmasher, male orc CE Brb3 (warband leader); Plazk the Shaper, male orc NE Rog3 (bowyer).

Orcs and gnolls love the crude, strong bows of Reek Hill. The industry of bow making has proven almost lucrative enough for the foul inhabitants to forego their raids on other settlements. A band of knights has targeted the hamlet, either unaware or unmoved by the gradual moderation of the inhabitants.

1931 Look Lively Maties! (EL 7): A shipwreck sits on the bottom covered with green moss. Littering the deck are many corroded weapons. **Captain Memsnor, a draug*** (CR 4; hp 38) with a gold peg leg (worth 500 gp) captains a crew of **6 octopi** (CR 1; hp 9 each).

2009 Wondernesse (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 8,875 gp; Population 1420 (Able bodied 355); Mixed (dwarf 80% [mostly mountain], gnome 15%, halfling 3%, human 2%); Resources: Ropes. *Authority Figure:* Bynt Baber, male human N Exp5. *Important Characters:* Tuin Thickbeard, male dwarf [mountain] N Rog4 (ropemaker); Dwint Durabbo, male gnome N Exp3 (ropemaker).

The thick, sturdy rope of Wondernesse makes a good addition to the supplies of adventurers seeking the sunken pits that were once the palace of a djinn. A tinker supplies block and tackle tools and some ropes are made with braided wires intertwined.

2027 Water Spray Isle (EL varies): A geyser glows at night to mark the location of a magical altar. During a full moon an intelligent parrot will guide anyone at the geyser to a cave filled with dinosaur bones and broken weapons. The blind castaway inhabiting the cave is named **Rajapoor** (male human Ari7; CR 6; AL NG; hp 34), the former ruler of Lenap who befriended the Wizard Khouligan. The wizard stole the ruler's princess, the *jewels of apazar*, and a *flying carpet*. The ruler was transported to the cave to die blind, weakened, and without weapons to defend against the **20 dire rats** (CR 1/3; hp 5 each) that frequent the cave complex. Should Rajapoor be cured of his blindness, with a *remove blindness spell*, and returned to Lenap, his claim to the throne may result in the fall of the current government and a popular uprising. Adventurers who successfully return Rajapoor to power may find themselves in positions of great power within his new bureaucracy. Unfortunately they also earn the everlasting enmity of Khouligan.

2107 Lizard Lunch (EL 7): The remains of a giant lizard are being eaten by **4 wererats** (Com1; CR 2; hp 5 each). The lizard wears a silver-studded saddle worth 120 gp. In a leather pouch attached to the saddle is a case of lamp oil.

2117 Of Bread and Blue Dragons (EL 10): Four moldy barrels sit side-by-side in a ditch. They contain 150 gp and loaves of bread. **Grizzicckk, a young adult blue dragon** (CR 10; hp 189) constantly keeps watch from another ditch 150 feet to the north. It lairs in a nearby cave (Wilderness Lore check DC 30 to locate). In the lair are 2,200 gp, 14,000 sp, a jeweled cup (2,500 gp), three ivory drinking mugs (50 gp each), a *wand of fireballs* (12 charges, caster level 10), and an *ebony fly*.

2123 The Raft: A small raft floats just off the coast. An ancient man-sized throne is tied down on the raft. A closer look reveals **4 mermen** (CR 1/2; hp 5 each) swimming alongside the raft. The throne functions as a *crystal ball*.

2211 Jungle Gap Gate (Citadel): Monstrous; AL CE; TL 4; 100 gp Limit; Assets 750 gp; Population 240 (50 orc veterans War1-3 and 10 orc berserks Brb1-4 are the somewhat slovenly and ill-disciplined garrison; the remainder are common orcs half-orcs); Isolated (orc 95%, half-orc 5%). *Authority Figure:* Dargkyu Redtusk, male orc CE Ftr5. *Important Characters:* Iggrik Brokenhand, female orc CE Clr4 (Midor); Flietraw Rotbreath, male orc, CE Brb3 (scout, toll-taker).

Any who try to skirt around the jungle must pass this tower, where they must pay a toll to pass. The tolls are surprisingly light, and the orcs here do provide some security for those who pay. A more intolerant band of jungle-dwelling orcs object to their more "civilized" brethren in the tower, and continually attack the tower and any travelers who pass.

2214 Delan (Village): Non-Standard; AL CE; TL 3; 200 gp Limit; Assets 5,125 gp; Population 820 (Able bodied 205); Mixed (human 60% [mostly Ghinoran], gnome 25% [mostly city], elf 10%, halfling 5%); Resources: Timber. *Authority Figure:* Mecsan of Old, male gnome CE Ftr7. *Important Characters:* Hateful Hundrik, male gnome [city] CE Rog7 (logging boss); Nattar Tlik, female Ghinoran CE Wiz5 (woodcarver, carpenter); Kilka Pwin, male gnome CE Rgr4 (logger).

The timber cut in Delan is sent downriver as massive rafts for travelers and merchants. While it is a swift way to move the timber to market, the jungle through which the river runs is home to dangerous beasts, and the river is filled with deadly fish like the giant piranha.

2218 Fort Hobnob (Citadel): Conventional; AL CG; TL 5; 100 gp Limit; Assets 438 gp; Population 140 (20 halfling archers War1-2, 10 gnome engineers Exp1-3 and 5 dwarf guardsmen Ftr5-7 guard the citadel; the remaining 105 are Com1-3 peasants, field hands and laborers or Exp1-3 vintners, winemakers, craftsmen, woodworkers, etc.); Mixed (halfling 70% [mostly common, some highland and stout], gnome 15%, dwarf 10%, human 5%). *Authority Figure:* Sheriff Tolda Hillhopper, female halfling [highland] CG Ftr7. *Important Characters:* Jakkan Fields, male halfling CG Clr6 (farmer, priest of Losborst); Artrew Holedweller, male halfling CG Rgr5 (cattle rancher).

The halflings here are a jolly lot, possibly due to the presence of a fine winemaker — Jakkan Fields — and his vineyards. Though he prizes the corn he manages to grow in the nearby hills most, his vineyards are famous throughout the land. Something has been stripping the grapes from the vines, and Jakkan suspects it is more than common pests.

2410 The City of Ash (EL 12+): An ash-covered city almost burnt to the ground lies in a blackened clearing. A **young adult red dragon** (CR 12; hp 218) lives in a huge cistern in the middle of town holding **6 virgin maidens** (Com1; hp 2 each; Cha 14+) captive. Twenty flame jet traps (CR 2; 1-ft. wide, 50-ft. long stream of flame; 3d6; DC 13 Reflex save avoids; Search DC 25; Disable Device DC 26) and 10 20-foot deep pit traps (CR 1; no attack roll necessary; 2d6; DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20) are set about the ruins to alert the dragon. In addition to the maidens, its lair contains 41,200 gp, 36,000 sp, 22 gems worth 11,000 gp total, a *+3 animated shield*, *a +2 dragonbane sword*, and a *bracelet of friends*.

2414 Forest Bight Fortress (Castle): Non-Standard; AL N; TL 3; 100 gp Limit; Assets 1750 gp; Population 560 (65 light foot War1-3 with leather armor, short bows and shortswords, 40 heavy foot Ftr1-2 with chain mail, crossbows and longswords, 25 cavalry Ftr1-3 on light horses and equipped with light lances, leather armor and longswords, 8 catapult crew Exp1 and 2 ballista crew Exp1 make up the well-equipped and professional garrison; the remainder are Com1-3 forest-dwellers, villagers and servants or Exp1-3 woodsmen, hunters, scouts, guides, etc.); Mixed (human 50% [mostly Ghinoran], elf 10%, gnome 10%, halfling 10%, orc 10%, goblin 10%). *Authority Figure:* Purdell the Precise, male Ghinoran N Wiz7. *Important Characters:* Black-Handed Berd, male Ghinoran N Rog6 (Purdell's scribe and seneschal); Gantrew Patchbeard, female dwarf N Ftr5 (guard captain); Marsingham the Mostly Fair, male halfling N Rog4 (Purdell's chief advisor).

Purdell had a huge swath of the forest cut down so he could have his fortress built in a particular spot. Why he demanded this spot is unknown. It seems that the spirits of the forest now seek revenge, and are thought to be the cause of all the accidents and deaths here. Purdell does not particularly care, except that he is finding it difficult to keep his dwelling staffed. Thus, he seeks answers to the problem.

2421 The Grinding Wheel (EL 2): A vine-covered grinding wheel set in the clearing is the abode of a **large**

2410 The City of Ash

monstrous spider (CR 2; hp 22) which is weaving a web over it. Scattered about in a clay brick pile are four ankylosaurus harnesses.

2426 The Taming Breastplate (EL 1/4): A *mithral breast* plate worth 2,960gp is covered by sand and shines in the light. **Two killer shrews** (see below) live inside the cavity.

Killer Shrew: CR 1/8; SZ D Animal; HD 1/4d8; hp 1; Init +1; Spd 5 ft.; AC 15 (+4 size, +1 Dex) touch 15, flat-footed 14; BAB +1; Grap -11; Atk/Full Atk bite +1 melee (1d2-5 plus poison); Space/Reach 1 ft./0 ft.; SA poison (bite, Fort DC 10, 1/1 Str); SQ scent; AL N; SV Fort +2, Ref +3, Will +2; Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5. *Feats:* Weapon Finesse (bite).

2503 Forsaken (Hamlet): Non-Standard; AL N; TL 2; 100 gp Limit; Assets 1,490 gp; Population 476 (Able bodied 119); Mixed (human 60% [mixed, some Dorin], dwarf 15%, gnome 10%, half-elf 10%, elf 3%, halfling 2%); Resources: Market. *Authority Figure:* Dyrsh the Many Tongues, male Dorin N Ftr4. *Important Characters:* Durkle Dinhouser, male gnome N Ill3 (merchant and magician); Silver-Eyed Sorn, male dwarf N Rog2 (merchant).

Wanderers and the lost find some refuge at Forsaken, its market filled with the flotsam and jetsam of broken and forgotten lives. It is rumored that the tomb of a long-dead and forgotten deity lies nearby, emanating hopelessness.

2515 Boghra-Little (Hamlet): Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,800 gp; Population 576 (Able bodied 144); Mixed (human 51% [mostly Ghinoran], troll 30%, orc 10%, half-orc 9%); Resources: Oil. *Authority Figure:* Bladdadent, male troll CE Ftr5. *Important Characters:* Blatrum the Feastmaster, male human CE Wiz5 (oil merchant); Urget the Never-Ready, male orc CE Brb4 (adventurer); the Sullied Skein, female human NE Sor4 (merchant, adventurer); Mad Mukdadort the Twice-Eaten, male troll CE Brb2 (pit fighter).

Barrels of oil are rafted downriver to waiting merchant vessels, the profit going to throwing violently raucous feasts. These feasts are well-known for their wicked nature, but not a few are still drawn to them for the opportunities to rob and kill.

2619 Lenap Tower (Citadel): Non-Standard; AL CE; TL 5; 100 gp Limit; Assets 625 gp; Population 200 (30 guardsmen Ftr1-2 and 20 crossbowmen Ftr1-2 hold the citadel and fight doggedly despite a somewhat lackadaisical attitude toward authority and discipline; the remaining 150 are Com1-3 servants and peasants, Exp1-3 merchants and tradesmen or Ari1-3 nobles and officials from Lenap); Mixed (human 51% [mostly Ghinoran], dwarf 15%, gnome 5%, halfling 5%, orc 5%, half-orc 5%, goblin 5%, gnoll 3%, half-elf 2%, elf 2%, troll 2%). *Authority Figure:* Reletta the Furious, female Ghinoran CE Ftr4. *Important Characters:* Jigrem, male goblin CE Sor3 (the tower's chief spellcaster); Arkurk the Long-Legged, male gnoll CE Rgr2 (scout and messenger); Grelloik the Traitorous Axe, male dwarf CE Rog2 (trap maker).

Lenap Tower guards the passage to Lenap. The garrison here is wild, though vigilant. Weakening the tower or taking it outright would seriously weaken Lenap's defenses against those who would attack the town.

2712 Ashwood (Small Town): Non-Standard; AL N; TL 5; 800 gp Limit; Assets 37,000 gp; Population 1480 (Able bodied 370); Mixed (halfling 60% [mostly common, some stout], dwarf 25% [mostly mountain], gnome 10%, elf 5%); Resources: Silver. *Authority Figure:* Pathinvor, male dwarf [mountain] N Clr3. *Important Characters:* Dantam

Gilly, male halfling Rgr3 (farmer); Dijintor Malrock, male dwarf N Ftr2 (prospector); Falmhara Koll, female halfling N Drd2 (farmer); Malgi Murnin, male gnome N Brd2 (prospector, entertainer).

The silver mined in Ashwood has drawn fortune-hunters from miles around, swelling the size of the once-quiet settlement. Still, many who search for the silver tell of the earth itself stirring as if from slumber, and chasing those who disturb it.

2732 Isle of the Purple Mermaid (EL Variable): A spring of healing waters issues from a triangular crack in a huge boulder shaped like a mermaid. Bathers heal 1d6 hit points each day by bathing in the spring for 1 hour. A tribe of **20 Chimpanzees** (see below) avoid the pride of **6 lions** (CR 3; hp 32 each) that stalk the sparse prey amongst the lush vegetation. A fruit shaped like golden globes grows on vines covering a crumbled wall. Anyone eating the fruit must make a successful Fortitude save (DC 20) or be driven insane (as the *insanity* spell) for 2 weeks. Insane individuals suffer horrid delusions, believing that everyone is secretly attempting to destroy them, and react violently to assurances to the contrary. They refer to the various chimpanzees encountered upon the island as general, corporal, and colonel respectively.

Chimpanzees: CR 1/4; SZ S Animal; HD 1d8+1; hp 5; Init +2; Spd 30 ft., climb 30 ft.; AC 13 (+1 size, +2 Dex) touch 13, flat-footed 11; BAB +1; Grap -1; Atk/Full Atk bite +3 melee (1d3-2); Face/Reach 2 1/2 ft./2 1/2 ft.; AL N; SV Fort +3, Ref +4, Will +1; Str 7, Dex 15, Con 12, Int 2, Wis 12, Cha 5.

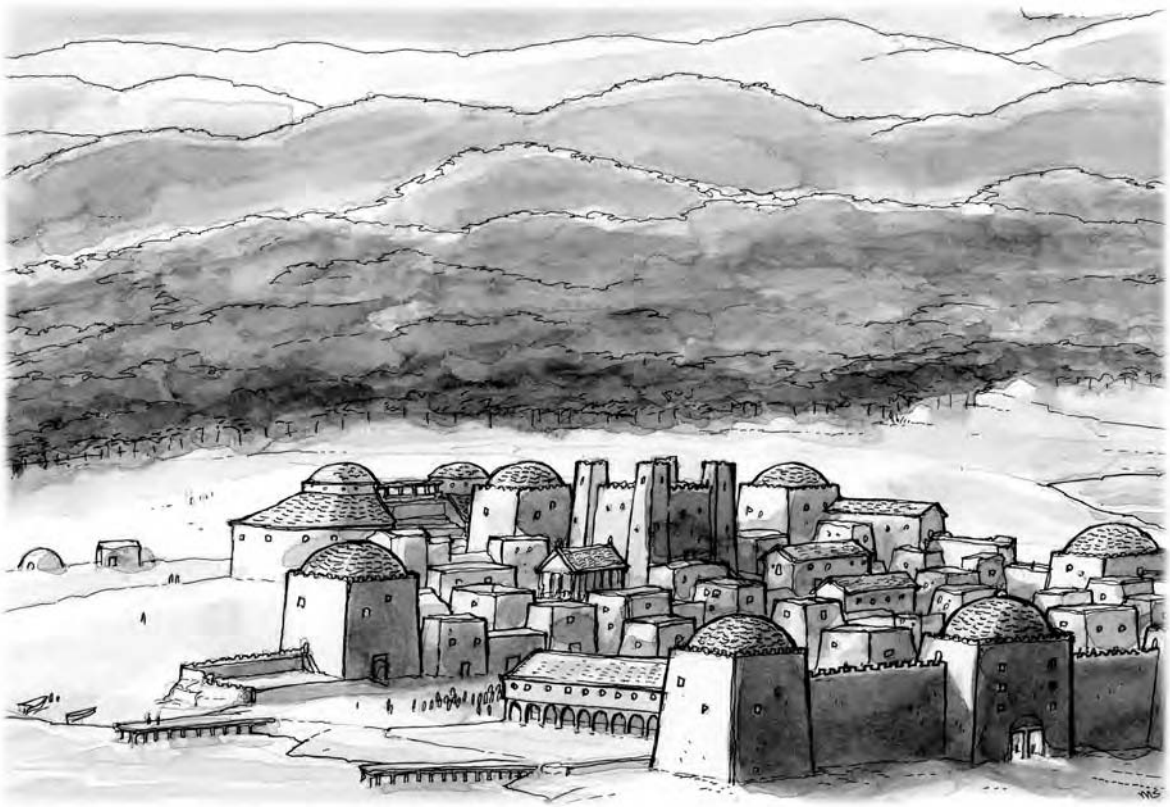
Skills: Balance + 10, Climb +13, Hide +9, Listen +4, Spot +4. *Feats:* Weapon Finesse (bite).

2810 Ashwood Pillar (Citadel): Non-Standard; AL N; TL 5; 100 gp Limit; Assets 438 gp; Population 140 (20 halfing archers Ftr1-2 and 15 dwarf fighters Ftr1-3 loyally hold the citadel against bandits and raiders; the remaining 105 are Com1-3 peasants and servants or Exp1-3 tax collectors, money changers, merchants or officials); Mixed (halfling 60%, dwarf 25%, gnome 10%, elf 5%). *Authority Figure:* Constable Mudstomper, male halfling N Ftr6. *Important Characters:* Derringdel Lebringres, male gnome N Rog5 (silversmith); Palon Hillside, female halfling N Wiz4 (treasurer); Gruff Stonechipper, male dwarf N Rog4 (trapmaker).

The silver taken in taxes from the town of Ashwood is stored here, making it a target for all manner of thieves and thugs. A particularly stealthy thief has been making away with sizable sums, despite all efforts made to prevent the thefts and capture the thief.

2820 Lenap (Small Town): Non-Standard; AL LE; TL 5; 800 gp Limit; Assets 67,300 gp; Population 2,692 (Able bodied 673); Mixed (human 51% [mostly Ghinoran, some Alryan and Tharbrian, a few Antillian], dwarf 15%, gnome 5%, halfling 5%, orc 5%, half-orc 5%, goblin 5%, gnoll 3%, half-elf 2%, elf 2%, troll 2%); Resources: Market. *Authority Figure:* Khouligan the Grief Giver, male Ghinoran LE Wiz12. *Important Characters:* Captain Occlar, male Ghinoran LE Ftr5 (guard captain); Professor Laggan, male human LE Wiz5 (advisor to the Grief Giver); Petta the Ever-Moving, female Ghinoran N Rog4 (merchant); Plikfon the Porpoise, male Antillian NE Rog 4 (portmaster); Nirk Fil, female half-orc LE Ftr3 (innkeeper).

Located on the Ament Horn, a strange carved outcropping of rock, miles of hills and jungles stretch west of the town itself. Though considered a backwater colonial town by the



2820 Lenap

empire that founded it, Lenap is the largest and most prosperous town and port in the region, its market the destination for much of the goods and raw material of this part of the continent. Lenap is one of the original Ghinoran Successor State from the ancient Empire of Kelnore. Devastated by disease and pestilence following the fall of the empire and the many wars that followed, the hardy people of Ghinoran stock have in recent centuries come to reclaim this city and its ruins to repopulate it and begin to build it again. The current ruler, a wizard of great evil, stole the daughter of the prior ruler (Rajapoor, see hex 2027), banished him and set him self as Satrap of the city. Known as the Grief Giver to the people, the dungeon beneath his palace is filled with those who have defied his power, many of whom are good-hearted folk.

2904 The Rosetta Stone: A marble slab is buried in the sand with rubies worth 750 gp each set in the corners. The slab is inscribed with runes that permit the translation of an ancient language (determined by the judge; e.g. Khemitian). The slab weighs 450 pounds.

2907 Eldma-Vilyet (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 5,075 gp; Population 812 (Able bodied 203); Mixed (human 70%, dwarf 15%, gnome 10%, halfling 5%); Resources: Torches. *Authority Figure:* Slynnon Strong-Shoulder, male human N Wiz7. *Important Characters:* Mizrah the Calm, female human LN Mnk6 (explorer); Singed Serklin, male human N Exp5 (torch maker); Bamtur Baldchin, female dwarf N Rog4 (adventurer).

The torches made here are very handy for the adventurers that seek the strange ruins and underground labyrinths found in the area. Some torches have different colored flames and one expensive variety burns with double the amount of heat. An enchanted torch is sold that supposedly gives off smoke in the direction of gems and others for precious metals.

2913 Castle Lonewood (Castle): Non-Standard; AL N; TL 5; 100 gp Limit; Asset**:** 1688 gp; Population 540 (50 skirmishers Ftr1-3 armed with slings; 40 medium infantry Ftr1-3 equipped with leather armor and short swords, 25 light cavalry Ftr2-4 equipped with studded leather armor, light lances and longswords and 20 heavy cavalry Ftr2-4 with chainmail, shields, heavy lances and longswords make up the core of Randur's mercenary company; the remaining 405 are Com1-3 peasants or Exp1-3 merchants and craftsmen); Mixed (human 40%, elf 20%, half-elf 20%, halfling 10%, gnome 10%). *Authority Figure:* Master Faifa, male human LN Mnk7. *Important Characters:* Yokar Milliwan, male halfling N Rog6 (military planner, scout); Randur Erwast, male Dorin N Ftr5 (mercenary captain); Ershabib the Glittering Hand, female gnome N Wiz5 (siege engineer).

Castle Lonewood is home to Randur Erwast's mercenary company. They currently are paid to help safeguard the villages and settlements nearby. The castle has been subjected recently to numerous attacks form the air, first by fiendish birds of all sorts, then by arrowhawks, and now by wyverns. It is unknown what has been prompting these attacks.

2917 The Clan of the Cave Tiger (EL 11): A cold clammy 50-foot cave with the totem of a tiger's head standing within the entrance contains a ten foot long sword worth 1,730 GP. Eleven pairs of red eyes glow from inside the cave where a pack of **11 weretigers** (CR 5; hp 45 each) live.

2928 Pushing the Barrel (EL 12): Three Giant Turtles (see below) are attempting to push a barrel with an *efreeti bottle* inside of it. The **efreeti** (CR 8; hp 65) attempts to kill the person releasing him.

> **Giant Turtle:** CR 9; SZ H Animal [Aquatic]; HD 15d8+75; hp 142; Init +2; Spd 10 ft., swim 30 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB +7; Grap +22; Atk/Full Atk bite +16 melee (2d6+10); Space/Reach 20 ft./10 ft.; SA capsize (as a dragon turtle); SQ scent; AL N; SV Fort +14, Ref +7, Will +6; Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 2.
>
> *Skills:* Listen +7, Spot +7.

3107 Headwater Bastion (Castle): Magical; AL LG; TL 3; 100 gp Limit; Asset**:** 2,000 gp; Population 640 (50 men-at-arms War1-3, 30 crossbowmen War-3, 20 sergeants Ftr1-3, 30 light cavalry Ftr1-4; 20 heavy cavalry Ftr2-5 and 10 paladins Pal1-3 equipped with plate armor and longswords and mounted on barded warhorses constitute the garrison; the rest are Com1-3 peasants, farmers, herdsmen and other locals or Exp1-3 merchants, craftsmen, artisans, armorers, weaponsmiths or castle aides); Mixed (human 60% [mostly Ghinoran and Tharbrian, some Antillian], elf 30% [mostly high and wood, some southern], halfling 10%). *Authority Figure:* Regta the Farsighted, female human LG Clr8 (Shinakad). *Important Characters:* Captain Elil, female elf [high], LG Pal7 (champion of Headwater Bastion, guard captain; Shinakad); Lieutenant Malvrik, male Tharbrian, LG Rgr6 (scout and infantry leader); Professor Nimek, male halfling LG Wiz6 (chief spellcaster); Emlet Afell, male elf [wood] LG Exp5 (weaponsmith).

An island of order in a sea of chaos, Headwater Bastion strives to tame the countryside around it. Patrols have been finding the bodies of slain creatures of good – including a unicorn. This unicorn was known to be one of a mated pair, and now the missing creature is held by a band of trolls and goblins. Rescuing the unicorn, avenging its dead mate, and bringing it to the castle would be a solid victory for good.

3109 Ants (EL 8): A heavy set of chainmail covered by **1000 biting black ants** (see below) is rusting in a thicket.

> **Biting Ant Swarm:** CR 8; hp 500 (total for entire swarm).
>
> The ants swarm to attack any creature that comes within 5 feet. The swarm attacks as a single creature with a +4 attack bonus and deals 2d4 points of damage.
>
> Each attack against the swarm kills a number of ants equal to the amount of damage dealt. Due to their miniscule size, the ants are immune to piercing and slashing weapons. Bludgeoning weapons deal double damage against the swarm (thereby killing a number of ants equal to twice the damage dealt).

3112 Cloven (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 4,450 gp; Population 712 (Able bodied 178); Mixed (human 60% [mostly Ghinoran], halfling 20%, elf 10%, half-elf 6%, gnome 4%); Resources: Timber. *Authority Figure:* Lupid Green-Teeth, male Ghinoran CE Ftr5. *Important Characters:* Onlunin Faranlor,

male half-elf N Rgr4 (logger, woodcarver); Vikla Lonnoon, female gnome N Rog3 (woodcarver, carpenter); Ranlap Wheeler, male human N Exp2 (cart maker).

The villagers of Cloven make simple yet sturdy wooden implements, from idols to furniture. Some few merchants visit the village, but long, arduous journeys must be made often to sell the wares of Cloven. Those willing to make the journey and face the perils are well paid for their efforts. Hollowed hardwood logs with fitted lids are sold as coffins.

3116 Beacon (Village): Non-Standard; AL N; TL 2; 800 gp Limit; Assets 34,700 gp; Population 1,388 (Able bodied 347); Mixed (human 80% [mostly Ghinoran], halfling 10%, gnome 8%, half-elf 2%); Resources: Goats. *Authority Figure:* Travinish, male human N Clr5. *Important Characters:* Arbahish Hardhead, male Ghinoran N Rgr4 (goat herder); Ocbonish the Smelly, male human N Rog3 (cheese maker); Warpashish the Walker, female Elritorn N Drd8 (herbalist, veterinarian).

Beacon produces delicious goat cheese, but the villagers cannot cooperate long enough to make it a thriving industry. The ancient lighthouse near the village still works, though none can gain access to the interior to ascertain how this is so.

3121 Valeyard (Small Town): Non-Standard; AL LE; TL 2; 800 gp Limit; Assets 39,400 gp; Population 1576 (Able bodied 394); Mixed (human 80% [mostly Ghinoran, Alryan and Antillian, a few Skandik and Tharbrian], dwarf 15%, gnome 3%, orc 2%); Resources: Market. *Authority Figure:* Lufore the Lean, male Alryan LE Ftr3. *Important Characters:* Irgan the Memory, male human NE Sag6 (wise man); Rapnolt Flamehead, male Antillian Exp2/Sor6 (merchant).

A dock is in the process of being built nearby, and Valeyard has benefited by virtue of its market being so readily available. Night raids by little-seen fish men have the already unfriendly town even more on edge. Lufore insists upon proper decorum and insists that the vendors be arranged by height around the square. Pottery, blown glass vials, seeds and boots are popular.

3308 Woodken (Village): Non-Standard; AL CE; TL 2; 200 gp Limit; Assets 5,650 gp; Population 904 (Able bodied 226); Mixed (goblin 60%, troll 15%, half-orc 15%, orc 5%); Resources: Market. *Authority Figure:* Sinpat the Stalker, male troll N Ftr5. *Important Characters:* Smasher, male troll CE Brb4 (Sinpat's chief enforcer); Theeark Womanslayer, male goblin CE Rog3 (merchant).

Although the market normally attracts evil humanoids, Sinpat guarantees the safety of any who wish to trade here. Those with nothing to trade, though, have no such guarantee. A live unicorn has been captured and was being held in the market of Woodken — until Sinpat bought it for a great feast he will throw within a week. Warnings from wizards about disturbing the balance of evil and good have fallen on deaf ears. Dark clouds churn above.

3403 Clan of the Cave Bear (EL 7): A dire bear's skull rests on top of a large rock with **14 cavemen** (War1; CR 1/2; hp 9 each; club) and their **chief** (War2; CR 1; hp 16; club) sleeping inside. A bright red glow is coming from a large red stone in the skull. The cavemen are not hostile, though they are cannibalistic and could decide to invite visitors to dinner…

3409 Cyclone Citadel (Citadel): Monstrous; AL CE; TL 2; 40 gp Limit; Asset**:** 125 gp; Population 100 (25 goblin bandits War1-3 hold the citadel and noisily live it up each night; the remaining 75 are common goblins and half-orcs); Isolated (goblin 90%, half-orc 10%). *Authority Figure:* Tingag, female goblin CE Ill5. *Important Characters:* Kotij Quickhands, male goblin CE Rog4 (trapmaker); Rekl the Skulk, male goblin CE Rgr3 (hunter).

An unruly mob of goblins has taken up residence in this ruined lighthouse. They are fugitives, and a reward is offered for Tingag.

3419 Land of the Tritons (EL 11): A **giant statue** (see below) of a triton stands on the island. It has a golden crown worth 5,260 gp on his head and animates if the crown is removed. The statue is 100% magic resistant and regenerates two points per melee round. Once the statue regains the crown it will place the crown on its head and again resume an inanimate state.

Triton Statue (Advanced Stone Golem): CR 11; SZ L Construct; HD 16d10; hp 88; Init -1; Spd 20 ft. (can't run); AC 26 (Size -1, Dex -1, natural 18) touch 8, flat-footed 26; BAB +12; Grap +26; Atk slam +20 melee (2d10+9); Full Atk 2 slams +20 melee (2d10+9); Face/Reach 10 ft./10 ft.; SA slow (10 ft., 7 rounds, Will DC 13 negates); SQ construct, magic immunity, damage reduction (30/+2); AL N; SV Fort +5, Ref +4, Will +5; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

3419 Isle of the Bulviegh (EL varies): An enraged bull stalks any intruders mercilessly. An abandoned longship is beached on the west side of the island. **Four apes** (CR 2; hp 26 each) follow the orders of **Thaede** (Ftr3/Rog3; SZ S; hp 47; Init +6; Spd 20 ft. climb 20 ft.; AL N; Str 7, Dex 15, Con 12, Int 11, Wis 13, Cha 8), an intelligent chimpanzee who is actually a *polymorphed* dwarf. A crude hut built of shields and palm leaves, contains provisions for 50 vikings, and 32 miniature statues of long-haired warriors.

The statues were carved by the **Bulviegh** (male Altanian, Bbn14; CR 9; hp 78; AL CN; Str 19, Dex 14, Con 15, Int 11, Wis 14, Cha 11; *+2 greatsword, +1 glaive,* breastplate, 2 black star sapphires [1,000 gp each], 2 blue sapphires [850 gp each], *boots of striding and springing, stone of alarm,* 3 *potions of cure moderate wounds),* former commander of a crew of viking raiders. The Bulviegh is under a curse that changes him into a bull from midnight till sunrise of each day, leaving him in the form of a man for the remainder of the day. When not under the effects of the curse, the Bulviegh sits within his hut and carves idols in memory of his crew to alleviate his absolute boredom. His raiders fell variously to war, plague, starvation, and magic, leaving none but the Bulviegh. The Bulviegh keeps his weapons and armor hidden within the shack formed from his former comrade's shields. PCs searching his hut find them on a successful Search check (DC 24). The curse upon the Bulviegh may only be removed should he submit to having all of his body hair shaved off and allow himself to be dipped into a font of holy water blessed by a lawful neutral priest. These are events that the Bulviegh is loath to suffer, although he could be persuaded by a comely female and a jug of fine whiskey.

3432 Shipwreck (EL 7): An overturned longboat has **8 medium sharks** (CR 1; hp 16 each) swimming around it. Large, rotting furs are tied up in the full. A figurehead worth 915 gp decorates the prow.

3501 Redwraith (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1,790 gp; Population 572 (Able bodied 143); Mixed (human 80%, halfling 12%, gnome 5%, half-elf 3%); Resources: Market. *Authority Figure:* Findolperth, male human CE Ftr4. *Important Characters:* Fair-Handed Kinfal, male human N Rog3 (merchant); Delyin the Staff, female human, N Clr3 (Aniu); Lorisa the Lithe, female human, N Ftr2 (boyar).

Religious icons made by the hamlet dwellers are the basis of the market here, but the ghoul packs — and worse — that haunt the hills and plains make traveling here dangerous. Lorisa is famed for her composite bows and her son is a suitable fletcher.

3534 Stefan's Isle (EL 4): A rope bridge across a deep chasm leads to a giant sea shell inhabited by a castaway elven engineer named **Stefan** (Exp5; CR 4; hp 23; light mace, *+1 leather armor, ring of protection +2)*. The bridge springs into a net shape (trapping pedestrians) unless a vine is pulled back and tied to a tree before crossing (CR 2; +10 ranged; Search DC 20; Disable Device DC 25; Reflex DC 15 avoids; PCs trapped in the net can escape with a full round DC 20 Escape Artist check).

3603 Cower (Small Town): Non-Standard; AL N; TL 6; 800 gp Limit; Assets 37,400 gp; Population 1496 (Able bodied 374); Mixed (dwarf 70% [mostly hill and mountain], gnome 15%, human 10%, halfling 5%); Resources: Weapons. *Authority Figure:* Treylin Stiff-Beard, male dwarf [mountain] N Ftr3. *Important Characters:* Sandlin Rockheaver, male dwarf N Clr3 (Kazadarum, weaponsmith); Craggor of the Anvil, male dwarf [hill] N Exp3 (blacksmith); Girigli Squint-Eye, male gnome N Rog2 (weaponsmith).

All manner of weapons are made here, and either are bought here directly, or shipped to buyers whose coin pays for the shipping. Virtually everyone in Cower is armed, giving the townsfolk here a confidence that belies the town's name. A great meteor fell from the sky recently, and the smiths here would dearly love its metal for the making of weapons. However, strange lights in the night sky and lurking shapes in the shadows have discouraged those who would search for the meteorite.

3605 Tower of Tears (Citadel): Monstrous; AL CE; TL 2; 100 gp Limit; Asset**:** 500 gp; Population 160 (40 orc warriors War1-3 are the elite of the tribe and Borum's loyal followers; the remainder are common orcs or half-orcs); Isolated (orc 95%, half-orc 5%). *Authority Figure:* Borum the Claw, male orc CE Ftr4. *Important Characters:* Sharp-Eared Nolerk, male orc CE Rog3 (lookout, scout); Rerkadwat, male orc CE Exp3 (cook).

Home to a tribe of orcs, the Tower of Tears is known also for surprisingly good food. Rerkadwat has the reputation as a brilliant orcish chef, and many orc chieftains have already offered large sums of gold to have him as their cook. However, Rerkadwat will not willingly go.

3608 The Dollhouse (EL 1): A small moss-covered cave has a treasure chest buried inside. A poison dart (CR 1; +5 ranged; 1d4/x2 crit plus greenblood oil poison; Search DC 20; Disable Device DC 20; 100-ft. range) will spring out when the trunk is opened. There are 3,540 gp worth of rubies inside. A mechanical doll performs an intricate dance if wound up by a key on its back.

3617 Edgar's Rice Isle (EL 6): Twenty skeletons line the beach and wreckage of a large merchant ship protrudes from 10 feet of water. A steaming fumarole has turned the only stream into a sour-tasting yellow slush. A petrified pterodactyl lies near a natural pit of bubbling mud. Within 10 feet of the pterodactyl, victims who fail a DC 25 Fortitude save age one year per round. A new Fortitude save must be made each round. Patties of wild rice grow in marshes along the eastern shore.

3701 Redwraith Castle (Castle): Non-Standard; AL CG; TL 4; 100 gp Limit; Assets 1938 gp; Population 620 (60 men-at-arms War1-3, 30 longbow War; 20 veterans Ftr1-3, 10 sergeants Ftr2-4, 20 light cavalry Ftr1-3 and 15 heavy cavalry Ftr1-3 are well-paid to guard the castle and surrounding lands; the remaining 465 are Com1-3 villagers, farmers and herdsmen or Exp1-3 hunters, trackers, servant and skilled laborers); Mixed (human 60%, dwarf 20%, halfling 12%, gnome 5%, half-elf 3%). *Authority Figure:* Windor Sunfollower, male human CG Rgr8. *Important Characters:* Nelsar Forgelighter, dwarf female CG Clr7 (smith, priestess of Brigit); Renacor Ridgetopper, male halfling CG Rog6 (explorer); Millding Gagard, male gnome NG Brd5 (Windor's advisor).

A cheerful place, Redwraith Castle is a favorite stop for adventurers heading north. A rash of ghoul attacks and the presence of zombies in the hills have the castle dwellers concerned, but of even more concern to them is evidence that the source of the undead is somehow within the castle itself.

3721 Isle of Duermir (EL 2): Gas issuing from fissures cause all who walk amongst them to enter a deep sleep for 2d8 hours unless a DC 15 Will save is made. Upon waking a new save must be made each round. There are no potable items available upon the Isle of Duermir.

3816 Isle of Fish (EL varies): This island is known for it's many varieties of tropical fish of unusual shape and configuration. Many of them possess a tongue similar to frogs and can reach 5 feet out of a stream to pull the unwary under the water (see below). Some have iron sharp fangs to tear and rend armor (see below). Some can speak the common tongue and others can fly 15' per jump. A particularly desired variety covers its small torso with a coat of pearls cemented together with a rubber like saliva. Each of these petty fish (see below) is worth 2d4 gp.

Tongue Fish: CR 1; SZ S Animal [Aquatic]; HD 2d8; hp 9; Init +3; Spd swim 30 ft.; AC 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13; BAB +5; Grap +0; Atk tongue +5 melee (grapple); Full Atk tongue +5 melee (grapple), bite +0 melee (1d4+1); Face/Reach 2 1/2 ft./2 1/2 ft.; SA improved grab (grapple +2); AL N; SV Fort +3, Ref +6, Will +1; Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3.

Skills: Hide +10, Listen +4, Spot +4. *Feats:* Weapon Finesse (tongue, bite).

Iron Fang Fish: CR 2; SZ M Animal [Aquatic]; HD 3d8+6; hp 19; Init +2; Spd swim 30 ft.; AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +2; Grap +6; Atk/Full Atk bite +5 melee (1d8+4); Face/Reach 5 ft./5 ft.; SA armor damage (see below); AL N; SV Fort +5, Ref +5, Will +2; Str 17, Dex 15, Con 14, Int 2, Wis 12, Cha 2.

Skills: Listen +6, Spot +6.

SA — Armor Damage (Ex): An iron fang's teeth can catch and tear an opponent's armor. If the opponent has both armor and a shield, roll 1d6**:** A roll of 1-4 affects the armor and a roll of 5-6 affects the shield. Make a grapple check whenever the iron fang hits with a bite attack, adding to the opponent's roll any magical bonus for the armor or shield. If the iron fang wins, the affected armor or shield is torn away and ruined.

Petty Fish: CR 1/6; SZ T Animal [Aquatic]; HD 1/2 d8; hp 2; Init +2; Spd swim 20 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB +0; Grap -8; Atk/Full Atk bite +4 melee (1d2-4); Space/Reach 2 1/2 ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +0; Str 3, Dex 15, Con 10, Int 2, Wis 11, Cha 2.

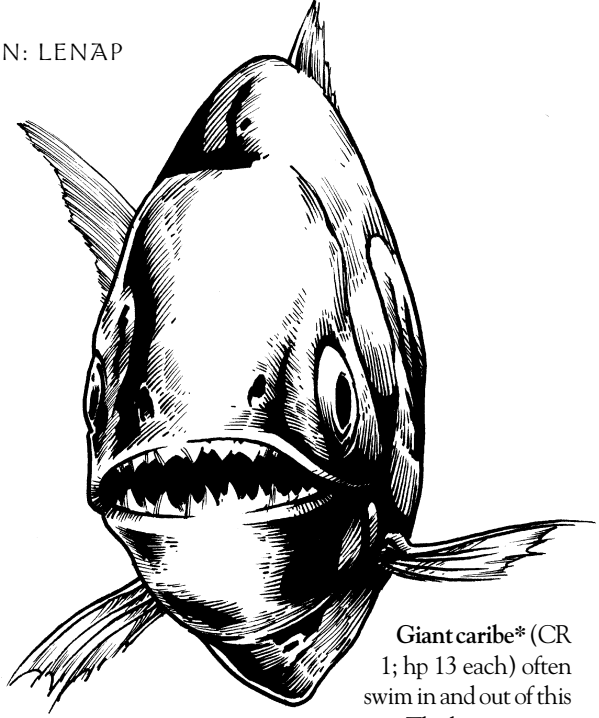
Skills: Listen +3, Spot +3, Swim +7. *Feats:* Weapon Finesse (bite).

3904 The Dead Sheriff: Three vultures are eating on the remains of what appears to be a human. A signet ring is on the left hand of the victim that is worth 320 gp. A pair of handcuffs (masterwork manacles) and keys are hanging on the victim's belt.

4002 Iffing (Hamlet): Non-Standard; AL CE; TL 3; 100 gp Limit; Assets 1,665 gp; Population 532 (Able bodied 133); Mixed (human 60% [mostly Tharbrian and Antillian, some Ghinoran], orc 30%, half-orc 10%); Resources: Pitch. *Authority Figure:* Dawgarsh Long-fingers, male orc CE Ftr5. *Important Characters:* Kargwa the Tusk, male orc CE Brb4 (hunting party leader); Iskarta Longhair, female half-orc CE Wit3 (witch); Imranal the Traitor, male Antillian CE Rgr2 (scout).

The pitch here is shipped to the ports along the coast, and provides the hamlet with a meager though steady income. A band of rangers repeatedly harass the hamlet, seeking to keep it weakened. Dawgarsh has posted guards at all hours.

4015 The Sunken City (EL 6): A sunken city from another time is on the seabed. Decaying musical instruments are strewn over the bottom. Golden harps are in the larger buildings.



Giant caribe* (CR 1; hp 13 each) often swim in and out of this town. The harps cannot be removed from the buildings as they are automatically teleported back to the pedestals upon which they rest.

4018 Bouyan Isle (EL 9+): Bouvan Isle is a terrible island with a cinder cone volcano and sparse provisions. Bouvan Isle is home to **blue lizards** (see below) that can jump 40 feet and have poisonous fangs. Explorers have a 30% chance of being set upon by a pack of 1d4 of these devilish beasts. The blue lizards swarm in packs of 5-8.

Bouyan Lizards: CR 5; SZ L Animal (10 ft. long); HD 8d8+24; hp 60; Init +2; Spd 20 ft.; AC 15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14; BAB +6; Grap +15; Atk bite +11 melee (1d8+3 plus poison); Full Atk bite +11 melee (1d8+3 plus poison), 2 claws +6 melee (1d6+6); Face/Reach 10 ft./10 ft.; SA poison (Fort DC 17; 1d6/1d6 temp Con); SQ leap (40 ft. forward or back, 15 ft. up); AL N; SV Fort +9, Ref +4, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +3, Listen +4, Move Silently +6, Spot +4.

4031 Isle of Mynt (EL 2): Four shipwrecked passengers of a small merchant ship light signal fires regularly. One castaway, **Fystible** (male Tharbrian Ari3; CR 2; hp 17; masterwork longsword, 2 daggers) is an emissary of the prince of a distant land to the north. Helping the emissary complete his task embroils the PCs in political intrigue and sets them up for a 1,000 gp per PC payday.

4102 Ivory Cross (EL 5): A ten foot ivory covered cross worth 1,990 gp is partially covered by vines. The cross turns to face the sun at all times. **Black bears** (CR 2; hp 19 each) often come by and scratch their backs on it.

4114 Isle of Rough Landing: An island with provisions for the taking but surrounded by a strong current, and winds which make it impossible to avoid hidden rock by any but the smallest ships. Mariners traveling attempting to make a landing upon this Isle must make a Profession (Sailor) check, (DC 20) to avoid capsizing or dashing upon the rocks.

4119 Knoll (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 6,525 gp; Population 1,044 (Able bodied 261); Mixed (orc 60%, half-orc 15%, human 15%, ogre 10%); Resources: Market. *Authority Figure:* Flagash the Toothless, male ogre CE Ftr6. *Important Characters:* Cranar the Brilliant, male orc N Rog5 (merchant, inventor); Amark the Shrill, male half-orc NE Brd4 (entertainer); Belingra the Lame, female human N Wiz3 (retired adventurer).

The market here has helped bring a welcome, though uneasy, peace to the village, making the dwellers of Knoll aware of their dependency on each other. A small pirate fleet is slowly being put together, comprised of crudely patched wrecks and primitive fishing boats. Merchant captains would reward those who break up this fleet, but the would-be pirates would also reward those who would join with them.

4120 Bouyan Beacon (Citadel): Non-Standard; AL CG; TL 3; 100 gp Limit; Asset**:** 375 gp; Population 120 (20 elf warriors War1-3 and 10 elf guardians Rgr1-2/Ftr1-2 constitute the citadel garrison; the remaining 90 are Com1-3 elven villagers and fisherfolks or Exp1-3 boatwrights, craftsmen, artisans and other specialists; many have levels in Warrior and help defend the citadel); Isolated (elf 90% [mostly wood and high, some southern], half-elf 10%). *Authority Figure:* Melviador Windfoot, male elf [high] CG Ftr6. *Important Characters:* Naliapin Star-Eyed, female elf [wood] CG Wiz5 (boatmaker, chief spellcaster); Imolimar, male elf [high] CG Clr5 (healer, priest of Dorak).

Bouyan Beacon is an isolated elven outpost. The dock maintained by the elves is home to a handful of boats that are to be used for an evacuation from the island. A nascent pirate fleet harries the elves from the sea, and evil humanoids assail them from the land. Still, the elves refuse to move, claiming that ancestral burial grounds lie here. They will be most grateful for any help they can get in securing their home.

4121 Burning Isle: This island is unbearably hot year-round. Rocks burn bare flesh (1d4 points of fire damage) and vegetation adapted to life here freezes if allowed to cool to 70 degrees. At noon in summer months, wood that has been brought to this island spontaneously catches fire if it fails a Reflex save (DC 10).

4317 Isle of the Star Mage (EL 13): Spider webs, tangle vines, and hidden pits dot this island (the exact number and nature is left to the DM). The pits and traps are serviced by a cult of **8 fanatic wizards** (male human Wiz4; CR 4; AL LE; Str 11, Dex 16, Con 12, Int 17, Wis 13, Cha 10; masterwork quarterstaff, masterwork leather armor, *amulet of natural armor +1, bracers of armor +1, scroll of 3 arcane spells [magic missile, detect magic, fireball])* that worship the idol of Swarsthamon the Star-Mage. The idol is covered with silver plate worth 35,890 sp and the middle eye is a blue sapphire worth 16,480 gp. Their arch-mage is a **wizard named Asterith** (male human Wiz12/Archmage3; CR 12; hp 31; AL LE; Str 12, Dex 15, Con 11, Int 21, Wis 12, Cha 10; *staff of cold* (45 charges), *bracers of armor +5, amulet of natural armor +4, eversmoking bottle, iron bands of Bilarro, wand of lightning bolt* (32 charges), *wand of wall of fire* (21 charges), *ring of jumping)*.

4326 One Way Isle: A prison and exile island filled with undesirables of all classes and circumstances. A strong spell permits landings only. Once per year the spell permits one prisoner only to leave and the chosen person is picked up by a war galley 200 feet west of the isle. Dispelling the arcane force creating the prison requires a *dispel* check (DC 30).

4411 Isle of Bad Taboo (EL varies): A small tribe of **20 cavemen** (War1; CR 1/2; hp 9 each; club, shortspear) hide in the dense underbrush on this island and will not attack unless threatened. The cave people are especially shy and timid with strangers. They dislike fire and won't touch iron. An abandoned manor house is held sacred by the cave dwellers due to the **bodak** (CR 8; hp 58) that makes its lair there.

4417 The Glowing tower (EL Variable): Merfolk (CR 1/2; hp 5 each) constantly swim by this glowing tower which has a large beacon pointing the way back to land. The beacon is powered by an unknown power source. No entrance is apparent, and forcing an opening will cause the beacon to sink into the sea floor in 1d6 minutes.

4512 Island of Castaways (EL 9): A starving crew of **32 pirates** (War1; CR 1/2; hp 9 each; short sword, javelin, hide armor) lives amidst the rocks near a large wrecked merchant ship. The pirates have been reduced to a cannibalistic madness and only 32 are left alive out of 154. The captain has long since been killed; only the strongest have survived.

4614 Trading Post (EL 3+): A merchant trading post is run by **Myles** (Male Dwarf Exp3; CR 2; hp 16; Profession (merchant) +8) and **20 gnomes** (CR 1/2; hp 5 each) on the north end of the island. The merchant permits none to land, preferring to trade by hand signal in the small quay. At the east end of the island are **3 runaway gnomes** (Rog3; CR 3; hp 18 each; AL CN; short sword, shortbow, 20 arrows, masterwork thieves' tools, leather armor) bent on robbing the dwarf merchant. There is an 80% chance that the trading post has any standard item available at double the standard price.

4705 Merfolk Extortion (EL 2): The water becomes very still and the wind stops blowing. **Four merfolk** (CR 1/2; hp 5 each) in dolphin chariots ride up and demand 10 gp a head for crossing their "holy water". The water is tinted green by a tank of chemicals on the sea floor. The green water burns for 2 minutes if ignited by an open flame.

4732 Island of Perpetual Fog (EL varies): A dense fog surrounds this island perpetually. A **tribe of 30 cannibals** (CR 1/2; hp 3 each) and their **chieftess Bohtu Ra** (Female Human Bbn6; CR 6; hp 48; AL CE; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 10; greatclub, javelin, hide armor) lives in the interior and their canoes are hidden in the shoreline. A small family of **3 nixies** (CR 1; hp 3 each) in the lagoon protects the small village of **30 peaceful natives** (CR 1/2; hp 3 each) living on the beach.

4814 Baluster (Small Town): Non-Standard; AL LG; TL 5; 800 gp Limit; Assets 40,300 gp; Population 1612 (Able bodied 403); Mixed (elf 80% [mostly high], gnome 15%, halfling 5%); Resources: Horses. *Authority Figure:* Honder of the Wind, male elf [high] LG Wiz4. *Important Characters:* Alqual the Mourner, male elf LG Pal4 (horse breeder and trainer, paladin of Cilborith); Fregla Treesaver, female elf Clr4 (Cilborith); Bandorna Freehair, female elf [high] LG Rgr 3 (horse breeder and trainer); Menor Stargazer, male elf NG Drd3 (forest warden); Tintacar the Watcher, male elf [wood] LG Ftr3 (guard captain).

The horses of Baluster are a remarkably agile breed, able to negotiate through forests as well as plains. The inhabitants of Baluster will only sell them to good and worthy

buyers. Daring raids have been made by those who covet these creatures. Most recently, a Cloud Giant fortress, sailing high above Baluster, has been sending down raiding parties. Honder seeks help from other wizards.

4815 Balaster Redoubt (Castle): Non-Standard; AL N; TL 5; 100 gp Limit; Asset**:** 1625 gp; Population 520 (40 elven men-at-arms War1-3, 40 elven archers War1-3, 30 armored archers Ftr1-3 equipped with elven chainmail and longbows, 20 gnome marines Ftr2-4 with studded leather armor and short swords make up the less-than-enthusiastic garrison; the remaining 390 are Com1-3 peasants and commoners or Exp1-3 tradesmen, merchants, tinkers and skilled servants); Mixed (elf 80% [mostly high, some southern], gnome 15%, halfling 5%). *Authority Figure:* Nilora Longbow, female elf [wood] N Ftr5. *Important Characters:* Misel Wedor, male gnome N Rog4 (engineer, inventor); Ekalor Longarm, male elf [wood] N Wiz4 (advisor, chief spellcaster); Yemna Shorthall, female halfling CG Clr3 (healer, priestess of Dorak).

The garrison of Balaster Redoubt cares for nothing but their duty, the guarding of Baluster, which they carry out by any means they deem necessary. Recent attacks from the sky by a flying cloud giant castle have proven extremely difficult to respond to or prevent.

4816 Island of Ripe Pickings (EL varies): A small invasion force of three war galleys has gathered here to provision their ships. The island is especially lush and filled with game. PCs captured on the island are conscripted into service of **General Horatius** (male human Ftr8; CR 8; hp 64; AL LE; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 12; *+3 longsword, +2 full plate, +1 large steel shield,* masterwork mighty composite longbow [Str +4], 20 masterwork arrows, *potion of cure moderate wounds)* either as willing soldiers in his army, or as rowers upon his warships. Horatius currently has in his service **210 rowers** (Com1; CR 1/2; hp 3 each; AL LN); **230 invasion troops** (male human War2; CR 1; hp 11 each; AL LN; leather armor, longsword, light crossbow, 20 bolts, 2d10gp); **3 sergeants** (male human Ftr3; CR 3; hp 25 each; AL LN; Str 17, Dex 10, Con 15, Int 11, Wis 11, Cha 9; breastplate, masterwork longsword, dagger, 2d20gp); **3 war wizards** (human male Wiz3; CR 3; hp 12 each; AL LE; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 8; quarterstaff, dagger, *potion of cure moderate wounds, scroll of 3 arcane spells (*most are *dispel magic, fly,* and *ray of enfeeblement); 3* **war priests** (male human Clr3; CR 3; hp 29 each; AL NE; Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 12; masterwork morningstar, full plate armor, large steel shield, *scroll of 2 divine spells [*usually *cure* or *cause light wounds*], *potion of cure light wounds x2);* **3 captains** (male human Ftr6; CR 6; hp 48 each; AL NE; Str 15, Dex 14, Con 15, Int 13, Wis 10, Cha 11; *+1 buckler*, 2 *potions of cure moderate wounds*, masterwork chainmail, masterwork longsword, pouch with 100 gp and pearl [250 gp]) and **3 ship captains** (male human War3/Rog2; CR 4; AL NE; Str 16, Dex 14, Con 12, Int 10, Wis 12, Cha 13; *+1 longsword*, 2 daggers, *+1 studded leather*).

4822 Chowder Heaven (EL 2): A **giant clam*** (CR 2; hp 26) rests under a decayed bridge arch in some green seaweed. It holds a huge green pearl worth 110 gp.

4912 The Weeping Maiden (EL +): A **mermaid** (CR 1/2; hp 5) is weeping over the collapsed tower of an ancient wizard. She has a golden dagger worth 850 gp hidden in her long black hair. If anyone touches her she will try to kill the trespasser with the dagger.

5002 Bad Weed: A patch of blue seaweed with foot long **poisonous thorns** (D20 Reflex avoids; inflict 1d2 damage plus poison [Fort 15; 1d4/1d4 Str]) surrounds a wrecked barge. Ten bright red rubies worth 75 gp each are at the bottom of the seaweed. An empty antique chest lies nearby.

5016 Around the World in 80 Days: A ruined air balloon with a carriage lies on a bed of muck. Within the carriage is a chest containing an astrolabe, compass, telescope, and an ornate teapot.

5016 Isle of Flaming Frogs (EL 8): Six fire-breathing frogs (see below) live in the coconut trees stretching along the beach. A PC making a successful search check of the island's most beautiful waterfall (DC 25) finds the entrance to an abandoned city of tall glassine spires filled with unusual fabrics and glass balls of all colors. Other than the beautiful architecture, there is nothing of value within the city, as it has long since been looted.

Flaming Frog: CR 3; SZ M Animal; HD 2d10+6; hp 17; Init +0; Spd 20 ft.; AC 13 (+3 natural), touch 10, flat-footed 13; BAB +1; Grap +4; Atk/Full Atk tongue +1 ranged (grapple) or bite -4 melee (1d8+3); Face/Reach 5 ft./5 ft.; SA breath weapon (cone, 10 ft, fire; 3d6 fire damage, Ref DC 14 half), leap (charge attack; 30 ft. horizontally, 10 ft. vertical), improved grab (grapple +4, can bite in same round with +4 bonus to attack roll; automatically deals bite damage each round hold is maintained); SQ darkvision (60 ft.); AL N; SV Fort +6, Ref +3, Will -1; Str 16, Dex 11, Con 16, Int 2, Wis 9, Cha 6.

Skills: Hide +6, Spot +3.

5017 Isle of the Angry Oracle: The interior of this island is completely devoid of vegetation and in the exact center is a stone statue of cloud giant that answers questions about lands within 50 miles in return for one magical item per question. The statue communicates telepathically, but only answers the questions as "Yes, No, Maybe, or Try Again" and the like.

5019 Shanae's Isle: A small manor sits on a sloping hill on the north side of this island is inhabited by a witch. The beautiful witch, **Shanae** (female human; Wit12; CR 12; hp 51; AL CN; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 20; *+1 quarterstaff, cloak of Charisma +2, wand of polymorph other* [caster level 9, 50 charges], *bracers of armor +2, potion of cure moderate wounds, scroll of fear)* attempts to turn anyone not having a charisma of 16 or above into a halfling unless she needs some assistance at the moment. In this event she casts *geas/quest* on the most likely victim, as determined by total Strength plus total Charisma, Shanae picking the PC with the highest overall total.

5028 Monkey Business (EL 13): A sunken merchant ship contains barrels containing **65 rabid monkeys** (see below) They have been kept alive by the watertight barrels and are in suspended animation. The monkeys awake two minutes after breathing fresh air, and attack in fits of madness.

5016 Isle of Flaming Frogs

Rabid Monkey: CR 1/6; SZ T Animal; HD 1d8; hp 4; Init +2; Spd 30 ft., climb 30 ft.; AC 10 (+2 size, +2 Dex, -4 rage), touch 10, flat-footed 10; BAB +6; Grap -2; Atk/Full Atk bite +4 melee (1d3-2); Space/Reach 2+ ft./0 ft.; SA rabid rage; AL N; SV Fort +2, Ref +4, Will +1; Str 7, Dex 15, Con 10, Int 2, Wis 12, Cha 5.

Skills: Balance +10, Climb +15, Hide +13, Listen +4, Spot +4. *Feats:* Weapon Finesse (bite).

Rabid Rage (Ex): A rabid monkey functions as if in a berserk rage, gaining +4 Strength and -4 AC (both already included in the stat block). It cannot end its rage voluntarily.

5108 Isle of Sandy Water: A small pool of water in the hills changes any wooden object that is submerged in it and pulled out immediately into a spear, arrow, or mug. If the object is not pulled out immediately it changes to sand and fills the bottom of the pool. Animal life is unaffected.

5208 Merfolk City (EL Variable): A sunken city of **2,000 merfolk** (CR 1/2; hp 5 each) and a temple with beautiful women trapped inside bubbles lie in a sea valley. The merfolk seek captives for their terrestrial "zoo". The city's defenses include **10 merfolk lieutenants** (Ftr5; CR 5; hp 32 each; trident, heavy crossbow) and **5 merfolk captains** (Ftr7; CR 7; hp 45 each; trident, heavy crossbow).

5218 Isle of Sour Fruit (EL 9): All vegetation on this island has a highly acid base. Anyone touching the fruit must make a successful Fortitude save (DC 15) or take 1 point of damage. Tasting the fruit deals 1d4 points of temporary Constitution damage (no save to avoid). Giant ants live in the rocky hills. There are **10 workers** (CR 1; hp 9 each), **4 soldiers** (CR 2; hp 11 each) and **1 queen** (CR 2; hp 22). The ants have collected 562 cp and a masterwork mace within their lair.

5232 Sea Monster Cave (EL 7): A spiral staircase going down to the bottom of the sea has **6 tame porpoises** (CR 1/2; hp 11 each) guarded by a young **merman** (CR 1/2; hp 5) with a shell horn. Upon blowing the horn, 20 additional **merfolk** (CR 1/2; hp 5 each) appear in 1d6 rounds. A crumbled road meanders away from the bottom to a tumbled monolith beside a huge cave where a **sea monster** (see below) sleeps. It guards an ancient magical artifact.

Plesiosaur: CR 10; SZ G Animal (aquatic); HD 16d8+112; hp 184; Init +0; Spd 10 ft., swim 50 ft.; AC 12 (-4 size, +6 natural), touch 6, flat-footed 12; BAB +12; Grap +36; Atk/Full Atk bite +20 melee (2d8+18); Space/Reach 20 ft./15 ft.; SQ scent; AL N; SV Fort +17, Ref +10, Will +6; Str 34, Dex 10, Con 24, Int 2, Wis 13; Cha 9; *Skills:* Listen +6, Spot +6.

CHAPTER ELEVEN
ISLES OF THE BLEST

The southernmost extension of the Upper Pazidan Peninsula ends in four fingers pointing southeast toward the largest island. These "fingers" are known as the southern portion of Oricha, a land reputed to be the ancient homeland of the nearly extinct Orichalans — the race which created the legendary Dragon Kings of ancient history. The primary island south of Oricha, containing the city state of Rallu on its southern end (Silver Skein), is known as the Isle of the Blest. The Orichalan Straits is the primary means of rounding the Pazidan Peninsula when sailing to or from Viridistan and thus sees much merchant ship traffic. The remainder of the region remains wild and largely unexplored, with only a few isolated citadels and communities. Its human inhabitants are a hardy mix of Tharbrians, Alryans, Altanians and the adventurous Antillians, who sometimes venture here as explorers and merchants. There are several isolated communities of halflings and dwarves here – the small folk enjoy the isolation and pastoral surroundings of the region, despite their dangers.

The hundreds of other islands that dot the seas — and that present real danger to those without charts or depth chains — are known collectively as Isles of the Blest. Pirates tend to prey upon traders in this region and patrolling warships are common. Larger ships from both Rallu and Tula are occasionally seen involved in tense standoffs.

NEXUS POINTS

A number of the following islands act as nexus points and teleport from their positions on this map to locations on the **Tarantis** map. When entering the five-mile hex containing those islands, roll 1d100 as indicated, with a 1-60 result indicating the travelers are now at the location listed for **Tarantis**, while a 61-100 result indicates the **Isles of the Blest** location is the one to use. Smart travelers and merchants knowledgeable about these nexus points use them as a means of shortening their travel time from the Isles to the Tarantis region. When the transport occurs, a heavy fog surrounds the island for a few minutes, clearing after the teleportation is complete.

GEOGRAPHY

All islands are considered Warm; the Isle of the Blest is considered Warm, Wet as is the Orichalan Penninsula south of hex row xx13. Much of the sea areas should also be considered Busy due to patrols from Rallu or Tula, or Merchants traveling to the Trident Gulf and Viridistan.

Abasa, River (Rough Aquatic): A small, fast-flowing branch of the Scalos Rive that tumbles down from the heights of the Castellan Mountains.

Axilar River (Calm Aquatic): Slow and broad, the Axilar flows through the center of the Mad Devil Jungle. Primitive halflings live on the river, moving up and down its length on massive rafts. **Encounters:** river halflings, crocodiles, giant snakes

Barrier Swamp (Swamp): Named for its status as a final barrier between the north and south portions of the Antillian Penninsula, the swamp is a miserable place — hot, humid and full of poisonous reptiles and insects. **Encounters:** lizard men, giant frogs, tendriculos

Basilisk Jungle (Dense Forest): Growing thick and green along the Pazidan Penninsula's west coast, the Basilisk is home to all sorts of mundane species; apparently

there are no real basilisks here however, and no one knows how the jungle got its name. **Encounters:** degenerate Orichalan tribesmen, wyverns

Bechir River (Rough Aquatic): This fast, narrow river rushes down from the heights of the Isle of the Blest to feed the Lake of the Gods.

Black Crow River (Calm Aquatic): Narrow and dark-watered, the river flows through the Crimson Serpent Jungle. Fishing boats from the settlement of Blackcrow are sometimes seen on the river.

Bluescale Inlet (Calm Aquatic): Another important stopover for merchant vessels, the Inlet leads to the mouth of the River of Swords. Vessels anchor here, or make port at the small communities along the coast.

Castellan Mountains (Forbidding Mountains, low peak/high pass): See Barbarian Altanis chapter.

Crimson Serpent Jungle (Dense Forest): Extremely dense and difficult to pass through, the Crimson Serpent lies to the south of the settlement of Diancecht. It is known to harbor a species of intelligent ape, as well as jungle dryads and couatl.

Cruaich Mountains (Forbidding Mountains, low peak/high pass): See Ghinor chapter.

Curtain Wall Jungle (Dense Forest, Giant; EL 12): A truly massive and awe-inspiring stand of jungle foliage, the Curtain Wall contains gigantic trees, far larger than any other trees in the region. Giant animals are found here as well, along with constrictor snakes of truly colossal size. Primitive humans and elves (of normal size) are said to dwell here as well. **Encounters:** giant animals, insects, cavemen, jungle elves

Dismal River (Rough Aquatic): Slow, slimy and greenish, this river flows through the Marsh of Sorrow, spreading disease and insect spawn wherever it goes.

Enklos, River (Calm Aquatic): A short, muddy river that is little traveled.

Felamus River (Rough Aquatic): This narrow, fast river bisects the Palsaith Forest. It is far too rough and fast for river traffic.

"The Fingers": The long peninsulas that extend from the southern end of Orichala are called "The Fingers" due to their digit-like appearance.

Fyrlock, Lake (Calm Aquatic, Temperate): A small, deep lake, colored a vivid sapphire blue, Fyrlock is located among the Cruaich Mountains. Its shores are known for their pleasing, temperate climate, and the waters are rich with many fish species. Its environs remain largely uninhabited.

Gods, Lake of the (Calm Aquatic): After the destruction of the Uttermost war most of society had been devastated. One of the few pockets was around the Lake of the Gods. There, the people worshiped the Moon Goddess Amlifos, and when they rebuilt the temple, it was built under the lake. Legends relate that many gods gathered here upon the temple's dedication to celebrate the rebirth of worship. The lake's shimmering blue color and the exceptional quality of the water is said to be due to the fact that there is a portal to the Elemental plane of Water in its depths. The portal is a shimmering eddy in the current. The appearance of elementals of all types to the local villagers is what has given this lake its name.

Godstalker Swamp (Swamp): Orichalan legend holds that a renegade god-dragon was tracked down and slain here by the old Dragon Lords. Its bones are said to lie beneath the swamp, and its residual magic cause strange effects, including weird lights in the sky, bizarre apparitions, and on rare occasions, even powerful divine magic such as *resurrection* and healing. **Encounters:** black dragons, isolated Orichalans

Holy Forest (Dense Forest): This jungle contains the ruins of many ancient Orichalan structures; most were temples where the masters of the old empire paid homage to their dragon-gods. Today, the jungle is a potent obstacle to those who would reach the southern end of the Antillian Penninsula by land. It is full of hostile humanoid tribes, poisonous reptiles, and the malevolent magic of the ancient Orichalans, still lurking in the depths of their crumbling, overgrown temples. **Encounters:** jungle orcs and goblins, cavemen, undead, outsiders, giant ants

Ilus Inlet (Calm Aquatic, Underwater): Though it appears to be another sheltered inlet, this area is avoided by most experienced mariners, for tribes of sahuagin are known to inhabit its depths, and often attack any lone vessels that they encounter. **Encounters:** whales, sharks, sahuagin, giant squid

Jangle, River (Rough Aquatic): This narrow river rushes through a narrow channel from the forested Orichalan highlands before emptying into the Sea of Five Winds.

Joyous River (Rough Aquatic): Named for the sound of its waters, which are said to resemble the laughter of children, the Joyous River flows into the Lake of the Gods.

Left-Hand Stream (Rough Aquatic): One of several fast, treacherous streams flowing into the Lake of the Gods.

Little Bird Jungle (Dense Forest): A narrow coastal jungle, full of many colorful bird species. **Encounters:** giant scorpions, giant turtles, snakes

Mad Devil Jungle (Dense Forest; EL 12): Named after legends of a fortress of outsiders summoned by the ancient Orichalans, the Mad Devil Jungle is generally avoided by travelers and the folk of nearby settlements. Occasional expeditions are launched into the interior; invariably their members are never seen again, or return hopelessly mad. **Encounters:** outsiders of various types, ghosts, jungle spirits, debased fey, evil intelligent plant-creatures

Mala River (Calm Aquatic): A clear mountain stream that empties into Lake Fyrlock on the Isle of the Blest.

Marduk Bay (Calm Aquatic, Busy): Full of many small islands, and close to the port of Koradin, Marduk Bay is usually busy with maritime traffic, using the bay either as a destination or a valuable way station.

Muddy River (Calm Aquatic): Sluggish and broad, the Muddy River is home to crocodiles and hippos, both of which are very dangerous to travelers.

Northwall, River (Calm Aquatic, Busy): This broad river was a major transportation route for the old Orichalans. Today, the river still carries traffic to and from the Lake of Visions and various small settlements along its banks. **Encounters:** merchants, fisherfolk, lizardmen

Oricha: Ancient home of the Orichan Dragon-Lords, this southern end of the Pazidan and Antillian Penninsulas is known as Oricha.

Palsaith Forest (Dense Forest, Warm): Growing on highlands along the western coast of the Antillian Penninsula, the Palsaith receives more than its share of marine moisture, making it surprisingly cool and pleasant. Morning fogs in the higher portions of the forest are common, especially in spring and fall. The forest contains stands of temperate tree species such as pine, fir and larch. **Encounters:** wood elves, goblins, forest giants

Ramilus River (Calm Aquatic): This pleasant green river provides access to timber country for the inhabitants of Hier Helm.

Relkos Bay (Calm Aquatic, Underwater): A sheltered anchorage, Relkos Bay is popular with merchants despite the lack of nearby ports. Friendly aquatic elves dwell in the warm blue waters and will aid mariners with repairs, fish, guidance, etc. in exchange for stone tools and foodstuffs.

Scalos River (Calm Aquatic): Green with algae and home to schools of large catfish and snakehead, the Scalos flows along the northern edge of the Crimson Serpent Jungle.

Sorrow, Marsh of (Swamp, Giant; EL 12): It is said that this realm was once a prosperous province of the Orichalan Empire, but that its inhabitants were cursed by a powerful black dragon, who transformed the region into a fearsome swamp. Today the region is home to many different hostile creatures (many of unnaturally large size), and — it is said — a family of black dragons, descendants of the monster who cursed the region. These rumors also claim that the ruins of the old imperial province also exist, but none have ever been found. **Encounters:** lizard folk, chaos beasts, chimerae, shambling mounds, various slimes and jellies (many of these are of exceptionally large size)

Southreach Forest (Dense Forest, Warm, Wet): A thick deciduous forest located on the highlands of southern Oricha, the Southreach is home to many different species of animals and birds, and also provides timber to local inhabitants. **Encounters:** foresters, hunters, jaguar, wild pigs

Spite, River of (Rough Aquatic): Fast and deadly, the River of Spite is well-named, for most who attempt to cross or travel on it end up regretting their decision.

Stark Rock Stream (Rough Aquatic): Hazardous due to its speed and many hidden rocks, the Stark empties into the Lake of the Gods.

Swords, River of (Rough Aquatic): Named for a great battle from the early days of the Orichalan Empire, this river is today a fast, deep flow that is very difficult to navigate. Ancient armor and weapons are sometimes found along its shores. Rarely, old bones of humans or more exotic beings are revealed as well, the remains of those who fought in the ancient battle. Legend holds that on certain nights, spectral images of humans, demons and even stranger creatures appear, reliving their old conflicts.

Tentroot Jungle (Dense Forest/Swamp): A coastal mangrove swamp/jungle, the Tentroot is named for the mangrove's massive root system, that in some places resemble muddy tents. **Encounters:** stingrays, poisonous fish (in shallows), many species of birds, occasional scrag (aquatic trolls)

Visions, Lake of (Calm Aquatic): Located at the southern end of the Castellan Range, the Lake of Visions is a deep, clear mountain lake. It is a great source of fish for the dwarves in the village of Capricia. Due to the strange gases given off by the lake, fishers often report having strange visions, some of which give brief glimpses of the future. The algae that causes this effect is often gathered for sale to herbalists and witches.

Xastus Forest (Dense Forest): This thick jungle is a valuable source of hardwoods and rare spices.

Specific Locations

0108 The Disbelief: The sunken merchant ship *Disbelief* lies on its side partially buried on the sandy coral-strewn bottom. The cargo of thick leather and rawhide (worth 3,000 gp) is in an air pocket and intact.

0118 Drearywet Island: Dove gray clouds constantly anchor themselves to this island, offering an occasionally useful reference to navigators familiar with area. From the clouds, this barren rock covered island continually experiences a falling drizzle of rain. The Northeast side of the island has a hidden cove suitable for anchoring up to three large vessels or six smaller ones.

0125 Beetle and Spiders (EL 9): The granite statue of an eight-foot scarab beetle juts from a coral bank. Attached to the rocks beneath the coral are hundreds of water spider eggs. **Twelve aquatic large monstrous spiders** (CR 2; hp 22 each) hunt the reef.

0132 The Sword of Sinbad: Beside a broken skiff filled with mud is a *+1 scimitar* partially buried in the murky bottom. Its golden hilt shines in the sunlight.

0212 The West Point (Castle): Conventional; AL LE; TL 8; 100 gp limit; Assets 950 gp; Population 304 (30 guards War1-3 maintain the citadel; the exploration and excavation of the ruins is carried out by 30 raiders Ftr1-3, 10 hunters Rog2-4 and 6 stalkers Rog1-4/Rgr1-4; the remaining 274 are Com1-3 laborers and other servants or Exp1-3 engineers, appraisers, historians, scholars and expert aides); Integrated (human 55%, half-orc 20%, half-elf 14%, dwarf 5%, other 6%); *Authority Figure:* Carmir, male human LE Wiz12. *Important Characters:* Alaren, male human NE Rgr5 (captain of Carmir's troop, a cruel and sadistic man); Kulnizil, male dwarf LN Ftr6 (leader of the small dwarven contingent). Salaria, female Alryan LE Wiz5/Ari2 (noble from Viridistan, runs Carmir's auctions).

Thirty years ago, Carmir came to the ruins of Satur as a young wizard. After several adventures in the ruins he realized the wealth that could be found here. He and his compatriots cleared out the West Point, an old watchtower to the west of the ruins and with the wealth gained from the ruins rebuilt it into a castle. Carmir began patrolling the ruins and systemically ambushing explorers. He has been successful in hiding the source of the attacks. Carmir has the permission of the council of Greenwax to patrol the ruins and prevent explorers from stirring things up. Carmir has opened a magic shop in Greenwax to sell off the minor magic items gained from his expeditions. For the major magic items, he holds quarterly auctions for wizards from Tula and Viridistan. Alaren currently leads the patrols sweeping the ruins. Kulnizil represents a dwarven clan that aids Carmir in delving the ruins in exchange for a share of the treasure.

0215 Seeking Isle (EL 9): This lightly forested island has a serene and quiet look to it. **Durlak Shieldbreaker** (Male Dwarf Ftr9; CR 9; hp 82; SQ blind; AL LN; Str 20; Dex 14; Con 17; Int 11; Wis 10; Cha 8), an aged and blind dwarf lives on a rocky area of this island, approaching anyone who lands, beseeching help in locating his treasured but lost *+3 battle axe*.

0215 Harpstring (Hamlet): Conventional; AL CE; TL 6; 100 gp limit; Assets 1,313 gp; Population 420 (Able bodied 105); isolated (human 85% [some Tharbrian and Altanian], half-orc 10%, other 5%); Resources: Silver. *Authority Figure:* Kokelos, male human NE Wiz7. *Important Characters:* Lyrura, female half-orc Ftr2/Bbn2 CE (leader of the largest mining gang); Captain Bucsar, male human Ftr4 LE (captain of the Salty Queen a pirate ship based out of Harpstring); Crema, male Tharbrian CE Rog4 (Lyrura's rival and leader of the second largest gang).

Two hundred years ago, rich veins of silvers were discovered underneath the hills of this island. A merchant cartel quickly took control and used convicted prisoners from Lenap to mine the silver. The miners have since broken up into rival gangs who fight each other for the best mines in order to meet their quota. In the southeast corner of the island is the hamlet of Harpstring. It is located on a peninsula and is walled off from the rest of the island. Just outside of the walls is a receiving camp where the miners can exchange the ore they mined for food and provisions. Lord Kokelos is the current lord of Harpstring. His family has administered the mines for the cartel for three generations. To augment his wealth Lord Kokelos permits Captain Bucsar to use Harpstring as a Freeport. Bucsar pays Kokelos a share of his loot and informs of any pirates he knows that attack the silver fleet.

0218 Tormenting Isle (EL 8): From noon until late afternoon, heavy rains sweep this island, soaking anything exposed to the elements. A small footbridge, spanning an 80-foot-deep by 30-foot-wide ravine, is home to **3 trolls** (CR 5; hp 63 each) living underneath it. Anyone seeking to cross the bridge unmolested by these trolls must answer the following three questions; "What's your name?", "What's your quest?" and "What's your favorite color?" Any hesitation or incorrect answers by a character so results in that character being thrown by magical forces (treat as a *telekinesis* spell cast by a 14th-level sorcerer) into the ravine, sustaining 6d6 damage upon landing on the bottom.

0219 Isle of Waste: Used for years as a dumping ground for malfunctioning and cursed items, this island reveals a potentially useful item with a successful DC 30 Search check after a week-long search. This item is either a minor (80%) or medium (20%) magic item (no potions) that is repairable, costing (1d6 + 1) x 5% of its regular market value to fix. It is not possible to take 20 on this search due to the length of time required and probable interruptions from weather and other factors.

0220 Isle of the Lost Cove: Within a hidden cove is the wreck of an old sailing vessel, heavily weathered and worn from age, upon which rest several skeletons. From the northern side of the isle is a small pond filled with green water. A collection of many more skeletons, victims of the poisoned water, are scattered about this water hole. Drinking the poisoned water requires a DC 15 Fortitude save to avoid 1d6 points of temporary Constitution damage. One minute later another save must be made to avoid falling unconscious.

0221 Isle of the Blue Tower (EL 16): A blue tower rests upon the top of the single mountain in the southwest corner of this island. Due to its vantage point, the tower can be seen from any location on the island. **Nysal** (male human Wiz16; CR 16; AL CG; Str 11, Dex 15, Con 14, Int 20, Wis 13, Cha 12; *ring of protection +3, +2 quarterstaff, potion of cure moderate wounds, scroll of 3 arcane spells [wall of fire, blindness/deafness, lightning bolt])*, an old and lonely wizard living in the tower, attempts to entrap anyone landing on his island, hoping for abatement to his loneliness.

0222 Shell Isle (EL varies): Covered with thousands upon thousands of large shells, this island has several thriving beds of **3d4 giant clams*** (CR 2; hp 26 each) in the waters around it. Many contain pearls of great beauty and fine quality (20% chance per giant oyster), being worth between (white 98%) 1d4 x 100 gp or (black 2%) 2d4 x 100 gp.

0225 Isle of the Green Plague / Isle of the Fleece: Each day roll 1d100 (1-60 nexus to Tarantis hex 3134 – Isle of the Green Plague, 61-100 Isle of the Fleece below). Rich plant and animal life thrives amongst the plentiful forests and other land types here. Many sheep and goats live here in large herds, lazily passing the days away in the hills and meadows.

0311 The Bear Bell (EL 7): A 12-foot copper diving bell washed up on shore is the home of a **huge cave bear** (CR 7; hp 102). Fifty feet west of the bell, the prow of a wrecked vessel lies upside down.

0313 Greenwax (Village): Conventional; AL CG; TL 3; 200 gp limit; Assets 8,625 gp; Population 1,380 (Able bodied 345); isolated (human 83% [many Tharbrian, some Altanian and Alryan], half-orc 8%, other 9%); Resources: Fish. *Authority Figure:* Gwalluke, male human N Ftr6. *Important Characters:* Invercan, male Tharbrian NG Com4 (leader of the council of elders, owns four fishing boats); Werbin, male human LE Wiz6 (apprentice of Carmir (0212), runs local magic shop and spies on explorers entering the ruins).

Greenwax is built upon the ruins of an ancient walled city against one nearly intact outer wall. The ancient city was known as Satur. Locals relate stories of monsters within the ruins and rarely venture there, especially at night. Scholars say that the wizard-kings of the ancient Orichalan Dragon Empire developed many spells and Satur was feared by its neighbors. This mighty kingdom was brought to ruin ages ago. North of the ruins are many burial mounds. To the northwest about three miles is a tree said to be as old as the seas. The region's druids hold this tree holy. Today Greenwax is a small port supplying the ships that stop here with salted fish and other provisions. The harbor district has several taverns and gambling halls

0313 Greenwax

and is known for its riotous activities, though there is a lack of houses of ill repute, much to the chagrin of many visiting sailors. Gwalluke is the leader of the village's militia appointed by the council of elders. He is often seen leading patrols along the docks and taverns of the harbor. Treasure seekers come to Greenwax to explore the nearby ancient ruins, though few return successfully.

0314 Greenweed Isle: Overgrown with a special herb, making it a veritable beacon of green on the horizon, this isle is home to a group of **20 islanders** (Com1; CR 1/2; hp 4 each) with an interesting speech pattern of speech who farm this herb as a crop. Common phrases one encounters here include "far out," "groovy," "wild," and "wow." When smoked, this herb induces an effect in those that breathe it similar to that of a *confusion* spell, but will never result in the individual wanting to attack anything. Any result indicating "attack" should be replaced with "snack on all food available, ignoring other actions." This crop generates a good amount of trade, resulting in a 30% chance of encountering pirates when comes within five miles of this island. The islanders are also noted for their colorful native clothing, which is sometimes sold to outsiders.

0316 Isle of Wrack (EL 15): Anchored regularly are two medium sized sailing ships, suitable for the task of the owners, a band of **67 pirates** (War3; CR 2; hp 18 each; studded leather, longsword, 2d10 gp and 1d4 gems [10 gp]). Three fierce **pirate chiefs** (male human War4/Rog3; CR 6; hp 43 each; AL CE; Str 18, Dex 15, Con 14, Int 14, Wis 10, Cha 16; *+1 longsword*, *+2 leather armor*, *potion of cure moderate wounds*, 3 masterwork daggers, pouch with 6d20 gp and 1d4+2 gems or jewels [50 gp]) lead the band. Twice a week they leave to raid either Weed Isle (0314) or the merchants that come to trade there.

0318 Luring Isle (EL 12): Coming near this island is fraught with peril. The distant sound of music being played is heard. Following this entrancing sound, intrepid individuals locate a breathtaking woman name **Repenilla** (female Avalonian Wiz12; CR 12; hp 32; AL NE; Str 12, Dex 15, Con 11, Int 21, Wis 12, Cha 10; *Bracers of armor +3*, *amulet of natural armor +2*, *iron flask*, *wand of polymorph other* [caster level 7, 12 charges], *wand of wall of fire* [caster level 9, 11 charges]), who sports a head of platinum colored hair, playing a lute. Anyone coming in this close is subject to her attempts to capture them, for she is actually a wizardess with a desire for acquiring slaves.

0319 Cracking Island (EL 1/2): Conversing with the lonely old woman, **Hatha** (Com1; CR 1/2; hp 4) inhabiting this area, provides those doing so with the secret of the Isle of Korak (0320) — that there are provisions aplenty for a small cost.

0320 Isle of Korak (EL 4): Orchards of fruit trees and small ponds of clear, refreshing water greet travelers landing here. Welcoming visitors graciously are **2 dwarves** (Exp3; CR 2; hp 15 each) who request a payment of 2 gp per basket of fruit or provisions desired.

0321 Death-Bird Island (EL 8): The isle's dangerous inhabitants, **2 wyverns** (CR 6; hp 59 each) fearlessly attack anyone attempting to land, preferring to attack intruders while they are still embarked upon their vessel. Anyone making it to land finds nothing in the way of provisions. The lair of the wyverns is likewise devoid of anything valuable.

0333 Isle of Midjourney/Slumberland Island (EL 1): Each day roll 1d100 (1-60 nexus to Tarantis hex 0526 – Isle of Midjourney, 61-100 Slumberland Island below). Misty and quiet, this island remains under the cover of a dense fog at all times. Hiding out in a cave, waiting for their chance to steal a ship, **2 orcs** (CR 1/2; hp 4 each) remain shipwrecked.

0402 Moby Raft: A crevice in the seabed conceals a waterproof trunk containing an assassin's disguise kit, a *+1 dagger*, and a small raft with the skeletal remains of a small whale chained to it.

0415 Valiant Isle (EL varies): The only hint of any present or past inhabitation is the old well near the center of the island. Although the well is dry, it still contains something interesting, a family of **halflings** – mother **Matill** and father **Giorg** (Com1; CR 1/2; hp 4 each), their daughter **Tira** and son **Jegg** (Com1; CR 1/2; hp 2 each) – living there in a small set of four-foot-high caves, encountered only by those visitors that climb down the well. Although they stay to themselves, they invite anyone visiting their well to a meal and drinks.

0418 Turtle Isles: Being composed of barren rock and great expanses of sandy beaches, these isles are perfect as the annual mating and egg laying grounds for giant sea turtles.

0418 The Stone Tower (EL Variable): This tiny island was once the home of a wizard. He left several years ago, leaving behind a trap on his tower. A *mirror of life trapping* hangs on the west wall of the partially sunken stone tower. Inside the *mirror* are a **hill giant** (CR 70 hp 102), a **medusa** (CR 7; hp 33) and his wayward apprentice, **Shandron** (male human Wiz2; CR2; hp 10; AL N; Str 8, Dex 14, Con 13, Int 14, Wis 12, Cha 11; light crossbow, 20 bolts, dagger, pouch with 25 gp). The area surrounding the tower is peppered with stone lances pointing skyward.

0419 Snowfire Isles: Vastly different climates exists on these two islands, one being incredibly cold and snowy, while the other is scorchingly hot and dry.

0420 Isle of Terror (EL varies): Anyone approaching this island is sure to have a feeling of great unease and foreboding. The ever-constant lightning strikes and driving rain enclosing the mountains only serves to increase this dread. An old castle on top of one of the mountains is illuminated by the lightning strikes on a regular basis. Investigating this castle is surely a dangerous and death filled activity, bringing those doing so into encounters with some or all of the **42 ghouls** (CR 1; hp 13 each), **4 vampires** (human Ftr8; CR 10; hp 51), and **60 goblins** (CR 1/4; hp 4 each) that hide themselves away there. The goblins are led by a **war chief** (male goblin War4; CR 3; handaxe, throwing axe, studded leather).

0421 The Stone Wall: The jagged rim of a stone wall stretches 750 feet along the rocky heights overlooking an undersea valley. Glyphs on the wall warn intruders that they are entering the "Might Pentarchy of Arn-Rood" in Elven runes. A massive bronze gate lies halfway down the slope.

0422 Isle of Brass Monkeys/Isle of the Ebb Tide (EL 13 and 19): Each day roll 1d100 (1-60 nexus to Tarantis hex 0930 – Isle of Brass Monkeys, 61-100 Isle of the Ebb Tide below). Any interloper landing upon these shores encounters an **iron golem** (CR 13; hp 99), one specially treated to resist rusting effects, protecting it from the salt waters. This construct attacks anyone it finds since its owner, a sorcerer of great power named **Calera Myzoil** (male Elritorn Sor19; CR 19; AL CE; Str 10, Dex 15, Con 11, Int 14, Wis 13, Cha 19; *bracers of armor +3, wand of fireball* [21 charges, caster level 12th], *arcane scroll of 2 spells* [caster level 16, *fear*, *teleport*], *+3 dagger*, *staff of power* [50 charges], *ring of spell turning*, 300 gp), wants no interruptions and certainly no visitors.

0513 Mr. Roboto: A mechanical man (Hardness 20; hp 30; Break DC 30) plods endlessly on a 60-foot circuit of the sea floor. He is broken and can only walk in circles. The mechanism is broken and repair is beyond the minds of today.

0518 Danger Seeker Island (EL 14): Living in the vast seabeds surrounding this island is a community of **33 tritons** (CR 4; hp 16 each). They are fiercely isolationist in nature and attack any ship that attempts to fish in these waters or land upon the island.

0519 Isle of the Forgotten (EL 7): In past decades, these isles were used as a site for prisons holding large numbers of convicts. Still remaining are **5 prisoners** (Gnomes; Rog3; CR 3; hp 18 each) left behind after the prisons were abandoned. They will stow away aboard any vessel they can, stealing any equipment or money they find and feel they can safely get away with.

0519 The Old Siege Tower (EL 7): A worm-eaten siege tower is home for **3 harpies** (CR 4; hp 31 each). They often fly near the shore, attempting to lure ships onto the rocks and reefs. Their lair contains the remains of a whole crew, as well as a *ring of regeneration*. The ring can be found as it regrows the body of a sailor (Exp 5). The body is used as a continuous food supply by the harpies. If allowed to completely regrow, the sailor will be forever grateful to his rescuers, even giving up the ring (a great source of torment for him) willingly.

0520 Before Island: Hidden in diminutive cave in the side of a small hill, a complex and wondrous laboratory remains undiscovered. Parts and supplies for various mechanical devices of profound and obviously advanced technical nature, including androids, sits to this day, all tucked away and still in good shape, salvageable and highly valuable to the right individuals.

0607 Red Bull (Village): Conventional; AL LG; TL 6; 200 gp limit; Assets 6,150 gp; Population 984 (Able bodied 246); isolated (orc 75%, half-orc 20%, other 5%); Resources: Furniture. *Authority Figure:* Galpartinyk, male orc LG Clr8. *Important Characters:* Umnat, female orc LG Bbn7 (war leader of the tribe); Ghadmuk, male orc LG Ari5/Bbn2 (leader of the orcish council); Sigurd Gadbuk, male half-orc Bbn4 (Umant's second in command and descendent of the human leaders); Snagdur, male orc LE Bbn7 (leader of the renegade orcs).

A hundred years ago Red Bull was typical community of orcs raiding north to Derkhalf Shire of the halflings and south toward Greenwax. A series of internal fights left the tribe destitute and starving. A ship of Skandik vikings shipwrecked along the coast near Red Bull. The orcs found them and at first tried to enslave them. The Skandiks fought back and defeated the orcs. A priest of Odin with the Skandiks had a vision from the god commanding him to convert the orcs into worthy warriors for Valhalla. The remaining orcs converted at first because of the promise of food and shelter. True converts came later due to the victories the gods brought the over the renegades and monsters. The descendents of the Skandiks have thoroughly integrated into the tribe. Snagdur is the leader of the renegade orcs who follow the old ways. His followers are few in number and live a nomadic existence in the woods and swamps surrounding Red Bull. Galpartinyk is the current high priest of Odin and the leader of the orcs. Since the arrival of the Skandiks they have formed a council of all the Skandik and Orc chiefs. They debate and pass the laws of the tribe. Several of the Skandiks are woodcrafters of exceptional skill and have opened trade with the halflings and humans of the region.

0610 The Bronze Broach (EL 14): A giant's skull protrudes from a reed field. Ten feet north of the skull, a huge brooch of bronze bearing an archaic symbol enables the wearer to summon **Namtar**, a hezrou demon (CR 14; hp 67). The broach is his soul gem, and can be used to control him, once. If the brooch is freely given to Namtar, the demon leaves in peace. He can be commanded to perform one task as well, though after it is completed, he is freed. Woe to those who asked him to do something he loathes, for he attacks his one-time master when the task is completed.

0615 Isle of Kortha-Min/Offering Isle (EL 9): Each day roll 1d100 (1-60 nexus to Tarantis hex 1014 – Isle of Kortha-Min, 61-100 Offering Isle below). A group of natives, comprised of **52 human warriors** (War1; CR 1/2; hp 9; leather armor, club, dagger), **5 elite warriors** (War2; CR 1; hp 11; leather armor, short sword, dagger) and a **native leader** (Ftr6; CR 6; hp 48; 2 *potions of cure moderate wounds*, *+1 hide armor*, masterwork longsword, masterwork short sword, 2 masterwork daggers) worship an unheard of pagan god. Anyone landing here must make a sacrifice to this divine force or suffer the wrath of an unknown assailant, a **greater air elemental** (CR 9; hp 199).

0616 Locust Isle: One month out of every three, this island is swarmed by hordes of hungry locusts that eat every plant here. Luckily, the area experiences a constant growing season and thus the plant life recovers just in time to be the next swarm's feast.

0618 Isle of the Bloody Sword: A prominent knoll is the resting place of a sword (judge's choice as to the type) buried up to its hilt in a huge, partially buried boulder. Upon the hilt is the phrase, *the time has come for you to have a mighty weapon*, written in an old style of elven script. Anyone able to read elven or make a Decipher Script check (DC 20) can determine the exact phrase. The first person saying these words aloud, even at the volume of a whisper, in the exact sequence written, causes the sword in the rock to start bleeding. An identical type of sword, one with an enhancement bonus of *+3*, appears in the hand of the speaker.

0622 Davy Jones' Locker: A buried vault 40 feet under the sea contains 1,800 jars of potable wine, 70 barrels of oil, 150 rotten canvas sacks of grain, a sealed urn filled with ambergris (worth 500 gp), and 27 jars of lacquer.

0710 Isles of the Wolf-Liege/Twilight Isles: Each day roll 1d100 (1-60 nexus to Tarantis hex 1317 – Isles of the Wolf-Liege, 61-100 Twilight Isles below). A popular destination for sages and others interested in astronomy, this island boasts a crystal clear view in its night sky every evening, being completely void of clouds for some unknown reason. Peculiarly, this effect only occurs at night.

0701 Xochete Tower (Citadel): Conventional; AL LG; TL 3; 100 gp limit; Assets 1,313 gp; Population 420 (60 halfling archers War1-3, 24 halfling veterans Ftr1-3, 6 sergeants Ftr3-5, 3 lieutenants Ftr4-6 and 2 captains Ftr6-8 constitute the main garrison; the remainder are Com1-3 halfling peasants and woodsfolk or Exp1-3 hunters, trappers, artisans and merchants; many have levels in Warrior and can aid in the defense of the citadel.); Isolated (halfling 96%, other 4%); *Authority Figure:* Flamidoc Nohollow, male halfling LG Pal7. *Important Characters:* Glurrat, male half-orc LG Pal1 (paladin aspirant from the Red Bull Tribe).

Xochete Tower is under the command of the Marshal of Derkhalf (Barbarian Altanis, 0833). It was built several hundred years ago as a bastion against the Red Bull Orcs. Traditionally the Marshal places the halfling clerics or paladins of Vernaha in charge of the tower. Vernaha is the woodland goddess of pixies revered by halflings throughout the Wilderlands. Since the advent of peace with the Red Bull Orcs the tower has become a training center for those called to serve Vernaha. Flamidoc Nohollow is the current captain of the tower and is respected for his leadership and ability. He is considering an unusual request from Glurrat, a half-orc from the Red Bull tribe to become a paladin candidate of Vernaha.

STAFF OF STRIKING

This staff is made of oak and functions as a *+3 quarterstaff*. Each successful hit with the staff expends a single charge and deals normal damage (1d6+3 plus any other modifiers such as Strength). The wielder can expend 2 charges to deal double damage (2d6+3 plus any other modifiers). By using 3 charges on a single strike, the wielder deals triple damage (3d6+3 plus any other modifiers).

0715 Truma's Shipwreck (EL 5): Within the cabin of a sunken sloop is a drum of silver. The friendly scrag troll, **Truma Rune-Bone** (CR 5; hp 63) lives in the sloop, and predicts accidents for the player of the drum (as a foresight spell) although he doesn't predict when they will occur. The drum is encrusted with gems worth 13,750 gp.

0717 The Isle of Stone (EL 14): A hidden shrine to Hecate lies on this island, attended by **Cerylion** (female medusa Clr7; CR 14; hp 74; AL LE; Str 10, Dex 15, Con 12, Int 12, Wis 17, Cha 16; *+1 shortbow*, *+1 arrows* (20), *staff of striking* (33 charges; see sidebar), masterwork chainmail, dagger), a medusa priestess. The priestess attacks all intruders, using her poison snakes to coat her arrows. A gold ceremonial sword worth 1,620 gp and a *robe of scintillating colors* lies nearby.

0719 Isle of Grath/Diamond Island: Each day roll 1d100 (1-60 nexus to Tarantis hex 1417 – Isle of Grath, 61-100 Diamond Island below). Grasslands and light forest make up the majority of the terrain on Diamond Island. A band of **12 industrious human castaways** (Com1; CR 1/2; hp 4 each) and **5 half-elf villagers** (Com1; CR1/2; hp 4 each) grow maize, enjoying their quiet lifestyle in comparison to the hard lives they experienced before. Several veins of good quality quartz crisscross areas of the island and although the inhabitants suspect the minerals are nearby, they have not confirmed this, nor have they a clue where to look.

0726 By-Reef Island (EL 7): The incredibly dense and lush forest covering most of this island is home to an insane wizard named **Brandorr Val** (male human Wiz12; CR 7; hp 25; AL CE; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8; masterwork quarterstaff, *ring of protection +1*, *scroll of hold person*, *wand of lightning bolt* (caster level 7, 41 charges), *bracers of armor +1)* who lives in a hut deep in the middle of this jungle. Anyone daring to set foot on his private domain is set upon in a most deadly manner, subject to the effects of many spells, including repeated lightning strikes from either his memorized spells or his magic items.

0727 Lonesome Rock (EL 3): For the past two years, **Galon** (male human Rgr3; CR 3; AL NG; Str 10, Dex 17, Con 14, Int 10, Wis 14, Cha 10; *+1 orcbane longsword* , studded leather, pouch containing 20 gp), a young ranger, has remained marooned on this island. He gladly offers his entire wealth, some 20 gp, to be rescued and returned to the main land.

0802 Southtower (Citadel): Conventional; AL NG; TL 3; 100 gp limit; Assets 1,063 gp; Population 340 (50 halfling archers War1-3, 25 halfling scouts Rgr1-3 and 10 elite halfing scout-trackers Rog2-4/Rgr1-3 guard the citadel and patrol surrounding lands; the rest are Com1-3 halfling and half-orc peasants, farmers and laborers or Exp1-3 hunters, trappers, merchants and specialized castle staff); Mixed (halfling 78%, half-orc 10%, orc 7%, human 3%, other 2%); *Authority Figure:* Monylla Cobham, female halfling NG Rgr5. *Important Characters:* Hendsome Dobwood, male halfling LG Ftr3 (Sergeant of the Guard); Frithjof Burglimson, male orc LG Ari2 (leader of the Red Bull Traders); Glashmuz, male orc LE Rog4 (spy for Snagdur).

Southtower was established 200 years ago to guard the halflings of Derkhalf County. Built along a bluff next to the Dismal River, the tower guards the invasion route most commonly used by the orcs. Now that the Red Bull Orcs have established peaceful relations with the halflings, the tower is now a site of a market between traders from Xochete and Red Bull. Monylla leads the rangers out on patrols to keep the trails clear of monsters and renegade orc raiders led by Snagdur. Hendsome Dobwood commands the small guard stationed here by the Marshal of Derkhalf (Barbarian Altanis, 0833). Frithjof Burglimson is the leader of the Red Bull Traders and trying to convince the halflings to permit trading in Xochete itself. Glashmuz is Frithjof's second in command and is secretly a spy for Snagdur and supplies him with information on when caravans leave the area.

0811 Out of Place Column: A marble column 10 feet in diameter and 40 feet long lies on the sea floor.

0821 Rocky Bottom: A huge temple rises out of the rocky bottom, 100 feet below the ocean waves. In the temple is a statue of a wizard wearing an ornate helm that is encrusted with rubies worth a total of 14,620 gp.

0826 Cay of Howling (EL 10): The fierce pack of **47 cannibals** (War1; CR 1/2; hp 9 each; shortspear, hide armor, javelin) living here immediately attack anybody landing on these shores.

0827 Isle of the Hunted: The antelope, gazelle, deer, elk, and other species of grazing animals found here make up a hunter's paradise. Some ship captains have gone so far as to book special trips for the wealthy and well to do, bringing them here for a holiday of hunting.

0828 Fire-Belch Isle: This unpopulated island is subject to the continuous eruptions of its volcano.

0905 Angel's Totem: Deep in the swamp is a dell filled with flowering weeds and a stone totem surmounted by a winged girl. If the totem is touched a loud chime sounds and the girl's wings flutter briefly.

0928 Isle of Hornwrith/Isle of the Drum: Each day roll 1d100 (1-60 nexus to Tarantis hex 1418 – Fire-Belch Isle, 61-100 Isle of the Drum below). Every other day, at dusk, a group of **48 natives** (Com1; CR 1/2; hp 4 each) performs an energetic and ritualistic dance upon a gigantic drum that is nearly 30-feet across. Those within a two-mile-radius can not only hear this huge percussion instrument, but feel the throbbing beat of the rhythm as well.

1013 Reptile Island (EL 6 to 8 initially): Hundreds of crocodiles inhabit this island's thick jungles, marshes, and streams. Most encounters involve **1d6+3 crocodiles** (CR 2; hp 22 each) initially, growing in number by **1d6 crocodiles** for every 10 rounds.

1013 How to Calm the not-so savage Beast: A crumbling cliff-face is carved with a poem. If the poem is recited by an individual with the Animal Handling skill, he causes normal animals within 60 feet to be silent one hour.

1019 Witchwoman Island (EL varies): Twenty-seven natives (Com1; CR 1/2; hp 4 each) with amber colored skin live here in a small community, planting crops and hunting selectively from the small herds of grazing animals living off the tall grasses that grow wild here. Although wary of strangers, they are cordial and do trade with others if approached in a peaceful manner.

1118 Temple to the Sea God (EL 10): An altar of the **nymphs** (CR 6; hp 10 each) stands atop a coral mound reached via a giant seashell staircase. Four nymphs live within a cave complex in the coral mound. They are friendly to any that make offerings, but attempt to blind or kill any that have other intent. The offering shell contains 9,890 gp in jewelry.

1205 The Bathtub in the Sea: A large circular tub of rich marble worth 12,140 gp lies on a rocky slope 40 feet down. The tub is partially buried and weighs 4,000 pounds.

1212 Lemming Wagons: The sculpted rock outcropping of a 20-foot lion's head overlooks a seabed littered with ruined wagons. It appears as if the wagons were driven off the cliff into the sea. Horse bones litter the area.

1312 Isle of Reverse: All activities on or within 30 feet of this isle must be done in reverse order to work. Attempting to speak, walk, cast spells, swing weapons or perform other activities - without doing so in reverse - results in automatic failure. Complex actions, such as Open Lock checks or spellcasting with verbal or somatic components for example, require a successful Intelligence check (DC 15) to perform correctly in reverse in addition to any skill checks required.

1319 Whale Song: Six harps made of stone and drawn copper wire ten feet high stand in a large circle 10 feet below the surface. Inside the circle is a dais four feet high and 20 feet in diameter. If the harps are strummed, several whales are attracted, and sing along. Sharks and other fish are driven away by the sound.

1411 Isle of the Giant Sundial (EL 18): A gigantic sundial commands the center of this island, created by the artistry of an ancient civilization, carved out of a rocky knoll. Although the creators have long since vanished, **Hyslar** (male human Mnk20; CR 20; hp 122; AL LG; Str 15, Dex 15, Con 14, Int 16, Wis 18, Cha 13; *bracers of armor +8, ring of protection +5, monk's belt, cape of the mountebank, gem of brightness, potion of cure moderate wounds, +3 kama)* an old monk - is the current guard to this magnificent time piece. In actuality, it is really a time machine, capable of transporting anything on it either forward or backward in time. Hyslar is the only one that currently knows how to operate this machine correctly, offering to transport anyone when approached as long as he is not attacked or threatened. If he is made aware that the time trippers want to return after the specified time period has lapsed, he returns them as they have requested.

1424 Isle of the Frog (EL 4+): Many frogs make their home on this isle. The normal ones are the least of anyone's problems for it is the larger variety that is dangerous. Explorers traveling overland for any length of time encounter **2d4 giant monstrous frogs*** (CR 2; hp 17 each) each hour of travel or stay until at least a total of 30 are encountered.

1507 Pyramid Island (EL varies): The natural harbor here is a perfect place for the way station established to supply naval fleets operating in the area. To protect the supplies secured here, the owners buried them in the sand within 100-feet of the water line. **Ten deserters** (Com1; CR 1/2; hp 5 each), former sailors from warships traveling these waters, barely survive in the marsh on the western part of the island. One deserter owns a map to a lost treasure of 110 pp and 12,000 sp hidden in the hold of a sunken ship a mile off Rose-Barrier Island in Map 12, 4321.

1507 The Terrible Tower (EL 9): This island is the home of a terrible evil. Trapped and alone, the **rakshasa** (CR 9; hp 52 each) tries to kill and eat all who venture here. His home is a stone tower. A 10-foot cauldron of bronze is fixed atop a tower of granite 40 feet high. He creates an illusion of a dancing girl whirling and singing in the cauldron. Hidden in a secret cave beneath the tower is jewelry worth 22,000 gp and a set of *ring gates*.

1523 Kamoran Cay: Being mostly deserted, neither of these islands offers much in the way of provisions. Careful searching, requiring 4 hours of time and a successful Search check (DC 15), yields enough food for one person to survive for two weeks.

1533 Isle of the Beacon Fire/Kodiak Cay (EL 11): Each day roll 1d100 (1-60 nexus to Tarantis hex 1312 – Isle of the Beacon Fire, 61-100 Kodiak Cay below). A small band of **9 werebears** (CR 5; hp 51 each) controls this island of craggy rocks and light forests. Hunting regularly for food, this group does not hesitate to add humanoid flesh of any type to their larder. Hidden away in the den of the band's leader is a small treasure hoard they have accumulated over the years: 2 diamonds worth 1,500 gp each and 4,090 sp in a small chest (no traps).

1533 White Elf (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 4,950 gp; Population 792 (Able bodied 198); isolated (elf 85% [mostly southern, some high], half-elf 5%, sea-elf 5%, other 5%); Resources: Furs. *Authority Figure:* Leptnagirs, male elf [southern] N Wiz7. *Important Characters:* Gilia, female elf [high] NG Rgr3/Wiz2 (leader of the elven guard); Galadfalas, female elf N Exp9/Wiz3 (island's best furrier); Eleth female elf [southern] CG Clr6 (Cilborith, in charge of lighting the Beacon Flame).

Several thousand years ago elven mariners discovered the rich seal grounds off this island. The elves returned and began to selectively hunt the seal for their furs working them into furs of exquisite quality. The elves allied with the local sea-elves and set a guard around the island to prevent poachers from hunting the seals themselves. Currently Gilia is the leader of the guards. After several hundred years the fame of their craftsmanship spread throughout the Wilderlands prompting the King of the Lost Lands to send his daughter to the island to select the finest furs to be made as part of her wedding garment. Upon arriving at the island the ship foundered on a hidden reef and everyone on board was lost. Angered, the King organized a mighty fleet and sailed to attack the island. A day's journey away from the island a mighty storm rose and in the midst of the storm the elven god Cilborith manifested in his White Elf avatar and commanded the King not to attack the island. When the King arrived the next day he did not attack but exacted an oath from the elves that from that day forward they would keep beacon fires lit to warn of the reefs.

1534 Hollow Knee Cays (EL 1 to 5): These identical twin islands each have a hill at the center that resembles a typical human knee. Even more remarkable is there is a single cave in each hill, each home to **5d4 goblins** (CR 1/4; hp 4 each). In each cave guarded by the respective band of goblins is one *+1 warhammer*. In battle, each is often used by its owning goblin leader.

1605 Discarnate Islands: Completely barren and void of life, these two islands contain nothing of worth.

1611 Creeping Islands: Shifting sands are common here, moving significant parts of the land 100-feet a month. Occasionally items are unearthed during these shifts, revealing such things as weapons, an old wagon, or even bones.

1628 Aqua Aqueduct: A partially-buried ancient aqueduct extends 340 feet into a rockslide 60 feet below the surface. A large stone reservoir is filled with bones, broken statuary, and a *+2 shield*.

1706 Isle of the Symbol: Upon the mountain at the center of this island is a giant symbol inscribed on the face of a cliff. Those sighting it at any range must make a Will save (DC 28) to avoid the *fear* effects it generates (treat as a *symbol of fear* cast by a 17th-level wizard).

1712 The Luminescent Manor (EL 8 or 12): A luminescent manor made of unusual quartz bricks is actually the resting place of **five wights** (CR 3; hp 26 each) led by a **barrow wight** (see below). In the upper floor, a chest contains a *staff of power*, trapped with a *symbol of death*. Within a desk is a copper tube containing a *+1 dagger* and a *cursed scroll*, which summons a **purple worm** (CR 12; hp 200) to attack the reader. In a cabinet, three inanimate skeletons and a bag of rare herbs (400 gp) are hung.

Barrow Wight: CR 4; SZ M Undead; HD 6d12; hp 39; Init +1; Spd 30 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; Base Atk/Grp +3/+5; Atk/Full Atk slam +5 melee (1d4+3 plus energy drain); SA insanity gaze (30 ft., permanent, as the spell, Will DC 16), energy drain (Fort DC 13), create spawn; SQ undead, turn resistance (+2); AL CE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 12, Con —, Int 11, Wis 13, Cha 16.

Skills: Climb +6, Hide +9, Listen +9, Move Silently +16, Search +8, Spot +9. *Feats:* Blind-Fight, Power Attack.

1714 Heir Helm (Village): Conventional; AL CG; TL 6; 200 gp limit; Assets 8,000 gp; Population 1,280 (Able bodied 320); isolated (orc 75%, half-orc 15%, human 6%, other 4%); Resources: Leather. *Authority Figure:* Halmakal, male orc NG

Bbn3. *Important Characters:* Gunnar Grishmushgrh, male half-orc N Sag4/Brd3 (lore keep for the village); Razlaki Glurlogdottir female orc CG Clr4 (high priestess of Freyja).

When the Skandik shipwrecked near Red Bull they were part of a fleet. Twenty years later on the first trading expedition from Red Bull it was learned that the ship carrying their old lord was lost as well. The leader the son of a powerful Jarl and was the holder of the Heir's Helm (*helm of brilliance*). Later it was heard that survivors were found in Orchia. In 4382 The Orc Chieftain Rufgruk and his compatriots built a longship and with the aid of the Skald Geirthjof sailed the shores of Orchia in order to find the helm. They found the shipwreck and built the Heir Helm as base to search the interior. Today Rufguk's grandson Halmakal continues the search and the base has grown into a village. Geirthjof's son Gunnar continues his father research into the helm and the fate of the lost ship. The village supports itself by herding and an extensive leatherworking industry. They trade most of their finished goods to Greenswax. Razlaki is the high priestess of the village and is often called upon to adjudicate disputes in Halmakal's frequent absence.

1810 Great Whites and Chariots (EL 6+): The *Magical Chariot of Mywnoadan* stands beneath an undersea arch of shells. The chariot acts in all respects as a *carpet of flying*, and functions underwater. **Huge white sharks** (CR 4; hp 65 each) frequent the area, and 2d6 will be encountered every hour.

1811 Isle of Sagacity Unfurled (EL 16): Lestianna Myall (male elf/emperyan Wiz15/Sag8; CR 16; hp 91; AL LG; Str 14, Dex 16, Con 17, Int 22, Wis 12, Cha 12; *amulet of natural armor +2, ring of protection +2, gloves of Dexterity +2, bracers of armor +2, cloak of resistance +3, scroll of dominate person, wand of magic missile* [27 charges, caster level 9th], *+2 quarterstaff)*, an emperyan elven sage and wizard of extraordinary power, watches over the still untouched ruins and ancient secrets buried within. Any looting is met with swift and immediate force. However, he allows any lawful good persons to gather provisions as needed.

1812 Kveld's Holm (Citadel): Conventional; AL N; TL 4; 100 gp limit; Assets 1,200 gp; Population 384 (45 seasoned raiders Ftr1-4, 30 longbowmen Ftr1-3, 15 berserkers Bbn1-4 and 6 war-masters Ftr3-5 make up the main fighting force; the remaining 288 are Com1-3 farmers, herders, peasants and villagers or Exp1-3 artisans, craftsmen, merchants, shipwrights, etc.); Isolated (human 96% [some Skandik], other 4%); *Authority Figure:* Thjodolf Kveldsson, male Skandik N Rog3. *Important Characters:* Gullrond Kveldsson male Skandik NE Bbn2 (Thjodolf's brother and rival). Ragi Slagfidsson male human LG Clr6 (high priest of Odin).

Kveld-Koll's name is feared from Antil to Greenwax. A reaver from Ossary he sailed here over 20 years ago and established a base to raid ships in the region. Now his sons Thjodolf and Gullrond carry on the tradition with the four longships based here. Gullrond feels that he should be the rightful chief but is opposed by Ragi the high priest and is only supported by his own crew. The other two captains are loyal to Thjodolf. Gullrond has learned of the Quest for the Heir's Helm (1714) and resolves to find it for himself.

1823 Raging Rat Cay (EL 1 to 7): Infested with large numbers of dire rats, anyone staying here after dark or approaching any of the 1 to 3-foot diameter holes pock marking this island is attacked by **4d6 dire rats** (CR 1/3; hp 5 each) per hour. A small chest is partially buried above the high-tide line on one of the beaches. In the half-exposed chest on the beach is a map of the island in a watertight scroll tube and 1 gp. Invisible directions on the map point the way to a buried treasure chest secured a half-mile away from the one on the beach, containing a *+2 bane (goblin) dagger* and 500 sp.

2014 Strange Stone: A huge impact crater marks the landing spot of a meteor. In the center of the crater is a blue glowing stone four feet in diameter, carved with dwarf runes.

2019 Stricken Isle: A virulent plague appears to have taken hold of those living on this island. Although it has symptoms and appearance of *red ache*, those inflicted seem to neither perish, nor is it communicable to others. Actually, this disease in reality is a curse, placed on them by an old witch after attempts to destroy her hut were committed by many of the villagers. There are **15 miserable, diseased villagers** (CR 1/2; hp 3 each).

2102 The Nixie's Tower (EL 1): A **nixie** (CR 1; hp 3) inhabits an abandoned tower reached via a rock bridge in the swamp. He moved inland as an outcast from his tribe, and is quite lonely. The tower contains an abandoned alchemist laboratory and an armory. Beneath the tower is a dungeon.

2113 Isle of the Stonemen/Communications Island: Each day roll 1d100 (1-60 nexus to Tarantis hex 1519 – Isle of the Stonemen, 61-100 Communications Island below). Inside the sole Greek style temple is a pedestal, one holding an unusual *crystal ball*. Anyone with an intelligence of 15 or greater can use this crystal ball once per month to communicate with a relative, either dead or alive, requiring no Scry skill or check, being 100% successful unless the target is protected by spell or device that normally stops regular scrying. No known spell or force has been able to damage or move either the pedestal or the crystal ball.

2127 Isle of Moak/Togrun Isle (EL varies): Each day roll 1d100 (1-60 nexus to Tarantis hex 4805 – Isle of Moak, 61-100 Togrun Isle below). Most days, the monks of this small monastery, nestled in a valley near the center of Togrun Isle and collecting food needed for the daily meals. Upon a satin pillow, at the main altar in the monastery, rests a huge golden sphere of the sun, a revered relic, an orb 2-feet in diameter, worth 25,000 gp. It goes without saying that the monks prefer that no one touches or takes the golden sphere. There are **15 lesser monks** (Mnk1; CR 1; hp 9) and **3 master trainers** (Mnk4; CR 4; hp 28) in the monastery.

2129 Isle of Darkening Trees/Isle of the Blue Mountain: Each day roll 1d100 (1-60 nexus to Tarantis hex 1701 – Isle of Darkening Trees, 61-100 Isle of the Blue Mountain below). People travel great distances to attempt the difficult challenge of climbing the huge mountain that overlooks the northern section of the island. Over 200 climbers have died in the pursuit of standing upon its tallest peak.

2207 Etruscan Isle (EL 11): Grags Wilensha (male Karakhan Ftr12; CR 12; AL NG; Str 20, Dex 14, Con 17, Int 15, Wis 13, Cha 11; *+2 full plate armor, +3 longsword, 3 potions of cure serious wounds, ring of spell turning)*, a very

experienced fighter, lives in self-imposed exile on this quaint, tropical isle. After accidentally killing his brother during a great battle, he finds himself disdainful and unworthy of the company of others, especially those close to him. When someone lands here, he rides to them, requesting that they leave him alone, telling his sad tale if they need convincing. Anyone abiding by his wishes is permitted to gather any provisions they wish before departing.

2212 Burial at Sea (EL 13+): Many years ago, an evil secret society of wizards was cast out of the north and hid here, far from civilization. They found an atoll (too small to be marked on the map) with an undersea entrance into a caldera-like dry cave, open to the sky, and with a fine, sandy beach, surrounded by 60-foot walls. Strange metals in the cave walls prevent magical spells from functioning within the caldera. The sea cave is 400 feet long before it opens into a 300-foot diameter dry area. The dry area contains the burial grounds of the secret society. There are 11 tombs, each guarded by nasty traps (see the sidebar to randomly determine the traps). An **iron golem** (CR 13; hp 99) waits within the largest mausoleum to attack intruders. Each tomb contains 1d6 arcane scrolls of levels 1-6, 1d6 potions (randomly determined, and 300-1,800 gp in gems and jewelry. The largest contains a *book of infinite spells*, trapped with an *imprisonment* trap (CR 9; functions as *imprisonment* spell cast by a 20th-level sorcerer. No save; Search DC 34; Disable Device DC 34).

2215 Conclave of Hidden Eye (Castle): Magical; AL LN; TL 8; 40 gp limit; Assets 120 gp; Population 96 (20 men-at-arms Ftr1-3 and 4 apprentice illusionists Ill2-5 are assigned to guard the castle; the remainder are Com1-3 servants and peasants, Adp1-3 assistants, Exp1-3 servants and artisans or Ill1-2 students); Integrated (human 63%, gnome 22%, elf 12%, half-elf 10%, other 6%); *Authority Figure:* Morim, female gnome N Ill4. *Important Characters:* Ignihan, male Avalonian LE Ill14 (most powerful illusionist in the conclave); Gilidiel, female elf NE Ill6 (from the elves at Ludgates).

Ignihan established this conclave outside of Flaking 50 years ago. He and Aldore of Flaking have been cooperating with the conclave providing magical assistance and Aldore access to any artifacts or information of a magical nature. Morim has been appointed by Ignihan and the other wizards to run the day-to-day affairs of the conclave. Ignihan has also established good relations with the elves of Ludgates and they often exchange students and wizards to study each other's lore. Currently Ignihan is involved with the elves in planning a raid on the elven smiths of Anatal (Barbarian Altanis, 2812) to procure some of their weaponry and lore.

2215 Flaking (Small Town): Conventional; AL LE; TL 4; 800 gp limit; Assets 48,400 gp; Population 1,936 (Able bodied 484); mixed (human 73% [many Tharbrian], elf 15%, dwarf 5%, halfling 4%, other 3%); Resources: Pitch. *Authority Figure:* Varesalt, male Dunael LE Rgr9. *Important Characters:* Aldore, male Common Viridian LE Clr12 (high priest of Armadad Bog); Lukton, male Tharbrian NE Rog6 (Captain of the Bloodworms).

Random Traps

For each of the eleven tombs, roll once the table below to see what kind of trap is protecting it.

1d20	Trap
1-5	Burnt Othur Fumes Trap
6-9	Crushing Wall Trap
10-13	Electrified Floor Trap
14-17	Falling Block Trap
18-20	Globe of Cold Trap

Burnt Othur Fumes Trap: CR 10; no attack roll necessary; Search DC 21; Disable Device DC 25. Trap releases burnt othur fumes (DC 18; 1 Con (permanent)/3d6 Con).

Crushing Wall Trap: CR 10; no attack roll required; 20d6; Search DC 20; Disable Device DC 25.

Electrified Floor: CR 4; section of floor; 3d10 electrical damage; DC 14 Reflex save for half damage; Search DC 25; Disable Device DC 25.

Falling Block Trap: CR 5; +15 melee; 6d6; Search DC 20; Disable Device DC 25. Note: Can strike all characters in two adjacent specified squares.

Globe of Cold: CR 4; 20-ft.-radius sphere or hemisphere; 5d6 cold damage; Reflex save DC 15 avoids; Search DC 27; Disable Device DC 25.

2215 Flaking

Flaking was established several hundred years ago as a small outpost for merchants out of Viridstan where they could stock and repair their ships. Since then it has grown into a small town. The primary industry is still the repair and building of ships. They are noted for the quality of the local pitch. In the last 200 years the town has been the center of an effort by the temple of Armadad Bog to expand their influence throughout Orchia with the goal of forming a new tributary kingdom to World Emperor. Aldore, high priest of Armadad Bog, has appointed Varesalt to administer the day-to-day affairs of the town. Varesalt was the captain of the town guards in charge of insuring the safety of the lumberjacks harvesting the surrounding forest. Lukton is in charge of the Bloodworms, a secret organization sponsored by Aldore to infiltrate the villages of Orchia and subvert them to the worship of Armadad Bog.

2224 Seekers of the Shrine (EL 12): An opulent shrine studded with opals (500 gp value total) lies beneath a rockslide at the base of the highest hill on this small island. The area is filled with pits about 300 feet east of the cliff face. **Nineteen strange monks** (Mnk1; CR 1; hp 9) led by **Teryn** (Mnk11; CR 11; hp 70; AL N; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8; sling, 20 *+1 bullets, +2 kama, potion of cure moderate wounds, potion of cat's grace, bracers of armor +2, ring of protection +1)* live in the pits. All have taken a vow of silence, and do not talk to anyone. They attack anyone who defaces the shrine.

2224 Isle of the Pyramid: Nested in the lush vegetation is a gigantic pyramid, a vast example of creative construction, built by a tribe of dwarves many centuries ago, placed in the northeast corner of the island. Many years ago this monument was ransacked by unknown trespassers; however, a secret passage leads to a small treasure room still filled with gold, artifacts and other treasures. However, when taken off the island, they merely disappear, illusions all.

2304 Dogs in a Jar: A collapsed cottage contains hundred of broken or spoiled jars of organic substances covered with mold. Inside three jars are three miniature dogs that will grow to normal height if the jars are broken. The dogs serve the person freeing them (as per *onyx dogs*).

2308 Isle of Descales: No provisions can be found here, but a small amount of fresh water can be located with a successful Search check (DC 15) or Wilderness Lore check (DC 13). A selection of small lizards, snakes, and other reptiles make their homes in the extremely sandy and rocky terrain.

2309 Entertainment Isle: Many retired actors, musicians, and other types of performers, including several very experienced bards make their homes here. Every night at dusk some type of performance, be it a concert – play – comedy act – or acrobatics display, is available for all to enjoy for a nominal cost of 1 gp per person. Prominent performers include **Jessilak Crams** (male gnome Brd7; CR 7; hp 45; AL NG; Str 10, Dex 13, Con 14, Int 14, Wis 11, Cha 16; *+1 longsword,* studded leather armor, *potion of Charisma, potion of cure moderate wounds, potion of tongues, wand of summon monster I* (15 charges), *amulet of natural armor +1*) and **Durla Sweetsong** (female elf Brd11; CR 11; hp 37; AL NG; Str 10, Dex 15, Con 10, Int 14, Wis 12, Cha 19; *+1 longsword, amulet of natural armor +2, bracers of armor +3, 2 potions of cure serious wounds, potion of tongues, potion of glibness, carpet of flying).*

2408 Three Lost Wise Men?: Buried under a mound of sandy soil are three sealed jars containing gold dust (200 gp), myrrh, and frankincense.

2416 Gold and Blood (EL 7): A frieze of dolphins decorated ten gilded barrels filled with blood strewn on the seabed. If opened underwater, a pack of **6 sharks** (CR 2; hp 38 each) is attracted. The keel of a large merchant ship protrudes from a sandy bank. Nothing of value remains in it.

2425 Isle of the Three Challenges: Upon landing on this island, the PCs are approached by an old man dressed in gray robes who asks if anyone present is willing to take on the three challenges on this isle. The first is to slay the dwarf of Grig Mountain. The second requires finding the dwarf's treasure hoard. The third and final challenge amounts to bringing the treasure back in one trip. Besides the dwarf, many orcs and goblins must be fought or evaded. These challenges are left to the DM's design and should be difficult and challenging to the PCs that accept.

2502 Tower of Khelagul (Citadel): Conventional; AL LG; TL 7; 100 gp limit; Assets 725 gp; Population 232 (35 warriors War1; 20 crossbowmen War1; 3 sergeants Ftr1; remaining 174 are Com1-3s or Exp1-3s); Isolated (dwarf 96% [mostly mountain], other 4%); *Authority Figure:* Diran, male dwarf [mountain] LG Ftr3. *Important Characters:* Lognus, male dwarf NG Rgr4 (captain of the Rangers).

Five hundred years ago the orcs of the Arang Tok (Barbarian Altanis, 2131) invaded Orchia and caused widespread devastation among the demi-human communities of northern Orchia. The dwarven lords of Capricia established the Tower of Khelagul in the Castellan Mountains to watch the invasion route and as a rally point from which raids can launched against the orcs. Lognus is the captain of the dwarven rangers based at the tower and is continually in conflict with the Arang Tok orcs patrolling out of Barath (Barbarian Altanis, 2133). Diran is newly appointed as the tower commander and is eager to prove himself. However Lognus considers Diran too inexperienced and this is a continuing source of conflict between the two.

2508 Maidstone (Small Town): Conventional; AL LE; TL 4; 800 gp limit; Assets 47,000 gp; Population 1,880 (Able bodied 470); mixed (halfling 68%, dwarf 19%, elf 5%, human 3%, other 4%); Resources: Market. *Authority Figure:* Cathmaric, male halfling N Wiz8. *Important Characters:* Amarva, female halfling LE Rgr3/Rog1 (captain of Maidstone's Rangers); Seredine, female halfling LG (high priestess of the Maid); Handoc, male halfling LN Wiz6 (apprentice to Cathmaric).

Maidstone was established several hundred years ago when a small group of halflings wandered into the area and were besieged by orcs. A goddess only known as the Maid (LG, Divine Rank 2) manifested and kept the halflings safe until a dwarven army from Snake Hill drove them away. In her honor a village was founded on the site of the battle and the temple of the Maid was constructed around the stone where she appeared. Although her clerics taught the traditional halflings values of reliance and cooperation, the halfling came under the influence of the dwarves of Snake

Hill and adopted their ruthless view of dealing with outsiders. Now many have turned away from the Maid viewing her teachings as weak and out of touch with the times. Cathmaric is the Mayor of the Village and the chief advocate for those who take a strict view in dealing with outsiders. Amarva captain of the Rangers is often found working with the dwarves of Snake Hill in undertaking reprisal raids against orcs and human who attack the caravans and inhabitants of the two communities. Handoc is Cathmaric's apprentice and since his recent journey among the other villages of Orchia have moderated his views. He is working with Seredine to try to turn the halflings back to the worship of the Maid.

2517 Sacred Birdie: An ancient pillar of ironwood is the nesting place of a sacred hawk. The local populace has a legend that the hawk can answer truthfully any question paid for with ambrosia seeds. Ambrosia is a very rare herb, found only in the darkest of swamps by the full moon (Search DC 40 to locate, if in a tropical swamp, and if the moon is full only). The legend is false, and the hawk is simply a hawk. If the hawk is harmed, all the local villages outlaw the slayers.

2523 Sunken Warship (EL 9): A sunken war galley contains 40 disassembled multiple dart throwers, 578 gp, 4,320 sp, 16 small metal shields fitted with gold bosses, and miscellaneous rusted arms and armor. A **giant squid** (CR 9; hp 66) lives in the hull.

2526 Isle of Fire and Darkness: A constant stream of black clouds belches forth during the slow but continuous eruption of lava by the huge active volcano located on this isle. Needless to say, there are no normal humanoids living here and no normal plants growing here due to the sheer heat, lava flow caused devastation, and mounds of ash piled here. But the island is reputed to be the location of a gate to the plane of fire and to be the home of several strange creatures.

2604 Fauxpass (Village): Conventional; AL CG; TL 4; 200 gp limit; Assets 8,975 gp; Population 1,436 (Able bodied 359); integrated (half-elf 37%, human 20%, elf 18%, dwarf 10%, halfling 7%, other 8%); Resources: Copper. *Authority Figure:* Kyranuin, female half-elf CG Brd9. *Important Characters:* Amion, male elf NG Ftr4/Wiz2 (captain of the guard); Uner, male human CG Exp4 (leader of the miners); Ciode, female half-elf NG Brd7 (Kyraniun's assistant).

An Altanian tribe took refugee with the dwarves of Caprica during the invasion of the orcs of the Arang-Tok 500 years ago. After the invasion was defeated the human settled on a rich copper deposit in the Castellan mountains and began to trade with the dwarves. Three hundred years ago, Kyranuin's father came here and was struck by the rich natural beauty of the region. He founded a bardic college and brought more elves to help with running it. Today the two communities have merged into one with the elves helping the miner live in harmony with the land and the miners supporting the college. Amion is the captain of the village guards and often helps the dwarves of the Tower of Khelagul (2502) in their patrols. Kyraniun is now head of the college and looking to attract the best students in the Wilderlands. Uner is the leader of the Miners and is currently negotiating with the dwarves of Caprica to establish a bronze works in the village. He and Ciode have cooperated in shaping various unused areas of the mines into performance chambers. The dwarves are impressed with their beauty and quality of the music played in these chambers

2613 Covertling (Village): Conventional; AL N; TL 6; 200 gp limit; Assets 4,400 gp; Population 704 (Able bodied 176); mixed (human 75% [many Tharbrian, some Alryan, a few Skandik], dwarf 10%, elf 7%, halfling 3%, other 5%); Resources: Gold. *Authority Figure:* Zangora, female Tharbrian N Ill7. *Important Characters:* Samenz, male human [Tharbrian] Ftr8 (captain of the guards); Erdor, male Alryan Ari5 (leader of the gold cartel); Henari, Tharbrian human Rog4 (spy for Aldore of Flaking).

Covertling is one of the oldest human communities in the region and it is rumored that the gold mines have been in continuous operation for over four thousand years. Lady Zangora takes her family's duty of safeguarding the village and its mines very seriously. She was a student at the Conclave of the Hidden Eye and uses her influence to keep them from interfering with the town. Erdor is the leader of the cartel that was formed to ship the gold from Covertling. It is rumored that the World Emperor has invested in the cartel and ensures the safety of its caravans. Samenz is the Captain of the Guard and in charge of the elaborate defenses and patrols that ensure that all the gold mined in accounted for. Henari is a spy sent into Covertling by Aldore to turn the town toward the worship of Armadad Bog. She has influence among the courtesans and wenches that the miners turn too after the day's work is done. She is using them to spread discontent among the miners. Because of this there are the beginnings of a rebellion among the miners.

2613 College of Orchia (Citadel): Magical; AL N; TL 8; 100 gp limit; Assets 1,175 gp; Population 376 (50 men-at-arms War1-3, 34 longbowmen War1-3 and 10 officers Ftr1-4 make up the citadel's defenses; the others are Com1-3 peasants, servants, laborers and farmers or Exp1-3 craftsmen, traders, artisans and hunters); Integrated (human 37% [many Alryan], elf 20%, half-elf 18%, dwarf 10%, halfling 7%, other 8%); *Authority Figure:* Ferton, male Alryan N Sag11. *Important Characters:* Gitala, female Alryan LE Sag7 (works with Flaking); Camus, male human NG Rgr6 (organizes and guards expeditions from the college).

The college was established 1,000 years ago by sages from Tula to research the history of Orchia and the kingdoms that once flourished here. They are particularly interested in finding out the identity of the King of the Lost Lands and whether it was in Orchia or nearby. Ferton is the current chancellor of the college having been elected over 40 years ago. Gitala has been seduced by Aldore of Flaking and has formed a small cabal of like-minded sages. They use the resources of the college secretly to aid Aldore's ambitions. Camus is responsible for organizing and guarding the various expeditions around Orchia by the sages. He often hires adventurers of good reputation to go on these expeditions.

2619 Underwater Bridge: An eroded and dangerous bridge spans a fissure 4600 feet deep, 100 feet below the surface.

2702 Stink Bombs: Twenty-five huge jars are sealed behind an ancient block wall within a small cave. The jars contain various harmless but smelly gases.

2708 Snake Hill (Village): Conventional; AL LE; TL 5; 200 gp limit; Assets 7,950 gp; Population 1,272 (Able bodied 318); isolated (dwarf 86% [mostly hill and city], halfling 12%, other 2%); Resources: Iron. *Authority Figure:* Nostramra, male dwarf [hill] LE Wiz5. *Important Characters:* Moinar, male dwarf [hill] LE Ftr9 (captain of the guard); Danil, female dwarf [city] LE Clr4 (Barangorn).

The hills surrounding the village are rich in iron deposits and over 2,000 years dwarves settled here to mine the ore. Five hundred years ago the orcs of the Arang Tok (Barbarian Altanis) invaded and devastated the region. The dwarves rejected the offer of refuge made by Caprica and stayed to defend their mines. For five years they held out alone against the Arang Tok besieging them. After they broke the siege they found out that the dwarves of Caprica formed an alliance among the races of Orchia and never bothered to try to relieve them. Angered, they withdrew into the mines of Snake Hill, their only allies the halflings of Maidstone. Nostramra is the leader of the ironmasters of Snake Hill and the elected lord of the mines. He and his fellow Ironmasters forge magical weapons for the armories. Moinar leads the patrols of the surrounding hills and ruthlessly kill anybody who is not a dwarf or a halfling. The dwarves of Snake Hill turned from the worship of Rosmerta to the worship of the dark dwarf god Barangon, lord of gold and secrets.

2717 Temple of the Uttermost Flame (Citadel): Magical; AL N; TL 6; 100 gp limit; Assets 1,175 gp; Population 376 (50 temple guards Ftr1-3, 24 shortbowmen Ftr1-3 and 20 warrior priests War1-3/Clr1-3 defend the temple; the remainder are Com1-3 servants, Exp1-3 temple staff or Clr1-3 acolytes); Mixed (human 78%, half-elf 8%, elf 5%, dwarf 3%, other 4%); *Authority Figure:* Luksit, male human N Clr4. *Important Characters:* Gisilka, female human Ftr5 (captain of the temple guards).

The Temple of the Uttermost Flame was established by devotees of Thoth. When the College of Orchia was established several devotees of the god Thoth established the temple along the shores of the bay near Covertling. Since then the temple has grown and is now a safe haven for travelers and adventurers from Tula. Gisilka has recently arrived from the mother temple in Tula and is busy re-organizing the defenses of the Temple. Luksit is amused by her activities and hopes it helps those traveling between the College of Orchia and Tula. The Uttermost Flame is an undying flame kept lit in the temple's fane. It represents the light of knowledge and is the focus for divinations cast by the temple.

2725 Apprentice Islands: These islands are used for the training of young people through apprenticeship into one of two fields of study, either the art of fighting with weapons (fighters) or the art of arcane spell casting — specifically that pursued by wizards or sorcerers. The northern island deals with the arcane arts while the southern island deals with fighters.

2726 Sky-Heir Island (EL 13): Living on a high rocky ledge in the mountains on this island are **4 rocs** (CR 9; hp 225) who feed upon cattle that live in a tiny valley nearby. Scattered among all four nests of these giant birds of prey is a *necklace of missiles II*, containing its full normal allotment of missiles and a total of 737 gp.

2731 Ajaganar Cay (EL 13+): More than **30 pegasi** (CR 3; hp 34 each), comprised of 14 mated pairs, varying in strength from the standard 4 hit dice type to the stronger 8 hit dice variety (CR 6; hp 68 each), come to this island during breeding season to birth and raise their young. Unless the DM wishes to keep track of the breeding season of these fine steeds, assume it is breeding season when PCs land and the results of a 1d6 roll are a 1 or 2. Anyone attempting to harass any of the herd or take any of the young find all the pegasi coming to fend them off in, protecting those members of the herd assaulted.

2809 Aerie of the Stonemasters (Citadel): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,1138 gp; Population 364 (the population of the school – 60 acolytes Mnk1-2, 20 senior monks Mnk3-5, 6 defenders in training Ftr4-6 and 5 defenders Ftr7-8/Def1-3 guard the Aerie with fanatical devotion; the remainder are Exp1-3 staff, instructors, builders and craftsmen); Isolated (dwarf 90% [mountain], other 10%); *Authority Figure:* Narin, male dwarf [mountain] LG Mnk5. *Important Characters:* Agazthi, female dwarf [mountain] LG Mnk16 (leading stonemaster teacher); Kinilzath, male dwarf [mountain] LG Ftr8/Def8 (leading dwarven defender teacher).

Built on a rocky outcropping amid the Orchian Hills, the Aerie of the Stonemaster is the center of the teaching of the mysterious Way of the Stone. Developed by the dwarves as both an unarmed and armed technique, its practitioners are among the most feared of dwarven warriors. The monks teach the unarmed techniques of the Way and the dwarven defenders teach the armed techniques. The school's masters have charged Narin with keeping up the grounds and dealing with outsiders and aspirants. Agazthi and Kinilzath are two of the most widely respected practitioners of the Way and are famed among dwarves throughout the Wilderlands.

2815 Staisiswells (Village): Conventional; AL CG; TL 5; 200 gp limit; Assets 7,000 gp; Population 1,120 (Able bodied 280); integrated (orc 37%, half-orc 20%, human 18%, elf 10%, dwarf 7%, other 8%); Resources: Pearls. *Authority Figure:* Lordware, male orc CG Sag4. *Important Characters:* Orm Azbatsson, male half-orc Ftr4 (chief of the town guard); Ararodei, female sea-elf CG Rgr4 (leader of the sea-elf pearl divers).

The orc chief Azbat led an expedition to the eastern regions of Orchia from Heir Helm searching for the Heir's Helm. He made contact with the Temple of the Uttermost Flame and befriended them. During his adventures he saved a group of sea-elves from pirates. When a group of sages from Heir Helm desired to be closer to the Temple and the College of Orchia he agree to found a settlement next to the sea-elves. In the intervening years the sages dominated the town but Azbat and later his son Orm were content to enjoy the wealth brought by the pearls. Lordware is the leader of the sages and deals with all outsiders. He is often organizing expeditions with the College of Orchia and the Temple in search of clues to the whereabouts of the Heir's Helm. Ararodei is the leader of the pearl divers and is thankful for the protection of Orm and his men.

2824 Sneaky Mummy! (EL 3): The collapsed and eroded blocks of an ancient castle conceal the entrance to a looted treasure vault. Beyond an unopened secret trapdoor is a sarcophagus containing a **mummy** (CR 3; hp 42) wearing a *robe of blending*. If burned, the robe is destroyed.

2825 Barbarian Island (EL 11): The plentiful herds of deer and other grazing animals living here are hunted by a fierce band of **14 orc barbarians** (Bbn4; CR 4; hp 34; masterwork greataxe, silver dagger, masterwork breastplate, *potion of cure moderate wounds)*. They ambush anyone foolish enough to land upon these shores. A stone altar sits near the center of this island. A gorgeous pearl necklace worth 2,500 gp remains hidden underneath the stone altar.

2903 Capricia (Small Town): Conventional; AL N; TL 7; 800 gp limit; Assets 48,800 gp; Population 1,952 (Able bodied 488); integrated (dwarf 52% [mostly city and hill], human 32%, elf 12%, other 4%); Resources: Fish. *Authority Figure:* Gotarerin, male dwarf [hill] N Clr8. *Important Characters:* Ercel, male Tharbrian Com5/Ari1 (leader of the human fishermen); Meanan, male wood elf NG Ftr4 (captain of the marines); Azu, male dwarf [city] Ftr5 (captain of the guards).

A thousand years ago several dwarven clans came into the region from Kolda and Chacban (Barbarian Altanis) most of them moved on to settle in Snake Hill. A few others settled among the human fisherman of Capricia. When the orcs invaded the region 500 years ago many of the scattered dwarven settlement fled and moved to the protection of Caprica. The high priest of Kazadarum, Gamli the Bold organized the remaining dwarves, elves, and humans and defeated the invasion. Today Caprica is a thriving mixed community of dwarves and human. The humans, under their chief Ercel, continue to accept the high priests of Kazadarum as their leader. Gotarerin is the current high priest and he works to maintain the harmony among the races inhabiting Orchia. Azu is the captain of the dwarven guards and organizes the protection of the caravan making their way too and from Caprica. Meanan is from Diancecht and organizes the protection of the ships and barges that transport good from Caprica to Diancecht.

2904 Mazargog Castle (Castle): Conventional; AL LN; TL 6; 100 gp limit; Assets 1,025 gp; Population 328 (40 dwarf fighters Ftr1-3, 30 dwarf crossbowmen War1-3 and 12 dwarf veterans Ftr3-5 make up the castle's defensive forces; the rest are Exp1-3 builders, craftsmen and merchants or Com1-3 villagers and farmers); Mixed (dwarf 79% [mountain], other 21%); *Authority Figure:* Bolina, female dwarf [mountain] LN Ftr5. *Important Characters:* Mardic Westcup, male halfling NG Exp4 (castellan and keeper of the grounds); Fuvan, male human Rog4 (spy for Aldore of Faking).

Mazargog Castle is responsible for guarding and escorting caravans from Capricia and southern Orchia. Bolina organizes the escorts and patrols the caravan routes. Mardic Westcup has been here eighty years. He was originally from Maidstone but never fit in with the halflings of that village. When he took a job aiding the old castellan of Mazargog he found his true calling. He runs a small but busy staff, whose responsibility is to ensure that the travelers and caravans stopping here are provided for. Typically over a fifth of the castle population is comprised of caravans and travelers.

2907 The Stone Sphere: A ten-foot diameter stone sphere stands half-buried and overgrown with vines in a thicket. The sphere casts a *disjunction* spell once per day with a radius of fifty feet.

2913 Ironshod (Village): Conventional; AL N; TL 6; 200 gp limit; Assets 6,675 gp; Population 1,068 (Able bodied 267); isolated (half-elf 48%, human 20%, elf 15%, halfling 10%, other 7%); Resources: Market. *Authority Figure:* Dhiiwrath, male half-elf N Ftr3. *Important Characters:* Cersi, female half-elf NG Sor4 (Dhiiwrath's wife); Lomeldur male elf CG Rgr5 (leader of the Black Arrows); Gerak, male Tharbrian N Rog4 (Dhiiwrath's spy).

Ironshod was founded by refugees from Cheapside when the Elves of Ludgates seized the village. They work under the leader of Lord Dhiiwrath and Lady Cersi to build a force powerful enough to liberate those who remain in Cheapside. For now the Lord and Lady of Ironshod exercise caution and restraint while building up their strength. However Lomeldur is the leader of the Black Arrows and advocates immediate action. Against their order Lomeldur and the Black Arrows have led several raids into Cheapside and Ludgates. Gerak works for Dhiiwrath and is aiding him by traveling from town to town learning of the different factions and trying to enlist allies and procure weapons. He will use any means necessary to advance the cause of the refugees of Ironshod.

2925 The Pyramid (EL 11): A 60-foot high pyramid is overgrown with vegetation. The building is occupied by a pride of **16 lions** (CR 3; hp 32 each). The whole area is considered taboo by local peasants.

2925 Beast-King Isle (EL varies): Many jungle animals make their lairs here, ruled by a **large talking lion** (CR 4; HD 8; hp 52; AL N; Str 22; Dex 17; Con 15; Int 10; Wis 12; Cha 12; Speaks Common). Anyone landing is directed to leave immediately. The landing party is allowed to gather supplies and provision from the jungle before they leave as long as the lion ruler believes those landing can be trusted not to harm any of his subjects. Anyone rash enough to hurt or kill any of the animals here finds themselves attacked by every animal on this island.

2926 Fire Gun Island (EL 14): An active, but currently quite volcano takes up most of the real estate of this island. Within a lair at the base of the volcano, in which the temperature remains at 400 degrees, a balmy and comfortable condition for the current tenants, is a group of **16 salamanders** (CR 5; hp 38 each) and their leader, a **noble salamander** (CR 9; hp 112).

3010 Jimatan Isle: The sheltered harbor here is framed in part by a tall bluff on top of which stands a deserted and slightly run down stone cottage. A frequent visitor, a talking parrot, comes here often, warning anyone nearby four hours in advance of any storms coming their way.

3022 The Lost Battlefield: A collapsed stone bridge over a small creek is the only monument to a forgotten battle. Buried beneath about six inches of topsoil are hundreds of broken weapons and corroded armor of Large size, as if made for giants.

3024 Grey Cloud Islands: Stormy gray clouds constantly cover these islands, making this location a dreary one indeed. A small stream on one of the islands runs northward and anyone taking a drink from it has their Constitution temporarily raised by one point for one day.

3031 Golden Crag Isle (EL varies): Although this isle is controlled by a population of **231 orcs** (CR 1/2; hp 4 each) merchants come to trade for the tin mined here. Although ruthless, these orcs understand the value of keeping the merchants satisfied and the trade generated.

3032 Eboy Isle (EL varies): This isles serves as the defacto prison for many political prisoners exiled from the Ebony Coast. There are presently **4 high-ranking** (Ari3; CR 2; hp 10 each) and **8 higher-ranking prisoners** (Ari1; CR 1/2; hp 3 each). A number of small gold deposits located and mined by these political outcasts provide them with means to pay those that are willing to take them off this isle, something these prisoners seek from anyone landing. Another abundant resource here are vegetables, fruits, and game suitable for provisions aboard ship.

3033 Homeward Islands: The western island of this pair is barren, having only a few scraggly trees. On the eastern island, a tree sits at the center, throbbing every 20 seconds, something that is felt up to two miles away.

3107 The Princess' Grave (EL 5): An eroded stone altar in a grove covers the entrance to an underground crypt. The crypt contains the remains of an Elven princess, jewelry worth 815 gp, and a **wraith** (CR 5; hp 32).

3110 Koradin (Hamlet): Conventional; AL CE; TL 6; 100 gp limit; Assets 1,913 gp; Population 612 (Able bodied 153); isolated (human 96% [mixed], others 4%); Resources: Market. *Authority Figure:* Autinyberg, male human CE Ftr4. *Important Characters:* Ysmur, male human NE Ftr3 (captain of the Bloodmarsh); Vyslav, male human CE Bbn3 (captain of the Banshee Witch).

Koradin is a pirate haven on the eastern shore of Orchia. Nominally part of the Brotherhood of Pirates, individuals from all the cultures of the Wilderlands can be found here. Koradin was established only five years ago and most of the pirate crews using it as a base are new to raiding or commanding their own boat for the first time. Autinyberg is the captain of the *Stingray* and leader of the Brotherhood council of captains that provides what little governance the hamlet has. By mutual agreement One Tooth's Hogarn tavern is off limit to any looting and any breaking of the peace within the premise can be dealt with without worrying about vendetta between the crews. Ysmur and Vyslav are the two strongest captains beside Autinyberg. They hate each other and Autinyberg cunningly plays the one off of the other to maintain his leadership.

3111 Realme Islands: Lost to time is the story behind the events that littered these shores with the skeletons of thousands of men. Strangely enough, there is not a single piece of equipment or clue to the reason behind this morose scene.

3111 Secret Entrance: A corroded iron ring protrudes from an earth-covered wooden door. This is an entrance to an escape tunnel leading to the dungeons of a demolished keep 500 feet north.

3112 Sziget Island: Although a reasonable provisioning point, most avoid stopping here due to the dreadful wailing created by the cavernous and long sea-caves speckling the shores.

3114 Coven of the King (Citadel): Magical; AL CE; TL 8; 100 gp limit; Assets 588 gp; Population 188 (30 men-at-arms Ftr1-3; 17 crossbowmen War1-3 are the citadel's defensive forces; the remaining 141 are Com1-3 peasants and servants or Exp1-3 armorers, grooms, merchants, scribes and castle staff); Integrated (human 35% [mostly Tharbrian and Altanian], elf 20%, half-orc 18%, halfling 10%, dwarf 7%, other 8%); *Authority Figure:* Ciliza, female human CE Wit7. *Important Characters:* Enos Butterhalf, male halfling NE Wiz7 (necromancer); Mad Venak, male Solari CE Wiz6/Lor2 (oracle of the group and insane).

The Conclave was established to find the Lost King of Men. Mad Venak prophesized that the Lost King of Men would be found in the southern regions of Orchia. Ciliza and Enos kidnapped Mad Venak and established a coven in Orchia to find the Lost King and his treasure. So far their efforts have proved fruitless and the only information they have come up with is the name: Thulcondor. The divinations of Mad Venak can prove lethal to onlookers so the coven keeps him imprisoned and supplies him with food and tools. A guard is stationed to record his utterances.

3119 Howling Winds (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 7,875 gp; Population 1,260 (Able bodied 315); isolated (elf 90% [mostly southern], human 5%, other 5%); Resources: Timber. *Authority Figure:* Adhland, male elf [high] N Ftr9. *Important Characters:* Eareviel, female elf [high] CG Clr8 (high priestess of Cilborith); Cithrairiand, male wood elf NG Rgr7 (captain of the forest warders).

The arrival of the Amiondel Elves of Ludgates was a shock to the small village of Howling Winds. Long a supplier of rare woods and timber to the shipwrights of Renth (Barbarian Altanis, 1423) and Actuan (Barbarian Altanis, 0108), they were not prepared for the arrival of the renegade elves. When Cheapside was conquered they welcomed the few refugees that escaped and then shut the forest borders. To this day Adhland refused to open the border or aid Ironshod in liberating Cheapside. Eareviel has received troubling visions from Cilborith and has convinced Cithrairiand to go outside the borders and give what aid he can to the refugees at Ironshod.

3120 Crabby Barge (EL 7): The figurehead of an ancient royal barge protrudes from the rocky seabed. The mouth of the figurehead contains a gold chain worth 7,950 gp. A swarm of **6 monstrous crabs*** (CR 2; hp 16 each) nests 20 feet west of the site.

3126 Falcon Cay (EL varies): Signal fires line the beaches, started by the desperate shipwreck crew of **23 sailors** (Com1; CR 1/2; hp 4 each) and the cargo they carried on the ship consisting of **52 slaves** (Com1; CR 1/2; hp 2 each). The last surviving officer, the **first mate** (male human Exp5; AL N; Str 10, Dex 11, Con 11, Int 13, Wis 12, Cha 11; masterwork dagger, padded armor, *ring of protection +1)* maintains command of the survivors.

3131 Fair-Fool Isles: Due to the dangerous shoals plaguing these waters, **20 wild dogs** (CR 1/3; hp 6 each) now make their home here, overrunning the area, after being released by the wrecking of the ships they were cargoes on.

3132 Hobblebalm Island (EL varies): A new tribe is attempting to establish itself here, formed by a tiny group, consisting of **14 Altanians** (Com1; CR 1/2; hp 4 each) from an untouchable caste of their society.

3134 Griffon-Rock Keys: The dangerous reefs near these keys have a torturous and well-hidden path, one that leads to a hidden Karakan Kingdom outpost.

3204 Ancient Disco (EL 3): A large pavilion with large paved flagstones is concealed by tall grass. Animals avoid the pavement which raises a harmless but spectacular pyrotechnic display two feet around the feet of anyone stepping solidly upon it due to a powerful enchantment by a dance-loving wizard of a past age. Attempts to remove the paving stones cause them to explode similar to a *fireball* (CR 3; 6d6 fire damage; explodes, affecting all in a 60-ft. radius; Reflex DC 14 half damage; Search DC 28; Disable Device DC 28). Portions of the pavilion are collapsed.

3226 Verdure Islands (EL 7): Shipwrecked on the southernmost island is **Helmsgrad** (male Common Avalonian Exp8; CR 7; hp 21), an esteemed explorer, one who visited many of the islands in this region. Although a great navigator in his own right, he becomes very sullen if asked how he came to be marooned here (he made a navigation error resulting in the wrecking of the last ship he was aboard).

3227 Troll Fountain: A 12-foot stone troll statue is carved into a fountain that spouts from his ears.

3237 Marblehead Isle: Predominating this isle is an inert volcano. **James Corousa** (Male Human [Alryan] Exp5; CR 4; hp 20; masterwork dagger, padded armor), a retired seafarer, lives in a huge tree house at the boot of this exhausted exhaler of flame and ash.

3228 Cosset Island (EL varies): The witless **11 insane wizards** (male human Wiz1; CR 1; hp 4 each; no spells; affected by permanent *insanity* spell), the sole inhabitants of this island, spend most of their days casting false and imaginary spells at hallucinatory monsters. These wizards are quite powerless and definitely insane beyond all sense of reason.

3302 Ancient Treaty: A carved megalithic block announces a treaty of five ancient kingdoms (Decipher Script (DC 25)). The kingdoms are long gone.

3314 Burn Baby Burn (EL 12): Forty-six heavily tarred barrels of alchemist's fire lie in the hold of a large merchant ship. The ship is the lair of a **kraken** (CR 12; hp 290). Scattered about the remains of the sunken ship are 4,000 gp, 25 bloodstones (50 gp each), *+2 large steel shield*, *potion of Wisdom*, *potion of ghoul touch*, *potion of blur*, and a *potion of levitate*.

3327 Nettle Atolls (EL varies): Nexel (male halfling Ftr2; CR 2; hp 9; leather armor, short sword), a halfling fighter, signals passing vessels, however when someone comes to help he is so tongue-tied that written communication is the best means of getting his needs across (besides telepathy of course). Being held captive by **12 large ogres** (CR 2; hp 26 each) on the largest island are his companions; **Messirian** (female halfling Com1; CR 1/2; hp 4), **Luciana** (female halfling Com1; CR 1/2; hp 4), and **Smy** (male halfling Exp1; CR 1/2; hp 4).

3403 Rotting Ram: A moldering battering ram made of bronze-covered wood is concealed in a small pit covered with rotting planks and sod.

3410 Red Tiger Moot (Citadel): Conventional; AL LG; TL 2; 100 gp limit; Assets 550 gp; Population 176 (24 tribal warriors War1-3, 10 elite tribal fighters Ftr2-4, 10 light cavalry Ftr1-2 make up the citadel guard; the rest are Com1-3 tribesfolk or Exp1-3 artisans, craftsmen or hunters); Isolated (human 86% [many Altanian], elf 10%, other 4%); *Authority Figure:* Xatchar, male Altanian LG Ftr7. *Important Characters:* Ceraxa, female Altanian LG Psy6 (protector of the moot); Hexar, male Altanian NG Exp8 (chief of the smiths).

The Red Tiger Moot marks the gathering ground for the Red Tiger Tribe of Altanians. It is a simple stone tower that is used as a watch post when the clans of the tribe are gathered for the annual moot. It is also inhabited year round by the Red Tiger's smith. This is also where those females who desire to be protectors can go for training. The high chief Xatchar and his clan maintain the tower during the year and they roam the surrounding area keeping trespassers away. Hexar is the leader of the smithy and takes great pride in the quality of iron weapons the Red Tigers possess. Ceraxa is 60 years old and is looking for a successor to take her position as mentor to the Red Tiger's protectors.

3405 Diancecht (Hamlet): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,838 gp; Population 588 (Able bodied 147); integrated (half-elf 36%, elf 21%, human 18%, dwarf 10%, halfling 7%, other 8%); Resources: Pipeweed. *Authority Figure:* Kambdum, male half-elf LG Pal8. *Important Characters:* Mior, male elf CG Clr10 (high priest of Cilborith); Belendiel, female Alryan Clr10 (high priestess of Athena).

During the invasion of the orcs of the Arang Tok 500 years ago, human refugees were welcomed by the elves of Diancecht. When the alliance of the races defeated the orcs many decided to remain and settle there. Since then a mixed community has formed with most all honoring Cilborith, the god of the elves, and Athena, the goddess of the humans. Currently Kambdum, paladin of Athena, is lord of the hamlet and in charge of patrolling the area. Every spring the hamlet honors their joint heritage by celebrating the Festival of Joining where a man representing Cilborith, and a women representing Athena are joined in symbolic marriage.

3414 Kentashor (Village): Conventional; AL CN; TL 5; 200 gp limit; Assets 8,725gp; Population 1,396 (Able bodied 349); isolated (orc 74%, half-orc 16%, human 5%, other 5%); Resources: Salt. *Authority Figure:* Sathnwn, male orc CN Rog5. *Important Characters:* Lomong, male elf CE Ftr4/Wiz4 (overseer from Ludgates); Dubgrak, male orc CG Rog4 (spy from Heir Helm).

When the Amiondel Elves of Ludgates found out about the refugees at Ironshod 10 years ago they sent their best warriors and forced the orcs at Kentashor to submit their

rule. Since then a succession of puppet rulers has ruled Kentashor, the latest of which is Sathnwn the Crafty. The elves are training an orc army as a surprise if the refugees at Ironshod try anything. Lomong is currently at Kentashor to make sure Ludgates' orders are being followed. Dubgrak was secretly sent from Heir Helm in an attempt to convert the orcs. When he discovered the machinations of the elves he doubled his efforts to help the orcs. Many of the orcs are converting to the worship of Thor, Odin, or one of the other Skandik gods. Kentashor was settled by the orcs 500 years ago when a marauding band reached far into southern Orchia. Cut off, they delved out the sea caves of the area and settled. For many years they occasionally raided but more often traded the salt they found in the local marshes to surrounding communities.

3417 Ashwood (Village): Conventional; AL LE; TL 3; 200 gp limit; Assets 4,300 gp; Population 688 (Able bodied 172); mixed (human 79% [mostly Tharbrian, some Altanian], half-elf 9%, half-orc 5%, elf 3%, other 4%); Resources: Oil. *Authority Figure:* Beamesh, male Tharbrian LE Wiz7. *Important Characters:* Istcel, male human LE Clr5 (Armadad Bog); Rezdor, male Tharbrian NE Rog5 (leader of the local Bloodworms). Pisdre, male human LE Ari6 (leader of the local oil cartel).

Ashwood is a small farming village devoted to the raising of olives. Villagers trade olive oil throughout the region and oil from Ashwood is considered to be of the finest quality. Ashwood is also Aldore's greatest success, by sponsoring the creation of a cartel controlling all the oil pressed in the region he won the local of the local farmers. Pisdre is the leader of the cartel is was one of the first to swear to the Armadad Law. After the success of the cartel a shrine was built to Armadad Bog and Istcel was placed in charge. Beamesh was sent to the village to help them in negotiations and after several years was elected lord mayor. However some of the farmers had to be forced to joined the cartel and now form an opposition group. Rezard was sent two years ago to ferret out the leaders and make it unhealthy for them to continue opposing Armadad Bog and Aldore.

3420 The Dead King: An ornately carved marble throne of a long-dead sea king is hidden within a cave blocked with boulders near the edge of the jungle. A secret niche (Search DC 20) within the seat contains a silver helm worth 530 gp.

3427 Sentinel Keys: Avoided by all knowing this region, the waters here are very dangerous to navigate (Perilous), proving deadly to most that attempt passage through them. The keys consist of four islands, mostly rocky but with some vegetation. An ancient legend states that the Sentinel of Time is somewhere near here, keeping constant vigil on the seasons, phases of the moon, and tides – making the adjustments necessary to keep the continuums stable should magical effects and forces upset any portion of the cosmic balance. Most of the history of the keys is dominated by the Sentinel and its Keepers and several powerful artifacts. One isle is the home to Carrasthinian, an incredibly powerful lich (Wiz20).

For more information on the Sentinel of Time and for an adventure regarding it, see *The Black Ring*, an adventure from the very first City State Campaign Installment from *Pegasus* Magazine, Issue #1. You can download this adventure from *www.judgesguild.com*.

3428 Cay of Zeal (EL 3): Eking out a meager living here, an unlucky and bedraggled dwarven miner name **Kerras** (female dwarf Exp4; CR 4; hp 14) lives here, selling ingots of iron to visiting merchants, made from ore she has mined here. Unbeknownst to her, a mother lode of silver (600,000 sp of mineable metal!) is located a fair distance away on the same small mountain she currently mines.

3430 Conundrum Cay: The tangled and overgrown forest sports many red eyes viewable at night by starlight, even at the distance of several leagues off. A poisonous, red-leafed plant, known as Red Eye (ingested or inhaled, DC 17, 1d4/1d8 temporary Wis), commonly grows here and is responsible for this particular illusion, brought about by the multitudes of spores cast into the air.

3506 Grove of the Rising Sun (Citadel): Magical; AL CG; TL 6; 40 gp limit; Assets 104 gp; Population 52 (13 temple guards Ftr2-4/Clr1-3 are the citadel's main defenders; the remainder are Exp1-3 scholars and scribes or Clr1-3 priests); Isolated (elf 85% [mostly high and southern], half-elf 10%, other 5%); *Authority Figure:* Filmathiel, female elf [gray] CG Clr4. *Important Characters:* Anewein, female elf [southern] CG Rgr3 (captain of temple guards).

The temple is a holy grove devoted to Cilborith the elven god. The temple is oriented so that the rising sun illuminates the interior of the grove. Filmathiel is the current priestess of the grove. She is concerned over the arrival of the Amiondel Elves at Ludgates and is considering calling a council of the local communities to deal with them. She has charged Anewein, leader of her temple guards, to scout out the elves and find out as much information as she can.

3513 Firebolt Island (EL varies): Often used as a navigation aid, a dark cloud and a great reek fill the sky above. The two largest types of creatures living here, **apes** (CR 2; hp 26 each) and **leopards** (CR 2; hp 19 each), live and survive in an unusual and remarkable coexistence, one that often finds them living side by side.

3514 Millennium Rock: Unweathered and stoic, a strange, 150-foot in diameter megalithic stone cube (Hardness 8; hp 300; Break DC 35) stands in the midst of the rocky landscape, dominating the landscape. No person, sage or otherwise, has deciphered the inscriptions covering this monument (DC 50, content left to the judge).

3526 Octroon Island: This favorite stopping point is host to a bevy of waterfalls and cataracts, flowing of sweet water. A favorite rumor, one thought more legendary than true, is the Holy of Haroth is lost within one of the many pools.

3527 Harridan Island (EL varies): Beautiful night flowers cover vast areas, amongst some terrible **assassin vines** (CR 3; hp 30 each). Living among these plant carnivores are a fair number of fierce pairs of **2 giant lizards** (CR 2; hp 22 each).

3528 Whirlwind Island (EL 5+): Unusual and unique in nature - an age-old enchanted, living sloop awaits the return of its missing masters – anchored away in a small, protected cove. **Hazzarg, a troll** (CR 5; hp 65), remains vigilant, guarding this rare vessel.

Living Sloop: Hardness 10; hp 90 (45 to breach); SA *dominate person* (DC 18, 4/day, as a 8th-level sorcerer); SQ telepathy, wood portions treated as enchanted by *iron wood*; AL N; Int 13, Wis 16, Cha 19, Ego 10.

The *living sloop* was created many centuries ago, and today stands waiting for masters to claim it. Anyone wishing to take control of the sloop must engage in personality conflict in the same manner as with an intelligent weapon. If the sloop agrees to serve a master, it will provide instructions and even navigational aid, adding a +2 to all Profession (sailor) and any other rolls that the judge believes are related to navigating and sailing the vessel. The sloop is not self-propelled, and must be sailed in the same manner as any other ship.

3605 Grotesque Atoll: With each evening, as the bell tolls midnight, each living creature on this atoll becomes increasingly ugly, losing 1 permanent point of Charisma per day, eventually become grotesque, twisted, and hideous in appearance. For each point drained, the statue at the center of the island becomes more fetching and pleasing to the eye.

3611 Abandoned Village (EL Variable): A long-abandoned village is the haunt of a **pair of tigers** (CR 4; hp 45 each) by day and packs of **2d6 ghouls** (CR 1l; hp 13 each) by night. Nothing of value remains.

3624 Cheapside (Village): Conventional; AL CE; TL 4; 200 gp limit; Assets 7,400 gp; Population 1,184 (Able bodied 296); isolated (half-elf 37%, human 33% [some Altanian], elf 25%, other 5%); Resources: Market. *Authority Figure:* Ashmnet, male half-elf CE Clr9. *Important Characters:* Delonia the Forsaken, female elf CE Rgr4/Wiz2 (overseer from Ludgates); Imdi, male half-elf NG Rgr3 (spy from Ironshod).

When Amiondel elves established Ludgates 100 years ago they needed a source of slaves. They turned to the small human trading village of Cheapside and conquered it. Since then they have ruled the village ruthlessly subjugating the human population to their will. Since then a large populations of half-elves has grown. Twenty years ago two half-elves Dhiiwrath and Cersi led a revolt. Unable to withstand the magical powers of the Amiondel they gathered as many refugees as they could from the village and surrounding region and fled northward. Since then the elves have clamped down even harder on the remaining slaves and driven them without mercy. Ashment is unusual that he has risen high in the service of the Amiondel. Many consider the favor of the god Natch Ur is upon him but still Delonia the Forsaken keeps a close spy on him for their masters in Ludgates. Imdi was sent to Cheapside to spy but has met with a cool reception as many of those remaining feel they have been abandoned.

3626 Skeleton Crew (EL 13): A colossal raft with a thirty-foot wooden castle superstructure is wedged fast in a rocky bank. About **200 skeletons** (CR 1/3; hp 6 each) wearing corroded chainmail lie within. They animate if disturbed.

3627 Effulgent Isle: A strange and unusual weather event greets any party landing on these shores. With a great peal of thunder sounding the beginning the deluge, a miniature cloudburst soaks all those touching land.

3628 Ramblecretin Island: The rubber trees populating this island bring merchants and woodcutters from all over to harvest this bounty. Most visitors here avoid the deep abyss from which gases and hot flames pour forth from twice each night.

3705 Charmel Isles: During migratory season, this island serves as a resting stop for thousands of white birds that flock here.

3706 A Fortune in Plates: Two hundred gold plates worth 210 gp each lie buried in the silt. A trunk containing rotten silk garments protrudes from the muddy bottom.

3717 The Floating Sphere (EL 7): A glass sphere 54 feet in diameter and fitted with an airlock is chained to a rock outcropping and floats at the surface of the water. It opens easily by a door at the top of the sphere. The sphere contains **four shadows** (CR 3; hp 19 each) and a *+1 trident*.

3726 Boskawen Keys: Every dusk and dawn, a female elven voice sings a high pitched song, alerting sea-goers to the presence of barrier reefs and shoals protecting the shores. The source of this voice has never been identified or found by those able to land upon these beaches.

3727 Isles of Oblivion (EL 14): One is very wise to avoid this group of islands for the area between them is the site of a 2,600-foot diameter whirlpool. As if this isn't bad enough an everlasting mist hangs about every isle including the waters close to their shores, aiding further in the concealment of already well-hidden groups of treacherous rocks lining the beaches just under the mid-tide water line. **Teccihilall the Merciless, an adult red dragon** (CR 14; hp 253), stalks these islands every morning. His treasure horde is considerable: 9,000 gp, 16 yellow topaz (800 gp each), 14 moss agates (25 gp each), *potion of intelligence*, *scroll of 2 divine spells (summon natures ally I* and *detect chaos)*, *+1 small steel shield*, *+1 halfspear*, *+2 longspear*, *potion of endurance*, *stone of alarm*, *amulet of natural armor +2*, and a *ring of x-ray vision*.

3728 Vernal Island: Although covered by many fruit-bearing plants, this island is a terrible place to replenish supplies. Very few animals make their home here, none of them are the type that eat fruit. A successful Wilderness Lore check (DC 18) or Craft/Knowledge skill (DC 20) must be made to realize the fruit here is poisonous (Fort save DC 11, 1 Wis/2d6 Wis + 1d4 Int).

3730 Isle of the Mummer (EL 9): Decked with a small and fairly tame swamp to the North, this well vegetated isle has plenty of lumber and indigenous animals. This is fortunate for a troupe of **13 ogres** (CR 2; hp 26 each) that lairs in the outer edges of the swamp. In their lair, the group keeps 621 gp, 3,100 sp, and 5,435 cp in 9 sacks in a hole covered by a large rock.

3805 Flying Stag Island (EL 2): Shipwrecked, **3 dwarven warriors** (War1; CR 1/2; hp 5 each) named Dezracc, Dercazz and Deczarr survive as best they can. Luckily for them, there is plenty of game here in the form

of deer and antelope, all of which come to drink at the single small spring providing fresh water.

3810 Blackarrow (Village): Conventional; AL LE; TL 5; 200 gp limit; Assets 8,425gp; Population 1,348 (Able bodied 337); isolated (human 96%, other 4%); Resources: Timber. *Authority Figure:* Aryltradamus, male human LE Wiz8. *Important Characters:* Typhoon, male human, NE Bbn10 (captain of the Mange); Sebbrus, male human LE Rog5 (leader of the Blackarrows and keeps order in the town for the Brotherhood).

Blackarrow was built by the Brotherhood of Pirates. Captain Crale, the leader of the Brotherhood, (City State, 4612) has decreed that this was a free port where any ship of the Brotherhood could be repaired. Aryltradamus and Sebbrus have recently been placed in charge of keeping order in the village after several riots nearly destroyed it. Sebbrus' cunning and Aryltradamus' magic have been extremely effective in taming the captains who decide to break the peace. Currently a small cabal has risen around Captain Typhoon to overthrow the two. Lumberjacks and shipwrights who put their skills to repairing the ships of the Brotherhood inhabit the village. Most have been kidnapped from around the Wilderlands and have lost all hope of escape.

3813 Xanthic Keys: These three islands are home to three tribes of barbaric warriors – the **Ma'chut** (40 War1; CR 1/2; hp 9; shortspear, leather armor, short sword), the **Shaono** (32 War1; CR 1/2; hp 9; shortspear, hide armor, short sword) and the **Otabi** (22 War1; CR 1/2; hp 9; shortspear, leather armor, short sword) – that constantly war with one another. Their concern for outsiders prevents them from seriously considering the hire of mercenaries to get the upper hand, however with the right diplomatic skills this might be changed.

3813 The Old Mill (EL 9): Five trolls (CR 5; hp 63 each) reside in a ruined mill. A cogged wheel of iron ten feet in diameter has fallen in the basement. Many axes, hammers, scythes, and tools are strewn about. No real treasure is present.

3825 The Sunken City (EL 12): A **kraken** (CR 12; hp 290) sleeps comfortably in the main square of a sunken city 300 feet below the waves. The city is composed of 200 buildings surrounding a central palace. Within the collapsed palace is a *staff of power*, a *+3 shield* and 6,740 gp.

3827 Shipwreck Rocks (EL 12): Overrunning this small island is a host of **145 dire rats** (CR 1/3; hp 5 each). Seemingly ignored by these vermin is the other occupant of this island, an old witch **Ossmeralla** (female Elritorn Wit10; CR 10; hp 33; AL CE; Str 10, Dex 16, Con 11, Int 18, Wis 10 [currently 4 with insanity], Cha 8; *bracers of armor +4*, *ring of fire resistance*, *+3 dagger*, necklace [975 gp], ring [245 gp]) living in a wooden hut. Ossmeralla is affected by a permanent insanity effect (as per the *insanity* spell).

3833 Herald-Light Isle: Used as a nightly navigation beacon, this isle has an eternal flame burning atop a mountain, fueled by an unknown means. Legends here about name several ancient explorers as the creators of the beacon.

3909 Fire Out: A signal brazier five feet in diameter and eight feet high lies upside down on the sea floor.

3914 Oyster Beds: A gigantic rustproof chain with links 24 inches across snakes across 640 feet of oyster bed.

3915 Ataman Isle: The harbor is impassable to any medium size or larger vessel due to the two wrecked warships now lying on the bottom. Usually a hawk is seen flying overhead anytime ships approach this island.

3918 Klerkenwell (Hamlet): Conventional; AL LG; TL 6; 100 gp limit; Assets 1,550 gp; Population 496 (Able bodied 124); isolated (dwarf 85% [mostly mountain], half-elf 6%, elf 4%, other 5%); Resources: Spices. *Authority Figure:* Roroen, male dwarf [mountain] LG Ftr8. *Important Characters:* Goilin, male dwarf LG Rgr7 (captain of the Warders); Kigai, female dwarf [mountain] LG Clr5 (Rosmerta).

Many rare and exotic components are needed by the Ironmasters of the dwarves to complete their greatest of magical weapons. Klerkenwell was established several hundred years ago as a base to gather those components from the surrounding jungle. Rare spices are also harvested not only for the dwarves but to pay for the shipping the components back. Roroen has been the leader of the base for the past fifty years. He is well respected for his leadership after defeating the Amiondel elves of Ludgates three times. However he fears their growing strength and has been cooperating with Filmathiel (3506) in her efforts to form a council against Ludgates. Goilin is in charge of safeguarding the dwarven gathering expeditions and knows the surrounding jungles better than the elves. The magical assistance of Kigai has proven instrumental in fending magical assaults from the elves.

3923 Ludgates (Small Town): Conventional; AL CE; TL 4; 800 gp limit; Assets 36,000 gp; Population 1,440 (Able bodied 360); isolated (elf 76% [mostly high, some gray and southern], half-elf 10% human 5% other 8%); Resources: Horses. *Authority Figure:* Pikarterlard, male elf [high] CE Clr5. *Important Characters:* Vilmandil, male elf [high] CE Clr14 (high priest of Natch Ur, leader of the Amiondel Council); Isudia, female elf [southern] NE Clr2/Wiz13 (member of the Amiondel council); Isin, male elf CE Ftr10/Wiz3 (member of the Amiondel council).

The Amiondel were elves who delved too far into uncovering the secrets of the earth. No longer desiring to work with the earth, they now desire only to master it. Expelled over four millennia ago, they wandered the Wilderlands for many years. They are now followers of the evil god Natch Ur. The leaders of the Amiondel formed a secret council to discover further secrets. When they arrive in an area they do whatever it takes to wrest its secrets and then leave. A hundred years ago they arrived on the southern shores of Orchia and establishing the town of Ludgates. They conquered the village of Cheapside for slaves and now have spies and agents throughout Orchia. Currently the council has three members, Vilmandil, Isudia, and Isin. They have placed Pikarterlard in charge of maintaining the town and controlling the slaves they have brought in. Currently they are enraged that the dwarves of Klerkenwell continue to defy them and are also preparing to deal with the escaped slaves at Ironshod after the dwarves. Though a key point on the southern tip of Oricha and a natural way-point for those

3923 Ludgates

sailing through the Orichalan Straits, most sailors avoid the town and its evil denizens. Swift elvish ships patrol the strait and raid ships. It is said that the only thing on which the Overlord and the Green Emperor can agree is that the elves of Ludgates need to be dealt with.

3924 Shadow Island (EL 14): The most prominent feature here is an ancient citadel, guarding its gates are **3 centaurs** (CR 3; hp 26 each), slaves of the evil and depraved **wizard Geldheart** (male Alryan, Wiz12; CR 12; hp 45; AL CE; Str 8, Dex 10, Con 12, Int 21, Wis 12, Cha 15; *medallion of ESP*, *+2 quarterstaff*, *ring of protection +3*, *bracers of armor +4*, *wand of fireballs* [24 charges]).

3925 Moron Isle: Anyone setting foot on this island suffers 1d4 points of temporary Intelligence damage immediately and an additional 1d2 points of temporary Intelligence damage for each day they remain on the island. A character's Intelligence will never go below 1. A Will save (DC 15, +1 per previous check) prevents the ability damage.

3929 Carbuncle Ait (EL 12 - harbor, EL 9 - castle): Ships setting anchor in the harbor find a nasty surprise, a **kraken** (CR 12; hp 290) that has taken up residence here. A valley here holds an old castle, haunted by **2 specters** (CR 7; hp 45 each) that like nothing more than to destroy others. In the ancient castle guarded by the specters are 2,000 gp and 20 gems (varying in value from 10-100 gp each).

4006 Mercanfar Isle: This picturesque island sports a set of moss-covered ruins. Underneath this crumbling monument to architecture of the past is a secret door (Search DC 20) leading to a dungeon. (The exact details of the dungeon are left to the judge.)

4009 Isles of Morose (EL varies): Trees dominate the landscape on these two islands, making a great place for the inhabitants, a group of **33 halflings** (CR 1/2; hp 4 each), to raise their crops and sell them to nearby islands. The main crop is pipeweed of a great quality infrequently found in these parts.

4021 Horn of Crabs: A rotted hulk of a ship lies 40 feet below the surface. A four-foot long signal horn inlaid with silver (1,370 gp) is overgrown with crustaceans.

4024 Killup Isles (EL 9 rarely): Best known as a resting spot for sea turtles traveling on their yearly migrations to and from their breeding grounds, the unlucky visitor might happen across the rare **dragon turtle** (CR 9; hp 138) that sometimes appears in a coincidental fashion (10% chance during the spring or fall periods).

4025 Shipwreck: Trapped on a reef, a scuttled longship in five feet of water contains 20 swords engraved with runes and set with zircons worth 50 gp each. A crate lashed to the stern contains a richly inlaid table worth 3,010 gp.

4027 Wolf-Cove Isle (EL 10 per wolf pack): Packs guided by an unknown mastermind, numbering **14 wolves** (CR 1; hp 13 each) and **5 dire wolves** (CR 3; hp 45 each) each, plunder and devastate a besieged and dwindling group **24 elves** (War1; CR 1/2; hp 5 each). Because they guard a sacred treasure, the elves cannot abandon their posts. In the treasure room of an elven king's tomb found by means of a secret door in the side of a hill are *boots of elvenkind*, *+2 ghost touch longbow*, and *+3 mithral chain shirt*, 2 gold bracelets studded with emeralds worth 1,500 gp each, 752 gp, 430 sp, and 3 statues worth 700 gp, 500 gp, and 400 gp respectively.

4029 Ruthless Island: The namesake of this barren island comes from the 60-mile-an-hour winds that constantly ravage the area.

4030 Lipariolus Isle (EL 5 or varies): A small village of **22 craftsmen and fishermen** (Com1 or Exp1; CR 1/2; hp 4 each) live here, unintentionally providing a safe haven for **2 doppelgangers** (CR 3; hp 22 each). Infiltrating any group of landing PCs is the doppelgangers' plans.

4101 Blue Phoenix Isle (EL varies): A producer of vegetables and other plants, this island is home to a small band of **14 gnomes** (CR 1/2; hp 5 each). They prefer living here peacefully, raising their produce, and selling them to different markets made possible by several merchants who stop by on a regular basis.

4102 Rian Island: Jarettil (male Karakhan Ftr3; CR 3; hp 25; AL LG; Str 17, Dex 10, Con 15, Int 11, Wis 11, Cha

9; breastplate, masterwork longsword, masterwork dagger, masterwork heavy lance, heavy warhorse, 2d20 gp), a knight, lone and overconfident, lives on this island, challenging all comers in an overconfident manner to a joust, using the newcomer's choice of weapons.

4109 Three-Sword Isle: Covered with forested hills, a few streams, and several ponds, this island was avoided by sailors until several years ago when its dangerous inhabitants disappeared. Recently a fallen heavy tree limb nudged open the hidden door to a disused troll's den, leading to the trolls' undiscovered treasure horde. Wrapped in mud-caked furs, hidden under piles of large stones (Strength check DC 19 to move) are three magical weapons: *+1 flaming burst short sword*, *+2 flaming longsword*, and *+2 flaming greatsword*.

4121 Southpoint Watch (Citadel): Conventional; AL CG; TL 4; 100 gp limit; Assets 663 gp; Population 212 (30 dwarf warriors War2-4, 16 dwarf veterans Ftr1-3 and 7 pony riders Ftr1-3 are the citadel's regular defenders; the other 259 are Ari1-2 dwarf nobles, Com1-3 peasants, fisherfolk and laborers or Exp1-3 builders, engineers, shipwrights, sailmakers, etc.); Isolated (dwarf 96% [mostly mountain], other 4%); *Authority Figure:* Roimli, male dwarf [mountain] NG Rgr3. *Important Characters:* Kuran, male dwarf [mountain] Ftr3 (Sergeant of the Guard).

Southpoint Watch was established by Klerkenwell to watch for any ships attempting to sail through the straits. If any start tacking north, a courier on a fast horse is sent to warn the village. With the arrival of the Amiondel Elves of Ludgates, they also keep a lookout for any ships entering or leaving. The tower is 50 feet tall on a 200-foot hill, allowing a spotter to see the straits for 20 miles in any direction.

4122 Sable Isle (EL 16): The sylvan forests here support a large tribe of **67 pixies** (CR 4; hp 3), a friendly group that invites anybody of good alignment to a fine banquet and a safe place to sleep. Those of neutral alignment are carefully avoided.

4131 Sea Battle Graveyard: A broken hulk of thirteen biremes and triremes dot the sandy bottom. This is the scene of an ancient sea battle. In the smallest ship is a functional optical rangefinder, ten rings worth 270 GP each and a whistle.

4133 Isle of Leithanar: This nondescript island has nothing terribly noteworthy to initially grab a visitor's interest. However, a treasure remains to be found in one of the groves here. Three art objects, well protected from the elements, worth 1d3 x 1,000 gp each, are hidden deep in a hollow tree.

4207 Lestdoom Island (daytime EL 9, higher at night): Marshes pockmark the landscape here. Besides creating areas of difficult navigation to those that care to traverse this island, these fetid areas are home to at least **4 shadows** (CR 3; hp 19 each) and **10 ghouls** (CR 1; hp 13 each) each. During daylight hours they wait to ambush unwary intruders in their swamps, however at night is when it gets really dangerous, with several groups of undead teaming up to attack anyone foolish enough to camp for the night.

4208 Hallowed Isle: A solitary deserted castle decorates the southern part of this isle. A home to **2 vampires** (Human Ftr5; CR 7; hp 32), this stone fortification serves also as hunting grounds – attracting wandering, unsuspecting victims to the clutches of these two.

4219 Weird Findings: A shallow reef is composed of strange matter. Amid the bones of many mammoths lie ten ornate howdahs. Lining the sides of each howdah are four shields of copper with rusty iron bands.

4226 Silver Mine (EL 12): The bones of a giant dinosaur provide shoring for an ancient silver mine. A defective clockwork crawler-tractor digging machine is deep within the mine. **Six specters** (CR 7; hp 45 each), all that remains of the dwarven miners, are said to haunt the mines.

4230 Baby Titans?: Three stone cottages are stacked neatly in a pyramid shape such as a child might stack blocks. Nothing of value is in them.

4232 Baying Island (EL varies): The name of this island comes from the eerie, haunting howling coming from this island. A pack of 1d6+5 **yeth hounds** (CR 3; hp 19 each) bays at every rising of the moon.

4321 Rose-Barrier Island: The weather-worn wreckage of many sailing ships litters the shores of this island, a testament to the many dangerous coral reefs surrounding it.

4323 Armelion Island (EL 11): Sparsely populated, providing less and less food for the hungry land sharks living here, this island is very dangerous for any land bound creature. The **4 bulettes** (CR 7; hp 94 teach) attack anyone walking on the island for more than one hour, coming up directly under their target from underground.

4334 Manor House (EL 7): A repeating, rapid-fire crossbow with 16 iron-tipped and poisoned silver quarrels is concealed in a colossal gilded skull walled within an abandoned fortified manor (CR 7; +25/+20/+15/+10 ranged, 1d8 each bolt; can fire four bolts per round to a total of 16 bolts; bolts are coated with wyvern poison [DC 17; 2d6/2d6 Con]; Search DC 20; Disable Device DC 25)). The trap goes off two rounds after the front gates are opened. The manor is mostly intact, and could be restored as a stronghold.

4420 Slain Islands (EL 10): Coming to these islands on the eve of a full moon, visitors can witness the natives performing human sacrifice. While not cannibalistic in nature, the natives here certainly consider taking into custody anyone they believe they can best in combat, using them during the next full moon as victims for the sacrifice. Their religion prevents their leaving the isle for any reason. There are **46 native warriors** (War1; CR 1/2; hp 9; leather armor, club, 2 daggers) and a **native leader** (War2; CR 1; hp 11; leather armor, short sword, dagger).

4424 Kaemore Keep (Citadel): Magical; AL CE; TL 4; 100 gp limit; Assets 913 gp; Population 292 (33 men-at-arms War1-3, 25 shortbowmen War1-3, 10 sergeants Ftr1-2 and 5 officers Ftr3-5 make up the garrison; the remaining 219 are Com1-3 servants or Exp1-3 research assistants and professional staff); Mixed (Human 90% [many Tharbrian and Altanian], half-orc 6%, orc 4%); *Authority Figure:*

Kaemore, male Tharbrian CE Wiz6. *Important Characters:* Stamach, male orc CE Bbn5 (retainer).

Kaemore set up his keep some years ago, taking with him his trusted guards and their families to set up a magical research lab. Kaemore keeps the area free of monsters and his guards prevent him from being disturbed during his research periods. Though poor in terms of actual coin, the structure holds a variety of magical items created by Kaemore.

4429 The Cistern Anthill (EL 19): In a sealed cistern overgrown with vegetation are ten rolls of stainless steel barbed wire (40 feet long each). The field around the cistern is populated with giant ants — **420 workers** (CR 1; hp 9 each), **64 soldiers** (CR 2; hp 11 each) and **1 queen** (CR 2; hp 22).

4433 Gormcairn (Small Town): Conventional; AL N; TL 3; 800 gp Limit; Assets 42,400 gp; Population 1600 (Able bodied 424); Mixed (human 98% [mixed], halfling .5%, dwarf .5%, gnome .5%, half-elf .5%); Resources: Market. *Authority Figure:* Mayor Mabagr, male human N Ftr9. *Important Characters:* Revus Left-hand, male human N Com3 (head shepherd of Gormcairn); Twealis Fair, female human N Clr3; Aragane Goldpalm, male human NE Ari4 (chief noble of village).

The village of Gormcairn is the westernmost settlement on the Isle of the Blest and is quite literally the hardest village to reach on the whole island. It lies in a valley that is surrounded with very high and incredibly treacherous mountains and has only two means of entrance or egress. Gormcairn's people have ceased to practice either of the major religions of the island. They are mainly farmers, with a little home industry. Their real economic survival is based on their market, which brings folk in from miles around. The name Gormcairn comes from the fact that a great wizard named Gorm is buried atop nearby hill. There is no formal government to speak of in Gormcairn; the 'mayor' of the village, Mabagr, only coordinates the able-bodied into an informal militia in times of trouble (though elders of the population are looked to for advice usually). As has been the case for countless generations, Gormcairn has remained pretty much the same; a peaceful community that is mostly self-sufficient with its marketplace being more for the village itself then any outsiders. The city's unofficial mayor, Mabagr was originally employed in the armies of Rallu, and when he retired, he wanted to get as far away as possible. He lived by his sword for awhile, earning his living as a mercenary. At long last, weary of violence, Mabagr finally settled in Gormcairn. The people were suspicious of him at first, but he liked the town and eventually won their confidence. When they got to know him, the people were suspicious of him at first, but he liked the town and settled down and won their confidence. When they got to know him, the people made him militia commander, and then mayor. Mabagr is 5'8" tall, weighs 178 lbs. and is right handed. He has green eyes and braided brown hair that hangs to his waist.

4529 Merkab (Hamlet): Non-Standard; AL LE; TL 6; 100 gp Limit; Assets 1,450 gp; Population 464 (Able bodied 116); Mixed (human 89% [mixed], halfling 2%, elf 2%, dwarf 3%, gnome 2%, half-elf 1%, half-orc 1%); Resources: Flint. *Authority Figure:* Ruathgoth, male human N Brd6. *Important Characters:* Lelbock the Offensive, male half-orc NE Ftr4 (head of the mining guild, not too many complaints since he arrived); Melbock the Sneaky, male half-orc CE Rog3 (Lelbocks' brother and a devious sot seeking to subvert the guild); Fimni Rockhand, female dwarf LN Ftr5 (leader of the second largest miner group, attempting to oust Lelbock as well).

4433 Gormcairn

The village of Merkab is a small mining community just over six miles west of the northern end of the Lake of the Gods, nestled at the base of the Cruaich Mountains. The city was founded by a group of Viridistan refugees who hated the monarchy and wished to set up a representative government. They succeeded, creating a council with seven elected leaders. Since those hopeful days, Merkab has grown less safe and more violent, despite its rulers

good intentions. Merkab's mayor, Ruathgoth, a man whose talents cover many vast areas, is a man plagued by the uncanny (and highly undesirable) trait to always make the wrong choice on any decision. He is a local boy who left when quite young to see the world. When he came back his fellow villagers recognized the value of his wider horizons and elected him head of the Council of Seven. A post he has held for five years in a row. Ruathgoth no longer practices the religion he was taught as a child, but does not seek to dissuade others from that or any other faith. He is 6'3" tall, weighs 206 lbs. and is 31 years old. He is left handed, has blue eyes and red hair that hangs down to his waist. The townspeople of Merkab spend most of their days either mining flint (a fairly large vein discovered a short while ago) or tending their farms or businesses quietly and with little fuss. In the evening however the townspeople all gather at the two local inns and at the town tavern and 'relax' from the day's toils (usually driving Ruathgoth crazy in the process). There is an ancient abandoned silver mine lying a handful of miles up into the mountains, with a heretofore undiscovered vein of ore remaining to be mined.

4532 Entenwold (Village): Non-Standard; AL CE; TL 7; 200 gp Limit; Assets 7,625 gp; Population 1220 (Able bodied 305); Isolated (elf [almost all wood, about 1% dark elf]); Resources: Copper. *Authority Figure:* Matron Mother (Queen) Tirunrelei, 1st Born of the Six, female elf [dark] CE Clr8 (Feninva). *Important Characters:* Surantia, 3rd Born of the Six, female elf [dark] CE Clr7; Cleamithrei, 4th Born of the Six, female elf [dark] CE Clr6; Maltamron, 2nd Born of the Six, male elf [dark] CE Ftr6/Wiz8; Yeoustonf, 5th Born of the Six, male elf [dark] CE Ftr7/Wiz5; Nortelhon, 6th Born of the Six, male elf [dark] CE Ftr7.

Entenwold is ruled by six dark elf siblings led by the eldest female, Tirunrelei. They conceal their dark elf heritage by using powders and paints to allow themselves to pass as normal high elves. They have totally corrupted the wood elves of the island and they now all worship the six's dark deity, the moon-demon Enlifos. It is the eventual intention of the six to carve their own empire and to start from the Isle of the Blest. Though the elves have very lucrative copper mines, they have had to have extensive help from others on (and off) the Isle to mine them correctly and safely. Merchants are allowed to visit and trade in relative safety. The Six are sextuplets, rare even among dark elves, and they were as inseparable as youths as they are now. Each one works with the other for their common gain. They will not turn on one another (they have always had only themselves to turn to) and will aid one another in times of peril. Tirunrelei is the only elf, dark or otherwise, ever to become an Enlifan Priest, and why she did is a mystery. After a long period serving at the temple in Rallu, she decided to go back and convert her people. To this end, she recruited a large force of mercenaries and took control by force. After several years, enough of the people had been converted that he was able to lead them in an effort to kill or drive off the mercenaries who were beginning to ignore her commands and do as they pleased. Needless to say, human swordsmen are unwelcome in Etenwold.

4630 Ring-Tail (Village): Non-Standard; AL N; 200 gp limit; Assets 4,375 gp; Population 700 (Able bodied 175); Mixed (gnome [50% common, 50% forest] 100%); Resource: Market. *Authority Figure:* Lord Shamosh of the Rock Gnomes, male gnome War8; Lord Zelippin of the Forest Gomes, male gnome [forest] War7. *Important Characters:* **(Ring)** Twason, male gnome NG Exp5 (head forger of the village); Chenear, female gnome CG Rog3 (leader of anti-isolationist group in the village); Gormute, male gnome N Ill4; **(Tail)** Flanear Farrun, male gnome [forest] NG Rgr5 (keeper of the grove); Medthros the Sweet, female gnome [forest] N Com3 (much sought after maiden by most gnome bachelors); Deabrou Riversong, male gnome [forest] LG Exp4 (tender of the gnome riverworks).

Ring-Tail, to any outsider, is a single settlement. In reality it is a curious combination of both rock (common) and forest gnomes, the population being basically split evenly between two villages. The gnomes have an extensive mine system, where they extract a variety of ores and gemstones, in additional to having a large market bazaar covering vast trade goods. The gnomes of Ring-Tail have a highly organized and effective government system with each of the individual village units having its own king with accompanying council, but all decisions are made jointly and for the benefit of everyone. The gnomes of Ring-Tail are extremely tough negotiators but, while they are difficult merchants, their goods are generally worth the price.

4626 Abject (Small Town): Non-Standard; AL LG; TL 5; 800 gp Limit; Assets 39,600 gp; Population 1584 (Able bodied 396); Mixed (human 80% [mixed], halfling 5%, elf 3%, dwarf 2%, gnome 5%, half-elf 5%); Resources: Silk. *Authority Figure:* The Most Noble, His Lord Mayorship, Cakjak the Paladin, male human LG Pal9 (follower of Mitra). *Important Characters:* Keanole Brightshield, male human LN Ftr7 (master of the village guard); Ranna Slingbuster, female human LG Pal6 (Cakjaks' right-hand 'man', main partner in the quest for the dragon of the north, follower of Mitra); Nomma Laertho, female half-elf NG Com3 (wife of Cakjak, bored silly most of the time).

Established 14 years ago as part of a quest by Cakjak the Paladin, the village of Abject is a fairly recent addition to the Isle of the Blest. It is through these followers and their families that the town has developed a trade business with the rest of the Island as most of these individuals were skilled cloth makers. The sailcloth they produce is a major portion of the ship building industry and now has brought them great regard on the Island. The people of Abject also produce fine silk, making them the finest dressed villagers one will ever meet. They also send a tithe to the Underlake Temple of Amlifos, and all of the ceremonial clothing there is of silk. In fact, they own the High Priest as their liege and their leader reports to him regularly. Besides being the mayor in proxy of Abject, Cakjak is also Champion of Amlifos and Knight Marshall of the Amlifan Defence Force. Agrandoise is the name given to the combined militias of Abject and Foundation. The last two titles are mainly honorary, but there is enough friction with the Enlifos spread about the island that he gets plenty of fighting practice. He wears *+1 Chainmail* and carries a *+2 broadsword*. Cakjak is a dour man, subject to frequent bouts of depression, as he was defeated recently by the Dragon of the North and has been unable to locate the beast to take

revenge. These bouts generally last at least several days and usually do not fade until he goes out for a day or more and tries to find the dragon's lair.

4731 Castle Lakewatch (Citadel): Conventional; AL CE; TL 4; 200 gp limit; Assets 2,600 gp; Population 416 (65 mercenary warriors War1-3 and 39 mercenary crossbowmen War1-3 guard the citadel for Helban; the rest are Com1-3 servants and slaves or Exp1-3 assistants, armorers, tailors and other castle staff); Mixed (human 94% [mixed], elf 3%, orc 3%); *Authority Figure:* Helban the Fighter, male human CE Ftr4. *Important Characters:* Thandril Fearing, male human LE Ftr3 (guard captain); Hornhewin Bodin, male human LE Ftr2 (sergeant).

Castle Lakewatch lies on a bluff overlooking the Lake of the Gods. He set up his fortification in this position for a very specific reason. Helban's deity revealed a vision to him that a great orb formed out of glowing lights of total goodness would rise from the lake and wipe out all evil creatures from the realm. Helban's deity charged him and all his future descendants to act as the first line of the faith's defense against this invasion of the army of good. His dwelling, a small castle, was in fact created by magic for him but is in no way magical in any other fashion, being only a modest example of such structures. Helban has a magic *wand of wealth* that allows him to create 1,000 gp each month for his use in this defending against the forces of good. He has hired all of his forces with this money and intends to do more of the same soon.

4812 Dimgirt Cay: This spot of land in the oceans is the home of **Zenobia** (female human Sor12; CR 12; hp 51; AL NG; Str 10, Dex 14, Con 13, Int 10, Wis 12, Cha 20; *+1 quarterstaff, cloak of Charisma* (+2), *wand of ice storm* (caster level 7, 21 charges), *bracers of armor +2, potion of cure moderate wounds* (caster level 7), *scroll of fear),* a beautiful sorceress, living in a solitary stone hut located on the north bank of a small stream. She uses two doves, some animal companions of hers, to scout out and greet anybody landing here.

4828 Lanax (Village): Magical; AL N; TL 3; 200 gp limit; Assets 3,750 gp; Population 600 (Able bodied 150); Mixed (human 90%, halfling 3%, elf 1%, dwarf 1%, gnome 2%, half-elf 2%, half-orc 1%); Resources: Market. *Authority Figure:* His Grand Radiance, Master of the Way, Leader of the Faithful, High Priest Vishantr, male human N Clr9 (Aniu, referred to as the chief monk of his order). *Important Characters:* Feon Whisper, male human N Clr7 (second priest of the order of Aniu, has taken a personal vow of silence and conveniently breaks it at the most inopportune moments); Jarea Dayros, female half-elf LN Clr6 (studious aspirant to the second seat of the order of Aniu, looks for all errors made by Feon and capitalizes on them); Barno Quilthand, male halfling N Exp3 (master of the Lanax market).

The village of Lanax is more a monastery than a town, established by the monk, Vishantr, over 50 years ago with the actual reason for its' present local the fact one of the mysterious statues that ring the lake on the northwest tip is of Vishantr's patron. Vishantr took this as a sign and decided to build a place of worship and learning to honor his deity and in so doing attracted all the followers who professed the same faith on the Isle to join him. As all the original inhabitants of the village were acolytes or followers of the same religion the village took on the form of an expanded church community with true law enforcement rarely necessary and all permanent residents adherents of the faith in any event, to this day. Vishantr learned his art from an elderly man who came to Lanax when he was a child. This elder Monk recognized Vishantr's knack for philosophy and quickness, and taught him all he knew. To this day, Vishantr exercises for four hours a day, and spends a further two in meditation. The result is frighteningly effective. He has been very successful at keeping the 'poisons of the modern age' out of Lanax. Both outsiders and visitors are generally restricted to one-week duration stays. After this time period the person or persons are 'strongly' asked to leave and with high worship time for the faith during the last two months of the year, all visitors are turned away then without exception.

4831 Foundation (Hamlet): Non-Standard; AL CG; TL 6; 100 gp Limit; Assets 1,700 gp; Population 544 (Able bodied 136); Mixed (half-elf 94%, halfling 1%, elf 2%, gnome 1%, human 2%); Resources: Tin. *Authority Figure:* Nybotha, male half-elf LG Ftr9. *Important Characters:* Yaeroona, female half-elf N Exp4 (owner of the largest inn in Foundation, The Hot House, a combination inn-tavern-bath); Umtro Shadowkin, male half-orc NE Com2 (Umtro is a half-orc but is also part elf, at least he looks part elf, the villagers have taken him in and he is a fair farmer); Pleantheria, female human N Rog6 (Pleantheria is a rogue who prays on travelers, she and her small band will not steal anything from Foundation citizens).

Originally, Foundation was a village of men, but when Etenwold was taken over by Tirunrelei, about half of the refugees came here. The two groups intermarried, until virtually all of the people in the village have the blood of both races. The elvish philosophy of living has prevailed, although the people still worship Amlifos. The majority of the villagers make their living by mining tin from the surrounding hills. Since that time, the village of Foundation has matured into a flourishing, advanced culture with a standard of living comparable to that of Rallu. Family relations in Foundation are quite confusing, for the half-elves have bred with no official couples or unions until it became almost impossible to determine a child's true lineage — the current villagers consider themselves to be all related as brothers and sisters. The few laws in place, set by the current mayor Nybotha, are for those visitors who come to the village's domain. Nybotha was chosen by the Anlifan High Priest as his proxy in Foundation because of his trueness to the precepts of the Anlifan religion. He cuts a rather dashing figure with his shoulder length black hair and his cavalryman's mustache. He is slim, wiry and tall, his brown eyes perpetually full of good humor.

4833 Praetor (Village): Magical; AL CG; TL 4; 200 gp Limit; Assets 4,975 gp; Population 796 (Able bodied 199); Mixed (elf 95% [mostly southern, some high], half-elf 5%); Resources: Rope. *Authority Figure:* Lord Mayor Khurdlard, male elf [southern] N Wiz10. *Important Characters:* Raehavlind, female elf [southern] NG Ari7 (the real mayor of Praetor, Raehavlind does all the actual governing

of the village except for defense); Vaynare Oakbow, male elf [high] CG Ftr6 (leader of the village guards); Quaedilon Rockheart, male elf [high] N Exp9 (master stonemason of the village, designed every structure of stone in Praetor, one of the original colonists).

This is where the other half of the refugees from Etenwold went. Forced to fight for survival, they forgot many of the mechanical and industrial techniques they had known before fleeing. They eventually made contact with the people of the Foundation and are friendly with them. One of the few secrets they have kept is how to make light but strong rope. Many of the villagers are involved either in growing the plants, or weaving the rope. A place of great natural beauty, balance and harmony, Praetor welcomes visitors of all races with open arms. All permanent residents must be elven, or at least partly so, however, and no local businesses or homes may be owned by non-elves. Some of those who instituted these laws still are alive today. Many youths have disappeared over the years from the village, presumably to seek their fortunes elsewhere, and these events are only just now being given any real attention (most of these individuals have landed in the clutches of Tirunrelei of Entenwold for sacrifices in the dark elves' evil rites). The village is ruled by Khurdland the Mage, who was a mere youth at the time of the first landfall, and it was he who set up the elves as the premiere rope makers and providers of such for the Isle's ship building industry (his original profession). He is tall for an elf, and very thin and pale. He rules in Praetor mainly because no one challenges him. Even though he has ruled well, he is sure that challenge is coming soon and he is worried.

4914 Weapons Cache: A bundle of 15 battleaxes, ten maces, and 30 sets of ring-mail barding is lashed to a sunken barge.

4921 Triad Island (EL varies): Travelers are wise to avoid this island! As the scene of three horrific massacres, this island is rumored by most old mariners as a hotbed of activity for undead, the haunting grounds for enormous numbers of **wights** (CR 3; hp 26 each), **wraiths** (CR 5; hp 32 each), **specters** (CR 7; hp 45 each) and of course **ghosts** (CR 7; hp 32 each).

4927 Temple of Thanatos (Citadel): Magical; AL LE; TL 1; 100 gp limit; Assets 775 gp; Population 244 (24 citadel guards Ftr1-3, 20 warrior-priests War1-3/Clr1-3. 17 fighter-priests Ftr1-3/Clr2-4 constitute the garrison; the remaining 183 are oppressed Com1-3 peasants, slaves and servants or Exp1-3 skilled staff); Mixed (human 98% [mixed], half-orc 2%); *Authority Figure:* Nartork the (Un) Holy, male human LE Clr7 (Thanatos). *Important Characters:* Amaty Slivandara, female human N Drd5 (keeper of the keeps grounds, not a member of the faith in fact); Peter Auwn, male human LE Clr 5 (second priest of Thanatos, leader or the yearly sojourns).

This religious order is a splinter faction of a religion that survived the Shadow Years. The order was driven out of Rallu but remained strong enough to maintain their presence on the Isle of the Blest. The remainders of the orders' members are now found here and they protect the temple fanatically. As per the ancient religious pact with the Ralluan government, the order is allowed one pilgrimage each year to the city to 'spread the faith' and attempt to attract new followers to their flock. This is only possible if the order maintains strict disciple while in the city limits and causes no disruptions of life or law while they are there. Nartork rarely goes on these yearly visits, sending a subordinate instead. The order's members swear a vow of poverty, but have a cache of offerings to their deity of that contains over 1,000 gp at any one time. This money does not technically exist to the priests and its existence will not be readily identified to any visitor to the compound.

4928 Transporter Blocks: Twenty 10-foot square blocks of granite stand in a straight line with 200 feet between each stone. Inorganic matter placed on the northern-most block will be *teleported* to the southern-most block during any phase of a waning moon. Weird astrological hieroglyphs are inscribed on the blocks, detailing the procedure to be followed (DC 35 Decipher Script or DC 20 Knowledge [Astrology]).

5014 Feyhidden Isle: Many ships meet their doom here, unaware of the waterspout that erupts every day precisely at noon. Centering upon the only approach to this island, this waterspout packs enough force to severely damage those ships on the far edges of the beach while all others within a 50-foot proximately are usually destroyed. To those knowing the timing of this natural force, landing in the afternoon and harvesting from the large coconut groves during the evening through morning hours is a profitable endeavor.

5015 Panhormas Isle (EL varies): This inlet has the look of a perfect landing point for replenishing supplies. A significant number of the berry producing bushes located here are ready to be harvested starting in the late spring all the way until early winter. However, one small issue makes this inlet avoided by most in the know — many of the multitudes of small mammals, consisting in a large part by hundreds of **bats** (CR 1/10; hp 1 each) and **rats** (CR 1/8; hp 1 each), living here are rabid and attack intruders insanely.

5024 Sharmsmoke Rocks: A large mountain peak dominates the profile of these rocky shores. It is no wonder that little grows here, for dispersed within the craggy and rocky lowlands are numbers of fumaroles, most emitting noxious and often sickening or deadly gasses. A single trail leads to the top of the lone peak, attended to by a horrifying incandescent apparition, hovering as if it is guarding the head of this path. However, when approached to within 300 feet, this ghostly form disappears.

5030 Illusory Sinkhole (EL 10): The cairn of a dead sorcerer is concealed by a *permanent illusion* of a sinkhole. The secret entrance is further protected by a 600 pound falling block trap (CR 10; no attack roll required, 20d6; DC 20 Search; DC 25 Disable Device). Concealed above the stone coffin is a *wand of dream* (caster level 9th, 12 charges) (Search DC 20 to locate). Below the coffin is access to a secret 20 foot square room (Search DC 20) containing the sorcerer's most prized collection–one zombie of each of ten different races. The **10 zombies** (CR 1/2; hp 16 each) attack immediately.

5031 Order of Modron (Citadel): Magical; AL N; TL 3; 100 gp limit; Assets 880gp; Population 176 (30 temple guards Ftr1-2 and 14 warrior priests War1-2/Clr1-3; the rest are Exp1-3 scribes, scholars and servants or Clr1-3

5102 Chrysolite Isles

priests of Modron); Mixed (human 100%); *Authority Figure:* Coraitha the Fair, female human N Clr6 (follower of Modron). *Important Characters:* Jokun Gerlind, male human N Clr5 (second priest to Modron).

Coraitha's faith is not native to the Isles of the Blest. She and her priests came to the Isle nearly 10 years ago, prevailing political and religious prejudice forced them to set up their temple outside of Rallu. After visiting every other settlement on the isle and receiving no welcome anywhere except for the village of Foundation, the group decided to build a home near that settlement. The people of Foundation, though friendly, would not let the order build their fastness closer then five miles away however. The order finally set up their clergy in an abandoned tower just on the eastern side of the Cruaich Mountains from Foundation. The only pass for miles over the mountains leads straight from Foundation to the tower fastness of the clerics. To a degree the two act as a buffer between the two locations and visits by individuals from either location to the other are infrequent. The order is extremely poor at the moment, having spent much of its gold on refurbishing the citadel. Their intent is to build the stores up as quickly as possible now that the tower is finished. The actual method for increasing their funds has yet to be decided on.

5102 Chrysolite Isles (EL varies): Running wild and free over the lush and bountiful meadows here, many excellent specimens of **wild (light) horses** (CR 1; hp 19 each) have evaded capture for the most part. Thanks in part to their ability to move at faster (5 feet more per move) than normal but also aided by an unusual ability they exhibit; finding good hiding places and employing clever tricks to frustrate pursuit.

5114 Taridge Islands (EL 7 or varies): Among the island's hills lives an ostentatious but insane, cleric who answers to the name of **Earl Teatime** (Male Human Clr7; CR 7; hp 39; AL CN; Str 12, Dex 13, Con 15, Int 11, Wis 17, Cha 14; *+1 morningstar,* full plate armor, *+1 large steel shield, scroll of neutralize poison* [caster level 7], *scroll of wind wall* [caster level 5], *wand of cure light wounds* [caster level 5, 26 charges]). Many different traps and snares are set throughout the island, placed by Teatime, aiding him in his current desire to collect the skins and pelts of all living creatures here. These gatherings are used in an effort to build a living image of his god, an edifice kept in his stronghold, a complex of caves and caverns beneath the cliffs of one of the hills.

Traps

Arrow Trap: CR 1; +10 ranged; 1d6/x3 crit); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

Spear Trap: CR 2; +12 ranged; 1d8/x3 crit; Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

Pit Trap (20 Ft. Deep): CR 1; no attack roll necessary; 2d6; DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20.

Spiked Pit Trap (20 Ft. Deep): CR 2; no attack roll necessary; 2d6; +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20.

Pit Trap (40 Ft. Deep): CR 2; no attack roll necessary; 4d6; DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20.

5115 Ironwood Isle: This isle is covered with ancient trees of many sorts. Whether from age and being tempered by the elements or from some unknown magical forces, the majority of these great specimens are hard and unable to be cut or significantly damaged by normal tools or weapons, treated as though they have a permanent *ironwood* spell enchanting them.

5116 Great Fish Shores (Village): Conventional; AL LN; 300 gp limit; Assets 9,150 gp; Population 610; Mixed (human 95% [MIXED], halfling 5%). *Authority Figure:* Mayor Yiara Surehand, male halfling Exp6. *Important Characters:* Deserra, female Elritorn Sor8/Drd5 (soothsayer/herbalist); Jorgel, female halfling Rng6 (deputy); Hargrave, male human Ftr5 (constable); Rengold, male human Clr5; Sessile, female human Adp2/Clr1 (assistant to Rengold).

A great collection of huts and coastal dwellings line the high line of beaches and shores of this island. Many great docks also encompass this island, providing moorage for the fleets of fishing vessels employing most of the inhabitants here, seeking the plentiful and teaming schools of fish that remain constant in the nearby waters.

5117 Brink Island (EL 4): A single mountain surrounded by hills and several crags adorn this island. Behind the largest waterfall at the base of the mountain is a cave, a home now to **Tillar and Mytel** (Male Halfling Exp3; CR 2; hp 12 each), who have been shipwrecked for the past year and desire a way home. The water in the falls' base pool raises the strength of anyone drinking it as per a *bull's strength* spell cast by a 3rd-level sorcerer. Only one such dose can be taken per day per person. Any water taken from here loses its special nature 15 minutes after being removed from the pool.

5123 Golden Flower Rock: A well-known stopping point for many seagoing vessels, many land here to gather provisions. Anyone experienced and knowledgeable about the area knows to look for the yellow hue coloring much of this isle, provided by the multitudes of sunflowers constantly flowering year round.

5203 Eastgate Key: This typical looking island, dotted with grasslands, hills, and trees, remains unpopulated. Certainly the hundreds upon hundreds of picked clean human skeletons adorning the many beaches here have warned off potential settlers.

5214 Vingilotar Islands (EL varies): These two islands serve as the homes and battleground for two rival bands of goblins. Constantly looking for ways to get the upper hand on each other, new visitors are viewed as possible sources of trade, mercenary muscle, advice, or food depending upon the approach of the PCs and the goblin leaders' reaction to them. The two tribes are the Dog-Ears and the Scar Feet, and each contains **100 goblins** (CR 1/4; hp 4 each), and led by **war chiefs** (male goblin War4; CR 3; hp 21; handaxe, throwing axe, studded leather).

5215 Blackhawk Pinnacle Isles: The nearly constant heavy drizzle covering these two islands gives rise to rain forest jungle, thick with vegetation.

5216 Waybread Islands (EL 7 per pack): Their name is derived from the breadfruit trees that grow upon their fertile grounds. Thick underbrush grows in many areas of these islands, covering over a single oxcart wheel lost years past by an unknown owner. Two packs of **30 adult wild dogs** (CR 1/3; hp 6 each), roaming two of the islands, occupy the top position of the ecological food chain here.

5226 In the Labyrinth (EL 9): An eroded sacred well of lost people provides access to a labyrinth under the sea floor. Within the labyrinth is a **water naga** (CR 7; hp 59) nest. In one winding passage, a box containing a *ring of spell turning* is wedged in a seam along the ceiling.

CHAPTER TWELVE
ISLES OF THE DAWN

This region is known as the Isles of the Dawn because worshippers of Apollo believe his chariot emerges from this sea to begin his journey across the sky. Sailors have also claimed to have seen Apollo walking on several of the peaks of the various tiny islands in this region on occasion at dawn. Schools of glowing fish that swarm near the surface just before dawn may be the source of this legend. Aside from the numerous uncharted reefs that make sailing hazardous near the islands, there is little to note except the occasional water spout. There are no powerful political forces in this fisherman's paradise. Whaling ships are often seen pursuing the great beasts. Legends told by the sailors of Dragonscar say a great armada floundered during a hurricane ages ago and demonbrood bodies washed ashore for months. Just east of this region is the Kingdom of Karak and its capital city of Popul Vuh (or Populva, as it is commonly spelled). Karakhan galleys, coming and going to Tarantis and Viridistan, can be seen in these waters.

The climate of the isles is generally quite mild, though hot temperatures in summer are not unknown. For the most part, however, the islands are temperate, lashed occasionally by heavy rains and monsoons, especially in the spring and fall.

GEOGRAPHIC FEATURES

Unless otherwise noted, all regions are Warm, Wet. Most seas on this map (still part of the Winedark Sea) are Calm Aquatic, with the primary trades to Viridistan and Tarantis from Karak not even being busy enough to justify a Busy designation.

Blue Lightning Rock: This massive stone pillar juts up from the seacoast like a giant lightning rod. Towering some 1,000 feet above sea level, Blue Lightning Rock is home to hundreds of sea birds that nest in many nooks throughout the pillar. With jagged rocks forming the base of the column, the only possible way to access the remains of a wizard's tower atop the rock is through the air.

Bluefin Reef: A long, narrow rocky ridge devoid of all plant life rising from the sea, with a landing quay built of stone leading 200 feet out into the ocean on the southern or leeward side of the island. A small fortress stands on the island, its garrison keeping a navigational beacon fire burning at night on the highest part of the rocks.

Closewind Caves (EL 5): The coastal winds constantly blow through this cave system. Frequent rainfall has eroded away the ceiling of many vaults, and dense vegetation grows in them. A small band of primitives inhabits this virile plant realm. They are rumored to have a hidden temple where they worship an idol of an elephant-headed man with five eyes, each made of a different magical gemstone. **Encounters:** cavemen

Gallmayne Isle: A rather peaceful place with a small village that primarily grows spice plants. A huge hollow ring of forest encloses the spice fields in its center. Flavorful spices and spices used as ingredients in spells grow very well here but will not grow elsewhere in the island. Much of the production is flown out each year in a single huge aerial caravan of Rocs arranged by the Wizard's Guild of Tula.

K'Bani Kay: Though a harsh and sun-baked exterior predominates, this island is not as unpleasant as it first seems. The small Dwarven community here 'mines' salt by evaporating it from the seawater. The evaporating ponds cover a large portion of the islands surface. Underneath, though the Dwarves have applied their usual skills in mining and stone craft to produce quite luxurious dwellings and work places. Only a few

watchmen are visible above ground during the day, most of the work on the saltpans being done in the cool of the night.

Rastal Cay: This rocky islet houses a small fortress whose garrison has the boring duty of watching for pirates and maintaining a navigational beacon fire. Large boulders dot the shores. **Encounters:** giant crabs

Sindelarian Bay (Calm Aquatic): This beautiful cove is a wonderful site for captains of merchant vessels from the Ebony Coast and Populva. The safe and inviting waters are home to dolphins and sea otters that play along the ships as they come in.

T'Donna Cay: A wooded island, it is often an overnight anchorage for fishermen and merchants.

Specific Locations

0103 Eastgate Key (EL 6): Hundreds of human skeletons line the beaches of this unpopulated island. The cause of their demise is not readily apparent upon initial inspection, as they are all in good condition. PCs casting *speak with dead* on any of the skeletons call forth their **reaper** (see below) instead; a wraith-like figure clad in billowing smoke-colored garments.

Mist Reaper: CR 6; M Undead; HD 7d12; hp 45; Init +6; Spd 30 ft., fly 50 ft. (good); AC 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13; BAB +5; Grap +5; Atk/Full Atk incorporeal scythe +5 melee (1d8 plus soul poisoning); Face/Reach 5 ft./5 ft.; SA soul poisoning; SQ fog cloud, undead, incorporeal; AL CE; SV Fort +4, Ref +4, Will +8; Str —, Dex 14, Con —, Int 12, Wis 16, Cha 16. *Skills:* Hide +12*, Intimidate +13, Listen +13, Search +11, Sense Motive +13, Spot +13. *In areas of smoke or fog, the mist reaper receives a +8 racial bonus to Hide checks. *Feats:* Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Power Attack.

SA—Soul Poisoning (Su): A hit from a mist reaper's scythe deals 1d2 negative levels to any creature struck. One minute later, the creature takes 1d4 additional negative levels. The Fortitude save to remove a negative level has a DC of 16.

SQ—Fog Cloud (Su): Three times per day, as a standard action, the mist reaper can, by using natural or magically created fog or smoke within 10 feet of it, affect an area around it to a 30-foot radius as if by *fog cloud* cast by a 7th-level sorcerer. If there is no fog or smoke within 10 feet of the mist reaper, it cannot use this ability.

0114 Vingolator Islands (EL varies): Two bands of goblins continually war with each other by raiding on crude canoes between the two islands. The **Rat-Tooth Clan** (200 goblins; CR 1/4; hp 4 each) and **Notch-Ear Clan** (160 goblins; CR 1/4; hp 4 each) were once a great goblin tribe that split when a feud erupted over how to divide a *cursed crystal ball* their war chiefs got off of a slain traveler. Anyone gazing upon the crystal ball must make a Will save (DC 25) or be filled with a desire to possess the crystal ball for themselves, as peering into it reveals the viewers deepest desires.

0115 Blackhawk Pinnacle Isles (EL varies): A heavy drizzle falls on these two jungle choked islands. The islands are teeming with mega-fauna, **giant constrictor snakes** (CR 5; hp 60 each)**, giant lizards** (CR 2; hp 22 each) and **wild cavemen** (War3; CR 2; hp 17 each; AL N; shortspear, club) who battle for survival against a nest of **15 voracious pterodactyls** (see below) whose nests oversee the highest point of the larger of the two islands, giving the winged beasts an excellent view of the terrain. Other hazards of the island include ferocious **smilodons**** (CR 5; hp 50 each), **large vipers** (CR 2; hp 13 each), **dire apes** (CR 3; hp 32 each) and **giant crocodiles** (CR 4; hp 59 each).

Pterodactyls: CR 3; SZ L Beast (10 ft. long); HD 3d10+9; hp 25; Init +0; Spd 20 ft., fly 60 ft. (average); AC 14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13; BAB +1; Grap +10; Atk/Full Atk bite +6 melee (2d6+7); Face/Reach 10 ft./10 ft.; SA improved grab (grapple +11); AL N; SV Fort +6, Ref +4, Will +2; Str 21, Dex 12, Con 17, Int 1, Wis 13, Cha 6.

0116 Waybread Islands (EL 7): Breadfruit trees give these islands their name. Consuming the breadfruit assuages the hunger of any PC consuming it for a full 24 hours, having enough nutrients that no other meal is needed. The verdant underbrush of the island has grown over a great stone ox-cart wheel dedicated to the god Apollo. Those who pray and sacrifice here will not feel tiredness and exhaustion for a full year. A pack of **32 wild dogs** (CR 1/3; hp 6 each) roams the land in search of food.

0126 The Well (EL 14): An eroded Sacred Well of Lost Peoples provides access to a labyrinth under the seafloor. Within one winding passage, a box containing a *ring of spell turning* is wedged in a seam along the ceiling. Wandering through the labyrinth are **8 human fighters**

(Ftr8; CR 8; hp 64 each; *+1 longsword, potion of cure moderate wounds,* small steel shield, chainmail, they have the same immunities as constructs). They are sworn to protect the complex from intruders.

0331 Singing Crocodiles (EL 10): A minor, mountainous islet (too small to be shown on the map) hides a fertile little cove. Amidst the palm trees live **12 crocodiles** (CR 2; hp 24 each), who can sing delightfully, putting maidens and bards to shame. They hide in the underbrush and attack anyone curious enough to investigate this outlandish chorus, singing all the way.

0508 Dolphins (EL 5): Eight dolphins (CR 1/2; hp 11 each) swim the waters of the sea. They are friendly to sailors and beg for fish when they see a ship.

1111 Whales (EL 11): Five sperm whales (CR 6; hp 140 each) live in this area. The whales avoid humans if possible. They feed on octopi and plankton.

1306 The White Stone: Carved into the sea bottom is a round, bowl-shaped depression that is 500 feet across and 50 feet deep. The smooth surface of the bowl is free from seaweed or any other plant growth. In the center of the bowl is a three foot diameter sphere of smooth white stone.

1506 More Whales (EL 10): Four sperm whales (CR 6; hp 140 each), who happily munch on a huge patch of plankton. An abandoned whaling ship floats on the water. The crewmembers are nowhere to be found, and the ship's wood is overgrown with a thick brownish moss that causes Filth Fever (Fort DC 16 avoids). A trunk in the captain's cabin hides four *potions of water breathing*.

1514 The Merchant Vessel: A merchant ship recently sunk in a storm lies on the sandy bottom here. Several hundred pounds hide and leather are beginning to rot and the scavengers have almost finished cleaning the flesh from the bones of her crew.

1613 Horsefeather Cay (EL 9): Horsefeather Cay is a rocky plateau island surrounded by un-climbable steep cliffs. A small trail is cut into the rock along the side of a waterfall that leads to a small cave. The surface of the plateau is covered with long grass and is a frequent stopping place for migrating herds of **pegasi** (CR 3; hp 34). There is a 20% chance that a nursing mare is caring for her foal within the cave. There is a 15% chance that 1d6 pegasi are encountered upon the island per visit.

1714 Giant Eels (EL 7): An underwater kelp forest hides **four giant eels*** (CR 4; hp 30 each). They are swift and deadly hunters, striking with deadly accuracy.

1816 Bottomless Pit and Ancient Tower Ruins: Perched on the edge of a 700-foot diameter hole in the sea floor is a ruined tower made from blocks of black obsidian. The hole goes straight down and has no apparent bottom. The tower was once the citadel of an ancient Orichalan elemental wizard who built his refuge here to study the strange aquatic creatures of the black hole. The tower can be made to magically lift itself from the ocean floor to the surface of the sea and, when the tower was whole, at the will of the tower's owner, the interior of the tower could remain filled with air thus rendering it both a citadel and a diving bell. The tower's owner, a mage of wondrous power (male Orichalan, NE Wiz20/Archmage 5), descended into the pit ages ago and has not yet returned.

1826 Black Stone Snake: Twined in strands of kelp, a black stone statue of a snake 12 foot tall, rests on a shelf on the north edge of a coral reef. The statue is valued at 5,000 gp.

1913 The Jug: A monstrous stone jug sits in a small clearing in a seaweed forest. The jug is made of rough red stone and is sealed with a baked clay stopper. The jug is empty.

1916 Isles of Taka (EL 8): The Isles of Taka are a pair of rocky pinnacles rising up from the frothy ocean. The western pinnacle has a cave on the northern shoreline, inhabited by a **giant octopus** (CR 8; hp 41). A chest within the lair holds 500 gp and a small stone orb that, when activated with the proper command word, has extraordinarily strong magnetic properties.

1916 Sharks (EL 9): The reefs between the Isles of Taka are home to **six ravenous huge sharks** (CR 4; hp 65 each). They attack boats and even small ships aren't immune to their fury.

2014 Nitefire Keep (Castle): Conventional; AL CE; TL 3; 100 gp limit; Assets 715 gp; Population 136 (30 Ftr2s, 6 Rog4 bowmen live in the keep; the others are Com1-2 fishermen and slaves); Mixed (human 50%, half-orc 25%, orc 25%). *Authority Figure*: Asoniun Eastwind, male Ghinoran CE Ftr5 (garrison commander). *Important Characters*: Brul Red-Tusk, male orc CE Ftr5 (sergeant); Quada Sandstone, male half-orc CE Ftr4 (sergeant); Thuk Grahl, male or CE Clr5 (cleric of Braz-Kazon, Battle God of Smoke).

This outlying garrison was established by Rallu as part of their commitment to the shipping trade of the area. The keep was built at a strategic shipping crossroads to provide a night beacon to navigate by. Duty at this keep is usually uneventful and dull, and is considered to be a way to earn promotion back in Rallu. Occasionally an internal skirmish or a sea monster washed up on the beach can provide a respite from the boredom. Passing ships can usually spot some of the garrison's "fierce warriors" calmly fishing off of the 200 ft. stone pier which juts out into the sea from the keep. Unknown to the other inhabitants, Commander Eastwind has been slowly sliding into paranoia and madness. He is constructing an elaborate dungeon of deathtraps in the caverns beneath the keep.

2026 Giant Sea Horses (EL 9): An abandoned underwater stable holds **14 giant sea horses**** (CR 2; hp 26 each), all fully saddled, with 14 masterwork lances made of aluminum also nearby.

2028 Crystal Isle (EL varies): This small rounded lump of rock projecting from the sea hides a marvelous secret. A hidden depression in the center of the island holds a small crystalline city inhabited by nearly **2000 small harmless winged humanoids** (CR 1/100; SZ Fine; AC 18 [+8 size]; hp 1 each; noncombatants) 2 inches tall. The tiny creatures grow an edible moss on the rocks surrounding the city as their sole means of sustenance. They consider normal sized creatures to be titans or worse, and if discovered make offerings of moss to these godlike beings.

2029 Bluta Isle (EL 7): This rocky island has several sandy areas that are used as litter boxes by the several wild cats that roam its shores. A hardy, orange-colored beach grass with small blue flowers is taking over the sandy areas. The tiny humanoids that inhabit Crystal Isle (2028) consider the

flowers a great delicacy but the **wild cats** (CR 1/4; hp 2 each) that inhabit Bluta Isle often kill and eat the winged folk.

2115 Eyes of Pain: Cut into the side of the hill is a grotesque bas relief of a man in great pain. From time to time, the eyes glow at night with an evil blue light. Anyone touching the glowing eyes takes 1d4 points of damage per round of contact.

2214 Manta Rays (EL 9): Lurking on the seafloor are **two poisonous manta rays** (as normal 6 HD manta ray but with poisonous stinger [+15 Atk, Dmg 1d6+15; Fort DC 18; 2d6/2d6 Con]; CR 3; hp 27 each) whose poisonous spines can spell doom to any mariner who wanders near them.

2310 Bronze Pipe: From a 3-foot wide and 5-foot tall bronze pipe set into the sea floor issues a constant stream of very fine bubbles. Breathing the gas in these bubbles causes giddiness and deals 1 point of temporary Dexterity damage.

2520 Sunken Temple: In pristine condition lying beneath the waves sits a sunken temple to the sun god Apollo. It rises to the surface of the water just before dawn or at any other time for the convenience of the god himself when he wills it. Apollo often stops here before he takes to the sky. The temple itself is unoccupied and made of the purest white marble and covered in many parts with pure gold leaf. It is a simple structure with a floor, a peaked roof and 20 supporting columns on either side. The center area is open and contains a golden statue of Apollo. Even the priests of Apollo do not know of the location of this temple. The god has been known to use the temple as a trysting spot.

2602 The Undersea Road: On the rocky sea bottom here has been carved a 20-foot wide road. The road is paved with alternating white and black stone blocks. It starts abruptly, travels in a straight line northwest and then ends abruptly. No seaweed ever grows on this road so it always remains clean.

2610 Sea Horses (EL 9): Nine giant sea horses** (CR 2; hp 26 each) graze on the plentiful alga and kelp.

2722 Bronze Sharks in the Undercity: A perfect octagon-shaped hole in the sea floor is partially filled with silt. Carved into the sides of the 400-foot wide hole are the now abandoned rooms and chambers of an underwater city. Buried in the silt are a large number of small crude bronze sculptures of sharks. There are a total of 70 sculptures that can be salvaged and each is worth 50 gp.

2831 Balcony of the Sea: A stone balcony 50 feet long and 20 feet wide is built out over a great circular shaft in the sea floor. The shaft is precisely circular, 800 feet in diameter, and extends straight down to an unknown depth.

3032 The Sunken Wizard's Tower: The sunken remains of a very high-level wizard's palace built of monstrously large blocks of dark green stone which are now tumbled down and covered with silt and sand. Nothing of value remains here.

3033 Melted Isle (EL 7): This low lying island is composed mostly of mud and sand and is really little more than a mud bank. Several centuries ago this island was the site of a battle of great eldritch powers and as a side effect was submerged by a tidal wave. Off to the north several ruined buildings may be seen on the bottom, when the waters are calm. Diving beneath the waves the PCs may see the extent of the devastation. A central blast point from a retributive strike decimated most of the area. The remains of a tower have become home to **monstrous crabs*** (CR 2; hp 16 each). A successful Search of the ruins (DC 25) uncovers 2,500 gp in gems and a *staff of healing* with 18 charges.

3033 Dolphins (EL 5): A school of **6 dolphins** (CR 1/2; hp 11 each) frolics in the ruins of this fallen city. They watch divers with curiosity.

3430 Zando Cay (EL 3): Zando Cay is a barren rock with only a few shrubs to relieve its starkness. **Weltun Dulgor** (male Dwarf Ftr3; CR 3; hp 22; AL LG; Str 13, Dex 10, Con 14, Int 13, Wis 11, Cha 4; dagger), a dwarf, has been shipwrecked here for two weeks and has grown very tired of feasting upon raw seagull. He has mercantile ties in Rallu and Tula and trades a letter of credit worth 500 gp to anyone willing to take him to the mainland.

3432 Windwraker Isle (EL 6): This sandy island has a few wind twisted trees and little other vegetation to speak of. A ruined stone cottage is almost buried by shifting sands. A skeleton of a four-armed monkey sits on a shelf above the door of the cottage. A PC making a successful search check of the ruin (DC 20), finds a set of ivory dice worth 30 gp, and the dried mummified corpse of the hermit who once lived here. **Eight large monstrous centipedes** (CR 1; hp 9 each) live under the debris.

3505 Giant Sea Turtle (EL 12): What looks like the shimmering dome of a temple in the ruins of an underwater city buried with muck is in fact the 70' diameter shell of a **colossal snapping turtle*** (as normal but with 30 HD; CR 12; hp 420). If it were recovered intact and carried into a port city, it could fetch as much as 50-70,000 gp on the open market. Of course, the turtle isn't going to part with it willingly.

3515 Strangle Weed (EL 9): A one mile diameter and half mile deep circular crater in the sea floor is choked with a very thick forest of kelp and seaweed. In the center, a large lump of metal protrudes from the mud, which can be used in the enchantment of +5 weapons and armor, but these will bear a potent curse that slowly turns the wielder into a toxic sludge. There is a quantity enough for two longswords or one breastplate. **Nine patches of strangle weed*** (CR 3; hp 30 each) stand in the kelp forest.

Radium Pistols

These futuristic weapons are made of a synthetic dark blue metal. They are easy to operate and can hold one cartridge with six shots at a time. The cartridges are made of the same metal and become brittle and useless after being spent. Neither can be replicated by magic. Radium Pistols have a rate of fire equal to the operator's number of attacks, need touch attacks to hit and deal 2d10 points of damage (crit x3). Their effective range is 100 feet, 50 underwater.

Radium Rifles

As Radium Pistols, but inflicting 3d10 damage, double the range and can hold two cartridges at a time.

3529 Mer-Elves (EL varies): Two stone pyramids stand on the edge of a deep underwater rift. A colony of **73 mer-elves** (CR 1/2/ hp 4 each) inhabits the small village between them. The remnants of an elite military — **10 sergeants** (male Mer-Elf War3; CR 2; hp 25; AL CG; Str 17, Dex 16, Con 14, Int 10, Wis 11, Cha 15; coral armor, longspear, net), **10 officers** (male Mer-Elf War5; CR 5; hp 29; AL CG; Str 18, Dex 15, Con 15, Int 11, Wis 13, Cha 11; coral armor, longspear, net, radium pistol, 1 spare cartridge) and **2 commanders** (male Mer-Elf Ftr7; CR 8; hp 56; AL CG; Str 17, Dex 16, Con 15, Int 12, Wis 11, Cha 11; coral armor, longspear, net, radium rifle, 3 spare cartridges) aid in the colony's defense.

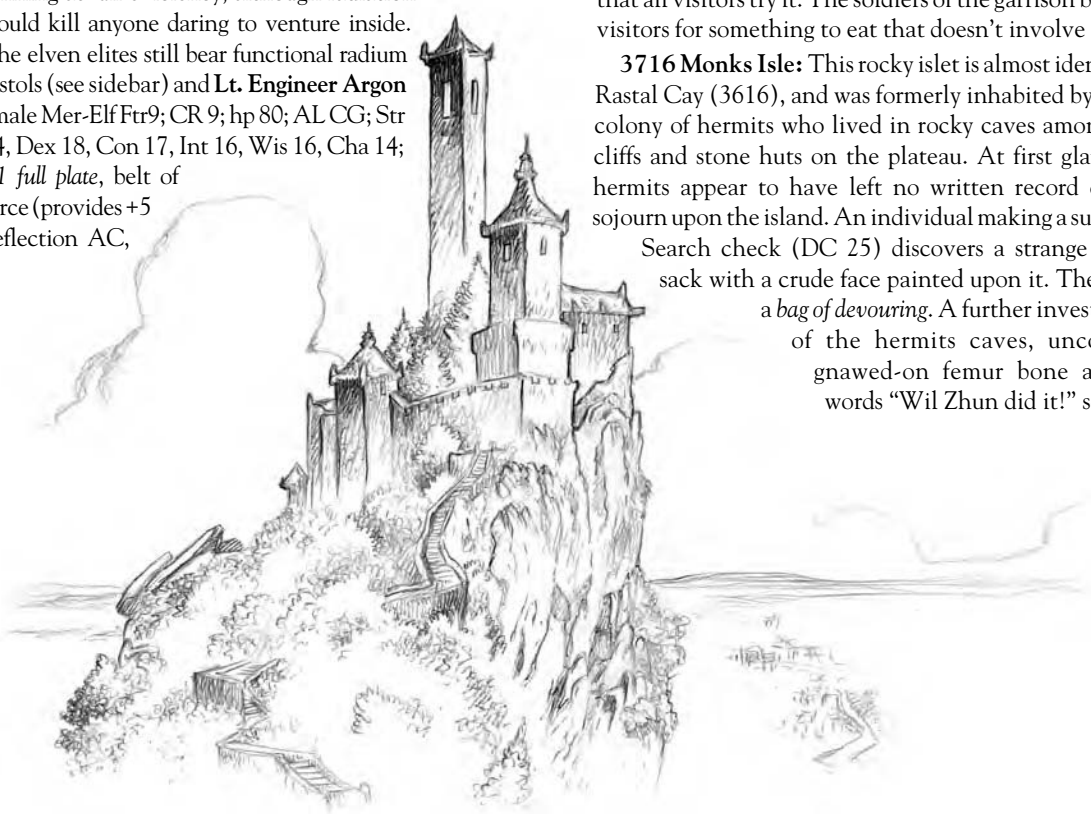
The mer-elves are the descendants of a technically advanced race whose domed metal city lays empty in the rift 21,000 feet below sea level, the marvelous machines still running at full efficiency, although radiation would kill anyone daring to venture inside. The elven elites still bear functional radium pistols (see sidebar) and **Lt. Engineer Argon** (male Mer-Elf Ftr9; CR 9; hp 80; AL CG; Str 14, Dex 18, Con 17, Int 16, Wis 16, Cha 14; *+1 full plate*, belt of force (provides +5 deflection AC, technological), longspear, net, radium rifle, 5 cartridges) has a cache of 30 cartridges with 6 shots each. He is always willing to hire someone to acquire more. He can pay with pearls worth 100 gp each, one for every cartridge, up to a maximum of 50.

3531 Costel Cay: Several 10 foot tall pillars of black stone crown the crest of this gently sloping island. On the shortest night of the year one of the pillars turns white for an hour at midnight. A weapon held in contact with this pillar during the color change is not affected by rust for the next ten years. This secret requires an individual to make a DC 15 Knowledge (arcana) check or a DC 15 Bardic Knowledge check to recall even a bit of the legend behind these pillars.

3616 Sunray Citadel (Citadel): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,025 gp; Population 268 (40 bored warriors War1-3 equipped with leather armor and light crossbows and 27 marines Exp1-3/War1-3 armed with short swords and shortbows make up the garrison; the remainder are Com1-3 servants and laborers or Exp1-3 merchants, tradesmen and craftsmen); Mixed (human 80% [mostly Ghinoran], elf 11%, halfling 5%, gnome 4%). *Authority Figure*: Commander Slieve the Portly, male Ghinoran LG Ftr4. *Important Characters*: Stedly Woolbreeches, male Ghinoran LG Ftr3 (2nd in command); Dullie Potscuttle, male human LG Ftr1 (cook).

Standing on Rastal Cay, Sunray Citadel is affiliated with Dragonscar and serves as a nighttime navigational beacon for passing ships. The fortress itself was poorly constructed of rocks taken from the shore of the inlet below. The garrison here spends more time fighting boredom than enemies. Cook Potscuttle prides himself on his turnip soup made from turnips grown in the keep's garden and insists that all visitors try it. The soldiers of the garrison beg to all visitors for something to eat that doesn't involve turnips.

3716 Monks Isle: This rocky islet is almost identical to Rastal Cay (3616), and was formerly inhabited by a small colony of hermits who lived in rocky caves amongst the cliffs and stone huts on the plateau. At first glance the hermits appear to have left no written record of their sojourn upon the island. An individual making a successful Search check (DC 25) discovers a strange leather sack with a crude face painted upon it. The sack is a *bag of devouring*. A further investigation of the hermits caves, uncovers a gnawed-on femur bone and the words "Wil Zhun did it!" scrawled



3616 Sunray Citadel

upon the wall in dried blood. On the plateau stand twenty-five small, beehive-shaped stone huts. In one of them, sealed into a copper tube is an illuminated religious scroll. This scroll is worth 200 gp to a LG cleric.

3723 The Dragon Land: Burned and blasted, the fragments of a once sumptuous pleasure garden and palace lie scattered about the island. In the center of the palace ruins is the skeleton of an immense dragon. Killed over five centuries ago by a great hero, the carcass was left to rot. The decaying carcass poisoned the land to such an extent that only now are a few hardy weeds able to grow.

3723-3824 Strata Island: This fair sized island was once a garden spot that was taken over by a wicked dragon more than 500 years ago. The dragon was slain many years ago by a mighty hero. The dragon's rotting carcass poisoned the land and killed all of the beautiful plants that once lushly blanketed the island. Only now are a few hardy weeds beginning to grow once more.

3823 The Standing Stones of Qaddath (EL 10): Eleven square blocks of stone with ancient inscriptions in Ancient Kelnoran stand abandoned on a desolate hilltop. The silence is almost absolute, and no plant or animal life disturbs this monument. A cleric reading the inscriptions gains the services of the **aerial servant*** (CR 10; hp 120) here and can conjure it one time in exchange for offerings of incense and pure silver. The creature only serves good clerics: neutral and evil ones are also able to complete the summoning but are attacked instantly – carried as high as the Aerial Servant can fly and released to fall to their death.

3830 Red Willow Cay: The blackened skeletons of four elves lie scattered in the scorched ruins of a small wooden hut in the center of the island's small forest glade. A feeling of gentle melancholy comes upon all who view their remains. PCs making a successful Search check (DC 25) discover ten small wooden tokens carved from birchwood lying about the glade. These magical tokens are each carved with an unknown rune, and, when submerged into any poisonous liquid, they glow with an ominous black radiance.

3905 T'donna Cay (EL 15): T'donna Cay is a wooded island, and often serves as an overnight anchorage for fishermen and merchants. The island's only inhabitant is a quiet old man named **Robar the Shy** (male Ghinoran Wiz15; CR 15; hp 61; AL NG; Str 7, Dex 15, Con 13, Int 18, Wis 14, Cha 8; *amulet of natural armor +2, ring of protection +2, gloves of Dexterity +2, bracers of armor +2, cloak of resistance +3, scroll of dominate person, wand of magic missile (27 charges, caster level 9th), +2 quarterstaff)*, who is actually a retired wizard. Robar likes to keep his former occupation secret, but if approached kindly, allows good-aligned wizards access to any magic spell in his library of 4th level and below.

3906-4006 Kalu Cay (EL 2+): The small islets of Kalu Cay are overrun by large, ferocious **monstrous crabs*** (CR 2; hp 16). These crabs are a gourmet delicacy, but getting one for a meal requires a certain amount of effort on the part of the would be chef to avoid being pulled limb from limb and eaten by its brethren.

3927 Giant Eels and a Sunken Galley (EL 6): At the foot of a reef lies a sunken galley. Its crew of oarsmen are still chained in place though now are only skeletons. Three tons of bronze ingots were being carried as ballast in the bottom of the ship. The stern cabin has an oaken iron-bound chest with 5,000 gp inside. It also is the lair of **two giant eels*** (CR 4; hp 30 each).

4004 Blende Cay (EL 2): A small tribe of **20 kobolds** (CR 1/4; hp 2 each) inhabits the tumble-down ruins of a small fort upon Blende Cay. The kobolds are unable to do more than pilfer small items from the occasional ship's crew that stops to water at the pure spring on the north coast.

4007 Columns of Marble: Twelve columns of marble, two feet in diameter and 12 feet long, lie on the sea bed covered with marine growth. They were deck cargo on a ship which was forced to throw them overboard during a bad storm.

4027 Stone Watchtower: Perched on a rocky eminence overlooking the shore is a four-story watchtower made of stone. The tower is abandoned and has only minor debris in its rooms. The building is in excellent shape with only the entrance door askew on its hinges.

4106 Giant Sea Horse: A lone **sea horse**** (CR 2; hp 26) swims around under the sea. Its rider was killed by a band of sahuagin, leaving behind golden harness and a decorative saddle worth 450 gp.

4123 Sunken Barge: A sunken barge with a cargo of building stones lies on its side in the mud. A chest in the stern cabin contains a complete set of sculptor's tools.

4126 Azzurath the Dragon (EL 15): In the forests southwest of Dragonscar, there stands an ancient mausoleum wrought from white marble and topped by gilded cupolas. The entrance only opens to a paladin of no less than 9th level with the Chimes of Ar Alnir. Inside the mausoleum rests **Azzurath**, an **old gold dragon** (CR 20; hp 350) in the form of a deceased human knight. He is only asleep, though, and awakens when someone enters the sanctum, although he doesn't take kindly to this intrusion unless the gravity of the situation merits his response. His treasure, stored on ledges in the seven circular towers (only approachable by flight) consist of 40,000 sp, 28,000 gp, 300 gemstones worth 100 gp each, a *holy avenger*, a *+3 full plate*, a spellbook, the *book of sanctuaries* (as long as a LG character is constantly reciting from its pages, no harm whatsoever can befall him or his comrades, although they may not attack either) and the *golden vestments of preclusion* which are equal to a *+5 cloak of resistance* when worn by a paladin or a LG cleric.

4128 Birchall (Village): Magical; AL N; TL 6; 200 gp limit; Assets 4,250 gp; Population 680 (Able bodied 170); Mixed (half-elf 85%, elf 10%, human 5%); Resources: Timber. *Authority Figure(s):* Gildren Vanian, male half-elf N Wiz4. *Important Characters:* Xaros Vanian, male half-elf NG Ftr8 (Gildren's father); Clydra Vanian, female Alryan CG Wiz7 (aging matriarch, Gildren's mother); Tyrius Grey, male elf [high] N Rgr4 (leader of the pure elves); Gol-Toresh Greenmantle, female half-elf NG Drd5 (Forest Keeper, servant of Teros).

Hereditary seat of power for the elven tribes of this island, its massive great hall is hewn from the abundant silver birch trees whose timber provides a living for the inhabitants of the village. The pure elves of the island are dwindling due to a shortage of females, forcing the tribe to intermingle with human women (thus shifting the population drastically to a

4224 Dragonscar

half-elven majority). This change in the bloodline of the tribe is creating internal strife as the pure elves resent the newly-gained majority of the half-elves, leading to rumors of an uprising against the Vanians. It is also said that Xaros Vanian seeks to take a younger human wife once Clydra dies.

4224 Dragonscar (Village); Conventional; AL LG; TL 9; 200 gp Limit; Assets 7,750 gp; Population 1,240 (Able bodied 310); Mixed (human 80% [mostly Skandik, some Ghinoran], dwarf 10%, halfling 10%); Resources: Market. *Authority Figure:* Kalgan Silvertongue, male Skandik CG Brd7 (foreman-elect, village council). *Important Characters:* Cartyr Fullbelly, male Skandik LG Pal7 (ranking councilman); Nebs Roundfoot, male halfling LG Ftr4 (ranking councilman); Slage Thundermug, male dwarf [hill] LG Ftr6 (ranking councilman).

A thriving port-market village whose inhabitants have lost touch with their history: a band of warlike traders from the Skandik tribe who beached here hundreds of years before and, inadvertently, wiped out most of the nearby established elven society with an infectious fever. The elves fled south to Birchall, but have never forgiven the brash humans for the disaster which befell them. Vengeful ghosts haunt the nearby hillsides at night. Today the village is one of amicably feuding merchant factions whose squabbling has allowed the brash and bawdy bard, Kalgan Silvertongue, to 'steal' the coveted council election from the more established members by allegedly *charming* the village councilors. Dragonscar's high TL is thanks to trade from the Kingdom of Karak.

4224 The Krag (Citadel): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,350 gp; Population 430 (60 Ftr2 footmen, 20 halfling Ftr2 bowmen, 20 dwarf Ftr3 heavy footmen and 8 Rgr3s serve in the garrison; the rest are Com1-2s); Mixed (human 85% [mostly Skandik, some Ghinoran], dwarf 10%, halfling 5%). *Authority Figure*: Olgen Steelhammer the Dwarf-friend, male Skandik LN Ftr6. *Important Characters*: Raif the Serious, male Ghinoran LG Ftr5 (1st sergeant); Burgen Foambeard, male dwarf [hill] LG Ftr4 (sergeant); Rillo Sharpy, male halfling LG Ftr4 (archer brigade).

If the perception in Dragonscar of Sunray Citadel (3616) is of a poorly-built 'sandcastle' manned by 'gardeners,' then The Krag would be the opposite: an imposing stone fortress and daunting central tower garrisoned by grim, battle-hardened warriors. The Krag was built 147 years ago to deal with sea raiders who were becoming emboldened by successful shore raids onto Dragonscar Isle, and has since seen additional combat against the forest fighters from the elven settlement at Birchall. Olgen Steelhammer is famous for his utter hatred of elves, and the young dwarf Foambeard has many notches on his two-handed battleaxe which he has earned in fierce combat with them. Among other defenses, the Krag boasts catapults, ballistae, and a sallyport, and the walls are reinforced below ground to thwart any sapping attempts. 7 bedraggled sea pirates languish in the one-room dungeon here.

4320 Grey Gull Rock (EL varies): An ominous mass of rock jutting from the sea, appearing barren and lifeless to passing ships. The northern face is, however, an illusory cliff, which conceals a snug harbor. Barely large enough to fit most trade cogs, its secrecy is, nevertheless, quite useful to smugglers. There is a 1 in 6 chance that a smugglers sloop is hidden within harbor. **Smugglers** (Rog2; CR 2; hp 10; AL CN; Str 13,

Dex 11, Con 13, Int 10, Wis 10, Cha 10; leather armor, shortsword, dagger, pouch with 1d10 gp) typically carry a manifest of ten 50 gallon barrels of rum, 800 lbs. or grain, 100 lbs. of narcotic wizard leaf, 10 doses of black lotus (or five times that in some other poison) and 5 lbs. of raw opium oil. The smuggler's leader is **Captain RedEye** (male Skandik War3/Rog2; CR 4; hp 25; AL NE; Str 16, Dex 14, Con 12, Int 10, Wis 7, Cha 13; *+1 shortsword*, 2 daggers, silk rope [50 feet], *+1 studded leather*, 4 pieces of quartz [10 gp each]).

4323 The Standing Stones of Etab Katarmal (EL varies): Almost identical to the Standing Stones of Quaddath (3823), these allow the summoning of another **aerial servant*** (CR 10; hp 120), but this one obeys evil clerics and attacks good or neutral ones instead. It desires the sacrifice of a maiden each time it is called, up to a maximum of six times. Unfortunately for the party, it already has a master: the **Ayatollah Hamid Bashirizhali** (male Dorin Clr11; CR 11; hp 60; AL CE; Str 14, Dex 12, Con 14, Int 17, Wis 18, Cha 14; *+1 dagger* [with black lotus poison], *bracers of natural armor +4*, *flute of the snakes* [summons 2d6 deadly asps, 12 charges], *turban of splendor* [can cast *entrance* once per day], *potion of cure serious wounds* x2, 10 doses of black lotus in a glass vial), an exiled Evil High Priest commands it from his villa on the seacoast. This adobe is inhabited by **22 eunuchs** (male Dorin Ftr4; CR 4; hp 29; AL CE; Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 10; falchion, chain shirt, 5 have a *potion of cure serious wounds*, one has a pouch of *dust of sneezing and choking* with 2 doses) and **30 slave girls** (female Dorin Rog2; CR 2; hp 11; AL CE; Str 10, Dex 16, Con 12, Int 12, Wis 9, Cha 16; dagger [poisoned, Fort DC 14, 2d6/2d6 hp]); all of whom are fanatically loyal to their master. In addition to the many fine silks, statues, musical instruments, drinking vessels, exotic drugs and precious carpets in the villa, the Ayatollah's locked and well hidden treasure room holds 11,000 gp, 50 gold lamps worth 50 gp each, 25 gems worth 60 gp each and a *4' by 6' carpet of flying*.

4324 The Manor House: An abandoned manor house is overgrown with weeds. In the great hall, the crumbling remains of a feast are spread out on a huge oaken table still attended by all the guests and servants though now all are in skeletal form (inanimate).

4418 Zastral Isle: Little more than a windswept sandbar anchored in place of wisps of beach grass. On the southern face, a wrecked longboat lays rotting; half submerged beneath the sands. A nearby dune covers a mail-clad skeleton, the broken sword he bore in life still clutched tightly in his hands.

4428 The Ruined Temple: Built into the center of a large hill is an ancient temple complex. The top of the hill has been scooped out to form an open bowl with stairs leading down at the cardinal points of the compass. Various chambers are carved into the sides of the bowl, now all are empty. The place at the bottom center of the bowl once contained an altar, but it too is empty and has a burnt and slagged appearance.

4509 Barracuda (EL 5): 5 medium barracuda* (CR1; hp 18 each) swim the waters of the sea at this location.

4516 Blue Rock (EL 9+): Sometimes during storms, orange flashes of light have been seen bursting from atop this blue-gray pinnacle of rock. Understandably, many maritime myths attempt to explain the lights. Tales involving everything from malevolent giants to the spirits of drowned sailors are whispered on decks as ships pass through the shadow of the isle. It would be next to impossible to find a crew willing to actually go ashore. The flashes are actually caused by energy released from sonically exploding stones created as the **yrthak** (CR 9; hp 102) native to the island swoops around in search of the islands many **purple worms** (CR 12; hp 200) to feast upon. The purple worms tend to surface during torrential rains as their wormholes flood. There is a 2 in 6 chance of encountering a purple worm for every mile PCs travel upon the island. On a roll of natural 6 the PCs have been spotted by the yrthak, which instantly attacks.

4526 Bondpart (Village): Conventional; AL CG; TL 8; 200 gp limit; Assets 6,000 gp; Population 960 (Able bodied 240); Mixed (human 70% [mostly Skandik and Ghinoran], halfling 20%, dwarf 10%); Resources: Fish. *Authority Figure:* Larga Blackhair, male Ghinoran LG Ftr5 (constable). *Important Characters:* Braxus Gildenhorn, male Ghinoran CG Exp7 (cloth merchant, head of the merchant's guild), Silvy Buckleburr, male halfling LG Brd6 (proprietor of the Parched Perch, often found prancing around with his trousers down after a night of drinking); Dernwater Dunn, male dwarf [hill] CG Clr5 (priest of Brigit); Ely Bignose, male halfling NE Rog5 (poses as erstwhile fishmonger).

Bustling port city whose newfound success has drawn unwanted attention from pirates. The merchant's guild is demanding greater protection from Constable Blackhair. A notice posted in the square offers three silvers per day to new recruits to the militia. Recently, there has been talk about a legendary sea dragon which will make its centennial return to this harbor any day now. A small thieves guild has sprung up in the village and it is robbing merchants blind.

4526 Odin's Fist (Citadel): Nonstandard; AL LG; TL 6; 100 gp limit; Assets 538 gp; Population 172 (30 Mnk1s, 5 Mnk2s, 5 Mnk3s and 3 Mnk4s guard the monastery; the rest are initiates and menial servants); Isolated (human 90% [mostly Ghinoran and Skandik], elf 5%, dwarf 5%). *Authority Figure*: Kurjen, male Skandik LG Mnk5 (Fist of Odin). *Important Characters:* Bjurl Stonehand, male Skandik LG Mnk4 (head of the acolytes); Sygril White, female Skandik LG Mnk4 (keeper of the archives).

This hastily-built sandstone keep is the result of a compromise between Bondport's Constable and Brother Kurjen. Larga needed to establish a stronger defense on the outskirts of town, and Kurjen wanted a place where he and his fellow devotees of Odin could practice their discipline outside of the frivolousness of the village. Now the merchants of Bondport have their extra protection against pirates, and the monks have their peace. These devout monks spend equal amounts of time meditating and honing their martial skills.

4528 Rhinos (EL 6): The tall grass in this nook of the island conceals a **pair of black rhinos**, (CR 4; hp 70 each) who go after intruders with an extraordinary zeal.

4613 The Abandoned City (EL 0 or varies): A 200-foot wide rift in the sea bottom has had the sides carved into a city. The sahuagin who built this city have all moved

away. It is now abandoned and falling into rubble with the exception of one group of chambers. These are kept in good repair by parties of **sahuagin** (CR 2; hp 11 each; trident), sometimes accompanied by **sahuagin lieutenants** (Ftr3; CR 5; hp 24; trident, net, heavy crossbow) or **sahuagin leaders** (Ftr4; hp 38; trident, harpoon) passing through the area who pause to rest here.

4616 Castaways and Sharks (EL 8): A raft of **6 shipwrecked sailors** (Human War2; CR 1; hp 12 [4 due to starvation]) floats on the water. **Ten sharks** (CR 1; hp 16) circle around them, expecting a hearty meal. If rescued, one of the sailors offers his three golden teeth (worth 1 gp each) for a passage to Dragonscar.

4628 Blue Lightning Rock: Perched on top of a rocky pinnacle are the remains of a wizard's tower. The sharp, jagged column of rock beneath is virtually impassable; access is only possible by air. The tower was built out of dark blue stone. The roof of the tower has fallen in, filling the sixth floor with rubble. The floors of the tower and the two levels of cellars built into the rock beneath are spotlessly clean and have no contents except for the bottom-most cellar room. Here is a copper plaque on the wall with an inscription in common reading "I have gone on to other tasks. Make of my old dwelling what you will."

4713 Abandoned Farming: Underwater farming and livestock areas were built here by the sahuagin of 4613. They too are abandoned and falling into ruin.

4717 Bobber Cay (EL 3): An old fisherman carries out his hermitic existence on this lonely isle. **Old Gornk** (Human Male Com 4; CR 3; hp 16) wants only to be left alone by the outside world. His driftwood shack is decorated only by the beautifully carved wooden bowls he works at while waiting to feel a tug on one of his lines.

4720 Karden (Village): Nonstandard; AL N; TL 7; 200 gp limit; Assets 5,500 gp; Population 880 (Able bodied 220); Mixed (human 80% [mostly Karakhan, some Ghinoran and Skandik], halfling 15%, half-elf 5%); Resources: Spices. *Authority Figure:* Telor, male Solari LN Clr6 (chosen of Nephthlys). *Important Characters:* Ka'al Shurik, male Karakhan LN Ill5 (herbmaster, merchant); Shadira Mudw, female Karakhan NG Drd5 (cult of Kutienna); Coerl Redback, male Alryan LN Ftr5 (farmer, militia marshal).

Karden is situated in the only zone of the island with workable soil for farming, and is known for the quality of the herbs and spices grown here. The majority of the spices are grown and exported for culinary consumption, but a wide variety of herbs prized by those in the magical arts is also grown here under close supervision by Herbmaster Shoreling. Each year a caravan of Rocs carrying representatives of the Schools of Magic from Tula comes to Karden and carries off the bulk of these special herbs for a handsome price. Man eating plants and scarecrows aid the crop patrols. Karden's prosperity is reflected in its round, copper and glass domed houses, shrines and the terracotta bathhouse (where all sorts of meditative drugs are smoked under rainbow colored glass panes), all built in accordance with Karakhan tastes and numerology. A ranger spotted strange blue lanterns off the shore some nights ago, but no ships were found in the morning.

4729 Dourden (Hamlet): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,750 gp; Population 560 (Able bodied 140); Isolated (dwarf 95% [hill], human 5%); Resources: Salt. *Authority Figure:* Garm Clayfist, male dwarf [hill] N Ftr4 (Stonewarden). *Important Characters:* Sheil Ruster, female dwarf [hill] LN Clr5 (priestess of Morg); Dreyden Forgewright, male dwarf [hill] LG Ftr4 (1st smith); Olgen Quickhand, male dwarf [hill] LN Exp5 (1st engineer).

This isolated and unusual dwarven colony was established recently but is already well known to the surrounding civilizations for their salt mining. Their method of salt production (evaporation) has made salt more affordable for the primitive island societies in the area, subsequently bringing in a flood of new wealth to the colony. While this wealth has contributed to the sprawling underground complex which serves as their home, it is beginning to cause rifts in the tight-knit band of workers as factions align against each other. Sheil accuses Garm of skimming profits in the trade with Dragonscar. Contests of axe throwing are held often. Some dwarves say the wizard's tower on Blue Lightning Rock has eight hidden rooms filled with gold.

4805 Dead Gull Rock: Tanta fishermen seeking refuge from stormy seas often use the crude stone shelter on this islet. Rainwater collected in natural stone basins has saved the lives of many local fishermen who awakened after a storm to find their boats swept out to sea.

4815 Lena Isle: The light from burning driftwood and whale oil in the navigation beacon atop the island's garrison can be seen for miles. Life on Lena Island is comfortable when compared to many of the surrounding islands. Grassy, gently rolling hills and springs of cool sweet-water dot the island.

4815 Karroch's Keep (Citadel): Conventional, AL N; TL 6; 100 gp limit; Assets 650 gp; Population 210 (40 Ftr3s guards, 5 Clr1 initiates, 5 Clr3 clerics and 2 Clr4 priests are the main forces; the rest are Com1-3 slaves and Exp1-3 acolytes); Isolated (human 100% [Karakhan]). *Authority Figure*: Kamil Shand, male Karakhan N Ftr4. *Important Characters*: Manohar Tag, male Karakhan N Clr12 (High Priest of Karttekeza, Karakhan demi-god of War); Mazin the Bejeweled, male Karakhan N Clr4 (Manohar's second); Jayanti the Victorious, female Karakhan N Clr4 (keeper of the sacred peacocks).

Karroch's Keep is inhabited by fanatical devotees of the warlike demi-god Karttekeza. They are charged with maintaining a navigational beacon and watching for pirates. The keep's well tended gardens house a tall temple-tower. Eight peacocks dwell in the gardens, and Manohar Tag can also summon The Peacock of Karttekeza, which stands 10 feet tall and possesses semi-divine power (Divine Rank 0).

4816 Spouter Rock: An odd rock formation gives the island its name. Waves hitting just right have been know to cause water spouts dozens of feet high into the air. The spouts are visible several miles on clear days and are used as a landmark by sailors.

4829 Black Stone Obelisk: A white stone obelisk appears to 'grow' from the rough brown rock of this island ridge. The top five feet of this 80-foot tall obelisk are made

of a black stone. Minute carvings and hieroglyphs cover every square foot of its four sides, but they are so time-worn as to be undecipherable.

4904 Holmdal Kay: Several large stone-lined pits now mark the foundation of what once were a magnificent wooden palace and its out-buildings. No one now knows whom it belonged to and the ruins have long since been stripped bare except for a small copper dagger hidden in a crack between two large stone blocks.

4907 Dasto Pinnacles: Naught but a lump of barren rock only inhabited by flocks of sea birds. Washed into a crevice between two rocks is a carved wooden statue worth 100 sp to a druid.

4909 K'DALA (Hamlet): Conventional; AL CE; TL 4; 100 gp limit; Assets 1,875 gp; Population 200 (Able bodied 150); Isolated (orc 100%); Resources: Fish. *Authority Figure(s):* T'gona BlackSpear, male orc LE Ftr4 (chieftain). *Important Characters:* Zeek Longfang, male orc CE Ftr4 (second spear); Gretchl Sandmane, female orc CE Ftr2 (spearwife).

K'dala is the impromptu home of a band of wayward orcs who were *gated* here accidentally during a duel between powerful sorcerers. The most recurring source of strife here lies in the fact that only a few females were gated in along with the males, and so competition for breeding rights is fierce, while the Spearwives have become quite good at bargaining for luxuries. Recent attempts by the tribe to build canoes out of tree limbs and bark have been laughable failures (usually sinking within 20 feet of the shore). Still, they keep at it. It is rumored that the beacon shining from the island to the south is set by marooned human females who lust for companionship. It is also rumored that the intact remains of a longship can be seen on the small island to the north.

5116 Devils o' ye Sea (EL 12): A company of **35 sahuagin** (CR 2; hp 12; trident; one has a *+1 trident)* have lost their leaders on an expedition to a sunken temple of Apollo. They avoid travelers unless they suspect an easy prey. They carry six electrum statuettes worth 300 gp each.

CHAPTER THIRTEEN
SEA OF FIVE WINDS

The city state of Tlan, one of the Ghinor Successor States in ancient times, has fallen greatly during the past centuries but is still the most politically active entity upon this western shore of the Sea of Five Winds. There is little civilization here. Huge forests within hilly terrain fill the uplands. The forests are even denser in the lower shore lands and no serious attempts have ever been made to attempt road building in this region. The lowlands are somewhat cooler and milder. The Vastern Canyon in the north is reputed to be rich in minerals but the inhospitable terrain and forest has prevented development. The Hutamah Jungle is the source of many unusual herbs and plants used in alchemy. The Falls of the upper Destathrone River are considered the most spectacular within the Wilderlands.

Humans dominate the region. Most are of Ghinoran blood or mixed ancestry, though there are many of the ubiquitous Tharbrians and Antillian merchants or adventurers. Some Alryans may be found in the region's cities, often holding important governmental or administrative positions. Because of the region's proximity to the desert lands, there is also a substantial number of desert-dwelling Dorin.

GEOGRAPHY

All regions west of Govannon Scarpe are considered Warm unless otherwise noted. East of the Scarpe features are considered Hot, Wet unless otherwise noted.

Andaman Isles: The Andaman Isles are fertile and densely populated with edible vegetation. A band of **35 chaotic pygmies** (CR 1/2; hp 8 each) inhabit the islands. The pygmies forever carry out the will of **Meabe Mij** (male human Wiz8; AL CE; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8; Quarterstaff, 2 daggers, *ring of protection +1*, *bracers of armor +1*, *wand of magic missiles* [23 charges], *wand of fireball* [31 charges]), an insane wizard who won their favor by performing huge fireworks displays for them. **Ten deformed dwarves** (CR 1/2; hp 4 each) hide among the rocks on the northern-most island, victims of Meabe Mij's strange experiments. A wrecked merchant ship containing 100 barrels of salt has washed up on the shore of the southern-most island.

Bentbriar Gulch (Rugged Hills): This gully east of the Saddlebacks is inhabited by orc raiders preying on trade caravans. **Encounters:** behir, ogres

Brinth River (Rough Aquatic): Rapids filled river east of the Saddlebacks.

Buto Butte (Rugged Hills): Rising 150 ft. from the coastal plain, Buto Butte looks out across the northern Sea of Five winds. **Encounters:** hill giants

Cerd River (Calm Aquatic): Deep inlet from the sea, the Cerd flows through and feeds the Scarlet Forest. **Encounters:** fisherfolk, giant fish

Cougar Stream (Calm Aquatic): Northern fork of the River of Prosperity, the Cougar reaches the Pacari Ridge base.

Destathrone River (Calm Aquatic): Scholars say the Throne of Destiny was lost in this river 8,600 years ago.

Dragonspate Geyser (Stormy Aquatic): A large mound of rock with two outflow holes, the geyser looks like a roaring dragon's breath. It blasts every other day at midday.

Eye Ring Stream (Rough Aquatic): Southern fork of the River of Prosperity, the Eye Ring flows through several rock formations and boulders, each one worn smooth and looking like a titan's ring.

Five Winds, Sea of the (Rough Aquatic): The blue waters of this sea are often subject to violent hurricanes and tropical storms.

Often, seemingly without explanation, the weather will become bitterly cold with blizzard like conditions. The weather is the most erratic around the Isles of the Blest. Though the sea sees some merchant vessel traffic, it is not enough to be designated as Busy.

Folkswealth Stream (Calm Aquatic): Gently curving fork of the Opel river. Forded in two places. **Encounters:** river halflings, merchants

Frulith Stream (Calm Aquatic, Busy): A wandering outlet of the Samhain, the Frulith is a resource heavily used by the village of Carrion.

Gerfalcon River (Calm Aquatic): A narrow river ending at the coast, the Gerfalcon feeds the southern Scarlet Forest. Sea lions make their way up the river occasionally to lie on the banks.

Goldenshorn Peak (Forbidding Mountain, low peak/high pass): A looming peak rising 11,200 ft. from the surrounding lowlands. Griffons nest near the summit. **Encounters:** giant eagles

Granerek, River (Calm Aquatic): Gathering point of the Viper, the Granerek slows down and widens with the Brinth to form the Destathrone River.

Hekaloth Stream (Calm Aquatic): Reaching the central Pacari Ridge, the Hikaloth slows and widens to make a shallow boggy area just before reaching the ridge.

Hutamah Jungle (Dense Forest): Large stand of giant palm trees and bamboo thickets, the Hutamah is very difficult to traverse. Feral Halflings are found in the interior. **Encounters:** carnivorous plants, feral halflings, giant snakes

Insfaile Isle: Insfaile Isle is covered with huge boulders that prevent vegetation from growing except for a few wild flowers that have popped up between the rocks. A **giant toad** (CR 3; hp 22) with a blue gem worth 200 gp encrusted on its head devours water rats that have infested the island. The gem loses its magical ability when the toad is slain. The remainder of the island is overrun with **500 dire water rats** (CR 1/3; hp 5 each).

Larak River (Calm Aquatic): Breaking from the Widestride River, the Larak flows through and feeds the Zamilak jungle.

Needles Peak (Rugged Mountains, low peak/high pass): Named for the sharp spires of rock jutting from the summit of the mountain.

Opel River (Calm Aquatic): Outflowing branch of the Destathrone, the Opel bisects the northern Scarlet Forest.

Ophirising Stream (Calm Aquatic): Low banked, easily forded stream. Flooding is common in the spring.

Pacari Ridge (Rugged Hills): Named for a mysterious tribe of goblins known to frequent this area. High atop this ridge are many giant ancient, unusable war engines facing south in dugout ramparts surrounded by many grave markers. **Encounters:** wild boars, lions

Pallid Cliffes (Rugged Mountains, low peak/high pass; Cold): Snow covered mountains, the wind allows the snowline to stay considerably lower than in other areas. **Encounters:** wild apes, yrthak

Pardolock Jungle (Dense Forest): Covering the southeastern end of Tirnanog Isle, this jungle is home to carnivorous apes. The apes threaten the surrounding villages. **Encounters:** dire tigers, dire apes, giant insects

Prosperity, River of (Calm Aquatic): Breaking from the Widestride River, explorers have found gold nuggets resting on the bottom of the river. No mine or source of the wealth has been found.

Rmoahals Reaches (Moor, Dry): Vast dry scrublands south of Dotard, the Reaches are largely devoid of life save for hardy predators and small rodents. Some dangerous creatures such as trolls and manticore have been encountered here.

Saddleback Mountains (Rugged Mountains, low peak/high pass): Rich in tin, lead and iron. The mountains often resemble a saddle due to glacial basins. Goldenhorn Peak shines brightly in the sunshine as its highest peak. It is said that the Hermit of Winter lives upon the Goldenhorn, the highest peak in the mountains.

Samhain River (Calm Aquatic): A salty coastal river, the Samhain is tended by a druid hermit who lives in the woods around the waterway. **Encounters:** river trolls, woodsmen, merchants, druids

Scarlet Forest (Medium Forest): Dominated by evergreen woodlands, the Scarlet Forest covers much of the central lowlands along the coastline. **Encounters:** orcs, druids, goblins

Seithor Gulf (Rough Aquatic): A churning bay, the Seithor Gulf is a well used harbor for the villages of Longbottle and Oathcoomb. **Encounters:** merchants, naval vessels, plesiosaurs

Sekmet River (Calm Aquatic): Shallow, silty river drawn from coastal surf.

Semele Streamlet (Calm Aquatic): Short branch of the Stibium, the Semele emerges from the southern Smokevelt.

Smokevelt Forest (Medium Forest): Large stand of oak and maples, the Smokevelt has beautiful foliage in the early fall. Elves living in the Smokevelt trade art with men of surrounding villages.

Spice Bush Stream (Calm Aquatic): The flora surrounding this stream gives off a pleasant sweetspice aroma. The plants grow nowhere else but along this stream's banks.

Stibium River (Rough Aquatic): A deep spur channel from the Widestride River, the Stibium is a rushing, churning river.

Swallowtail Stream (Calm Aquatic): Southern source river for the Destathrone. It is a clear and cold stream.

Tamewood (Medium Forest): A stand of massive cedar trees east of the Saddlebacks. An ancient dryad lives near the eastern edge of the forest. **Encounters:** fey, woodsmen, halflings.

Tanglebush Stream (Calm Aquatic): Stream feeding the southern Zamilak. Carnivorous fish swim its waters.

Tethered Dale (Grasslands): Pastoral lowland protected from harsh coastal weather, the Tethered Dale has many varieties of wild grapes growing around its perimeter. **Encounters:** farmers, herdsmen, wolves

Tirnanog Isle: Tirnagog Isle is traditionally a stopping point for migrating ducks. Monkeys infest the jungles on this island due to the large amounts of banana trees that grow here. Its principal resources are quartz, spices, bananas and an especially large and succulent species of lobster. A disgruntled female **manticore** (CR 5; hp 57) and her **2 cubs**

(CR 3; hp 27; otherwise as normal) live on the northern edge of the island. Her mate was stunned and killed by the monks, when it swooped in to attack them by the stone cliffs, after they easily batted away its tail spikes. The **4 monks** (Mnk4; CR 4; hp 24 each) have vowed to a undertake a year of secluded silence under a huge stone near the cliffs on the southern edge of the island. A band of **20 gnome adventurers** (10 gnome fighters Ftr1, CR 1, hp 13 each; 3 gnome wizards Wiz1, CR1, hp 9 each; 5 gnome rogues Rog1, CR1, hp 8 each; 2 gnome clerics, CR 1, hp 11 each) have fragments of a treasure map they found on this island. A Search of the island (takes 24 hours, DC 30; searchers cannot take 20) reveals the remaining piece of the treasure map, which is hidden in a monkey's nest just outside the manticore's lair. The treasure (2,000 gp) and a small *+4 breastplate*, are buried under a pile of rocks on the island.

For more on this island, see the City State Campaign Installment *Isle of Tirnanog* by Scott Fulton, from the classic Judges Guild *Pegasus* magazine, Issue 4, available for download from *www.judgesguild.com*.

Vastern Canyon (Dense Forest, Giant): Dropping nearly 100 ft. from the southern Menuquet Plains, this heavily wooded box canyon is home to several owlbears. **Encounters:** hydrae, manticores

Viceroy Mountains (Forbidding Mountains, low peak/high pass, Giant): This long range extends south through the Ament Tundra where vast glaciers are common. A strange gravity anomaly causes water to flow uphill for a short distance. It is said that this chain was named by the leader of a vasthost who was slain by an Overlord for claiming all the lands he could see from the mountaintop. **Encounters:** travelers, mercenaries, merchants, hobgoblin bandits

Vigil Sound (Calm Aquatic, Busy): The inlet to the Destathrone river is usually busy with sea traffic to and from Elveskeep.

Viper Stream (Calm Aquatic): One of the sources for the Destathrone, the Viper is a small glacial stream that builds into the Granerek.

Whitehorses, River of (Rough Aquatic): Named for the whitewater at the mouth of the river, the River of White horses is a churning and violent river.

Widestride River (Calm Aquatic): Legends state that a giant tried to step across this river but was hamstrung by a barbarian with a great sword. The river diverted by the giant's body caused a strange island to appear where the body fell. Other legends claim that the river was actually straddled by the god of giants in order to destroy an invading demon fleet. The giants themselves prefer the second legend.

Windwail Bluff (Rugged Hills): A focal point for offshore gales, the Windwail Bluff protects the western lands from the storms of the Sea of Five Winds. **Encounters:** ettins, minotaurs.

Windward Peninsula (Grasslands): This wind-blasted peninsula contains rich soil.

Zamilak Jungle (Dense Forest): Dense stand of palms that block out nearly all sunlight, the Zamilak is a dark and chilly place. **Encounters:** carnivorous plants, primitive tribesmen, degenerate first men.

Specific Locations

0102 Stone Calendar (EL 1): On a small grassy mound is a flat round calendar stone embedded in the ground. **Three goblins** (CR 1/4; hp 4 each) are on their knees trying to dig up the calendar stone with their hands. The wheel has elf runes on the outer edge and a pink diamond worth 1,235 gp at the center. The calendar is divided by four silver rays radiating from the diamond and separating the seasons.

0110 Vastern Hold (Castle): Conventional; AL LG; TL 3; 100 gp limit; Assets 1,813 gp; Population 580 (60 men-at-arms War1-3, 40 longbowmen War1-3, 30 squires Ftr1-2 and 15 knights Ftr4-5 serve Sangravard and defend the castle; the 435 are Com1-3 servants and peasants, Ari1-3 Buchand family members or Exp1-3 retainers, servants, grooms and footmen); isolated (human 96% [some Ghinoran], other 4%). *Authority Figure:* Sangravard, male human LG Ftr5. *Important Characters:* Basilea Eanor, female elf [wood] CG Rog4 (lover of Sangravard, jealous of his wife) Teenade, female human CG Wiz2/Ari3 (wife of Sangravard).

The Buchand family built Vastern Hold as protection against wandering bands of orcs over 300 years ago. The current scion of the family, Sangravard is a just and noble ruler. He is at odds with his wife by arranged marriage, Teenade. After 10 years of marriage, she is not with child. Sangravard wishes an heir, but desires Basilea, a wood elf, to be the mother of his child. The bizarre love triangle is the subject of much gossip in Vastern Hold.

0117 Hollow Statues (EL 2): A **dire weasel** (CR 2; hp 13) and **three very young dire weasels** (CR 1/4; hp 1; noncombatants) are nesting in the hollow chamber of a giant bronze statue of a tiger poised to leap. The monster does not leave the chamber but attacks anyone who enters or disturbs the statue.

0124 Rock of the Tethered Dale (Castle): Magical; AL N; TL 5; 100 gp limit; Assets 1,375 gp; Population 440 (100 Peace Guardians Ftr1-3 and 15 elite Citadel Guardians Ftr5-6 maintain the sanctity and peace of the citadel, and when they fight are trained to inflict only nonlethal damage; the remaining 325 are Com1-3 peasants and common inhabitants of the castle, Exp1-3 retainers and servants or various other classes who follow Nvlok's teachings, and like the citadel guards are trained to inflict only nonlethal damage in combat); isolated (human 96% [mixed, some Ghinoran], other 4%). *Authority Figure:* Nvlok the Wise, female human N Wiz6. *Important Characters:* Etrasghok, female half-orc CN Ftr7 (overzealous captain of the garrison; she has been known to use real violence against foes in her defense of Nvlok and her followers).

The Rock of the Tethered Dale is an isolated community built around the domed castle of Nvlok the Wise. Practically a matriarchy, the people of Nvlok — as they call themselves — seek inner beauty and are pacifists. Many in the surrounding area seek out Nvlok for her wisdom. She is rumored to be over 100 years old (or "years young" as she prefers). Etrasghok is very sensitive about her "beauty" and angers easily.

0131 Muster (Hamlet): Magical; AL N; TL 6; 100 gp Limit; Assets 813 gp; Population 260 (Able bodied 65);

Mixed (human 80% [mostly Ghinoran], elf 15%, gnome 5%); Resources: Timber. *Authority Figure:* Valacar the Small, male Dorin N Wiz4. *Important Characters*: Bumkin Lowder, male Dorin N Wiz3 (alchemist); Shienia the Dazzler, female Tharbrian LG Wiz3 (student); Finn Farkin, male Ghinoran CE Wiz2 (woodsmith); Hardir Lumpin, male human CG Ftr2 (The Mirage Inn).

A forest of hardwood trees provides Muster's lumberjacks with steady income. Lumpin's Larder is the local tavern where Valacar teaches elementary levitation between bowls of stew. The fortified inn has a stable and storage shed for sorted woods. Shienia is the daughter of a petty king studying here incognito. The nearby forest has many ebony trees and the elves select each one before it is cut and sold. Peculiar flying squirrels inhabit the forest and have been known to swarm attack if frightened. Their bite is mildly poisonous but the teeth stay imbedded in the victim. They are called Demonets by locals due to their black blood.

0203 Kalieman (Hamlet): Conventional; AL CG; TL 5; 100 gp Limit; Assets 988 gp; Population 316 (Able bodied 79); Mixed (elf 90% [mostly wood], human 10%); Resources: Market. *Authority Figure:* Wuiflimb Gam, male elf [wood] CG Ftr4; Chumbrittle, male human N Wiz6 (Prancing Fairy Inn). *Important Characters*: Isilfirien, female elf [high] CG wiz4 (ambassador); Litheamyra, female elf [wood] CG Wiz3/War3 (princess); Aeldia of the Light, female elf [wood] CG Clr5 (Pan).

Kalieman is considered a principle repository of elvish history. The sagas, poems, songs, and genealogy are passed on over generations by word of mouth alone. This method was chosen ages ago as the safest way to protect the knowledge. Only elves and elf-friends are permitted to attend the twilight recitals. Despite this hidden purpose, the elves have established mercantile contracts to supply flowers, spices, and wooden sculptures at the market. Another secret is the alliance with the local Fay Kingdom of the butterfly fairies. The butterfly fairies are nomadic and the only sign of their presence are the fairy rings near tinkling brooks and flowerbeds.

0206 Skull Bush (EL 2): A leafless bush on a barren mountainside appears to be dead. Growing on the branches are seven tiny skulls that have glowing eyes. The skulls swing to and fro with the breeze and make a chattering noise with their teeth when anyone approaches. The skulls can shoot poisonous thorns that grow on the bush at anyone that comes within 200 feet (+15 ranged attack; 1d4 plus poison [Fort DC 18; 1d4/1d4 temporary Constitution]). Any hit upon a skull causes it to crumble and a pearl worth 80 gp can be found in the dust.

0208 Wardholm (Hamlet): Conventional; AL CN; TL 4; 100 gp Limit; Assets 1813 gp; Population 580 (Able bodied 145); Mixed (human 95% [some Dorin and Ghinoran], dwarf 5%); Resources: Tin. *Authority Figure:* Puranor Jiloman, male human CE Ill6. *Important Characters:* Jomangy Oakenfang, male human N Ftr5 (high sheriff); Farthin Trinose, male Dorin N Ftr4 (sheriff); Potts Parnost, female Dorin CE War3 (The Tin Golem Tavern); Kaelm the Idiot, male human CE War2 (mine hetman).

Many wards have been placed upon the ancient Jiloman Manor and the rumors of cruel experiments by the family have kept this chaotic mining hamlet relatively safe from raids. The Tin Golem closes each morning with a rousing brawl. Kaelm is quite insane but is considered god-blessed by the villagers. His strength is renowned and he often greets newcomers with a gift of rotten fruit.

0215 Wolly Hollow (Citadel): Conventional; AL N; TL 2; 40 gp limit; Assets 125 gp; Population 100 (15 elf guard Ftr1-3 and 10 skilled hippogriff riders Wiz1-3 defend the citadel and fight fires (the wizards are equipped with water spells and scrolls); the remainder are Ari1-3 elven nobles, Exp1-3 specialists, Adp1-3 assistants or Clr1-2 priests); isolated (elf 90% [mostly high and wood], other 10%). *Authority Figure:* Hegemot Var, male elf [wood] N Ftr4. *Important Characters:* Seusilla Ivorwen, female elf [wood] CE Clr5 (Mother of Hegemot Var). Aspara Amlaith, female elf [high] LG Pal3 (Knight Errant of Cirdon). Gorm, male human NG Exp3 (blacksmith).

Wolly Hollow is a grand citadel made of tall redwoods that inexplicably grew just beyond the tree line of the forest. Built almost 100 feet in the air, a hereditary monarch rules this citadel of elves and a council governs most of the surrounding forest. Members of the citadel's fire brigade ride hippogriffs and use water spells to stop occasional fires in the forest. Seusilla abdicated her position of authority due to pressure from the Gansraad, a council of elders. She secretly plots to assassinate Hegemot and retake the throne. Aspara has taken a position as a stable maid to keep an eye on Seusilla. She fancies the human smithy Gorm.

0221 Ladenhollow (Village): Conventional; AL N; TL 6; 200 gp Limit; Assets 5,900 gp; Population 944 (Able bodied 236); Mixed (human 80% [some Ghinoran]; dwarf 15%, elf 5%); Resources: Weapons. *Authority Figure:* Astik the Ox, male human LE Ftr7. *Important Characters:* Birtel the Bald, male human LG wiz3/exp 5 (swordsmith); Thrain Amonshield, male dwarf N wiz2/exp6 (weaponsmith enchanter); Boromin, male dwarf NG Ftr2/exp4 (crossbow maker); Minelya the Younger, female elf [wood] CG Wiz/exp3 (fletcher); Mentha Stribin, male human LG Ftr2/exp4 (bowyer); Tasty Foxglow, female Tharbrian NE Ftr4/exp3 (pole arms).

The true origin of this village nestled in a green valley is lost in time but it is generally held that the founders were siege engineers from a defeated army. Thrain keeps his heat treatment methods a carefully guarded secret and bodyguards keep prying eyes from the shop. Lord Astik has many connections with noble families in the region and arranges prepaid arm shipments. The purchasers customarily provide shipment security. The Fireshade Armory serves as the storehouse and local tavern.

0307 Dragon Statues (EL 2): A horned dragon statue is mounted atop a carved wood pillar 25 feet high. A silver crown worth 8,700 sp is on the dragon's head and small winged dragons are carved on the deeply set pole. Anyone removing the crown causes a spray of acid from the dragon's mouth to hit all within a 30-foot cone, inflicting 1d10 points of damage per round (Search DC 25; Disable Device DC 25; DC 13 Reflex avoids) until the crown is replaced. Stepping upon a stone platform in front the pillar will cause a recording and PA system beneath the stone to activate. The audio system will not function if removed. The device will demand a sacrifice and then moan louder and louder while on the stone.

0312 Tatter Grove

0312 Tatter Grove (Village): Non-Standard; AL N; TL 6; 200 gp Limit; Assets 7,900 gp; Population 1264 (Able bodied 316); Mixed (dwarf [mountain] 100%); Resources: Lead. *Authority Figure:* Garundan Irongrip, male dwarf [mountain] LE Ftr8 (Iron King). *Important Characters*: Binki Ironbelt, male dwarf [mountain] NG Ftr6 (Hero of Shadetroll Peak and Captain General); Angbor Ironbottom, male dwarf [mountain] NE Ftr3/exp3 (armorer); Ando Ironfist, male dwarf [mountain] LG Ftr3 (March General and root farmer); Tharin Ironfoot, male dwarf [mountain] LG Ftr3 (Vanguard General); Malo Ironstrike, male dwarf [mountain] NG Ftr2 (Ironstop Inn and Sergeant at Arms).

Tatter Grove has grown up around an immobile army of dwarves. The dwarf king awakes about once per decade and, after ten days of ravenous gorging, falls promptly to sleep again. Most of the army has returned to their mountain homes and the loyal retainers have occupied themselves with mining and root farming. The Tatter Tottle Inn is popular with merchants and miners.

0320 Dancing Bones (EL 5): A small fortified manor is partially collapsed. The only entrance is a small wooden door slightly ajar. On the door is a brass handle in the shape of a ram's head. Anyone pulling on the handle triggers a poisonous dart (+5 ranged; 1d4 plus greenblood oil poison [DC 13, 1 Con/1d2 Con]; Search DC 20; Disable Device DC 20). Inside the manor is a **large skeleton** (CR 1; hp 13) dancing in front of a huge fireplace. It is waving a jade scepter worth 950 gp over its head and attacks anyone entering the room. The basement ceiling is covered with a huge **green slime** (CR 4; hazard).

0325 Citadel of the Sun (Citadel): Conventional; AL CG; TL 6; 100 gp limit; Assets 375 gp; Population 120 (20 sun warriors Ftr1-3 clad in brightly-polished breastplates and 10 elite sun guard Ftr4-6 clad in polished plate mail (the garrison's armor is polished so bright that they are -1 to hit when fighting in direct sunlight) defend the citadel; remaining 90 are Clr1-3 sun priests or Exp 1-3 servants, aides and specialists); Mixed (human 60% [mostly Ghinoran], other 40%). *Authority Figure:* Talin Hornblower, male human CG Clr6 (Apollo). *Important Characters:* Asaphodel, female human LE Clr4 (Set).

The Citadel of the Sun is surmounted by a giant quartz crystal that focuses and directs the sunlight into the temple. Talin pays well for sunstones from which he fashions holy symbols. Asaphodel of the Asp cult is secretly gathering cultists to take over. She desires to conquer the Citadel of the Sun and seeks her revenge against Nvlok of the Rock of the Tethered Dale for exiling her three years ago.

0329 The Sword in the Stone (EL 7): A masterwork mithral sword worth 1,500 gp is stuck in a marble block (Strength check DC 25 to remove) covered with elven runes. The block is partially buried in the earth and **two dwarves** (Ftr5; CR 5; hp 56 each; AL LN; Str 16, Dex 13, Con 16, Int 10, Wis 12, Cha 6; masterwork mighty composite longbow , masterwork bastard sword, full plate armor, small steel shield, 20 arrows, *potion of endurance* [first dwarf], *potion of cure moderate wounds* [one each]) are vigorously pounding on the block trying to free the sword. They attack anyone attempting to take the weapon.

0404 Hillock Castle (Castle): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,563 gp; Population 500 (60 human warriors War1-3, 35 dwarf guards Ftr1-3, 20 dwarf crossbow Ftr1-3 and 10 dwarf scouts Rog1-3 constitute the garrison; the remaining 375 are Com1-3 human and dwarven peasants or Exp1-3 dwarf craftsmen or miners and human merchants); Mixed (human 55% [mostly Tharbrian], dwarf 30%, other 15%). *Authority Figure:* Kemi Ap-Algas, female human LG Sor8. *Important Characters:* Kesvil, male dwarf N Ftr4 (guard captain).

Kemi's mother was held captive by a dragon in human form and was shunned by the villagers of Sunny Bank. Kemi began to show an exceptional facility with magical spells at a very early age. After her mother passed, Kemi began an epic journey to expand her natural talents and find the friendship she lacked as a child. After many years she and Kesvil built Hillock Castle as a trade center for exquisite dwarven works of gold from the Saddleback Mountains. Kesvil is a renowned hero and leader of the dwarves. A battle hardened trader, he journeys deep into the Saddleback Mountains to trade with dwarf communities there.

0408 Haytfyre (Citadel): Magical; AL CE; TL 5; 40 gp limit; Assets 100 gp; Population 80 (20 somewhat slovenly men-at-arms War1 form what passes for a garrison; the remaining 60 are Exp1-3 engineers and miners or Ari1-3

toadies and minions of Argyor); Isolated (human 90%, other 10%). *Authority Figure:* Argvor the Hated, male Dorin CE Wiz4. *Important Characters:* Phanta Phumble, male gnome NE Ill2 (Argvor's toadie).

The mountain citadel of Argvor the Hated was taken using arcane technologies he discovered beneath a cairn near the City State of the World Emperor. The citadel is Argvor's seat of power as he plots the eventual destruction of his enemies. Truth be told, Argvor is a megalomaniac fool who was able to take this citadel more through luck than true skill. A nearby mountain stream provides enough sapphires to keep his dreams of power alive. Phanta threatens newcomer with being turned to toads for any discourtesy. A posted sign near the gate states that Argvor is seeking a general to lead his new army.

0427 Poison Oranges: In this heavily wooded area stands a worm-eaten wooden statue of an old humpbacked man wearing a tattered cloak with a heavy torc about his neck that has two dolphin heads meeting at the ends. A large green thorny bush is growing around the figure with highly poisonous orange fruit. The fruit is highly toxic, dealing 1d8 points of temporary Constitution damage (initial and secondary damage) to those that eat it and fail a Fortitude save (DC 18). Within the statue is a sealed jar of helium gas.

0433 Forfold (Village): Conventional; AL N; TL 6; 200 gp Limit; Assets 4,050 gp; Population 648 (Able bodied 162); Mixed (human 95% [mostly Ghinoran], dwarf 5%); Resources: Market. *Authority Figure:* Zanat of the Marut, male human N Ftr5. *Important Characters*: 'Twoscars' Timis, male Ghinoran N Ftr3 (mercantile factor); Trapez the Speechless, male human LG Ftr3 (mute money changer and militia captain); Telima Transfix, female human LE Wiz5 (market security); Nahild Onear, male Tharbrian NE Ftr3/exp 2 (retired pirate and mineral merchant); Bigseat Brin, male Dorin NG Ftr3 (guard captain).

Forfold is a popular caravan waypoint and is considered very secure. Most of the village is walled with only the northern portion left incomplete. The nearby water springs provide a convenient rest area for livestock and beasts of burden. Nomads barter minerals for foodstuffs every winter. A bell tower is manned constantly in case of danger. Many hunters make this their base and local manors send excess produce to the market regularly.

0503 Serpeant-Tail (Hamlet): Conventional; AL CG; TL 5; 100 gp Limit; Assets 1,313 gp; Population 420 (Able bodied 105); Mixed (elf [mostly high and wood] 100%); Resources: Rope. *Authority Figure:* Dairin the Fair, male elf [wood] LG Ftr4. *Important Characters:* Gilthonielis Seliborn, female elf [high] CG Wiz4/Clr4 (Wellspring of Cirdan); Eldar Finarfar, male elf [high] CG Wiz3/Clr2 (Shield of Cirdan); Hitherlin Greycloak, female elf [high] CG Pal5 (Cirdan); Vilya Aldamiris, male elf [high] CG Ftr3 (researcher of winged flight); Imlador the Wise, male elf [wood] CG Ill3/Ftr2 (wood elf spokesman); Orgilion Leafling, male elf [wood] NG Ftr1/exp3 (rope spinner expert).

Serpeant-Tail was the rallying point of allied armies ages ago. It is said that the elves suffered greatly, although they managed to slay four dragons, when an allied army betrayed them. The wood elves have taken it upon themselves to protect and supply the high elves in their research. They spin strong, lightweight ropes from a material whose exact nature remains a closely-guarded secret. Elven cloaks are made by special order for very high prices and only for customers of good reputation. The market also sells produce and, infrequently, composite bows. Traders are encouraged to leave as soon as they have made their purchases.

0515 Wine and Goblins: Partially buried in a pit of mud are two identical bronze wine flagons that have red and yellow goblin faces painted on them. They are both sealed and full of tasty wine. Even a small amount of the wine causes the imbiber to believe he can fly like a bird or that he is stronger than any living creature (as a *potion of delusion*). The effect lasts for ten days unless *remove curse* is cast upon the hapless drinker.

0517 Looming Pass (Hamlet): Magical; AL N; TL 6; 100 gp Limit; Assets 1,050 gp; Population 336 (Able bodied 84); Mixed (human 100% [mixed, some Ghinoran and Tharbrian]); Resources: Iron. *Authority Figure:* Pazdolar II, male human CG Wiz3. *Important Characters*: Marceld, male human N Ftr4; Anamel the Jester, male Dorin N Ftr2; Little Fist, male Altanian N Ftr2 (block cutter).

The gate in the center of a curtain wall stretching across this pass is the entrance to this hamlet. A small mine produces plenty of ore to smelt and keeps the smith busy. Marceld is the elected guard captain and Anamel runs the mining operations. The wall is in poor repair and partly fallen on the north side. Little Fist and his son often carry stones to repair the wall. The Happy Harpy has adequate rooms but is overrun with brazen rats. Travelers pay 2 sp toll.

0602 Fleanor's Grave: Grass covers the burial mound of Fleanor the ancient elf, and only a flat, unmarked stone marks its location. Beneath the flat stone is the entrance shaft, which extends 50 feet below the surface and is sealed at the bottom with a six-ton blocking stone (Hardness 8; hp 360; Break DC 40) that pivots in such a manner as to permit entrance but not exit. Fleanor's remains are still mounted in the red chariot in which he died. A lost *+1 longsword* is clenched in his fist and the chariot is covered with Elven runes. The skeletons of six would-be thieves, a chest filled with 1,370 sp and 2,630 cp, and 20 fine elven shields are in the chamber. They only way to open the pivot boulder from the inside is to place one silver and one copper into the chest.

0632 Anthill (EL 15): Two curved ivory horns protrude from the earth (worth 820 gp each) and are attached to a buried pony cap. There are runes under the eyeholes of the pony cap and a man's face is carved on the forehead. Buried six feet deeper is the remains of an entire army; skeletons, helms, shields, harness, and miscellaneous gear that was buried in an ancient flood of mud. There is a tunnel complex of **giant ants** at the same level. The nest contains **120 workers** (CR 1; hp 9 each), **35 soldiers** (CR 2; hp 11 each) and one **queen** (CR 2; hp 22).

0712 Encircle (Hamlet): Conventional; AL LE; TL 3; 100 gp Limit; Assets 975 gp; Population 312 (Able bodied 78); Mixed (human 100%); Resources: Cattle. *Authority Figure:* Howling Bankiler, male human N Ftr3. *Important Characters*: Old Roribuk, male human LE Rog6/Ass5 (butcher and secret Black Lotus operative); Jerki Holgar, male human NE Ftr2

(smoke house and militia captain); Muddy Wahtars, male human NE Wiz4 (auction and appraisals); Slimy Klivecusp, male human N War3 (Slimy's Sips n Steaks Tavern); Bashel the Senior, male human LG War4 (wealthiest rancher).

Surrounded by nearby fortified ranches, Encircle is the region's main source for smoked and salted beef. Hides are sold to leather merchants and hooves are sold to alchemist traders. The stench and muddy streets discourage most visitors. While the hamlet militia will not chase rustlers, the ranchers each maintain a small squad of horsemen for this purpose. The ranchers are aided by highly-trained guard dogs. Mud wrestling is a favorite local sport.

0729 Bravado Pass (Citadel): Conventional; AL LG; TL 4; 100 gp limit; Assets 688 gp; Population 220 (30 men-at-arms Ftr1-2, 20 Mnk1-2 Guardians of the Pass (followers of Afanta) and 10 companions of various classes, levels 1-3 make up the citadel's main defenders; the remainder are Com1-3 servants and farmers or Exp1-3 staff, grooms, footmen and other specialist staff); Isolated (human 80% [mostly Ghinoran, ruling class is primarily Alryan], other 20%). *Authority Figure:* Sir Theodan Thrandil, male Alryan LG Pal7 (Odin). *Important Characters:* Afanta, female Alryan LG Mnk3 (Odin); Rosie Fastfoot, female halfling NE Rog2 (Bosenwine Inn).

Built to protect the Bravado Pass through the Viceroy Mountains, this citadel is the home of the guardians of the pass. It was built by a group of heroes who believed they had defeated the dragon of Dragonspate Geyser. Sir Theodan was raised in the City State of the Invincible Overlord and has been relishing his twilight years at the Pass. He is writing a manuscript of his adventures that is already 600 pages long. Afanta is the resident instructor of the guardians of the pass teaching them martial arts. Those worthy and able to pay Afanta's large fees can learn some skills of unarmed combat.

0810 The Collapsed Shrine (EL 10): At the foot of a rocky hillside is a collapsed shrine with a 20-foot high pillar protruding from it. The pillar is leaning badly toward the north and a large marble goose is perched atop the carved column. In niches along the length of the pillar are three skulls, each with a yellow sapphire worth 110 gp in each of its eye sockets. If a skull is removed the goose topples (damage 2d6 to anyone directly in front of it; Reflex DC 20 halves damage) and if another is removed the pillar falls (damage 10d10 to anyone directly in front of it; Reflex DC 25 halves damage). Two turns after the pillar falls the shrine collapses from the weight causing the 20-foot area surrounding it to fall into a 40-foot deep pit (4d6 falling damage; Reflex DC 20 avoids).

0822 Dunghill (Hamlet): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,788 gp; Population 572 (Able bodied 143); Mixed (human 95% [mostly Ghinoran], 5% gnomes); Resources: Pottery. *Authority Figure:* Winter-Spear, male human LG Ftr5. *Important Characters*: Winki Watle, male gnome CG War3 (painter); Malbet the Perfect, male Tharbrian N Wiz2 (sculptor); Silme the Shy, female Dorin LG Wiz3 (master potter); Tinko Tumble, male gnome CG War2 (kiln firer).

Dunghill sits atop an abundant supply of high quality clay that hardens quickly in kilns and retains color well. The pottery is packed in straw and sold to merchants with long standing contracts. Winter-Spear heads a small but elite force of peacekeepers. The Bean Pot Inn provides lodging and meals at fair prices. Special orders are accepted on occasion but at high prices. Small vials that shatter easily are popular with oil merchants. A palisade protects the most vulnerable approaches to the village.

0829 Frogs and Lizards (EL 5): Four giant (20' tall) frog heads are carved in the facing rock of a high cliff. The two frogs at the top have their eyes open while the two frogs beneath have their mouths open. Between the open mouths is a horseshoe-shaped cave. In the cave are four **lizard men** (CR1; hp 11 each) watching a **small frog-headed boy** (Com1; CR1/2; hp 2) stir a three-legged cauldron filled with boiling oil and red frogs that are attempting to jump out. Large ancient runes are written on the cave wall behind the boy. Several frogs have managed to leap out of the cauldron and a leaping toward a crack in the wall beneath the runes. The lizardmen attack anyone entering the cave whereupon the boy waves a green dagger in the air and disappears.

0903 Mimic (Village): Conventional; AL LE; TL 3; 200 gp Limit; Assets 5,450 gp; Population 872 (Able bodied 218); Mixed (orc 95%, half-orc 5%); Resources: Pitch. *Authority Figure:* Calcedon Emibex, male half-orc LE Wiz4 (Chieftain). *Important Characters*: Sackgrash the Deathless, male orc LE War4 (Chieftain), Forghargk, male orc CE War3 (Sergeant); Lhamergh, male orc CE War2 (pitch gang hetman); Umgorashk, male orc NE War2 (sled maker).

Mimic was created long ago with the defeat of one orc tribe by another. After long debate, it was decided to keep the captives imprisoned but as years went by they were released to work the pitch bogs and now are part of the community. Calcedon is highly intelligent and controls the hereditary orc leaders easily. Some orcs are agitating to go upon raids although Calcedon is clearly against attracting retribution.

0906 Sprays of Water (EL 8): An oval shaped granite stone stands in the center of a shallow pond of clear blue mineral water and a jet of water leaps 10 feet into the air out of the oval stone to fall back into the pond. Anyone standing in the spray gains the effects of *cure light wounds* cast upon them every four minutes. Metal touched by the spray *disintegrates* in two rounds. Many large trees surround the pond. One of the trees is actually a **treant** (CR 8; hp 66) and guardian of the pond. The treant attacks anyone attempting to foul the water or harm the plant life nearby.

0915 Elveskeep (Hamlet): Conventional; AL LG; TL 5; 100 gp Limit; Assets 1,138 gp; Population 364 (Able bodied 91); Mixed (halfling 100%); Resources: Pipeweed. *Authority Figure:* Sarman Highlop, male halfling LG Ftr3 (Mayor). *Important Characters*: Drogo Bukberry, male halfling LG Ftr3 (Bounder); Lotho Furfoot, male halfling LG War2 (hunter); Dora Bufbuckle, female halfling LG Wiz4 (bakery); Farmer Holeholm, male halfling LG War3 (pipeweed merchant).

Elveskeep is named for an abandoned keep, which is now the town meeting hall and warehouse for produce. While farms have been burnt in the past, scouts and watchtowers provide ample warning of raids, allowing citizens to seek shelter in the keep. The farmers rely upon

Holeholm to negotiate with merchants for their pipeweed. While no inn is here, folk of good demeanor are often housed within the keep, if necessary. Pipeweed is transported downriver from here, and traffic is growing as the keep's crops become more widely known.

1002 Overlook Keep (Citadel): Conventional; AL CG; TL 2; 100 gp limit; Assets 600 gp; Population 192 (30 halfling men-at-arms War1-3 and 18 elf bowmen Ftr1-3 make up the garrison; the rest are Com1-3 farmers, ranchers and other local peasants or Exp1-3 merchants, artisans and shopkeepers); Mixed (halfling 55%, elf 20%, other 25%). *Authority Figure:* Kervost Whitfoot, male halfling CG Ftr8. *Important Characters:* Seeine Elisar, female elf [wood] N Drd3 (ambassador).

The keep was abandoned for 300 years, until ogres made their home here. Kervost recently cleared the keep and invited new settlers. He now provides protection to a booming population of halflings, who all claim to be cousins. Kervost rules somewhat lackadaisically as he is still preoccupied by dreams of treasure. Seeine is a representative of the local druids in the Vastern Canyon. She is desperately seeking assistance in removing a looming kobold presence in the area.

1005 Halfling (Village): Conventional; AL LG; TL 4; 200 gp Limit; Assets 5,100 gp; Population 816 (Able bodied 204); Mixed (human 95% [some Ghinoran, a few Dorin], halfling 5%); Resources: Market. *Authority Figure:* Princeling Vakeif, male human LG Ftr6. *Important Characters*: Mariner Bain, male Tharbrian CG Ftr4 (retired admiral, Rumshack Resthouse); Sarnamir, male Ghinoran LG Wiz3 (tailor); Eorlof, male human CG Wiz2/Ftr2 (seneschal, trader); Narin Ringling, male human N Ftr2 (The Hairless Bear Inn).

Halfling is a relatively secure village with a tower and low stone walls. Vakeif has trained the militia in archery and enjoys parades. Weavers and leather craftsmen ring the market place offering a wide variety of clothing. Eorlof has been seeking a bootmaker to increase trade with the larger markets.

1014 The Black Gate (EL 2): A large black gate and the remains of a gazebo that has burnt to the ground rests in a small valley. The iron gate leans slightly toward the west and is covered with vines hiding the runes upon it. A mass of stone and debris is all that is left of a small cottage that once stood nearby. Amidst the gazebo's ruins is the skull of a colossal giant with the hand of a warrior within its grinning teeth. The hand wears a ring with a small ruby worth 124 gp. A **spitting cobra** (CR 1; hp 9; as medium viper but can spit poison in a 10 foot line) is nesting in the skull.

1117 Caer Illuman (Castle): Non-standard; AL N; TL 6; 100 gp limit; Assets 2,000 gp; Population 640 (100 bungling mercenary guards War1-3 take bribes, harass citizens and do very little; 60 ruthless merchants' guards Ftr1-5 really run the town and do as their masters' decree; the remaining 480 are Com1-3 peasants or Exp1-3 merchants, tradesmen and shopkeepers); Mixed (human 65% [some Ghinoran, a few Antillian], other 35%). *Authority Figure:* Narc Serpor, male human N Clr7 (Freya). *Important Characters:* Norton, male human NG Ftr 3 (guard captain); Syvee Stoning, female dwarf LE Ari3 (Magnate).

Caer Illuman was an old outpost of a forgotten empire (most likely originally a Frontier Fort of Kelnore). Rebuilt many times, it is currently the stead of Narc Serpor the healer. Narc was elected ruler for life many years ago and spends his days tending to the sick and the poor. He cares little for ruling and hence the strong Merchant Union is slowly taking over the town. The council of merchants recently promoted Norton, a bumbling and clumsy oaf, to Captain of the Guard. The merchants lost much of their illicit trade through the area due to the previous guard captain, who was taking too much of a cut of profits for himself. Due to his predecessor's "untimely" death, Norton is now the man for the job. Syvee is a leading member of the mercantile community. She arranged for the untimely death of the previous captain of the guard who was siphoning off too many profits with demands for bribes. So far she has evaded the eye of Narc Serpor. The castle's mercenary guards are mostly incompetent time-servers; the real power resides with the merchants' professional guardsmen. Some of the town's wealthier shopkeepers and influential peasants have considered hiring their own guards to protect their livelihoods, but so far the merchants have ruthlessly suppressed every such attempt.

1124 Mons Spama (Citadel): Conventional; AL LE; TL 4; 100 gp limit; Assets 438 gp; Population 140 (20 thugs War1-3 or Rog1-3 terrorize the populace while 15 human, orc and hobgoblin enforcers Ftr1-3 carry out Thurn's commands; the remainder are Com1-3 peasants, or common orcs and hobgoblins); Integrated (human 35%, orc 20%, hobgoblin 15%, other 30%). *Authority Figure:* Thurn, male half-orc LE Ftr4. *Important Characters:* Abaar, male human LG Pal3.

Mons Spama, like Caer Illuman, was once an abandoned outpost (most likely originally a Frontier Fort of Kelnore). However, it was overrun by orcs about 120 years ago. Since that time it has become a haven for thugs and hooligans. Thurn, the leader of the moment, is attempting to organize the town into a small raiding army. He is having very little luck. Abaar, pretending to be a spice merchant from the far off Tarantis, is secretly reporting on the activities of the renegade Thurn to Sir Longarms in Bravado Pass. Although he claims his cage of pigeons is necessary to "test" the spice, the dimwitted authorities are starting to suspect otherwise.

1132 Treeslayer (Village): Non-Standard; AL N; TL 3; 200 gp Limit; Assets 4,000 gp; Population 640 (Able bodied 160); Mixed (human 95% [mostly Ghinoran], elf 5%); Resources: Timber. *Authority Figure:* Baldon the Fox, male Ghinoran LE Ftr5. *Important Characters*: Mim Rimon, male human NG Ftr3 (logger); Cerandil Amrothing, male Elf [wood] CG Wiz2/Ftr3 (tree protector); Palitarn the Pale, male human N War2 (lumberjack).

Treeslayer got its name long ago when the humans unknowingly nearly ruined the nearby forest. Negotiations with local wood elves prevented a war and wood elves now select which trees will be cut. A rich area of walnut and cherry trees, Treeslayer supplies many furniture makers and ship builders.

1202 Ochida (Hamlet): Magical; AL CE; TL 3; 100 gp Limit; Assets 1,075 gp; Population 344 (Able bodied 86); Mixed (human 100% [mixed]); Resources: Hides. *Authority Figure:* Altar-born Ubon, male human N Wiz9. *Important Characters*: Woslok, male Tharbrian CE Wiz3 (tanner); Iorduf Longshank, male human CG Ftr4 (sheriff); Forad Apple, male human CE Ftr3 (boiler).

It is said that Ubon was born upon an altar and has the luck of the gods. He has become quite rich as the protector and ruler of Ochida. A wide variety of hides are boiled, pounded, tanned and trimmed for shipment to merchants along the coast. Visitors are given warning to leave before twilight or be hung in the morning.

1205 Spicefields (Citadel): Conventional; AL N; TL 5; 100 gp limit; Assets 625 gp; Population 200 (20 men-at-arms War1-3, 10 veterans Ftr1-3 and 20 crossbowmen War1-3 make up the garrison; the remaining 150 are Com 1-3 laborers and peasants, Exp1-3 overseers, spice merchants and agriculturists); Isolated (human 95% [mixed, some Ghinoran], other 5%). *Authority Figure:* Chivan Slank, male human N Ftr6. *Important Characters:* the Spicewarden, male human N Ftr10.

Spice milled from the numerous exotic herbs in the surrounding countryside is stored in a large citadel that overlooks the Spice Bush Stream. A masked warrior, known as the Spicewarden, oversees the storage of spice for the cooperative of farmers in the fields around the town. Chivan Slank, the 18th Slank of Spicefields, is the son of a wealthy merchant who used his money to become the hereditary ruler of Spicefields. Although the true power in the town is the mysterious Spicewarden, Chivan is a formidable former adventurer who is sadly addicted to the narcotic spice.

1227 Eleventy Fields

1215 Loregirt (Hamlet): Conventional; AL LE; TL 3; 100 gp Limit; Assets 1213 gp; Population 388 (Able bodied 97); Mixed (goblin 90%, human 10%); Resources: Spices. *Authority Figure:* Kenat Cowkeeper, male Dorin N Ftr4/Wiz4. *Important Characters*: Aklasbar, male great goblin LE War3 (chieftain); Shelokrash, male goblin LE War2 (spice seller).

Kenat arrived in Loregirt 12 years ago and has become the leader by arranging the collecting and selling of the many spices in the valley. Kenat insisted upon have his own cows for milk and meat to suit his own tastes (and avoid the filthy fare of goblins). He trained Shelokrash in selling and now spends his leisure time trying to decipher clay tablets found beneath the hamlet. The goblins are content with the extra luxuries that the spice trade provides.

1227 Eleventy Fields (Castle): Magical; AL LG; TL 8; 100 gp limit; Assets 2,063 gp; Population 660 (100 men-at-arms War1-3, 10 sergeants Ftr1-3, 4 officers Ftr2-4, 20 scouts Rgr1-3, 20 light cavalry Ftr1-3 and 11 heavy cavalry Ftr2-4 make up the garrison; the rest are Com1-3 peasants and laborers or Exp1-3 vintners, merchants, bookkeepers, cellar masters and other specialized staff); Mixed (human 75% [mostly Ghinoran, a few Dorin], other 25%). *Authority Figure:* Sem o'the Stars, male human LG Wiz8. *Important Characters:* E'kul, male Ghinoran LN Ftr3 (tax collector); Ureb, female human NG Exp4 (masseuse); Newo, male half-orc CG Rrg4; K'kroth, male Ancient Ghinoran lich, CE Ftr8/Wiz20/Archmage4/Eldritch Knight 4 (slumbering in arcane dreaming, 8000 years old)

Built atop the tomb of a lich, Eleventy Fields is under the protection of Sem o'the Stars. Sem, a wizard almost 120 years old keeps one eye on the lich tomb and one eye on his town. Although building on such a tomb may be a bad omen, the arcane potency of the locale is such that there hasn't been a severe storm in Eleventy Fields for almost 500 years. With only light sprinkles and light wind, the climate and rich soil is perfect for Eleventy Fields' famous export, Eleventy dry wines. E'kul is the right hand of Sem. He is also the town tax collector. This is an interesting and intelligent pairing to collect taxes for E'kul is often sought to curry favor with the elusive Sem. Ureb is a masseuse who has a very large clientele among both sexes. She is not a harlot and any who suggest such usually gain the ire of many of her larger customers. Newo was raised by Sem as a child. He eventually left his adopted father and learned his trade in the world. He recently returned in the company of a mysterious dark man. The word on the street is that Newo is demanding a share of his inheritance now much to the chagrin and sadness of Sem.

1309 Carrion (Hamlet): Conventional; AL CG; TL 5; 100 gp Limit; Assets 1,175 gp; Population 376 (Able bodied 94); Mixed (elf 100%); Resources: Horses. *Authority Figure:* Iorwulf Dyrin, male elf [wood] N Ftr4. *Important Characters:*

Bregolis, male elf [wood] CG Wiz3 (horse trainer); Hwesta, female elf [wood] NG Ftr3 (militia captain).

Carrion is a small community devoted to the love of horses and breeding them for use in light forests. Leaping and dodging are essential skills taught by horse trainers of exceptional knowledge. Trained light horses are sold only to elves. Guests are treated with caution and courtesy. Only those in direst need are permitted to stay overnight. The origin of the curious name of this hamlet is that a gigantic beast died here ages ago and was feed upon for years by carrion eaters. The soil is very rich and the elves have created many gardens.

1319 Fort Hekaloth (Citadel): Nonstandard; AL LG; TL 4; 100 gp limit; Assets 313 gp; Population 100 (15 light foot War1-3 and 10 heavy foot War1-3 are Haskelon's main guards; the remaining 75 are Com1-3 peasants and servants or Exp1-3 staff and assistants); Integrated (human 25% [mostly Ghinoran], halflings 10%, elves 7% other 58%). *Authority Figure:* Gilly Wightly, female human LG Brd5. *Important Characters:* Haskelon, male human LE Ftr4/Rog2.

Haskelon is a wandering bandit who recently moved into Fort Hekaloth calling the Citadel his base. Gilly is trying to gather the nerve to ask him and his band of ten raiders to leave. Bequeathed to her by a long lost uncle, the comely Gilly Wightly traveled from her home in the far off Elphand Lands to take possession of Fort Hekaloth. Thus far she has had to deal with crop blight, Haskelon and numerous other "headaches." She is in desperate need of help in ruling and eliminating her problems.

1327 Miarseld (Hamlet): Magical; AL N; TL 4; 100 gp Limit; Assets 1,438 gp; Population 460 (Able bodied 115); Mixed (human 94% [mostly Ghinoran], halfling 6%); Resources: Market. *Authority Figure:* Morthor Amdis, male Ghinoran N Wiz6. *Important Characters*: Ryker, male human CG Ftr4 (hero of Slithers Down, The Wyrm's Tooth Tavern), Adgrim, male human N Ftr3 (sheriff); Falco Bolgirt, male halfling LG Ftr2 (market council); Thandrim the Stout, male Ghinoran NG Ftr2 (farm council).

Miarseld is ruled by two councils under the leadership of Morthor the Benefactor. The market is an outlet for excess produce and hand made straw goods. Miarseld brooms are widely known for high quality.

1331 Spider Nest (EL 4): Underbrush has grown up around the entrance to a small cave and just within stands a solitary stone arch covered with the webs of a **huge monstrous spider** (CR 4; hp 55) and carved with the heads of fire breathing horses. Stuck in the web is a sword with a horse head-shaped pearl pommel worth 360 gp. A large round shield with a black horse painted on it lies beyond the arch across the skeleton of a large warrior in rotten leather armor.

1418 Pillage (Village): Conventional; AL CG; TL 6; 200 gp Limit; Assets 7,625 gp; Population 1220 (Able bodied 305); Mixed (dwarf 100%); Resources: Copper. *Authority Figure:* Dwarelf Hedmark, male dwarf CG Ftr7. *Important Characters*: Nori Ironback, male dwarf NG Ftr3 (master miner); Nar Leadfoot, male dwarf LG Ftr2 (smelter).

The dwarves captured Pillage 20 years ago and built a stronghold to repel counterattacks. Soon after, the dwarves discovered copper ore in abundance and began mining. Pillage is allied with the Iron King of the Highlands. Trade has increased somewhat but merchants are stopped at the entrance, make their purchases and sent on their way. The dwarves are cautious with strangers.

1504 Hall of Taipur (Castle): Non-standard; AL N; TL 3; 100 gp limit; Assets 1,750 gp; Population 560 (100 martial monks Mnk1-3 and 40 master monks Mnk3-6 defend the castle if attacked; the remaining 420 are Com 1-3 servants and assistants, Exp1-3 attendants, innkeepers, merchants, librarians, trainers and teachers or lower-ranking monks Mnk1-2); Isolated (human 90%, other 10%). *Authority Figure:* Master Ompur, male human N Mnk7. *Important Characters:* Blissy, female human N Rog3.

The Hall of Taipur is home of the famous Taipurian monastery. Devoted to the wholeness of soul and purity of thought, the Taipurian monks led by Master Ompur are dedicated to creating a utopia amid the spice country surrounding the castle. Many people journey to the Hall of Taipur seeking wisdom and solace in a town where law is not upheld, but adherence to purity is expected. Blissy is the proprietress of the House of Earthly Pleasures. It is the only property within the Hall of Taipur where anything illicit or sinful is available. Popular with travelers, it is shunned by the locals.

1506 Font of Samhain (Citadel): Conventional; AL CE; TL 2; 100 gp limit; Assets 130 gp; Population 104 (16 bandits War1-3 or Ftr1-2 and 10 goblin guards War1-2 make up the core of Zebon's bandit forces; the remaining 78 are human Com1-3s and Exp1-3s or common goblins); Mixed (human 65%, goblin 25%, other 10%). *Authority Figure:* Zebon, female human CE Ftr6. *Important Characters:* Exiliar, male human CE Wiz5/Alc5 (addicted alchemist). Justy Poiste, female halfling NE Rog4.

Built by evil priests many moons ago, the Font of Samhain is a minor citadel with a large waterfall down the middle. The waterfall is part of the Samhain River. Zebon, the current ruler, is a lustful and saucy woman. She is thoroughly vindictive against any former lover who leaves her. Exiliar is an alchemist addicted to the spice from lands to the north. Incredibly gaunt, Exiliar makes his living selling minor potions to travelers. Justy is the constant companion of Zebon. Very flirtatious, Justy's reputation is almost as bad as the citadel's.

1513 Hastmich Citadel (Citadel): Non-Standard; AL LG; TL 4; 100 gp limit; Assets 438 gp; Population 140 (20 men-at-arms War1-3 and 15 longbowmen War1-3 make up the garrison; the remainder are Com1-3 peasants and farmers or Exp1-3 merchants and artisans); Isolated (human 85% [Tharbrian and Ghinoran], other 15%). *Authority Figure:* Taraston the Redeemed, male human LE Rog5/Asn1. *Important Characters:* Jenwillow, female human LG Clr4. Nassad, male Ghinoran LE Rog2/Ftr1.

Taraston the Redeemed, once Taraston Bloodyhand, was a famed assassin in the north. Falling in love with Jenwillow, he learned that his heart had not grown completely cold. Through their courtship he became redeemed, leaving his evil ways behind. Dedicating Hastmich Citadel, which he built with his ill-gotten gains, to teaching those of redemption, Taraston seeks to save others in the world as he was

saved. Jenwillow was the person who led the formerly vile Taraston on his path of redemption. Although she fears for her lover, she desires to teach others that through dedication to goodness one may redeemed. Nassad's father, Gilgmat, was assassinated by Taraston many years ago. Now he has tracked the murderer down and is seeking vengeance.

1520 Pile of Stones (EL 5): A large stone pile marks the crypt of a long-dead king atop a rocky mound. Beneath a layer of stones is a pair of double banded iron doors (Hardness 10; hp 90; Break DC 30). Within the crypt is a large silver urn worth 1240 sp and two wooden statues of berserkers. If the urn is removed from the marble table upon which it sits, the **two statues** become **large animated objects** (CR 3; hp 22 each) and attack until dead or the urn is replaced. The urn contains the ashes of the king and a *ring of stone to flesh* (2x/day).

1528 Errand Row (Village): Non-Standard; AL LG; TL 5; 200 gp Limit; Assets 6,825 gp; Population 1,092 (Able bodied 273); Mixed (human 95% [mostly Ghinoran], dwarf 5%); Resources: Jewels. *Authority Figure:* Theomar the Wise, male Ghinoran LG Sag7. *Important Characters*: Gloin Ironshield, male dwarf LG Ftr3 (gem cutter); Carlie Reiser, female Tharbrian NG Wiz2 (jeweler); Tarion the Seer, male human LG Wiz3 (jeweler).

This tiny village spends much of its income upon defenses and the militia. The source of the rich gems is kept a carefully guarded secret and merchants selling gold or silver are only paid upon delivery within the village. A fortified gate and wall towers are manned constantly.

1602 Marcantine (Village): Conventional; AL LE; TL 3; 200 gp Limit; Assets 4,575 gp; Population 732 (Able bodied 183); Mixed (human 100%); Resources: Boats. *Authority Figure:* Kirmiran Tapirk, male human LE Ftr5. *Important Characters*: Ambelt, male human LE Ftr3 (sergeant); Smialad Hrath, male human N Ftr2/exp4 (shipwright); Enyd the Slick, male Tharbrian NG Ftr3/exp4 (carpenter); Guthwin, male human NG Ftr3/exp3 (sailmaker).

Marcantine is known for making small boats and sloops of high quality. Only the best materials are used and prices are somewhat higher than normal. Special orders are taken but unusual requirements raise the prices.

1615 Halgorn Hold (Hamlet): Non-Standard; AL N; TL 4; 100 gp Limit; Assets 1500 gp; Population 480 (Able bodied 120); Mixed (human 100%); Resources: Market. *Authority Figure:* Skafilth Gunar, male Bardik N Brd4. *Important Characters*: Dino Brutin, male human CG Ftr4 (guard captain); Beltain, male Tharbrian LG Ftr2/exp3 (harp maker); Earnil Brutin, male human N Ftr2/exp2 (guitar maker); Ivrin the Lyrical, female Ghinoran N Wiz2 (flute maker).

Halgorn Hold provides a safe haven for music lovers that make various instruments for market. Inspiring new songs are sung every afternoon and recitals are common. Dino inspects all travelers who enter or leave the village. Patrols are common and drums are kept at the ready in the watchtower.

1713 Buttons: A large red helmet with many small dents on it is covered by a blackberry bush. A small red shield with dwarven runes upon it is under the helmet. Beneath the shield is a small black box with two buttons, red and green. Depressing the red button causes the box to wail as a siren for one hour. Depressing the green button causes the box spin rapidly for several minutes and then disappear. Four rounds later the black box reappears with a blue button and a green button. Depressing the blue button causes the box to absorb all sound in a 10-foot radius (as a *silence* spell) until the green button is depressed again, which will cause it to spin rapidly, disappear, and four rounds later appear with a red and green button.

1716 Vigil Sound Lighthouse (Castle): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,375 gp; Population 440 (40 men-at-arms War1-3, 20 veterans Ftr1-3; 40 longbowmen War1-3; 10 lightkeepers Ftr4-5, plate armor, longswords help defend the lighthouse and keep the fires burning; the remaining 330 are Com1-3 villagers, farmers, fisherfolk and peasants or Exp1-3 engineers, scholars, shipbuilders, artisans and merchants); Integrated (human 25%, elf 20%, gnome 15%, other 40%). *Authority Figure:* Quaton, female elf LG Ftr8. *Important Characters:* Masstein Ra, male human LG Wiz5.

Masstein, the guardian of the lighthouse, tends to the ever-burning light that guides ships through Vigil Sound and into the Destathrone River. He is currently seeking an apprentice to take over his duties. The Vigil Sound Lighthouse is a castle centered on an immense, 800-foot keep. The top of the keep is enclosed and provides a beacon of light to those traveling the treacherous waters in the nearby Vigil Sound. The town is wary of raiders from the Scarlet Forest. Anyone but Masstein who enters the lighthouse is executed on the spot by the elite lightkeepers lest the light ever be extinguished.

1723 Pale Gorge (Hamlet): Conventional; AL N; TL 3; 100 gp Limit; Assets 1775 gp; Population 568 (Able bodied 142); Mixed (human 100% [mostly Ghinoran, a few Dorin]); Resources: Goats. *Authority Figure:* Wulfing the Red, male Ghinoran LG Ftr4. *Important Characters*: Calandil, male human N Ftr3 (sheriff), Mauhir the Swift, male human NE Ftr2 (militia captain); Stark Prekin, male Ghinoran NG Wiz2 (goat herder); Luithen, female Ghinoran LG Wiz2 (goat herder).

Some citizens of Pale Gorge have perfected certain spells to attract wild goats down from the high bluffs. The market supplies goat cheese, goat milk, and dried meat. The spells are a closely guarded secret. The Six-Legged Goat Tavern is popular and displays the taxidermy hoax above the counter. The tale of the demon goat and the chubby shepherd is often told to scare off the curious.

1726 Haven of Semele (Citadel): Conventional; AL LG; TL 1; 100 gp limit; Assets 188 gp; Population 60 (15 men-at-arms Ftr1-3 hold the citadel; the remaining 45 are Com1-3 villagers and peasants or Exp1-3 woodsfolk and hunters); Integrated (human 35% [mostly Ghinoran, some Elritorn], elf 35%, treants 10%, other 20%). *Authority Figure:* Groveleader Elmpost, treant LG Rgr5. *Important Characters:* Uspar, male Elritorn NG Rgr7.

Originally a community of treants, the Haven of Semele became a stone fortress for the residents of the forest to hide from outside threats. The fortress is ancient and covered with ivy. Now it is the home of those who tend to the forest

and protect its flora and fauna from fire and poachers. Uspar, Elmpost's assistant, is the Groveleader when Elmpost is away herding trees. Uspar desires to leave the small community, but the needs of the inhabitants keep him here.

1809 Sunny Bank (Hamlet): Magical; AL LE; TL 4; 100 gp Limit; Assets 800 gp; Population 256(Able bodied 64); Mixed (orc 95%, human 5%); Resources: Market. *Authority Figure:* Naikasheyan, male human LE Wiz4. *Important Characters*: Olgrashkir the Mighty, male orc CE Ftr3 (chieftain); Khazadrahk, male orc LE Ftr2 (scout, market overseer).

The Sunny Bank market has boar tusks, pelts, pots of blood, and goods stolen on raids. The orcs want to barter for weapons but traders braving this stronghold are rare.

1828 Abandoned House (EL 5): A partially burnt cottage with a splintered door hanging on one hinge contains **3 dwarven warriors** (Ftr5; CR 5; hp 56 each) that are checking the fireplace for loose stones. On the worm-eaten table stands a wooden box full of gears, nail, and screws. A usable telescope lies under the table amidst some dusty scraps of paper and moldy clothing.

1911 Serpent Statue (EL 3): A sunken marble statue of a giant multi-headed serpent protrudes out of the muck. **Four mermen** (CR 1/2; hp 5 each) try to pry three red rubies out of the serpent's foreheads worth 430 gp each. The marble statue is party of a wall that stretches for six miles.

1914 Isle of Blue Pond (EL varies): Flocks of **large mallards** (see below) inhabit these sand covered islands on the northern shores. A pond of cool blue water rests in the center of each island. Anyone drinking this water automatically has his Constitution raised by +2 for one hour. **Six hungry giant crocodiles** (CR 4; hp 59 each) live in the rocky channels between the two islands waiting for ships trying to navigate around the rocks.

Giant Mallards: CR 2; SZ M Animal; HD 3d8+3; hp 16; Init +2; Spd 10 ft., fly 40 ft. (average); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +2; Grap +4; Atk/Full Atk bite +4 melee (1d4+3); Space/Reach 5 ft./5 ft.; AL N; SV Fort +4, Ref +5, Will +2; Str 14, Dex 15, Con 12, Int 2, Wis 12, Cha 2.

Skills: Hide +6, Listen +5, Spot +5.

1922 Oglepuss (Citadel): Magical; AL N; TL 4; 40 gp limit; Assets 125 gp; Population 100 (25 gnome militia War1-3 can be called up in case of emergencies; the remaining 75 are gnome aristocrats Ari1-3, commoners Com1-3s or merchants, craftsmen and tinkers Exp1-3); Isolated (gnomes 95%, other 5%). *Authority Figure:* Daphne Plaguewerk, female gnome N Ill7. *Important Characters:* Trickster Guild Chairman Yuffy, male gnome N Rog4.

Head and only member of the Trickster Guild, the only guild in Oglepuss, Yuffy sells novelties (such as the sword that explodes into sand when it strikes an object) from his shop. Like most of the residents of Oglepuss, travelers also dislike him. Oglepuss is a run down citadel run by an aristocratic family of gnomes. Changing its name from Plaguewerk to Oglepuss in hopes of increasing visitors and hence its market, the family Plaguewerk is nearly broke. Desperate for money, the family is starting to sell off large parcels of property, which it usually does not own, to anyone with the slightest bit of interest.

1929 Ganesa (Hamlet): Conventional; AL N; TL 4; 100 gp Limit; Assets 1488 gp; Population 476 (Able bodied 119); Mixed (gnoll 95%, human 5%); Resources: Timber. *Authority Figure:* Kandithun XII, male human LE Ftr6. *Important Characters*: King Grishmargh, male gnoll LE War5 (ruler of gnolls); Baradagrah, male gnoll LE War4 (woodcutter hetman, militia captain).

Ganesa is ruled by an exiled noble with the consent of the King of gnolls. By promising better success for raids and rich plunder when he returns to retake his rightful place, Kandithun has convinced the gnolls of better days to come. Some are beginning to doubt these promises. Logs are floated down river for marketing.

2021 Oathcoomb (Village): Conventional; AL N; TL 4; 200 gp Limit; Assets 5,225 gp; Population 836 (Able bodied 209); Mixed (human 96% [mostly Ghinoran, some Antillian], dwarf 4%); Resources: Market. *Authority Figure:* Bristly Lips Gylf, male human LE Ftr6. *Important Characters*: Tehtaris, male Ghinoran NG Ftr4 (sheriff); Merry Lagon, female Antillian LG Wiz4 (insect trainer); Pimple Purbody, male human LE Wiz3 (elixirs); Esgaring, male human NE Ftr2 (Yellowjacket Tavern).

Oathcoomb is filled with many tiny shops selling all manner of goods. Most items are hand crafted although the fresh produce is plentiful in summer and fall. Esgaring claims he killed a giant wasp but nobody believes him as he is a known liar. Gylf has a long mustache and is constantly inspecting his guards or improving defenses.

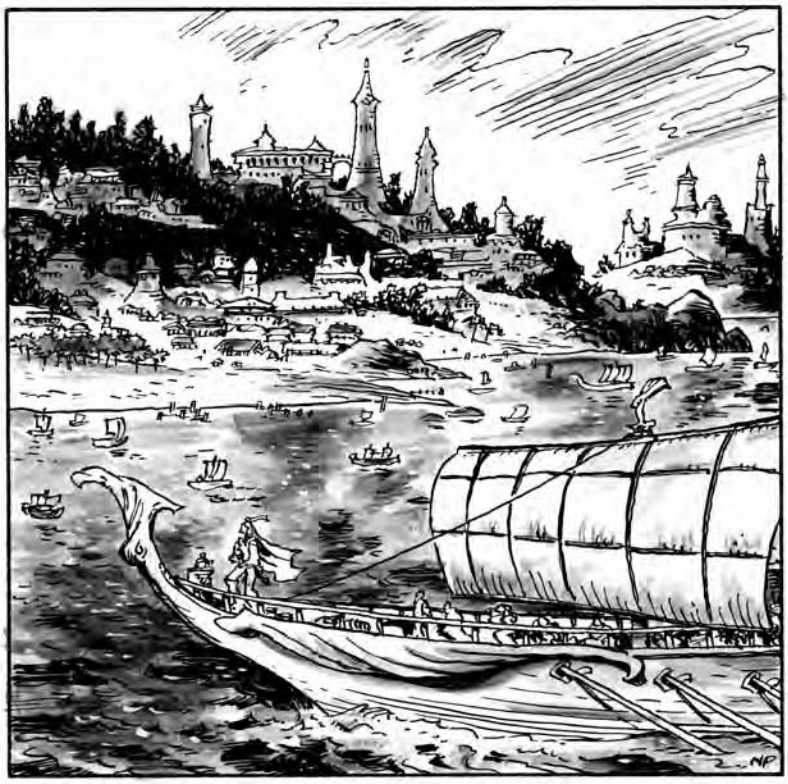
2032 Shipwreck (EL 3): A narrow crevice contains the remains of an ancient ship with iron plates on its hull. Within the rotting vessel live **5 cavemen†** (CR 1/2; hp 9 each) with two infant children. The cavemen have dressed a giant boar on the stone hearth and are arguing about cooking it or eating it raw. A broken drawer in the captain's desk contains three gems worth 150 gp each.

2207 The Vase: A gigantic ivory vase, worth 800 gp, painted with red dragon designs, is half buried in silt. The vase has a hairline crack running down one side and breaks if not handled carefully (Dexterity check DC 18 to handle it without breaking). A *mending* spell can repair the crack.

2231 Dotard (Hamlet): Conventional; AL N; TL 3; 100gp Limit; Assets 1638 gp; Population 524 (Able bodied 131); Mixed (human 100% [mostly Ghinoran]); Resources: Pelts. *Authority Figure:* Lavan 'Long-walker,' male human LG Rgr5. *Important Characters*: Herogram, male human N Ftr3 (militia captain); Strombol the Skipper, male human NE Ftr2 (hunter); Ranugad the Tracker, male Dorin NG War3 (hunter); Dwemora, female human LG War2 (trapper); Fundifax Ferd, male Alryan N Wiz3 (The White Bison Inn).

Hunters stack their pelts in the grand hall and Lavan sells them to merchants. The hunters then receive a fair share of the sales based upon the number of pelts they contributed. Merchants often stay at the inn and share tales. The hamlet is protected by a palisade and trench.

2321 Longbottle (Village): Magical; AL CG; TL 5; 200 gp Limit; Assets 7,900 gp; Population 1264 (Able



2321 Longbottle

bodied 316); Mixed (elf 95% [mostly high], human 5%); Resources: Market. *Authority Figure:* Alf-queen Gerdana, female elf [high] CG Wiz9. *Important Characters*: Uneriand, male elf [high] NG Clr4 (Cilborith); Anadriendir, male elf [high] CG Ftr7 (captain of the Longbottle Fleet); Unaranduil, male elf LG Ftr6 (boat maker); Prince Sindil, male elf [high] CG Wiz4 (son of Gerdana).

The seat of elven power in the Sea of the Five Winds, Longbottle is where High Queen Gerdana holds court. She has held power here for the last 230 years. The elves maintain a small squadron of long boats under the command of Anadriendir, used to protect their fishing fleet. There have been intermittent problems from Tlan raiders on their fishing areas. The queen has protested to the governor to little avail.

2322 Seithor Palace (Citadel): Magical; AL CE; TL 3; 40 gp limit; Assets 100 gp; Population 48 (7 Snetch's Companions hobgoblin War1-3 and 8 human thugs War1-2 keep the locals in line; the remaining 36 are Com1-3 villagers, peasants and terrorized wretches); Isolated (elf 85%, other 15%). *Authority Figure:* Kaal, male elf CE Wiz6. *Important Characters:* Snetch, male half-orc CE Ftr5.

Seithor Palace is a beautiful structure that overlooks Seithor Gulf. It was originally built for an elven princess by a would-be elven king some 1,500 years ago. Kaal, a potent wizard, killed the former owner and claimed rulership of Seithor Palace 10 years ago. Driving off most of the former residents to Longbottle or Greydowns, Kaal rules over the remainder who are mostly sharecroppers or peasants. Snetch is Kaal's henchman. He and Kaal murdered the former residents of Seithor Palace. Terrorizing the elven citizens who still remain, Snetch is fond of urinating on travelers as they enter the onion-domed citadel.

2329 Snakes and Secrets (EL 4): A worm-eaten wagon partially buried in sand has a blue zircon worth 1,440 gp in a secret compartment under the seat ([DC 20] to locate). **Three cobras** (CR 1; hp 9 each; as medium vipers) also nest in the compartment and strike at anyone reaching into the recess. The remains of a brick road protrude from the ground for several hundred feet leading off towards the east.

2330 The Pillar of Curing: A petrified troll has toppled off a pedestal made of green marble in a damp dell. Upon the pedestal stands an altar of sandstone with an inscription (Decipher Script, DC 20) for each of six different diseases (measles, mumps, typhoid, jaundice, plague, and leprosy). In front of the altar are **6 gnomes** (CR 1/2; hp 5 each) inflicted with those diseases who are chanting passionately. Once every full moon one of the chanters is healed of their affliction if he chants the proper phrase.

2331 Rmoahals Preserve (Citadel): Non-standard; AL CG; TL 3; 100 gp limit; Assets 675 gp; Population 216 (54 werecreatures of various types are the citadel's main defenders; the remainder are human peasants Com1-3 or artisans and merchants Exp1-3; they are defended and left in peace by most of the lycanthropes); Isolated (human 99% [mostly Ghinoran], other 1%). *Authority Figure:* Vestros, male werebear CG Clr4. *Important Characters:* Keebio, male werebear LG Ftr3.

Purchased from a dying wizard, Vestros led a large group of good-aligned werefolk to the preserve to avoid discrimination and cruelty from the outside world. Vestros is the leader only because he is the spiritual leader of the town. The rest of the people, with the exception of Keebio, are tolerant of others. Keebio is the only source of authority in the Preserve. He interferes in the affairs of others and frequently asks for "papers." However the fact that no papers exist does not deter Keebio. The werefolk tend the land and have a growing hatred of the intolerance exhibited by the people in nearby Dotard.

2419 The Stone Bridge (EL 2): A **giant clam*** (CR 2; hp 26) under a moss-covered stone bridge contains a black pearl worth 1,400 gp. The bridge has many stones missing, and any weight makes it collapse. Harmless water snakes swarm in the stream but do not attack.

2507 Elf Torch: A slime-covered stone statue of a multi-headed man wearing a chain tunic is partially sunk in the ground. It has a long sword in its right hand with orc runes written on it, pointing directly south. The sword's name is *Elf Torch* (*chaotic bane [elves] +1 longsword;* LE; Cha 15, Int 11, Wis 8, Ego 10. *Elf Torch's* wielder can *detect magic* at will as a free action, within a 30-foot radius).

2522 Greydowns (Hamlet): Conventional; AL CE; TL 5; 100 gp Limit; Assets 1,900 gp; Population 608 (Able bodied 152); Mixed (human 85% [mostly Ghinoran], elf

10%, dwarf 5%); Resources: Perfumes. *Authority Figure:* Eofor Niping, male human CE Wiz4. *Important Characters*: Aethelred, male human CE Ftr4 (tax collector); Cadmon Greencloud, male human LE human Sor5 (glassblower); Hafgrim Sumarlidi, male Karakhan NE Ftr5 (merchant); Tinil-Gal, female elf CE Exp5 (perfumer).

Tinil-Gal is head perfumer in Greydowns. She makes exotic perfumes for sale in Tlan and Rallu. Cadmon makes the grey bottles for the perfume that the hamlet is known for. Rumors say that some of these perfumes are actually magical elixirs.

2525 Kubera (Hamlet): Magical; AL N; TL 6; 100 gp Limit; Assets 1,163 gp; Population 372 (Able bodied 93); Mixed (human 80% [mostly Ghinoran], elf 15%, halfling 5%); Resources: Fishing. *Authority Figure:* Agnivar the Splendid, male human N Ill5. *Important Characters*: Lurin, male human CN Ftr6 (head of fishing guild); Dosila, female human CG Ftr5 (net maker); Bunus, male human N Clr5 (Zarkon and boat maker).

Kubara is a small fishing village strategically located between the Prosperity and Stibium rivers. All sorts of fresh and salt water fish is caught in their nets. Lurin is one of the most important members of the council and is looking to unseat Agnivar who holds power partially with the aid of illusion and deception. Bunus makes small skiffs for the local fisherman.

2602 Isles of the Sea Snatchers (EL 3): The larger of the two islands is the burial grounds of giant sea spiders. A huge volcano in the center of the island sends a gentle outpour of mud once a week that covers the entire island. The smaller island is covered with webs and tangle vines. **Large sea spiders** (CR 2; hp 22 each; as large spiders but with Swim 20) inhabit this island with **30 of their young** (CR 1/8; hp 1 each; noncombatants). The frame of a wrecked pirate ship is beached on the northern shore with a small chest of containing 2,300 gp worth of jewels hidden in the bow.

2629 Frogbourn (Hamlet): Conventional; AL N; TL 4; 200 gp Limit; Assets 4050 gp; Population 648 (Able bodied 162); Mixed (human 90% [mostly Ghinoran], elf 20%, halfling 10%); Resources: Leather. *Authority Figure:* Madrik Torcman, male human N Ftr5. *Important Characters*: Ceryn Vorraent, male Ghinoran LN Ftr5 (rancher); Dyryn Owur, male human N Clr4 (Aniu); Gordic the Needle, male human N Ftr5 (leather armorer); Talya Waheed, female halfling CG Rgr3 (innkeeper of the Tame Bear Tavern).

Ceryn is the owner of the largest ranch southwest of the village. His herd provides not only leather, but beef – the main food source. Tayla serves beef steaks for 1 sp each to hungry ranchers and travelers. Mayor Madrik owns the leather warehouse and shop.

2720 An Octopus' Garden (EL 8): A very large ship lies on its side in a small underwater valley. The ship has multiple decks and is one of the largest ever built. A careful search reveals nearly 100 odd-shaped metal tubes and thousands of small metal balls. A **giant octopus** (CR 8; hp 44) sits on the deck beside a trunk that contains 1,400 gp and a small compass. The octopus attacks only those boarding the ship.

2726 Thistlefield Keep (Citadel): Magical; AL N; TL 5; 100 gp limit; Assets 438 gp; Population 140 (30 men-at-arms War1-3 and 15 longbowmen War1-3 constitute the garrison; the remaining 105 are Com1-3 peasants, farmers and herdsfolk or Exp1-3 staff, expert servants, merchants or craftsmen); Mixed (human 65% [mostly Ghinoran], elf 20%, other 15%). *Authority Figure:* Polm, male kobold N Sor5. *Important Characters:* Alexander Sais, male human N Ari4 (Alexander is the major domo to Polm).

Polm rarely appears in public and many assume Alexander is the ruler of the keep. Truth is that Alexander is an unwitting mouthpiece for the kobold. Thistlefield Keep once protected the nearby community also named Thistlefield. Won in a game of chance by its current owner, the keep is kept in excellent repair and its citizens enjoy low taxes. As such, Polm is a popular ruler, though few realize that their reclusive leader is actually a kobold.

2726 Thistlefield (Hamlet): Conventional; AL N; TL 4; 100 gp Limit; Assets 1250 gp; Population 400 (Able bodied 100); Mixed (human 80% [mostly Ghinoran], elf 20%); Resources: Oil. *Authority Figure:* Shade Viswam, male human LE Clr4 (Thanatos). *Important Characters*: Aslak Cathead, male elf [wood] NE Rog2/Ftr2 (slaver); Kolbein, male Altanian N Ftr4 (oil collection hetman); Kamil Anwar, male Ghinoran LN Ftr4 (carpenter).

Thistlefield's main resource is oil collected in pools in the Zamilak Jungle. Kamil makes bamboo piping and barrels for oil storage. Shade Viswam brought in Aslak and his slaves to boost production, much to the dismay of Kamil. Kamil dislikes the slaves considering them lazy and prefers hard working freeman.

2823 Tlan (Small Town): Non-Standard; AL N; TL 6; 800 gp Limit; Assets 48,800 gp; Population 1952 (Able bodied 488); Mixed (human 100% [mostly Ghinoran, some Tharbrian, a few Altanian]); Resources: Market. *Authority Figure:* Voystar Bhojan, male Ghinoran N Rog6. *Important Characters*: Senator Black, male human N Sag10 (minister of trade); Rowienna, female human LG Wiz4 (minister of customs); Glisthan the Eye-Seller, male Altanian LE Ftr5 (Admiral); Governor Elilath, male human N Ftr2 (Captain General).

Once one of the most distant cities of the Empire of Kelnore, Tlan rebelled from the empire as one of the Ghinnor Successor States. Its people maintained many of the traditions of Kelnore for centuries. Separated from the empire, Tlan's culture degenerated and its population dwindled, nearly disappearing as a result of the many wars as well as pestilence and disease. Civilization, however, kept its foothold in Tlan. This ancient town was conquered 300 years ago by an army of the Child-King out of the far southwest. When a noble stole the heirloom and began a revolt against the Child-King 100 years ago, the Hall Warriors of Tlan revolted. Warring factions greatly weakened the defenses 20 years ago. The Maid of Wonder with her armored horsemen sacked Tlan a few years later. The port is in ruins and dangerous to navigate as many sunken ships and harbor chains hang from mooring statues. Although most buildings are burnt out hulks, a few buildings near the old palace are still inhabited by some old

families. They rely upon concealed entrances to protect their homes from marauders and looters. Tlan remains an important port and source of many potions and cures based upon biological derivatives.

2831 Grimwood End (Village): Conventional; AL N; TL 5; 200 gp Limit; Assets 7,550 gp; Population 1208 (Able bodied 302); Mixed (human 100% [mostly Ghinoran]); Resources: Bows. *Authority Figure:* Rasp 'Dragonslayer', male Ghinoran LG Ftr7. *Important Characters*: Malbith, male human N Ftr3/exp4 (bowyer); Bolgarth the Blind, male Ghinoran N Ftr2/exp3 (bowyer); Hemith the Nibble, male human N Ftr2/exp3 (fletcher).

Grimwood End is surrounded by groves of yew trees and birches. Rasp keeps the village secure for the many bowyers who receive special orders for bows of all types. Many archers travel here seeking custom-made bows. Raiders avoid this village seeking easier prey. The god of archers is said to have walked through the village inspecting the workmanship. The Gold Archer Tavern serves many apple-based dishes and provides stables for the guests.

2823 Tlan

3026 Fallowfield (Village): Conventional; AL LG; TL 5; 200 gp Limit; Assets 5,700 gp; Population 912 (Able bodied 228); Pure (halfling 100%); Resources: Market, *Authority Figure:* Marishgold II, male halfling LG Ftr4. *Important Characters*: Odo Coomes, male halfling LG Ftr3 (produce inspector); Cora Bearfoot, female halfling CG Ftr2 (market overseer); Fema Oldtoes, male halfling N Ftr2 (bounder).

Fallowfield is a peaceful village seemingly forgotten by the outsiders and the halflings like it this way. The many festivals and market days keep them cheerful. They little suspect that rangers have been diligent in protecting them.

3028 Bastille Fear (Castle): Conventional; AL CE; TL 6; 100 gp limit; Assets 1,563 gp; Population 500 (75 brigands War1-3, 25 pirates Exp1-3/Rog1-3, 20 marines Ftr1-3 and 5 sea mages Wiz1-3 are Sawty's primary followers; the remaining 375 are Com1-3 peasants, War1-3 militia and thugs or Exp1-3 sailors, merchants and artisans); Mixed (human 55%, dwarf 35%, other 10%). *Authority Figure:* "Black Dagger," male human CE Ftr7. *Important Characters:* Sawty, male dwarf CE Ftr4.

Bastille Fear, once Bastille Miraculous, is a haven of brigands and pirates along the Sea of Five Winds. Ruled by the pirate lord 'Black Dagger,' Bastille Fear is known for its skilled shipwrights and wealthy fences. 'Black Dagger,' who demands heavy taxes from those seeking the protection of his castle, owns both operations. Sawty is the captain of the *Sea Terror*, one of the ships that sail from this pirate stronghold. Sawty owes his life to "Black Dagger" but grows intolerant of the tithe Black Dagger demands. Many bounty hunters in the region look for fugitives first in Bastille Fear.

3029 Lucky Fountain (EL 6): Five trolls are carved into the base of a fountain with a dancing girl squirting contaminated water out of her mouth. Coins fill the fountain (7 gp, 19 sp, 30 cp) and many stone statues litter the area. Anyone taking a coin out of the fountain animates the dancing girl. She curses the offender by turning him to stone (Fort DC 19 avoids). Immediately after casting the spell the girl becomes part of the fountain and does not animate again that day.

3112 The Forge: A huge pile of cinders and a collapsed forging furnace lies on the edge of a deep chasm. The area around the furnace is dotted with miscellaneous tools — shovels, picks, hammers, tongs and crowbars of a shiny metal. Beneath the pile of stone are 390 iron girders, 20 feet long on an iron wagon coated with thick oil.

3120 Kerealia (Village): Conventional; AL N; TL 3; 200 gp Limit; Assets 8,875 gp; Population 1420 (Able bodied 355); Mixed (human 100% [mostly Ghinoran]; Resources: Clams. *Authority Figure:* Daksin the Hideous, male human LE Ftr7. *Important Characters*: Mirky Little, male human NG Wiz5 (pearl merchant); Ingoldie Lintap, female human N Ftr3 (customs); Strabold the Whistler, male human N Ftr3 (captain of the *Clam Crowder*); Apdor the Wave-rider, male human N Ftr2 (captain of the *Sharkie*).

Kerealia is blessed with huge clam beds in nearby waters. Aside from the calamity of sharks seeking divers, the most danger seems to arise from chance meetings with the mayor when he is drunk. While the village is relatively peaceful, Daksin's dislike of strangers is said to have hurt trade.

3316 Ancient Village (EL 9): The crumbled remains of an ancient village lies in a sea valley. Within the principal structure is the abode of school of **10 medium sharks** (CR 1; hp 16 each) and a large moldering library. The library contains a *manual of bodily health* +5 in a sealed case.

3402 The Underwater Alchemist (EL 12): The crystallized remains of a giant lizard lie beside three story tower on a rocky slope covered with shifting sand. On the third floor, the laboratory of an alchemist (worth 500gp, +2 circumstance bonus to Alchemy checks) is completely intact in an air pocket extending to the second floor. The rooms are lit by six torches of *continual flame* set in wall sconces. Among the many unmarked jars of components, bundles of herbs, boxes of semi-precious stones and bags of raw materials (Alchemy check [DC 25] to identify) are the following items: jars (one dose of poison, four flasks of acid, three flasks of alchemist's fire, two doses of antitoxin); dry goods (three smokesticks, seven sunrods, a box of 20 tindertwigs); bags (four tanglefoot bags); Stones (two thunderstones). One the top shelf, next to hooded lantern, is a *book of alchemy* (gives a +5 bonus to Knowledge: Alchemy skill checks). On the floor is a small, sealed barrel of lantern oil.

3407 Isle of Pylon Fruit: Trees bearing large red fruit cover the center of the island. Tree monkeys feed off the triangular fruit and drop the remains to small lizards that rest in the shade of the trees. Man-sized mushrooms grow around the edge of the island but only the green spotted ones are edible. PCs eating any of the other mushrooms must make a Fortitude save (DC 20) or lose 1d4 temporary Constitution.

3501 Isle of Tick Fever (EL 11): Giant leeches* (CR 2; hp 11 each) inhabit these three swampy islands. Several human skeletons that are stuck in the seaweed sway with the waves, giving the appearance that they are animated undead. An empty chest chained to a dead tree hangs over the remains of a destroyed raft. Small biting ticks that cause a high fever and protruding eyes skim across the surface of the swampy water.

3631 Sunken Treasure: A large war galley with a gaping hole in the stern has settled in a crevice. The war engines mounted on the huge deck are fully operational and the hold contains 67,850 sp as well as many swords of unusual design.

3709 Dead Men Tell No Tales (EL 3): A 40-foot diving bell, shaped like a whale, rocks back and forth with the sea currents. The diving bell is attached to the surface by a 30 ft. flexible shaft that is moored to a buoy. At the bottom of the shaft is a wheel-valve blocked with an iron bar. Removing the bar and opening the wheel-valve is a standard action. Inside the diving bell are **6 man-sized skeletons** (CR 1/3; hp 6 each) and several bars of silver worth a total of 3,270 sp.

3903 Isle of Whistling Tree (EL 9): The island is populated by a wild band of **6 dire boars** (CR 4; hp 52 each) that will only attack along the cliffs at the southern shore. A loud whistling sound is made from a petrified tree when the wind blows. The first time this whistling is heard by the PCs they must make a Will save (DC 18) or be shaken for the rest of their stay upon the island. A small gully of flowing mud that acts as quicksand divides the island from east to west. PCs crossing the gully without the aid of a *water walk* spell must make a Reflex save (DC 14) or become stuck in the quicksand. An old raft with a broken oar has washed up on the northern shore.

Quicksand: CR 1; no attack roll necessary (see note); Reflex save (DC 12) or Wilderness Lore check (DC 12) avoids; Spot (DC 15). *Note:* A creature falling in to quicksand must succeed at a Swim check (DC 15) to move close enough to solid ground to extricate himself (or be pulled free by friends). If the swim check fails by 5 or more, the creature sinks deeper in the quicksand and the Swim check DC increases by +2. Each time a Swim check is failed, the DC increases by +2. Three successful checks are needed to reach solid ground and a Strength check (DC 15) is needed to pull free of the sand. Two failed Swim checks means the victim slips under the surface of the quicksand and begins drowning (see Drowning, *DMG*).

3907 The Castle sank into the Swamp: The span of an iron reinforced bridge juts out of the mud to a peak of 130 feet. The bridge collapses under the weight of 300 pounds dumping those on it into the mud. The walls of a castle barely peek out of the mud 80 feet toward the north.

4007 Isle of Grand Oracle (EL varies): This island is rich in vegetation and is covered with fruit bearing plants and trees. **Wild bison** (CR 2; hp 37 each) roam the island and live off the bark from trees. A hot spring sits in a clearing on the eastern shore. Anyone bathing in the water is able to see into the future for 1d4 days, but with only 20% accuracy.

4031 Mithral Mines?: The eroded inscription on a sandstone cliff tells of the expedition of the Sea-Lords of Krahmis against the Valtanorian Horde during the reign of an ancient King of the Seas-Eternal. The story tells of the mines of mithral and gold worked by the Sea-Lords and gives clues as to their location. The mines' exact location can only be ascertained by reading the Chronicles of the Sea Kingdoms in the sacred Library Silentenis Dragonrun within an extinct volcano far away.

4031 Isle of Lonely Death (EL varies): A lagoon that turns into a whirlpool during full moons has **20 giant clams*** (CR 2; hp 26 each) resting at the bottom. Ten shipwrecked **vikings** (Ftr1; CR 1; hp 11 each) who mourn the loss of their fortune and ship have set up camp on the northern shore. **Gulik** (Com1; CR 1/2; hp 4) an old hermit living in a hollow tree in the center of the island is dying from filth fever. Individuals coming in contact with Gulik must make a Fortitude save (DC 12) or contract the disease.

4107 Isle of Heavy Rains (EL varies): An overturned boat partially sunk in a sandy beach on the northern shore is covered with **brain slugs**. The colony releases a mental blast once per round, inflicting 3d6 damage on everyone within 20 feet (DC 12 Will save negates). Inflicting 1d6 points of fire or cold destroys the colony.

A band of **8 army deserters** (War1; CR 1/2; hp 9 each) led by the drunkard **Nivek Long** (male Tharbrian Ftr2; CR 2; AL CN; Str 15, Dex 13, Con 15, Int 11, Wis 12, Cha 11; longsword, longbow, 20 arrows, studded leather armor, *potion of cure light wounds)* are hiding in a nearby rocky slope. Heavy rains have flooded out a small village of **18 cavemen†** (CR 1/2; hp 9 each) who are now scattered throughout the island.

4131 Isle of the Frogmen (EL 9): A burnt clearing in the center of the island is the sacred mating ground of **20 grippli*** (CR 1; hp 4 each). A giant marble statue of a leaping frog stands over the clearing. The skeletons of a dozen buccaneers are hung on poles as a warning to trespassers. A small raft with an empty wine skin is anchored on the northern shore. The gripplis hide 3,000 gp in various coins and precious gems in the base of a tree near where they lay their eggs.

4204 Marechal (Hamlet): Magical; AL LG; TL 4; 100 gp Limit; Assets 1,138 gp; Population 364 (Able bodied 91); Mixed (halfling 80% [mostly common, some highland], human 20%); Resources: Spices. *Authority Figure:* Dewey Ditil, male human N Wiz4 (Overlord of Marechal). *Important Characters*: Gakl, male halfling LG Ftr2 (Chieftain of Marechal); Pubef, female halfling LG Ftr2 (waggoner); Loagi, male human N Ftr2 (freight hauler).

This village is a perfect example of the desire of the islanders not to upset the status quo. Although they have their own chief and are capable of running their own government, they accept the claim of overlordship made by the human mage Dewey Ditel. In all fairness, they realize that he does provide valuable services and demands little in return. The halflings grow and sell spices of various kinds, most of which are fairly rare. Merchants have always enjoyed dealing with the people of Marechal because they asked relatively little in return for expensive spices. In fact, even since Dewey Ditil, the "Overlord," took over the spice dealing and raised the prices, the halflings have received as much as ever, he has had all of his needs supplied, and the merchants have still made a good profit.

4207 Snake Cult: The toppled temple of an ancient cult of snake worshippers is the entrance to the long tunnel complex reaching far beneath a mountain to a chamber filled with giant snake eggs.

4210 The Raft: A gigantic raft is crazily jutting out of a sinkhole with a monolithic column of mottled marble tied to the length of the raft with leather bands. The raft floats to the surface if pulled free of the sinkhole.

4230 The Dragon's Den (EL 10): Inside a large sea cavern is the carcass of a huge **mature adult red dragon** (CR 18, hp 312) and its horde. The area is subject to shifting rock strata and there is a cumulative 2% chance per round upon entering the cave of the complete collapse of the 70 tons of rock above (30d6 crushing damage; Search DC 25; Disable Device DC 35). Those who stay long enough and survive will find 600 pp, *ring of evasion*, 1 zircon (70 gp), 2 aquamarines (500 gp each), 1 pink pearl (60 gp), 1 silver pearl (120 gp), 1 chrysoberyl (110 gp), 1 yellow topaz (800 gp),1 azurite (9 gp), 1 blue spinel (300 gp), 1 hematite (8 gp), 1 jasper (50 gp) and 1 obsidian (8 gp).

4305 Horton hears a Who!: A sheer column of rock supports the small tower of a long dead wizard. Within the tower is a pit that contains the entire population of a miniature village in crystal vials. Breaking a vial releases the individual trapped within.

4306 Husperat Castle (Castle): Magical; AL N; TL 5; 100 gp limit; Assets 788 gp; Population 252 (40 light foot Ftr1-2 and 23 heavy foot Ftr1-2 are the garrison; the rest are Com1-3 servants, farmers and peasants, Ari1-3 nobles or Exp1-3 merchants, tailors, clothmakers and other professionals); Isolated (human 95% [mostly Ghinoran], other 5%). *Authority Figure:* Vespos, male human N Wiz8. *Important Characters:* Olmax, male halfling N Exp5.

Now a thriving community, the arrival of the famed tailor Olmax has drawn many aristocrats to the court of Vespos. Fleeing Marechal, Olmax relocated his shop in Husperat Castle. Although there is little cloth made on the island, Olmax is an expert importer and tailor. The people of Merechal who were fond of Olmax's clothing were appalled when it was discovered that the red-mustached halfling was implicated in murder. The charges were false, but his reputation was destroyed. Vespos, an apprentice to the strange wizard Jynjerzo, renovated the ancient Husperat Castle with funds gained from successful alchemic experiments that turned limestone to gold.

4503 Seasprite Rest (Castle): Non-standard; AL N; TL 4; 40 gp limit; Assets 100 gp; Population 68 (17 warrior-fishermen Exp2/War1 armed with nets, cutlasses and boathooks defend the castle when needed; the remaining 51 are Com1-3 villagers or Exp1-3 fisherfolk, craftsmen, sailors and merchants); Isolated (human 85% [mostly Ghinoran, some Altanian], other 15%). *Authority Figure:* Dimalko, male human N Brd4. *Important Characters:* Mopuk, male human N Clr3.

The residence of the former captain of the *Seasprite*, a large fishing ship in nearby Calfat, Dimalko retired after building this castle with his fortunes. Many of the current residents are elderly former fishermen from the village. Former first mate of the *Seasprite*, Mopuk retired with Dimalko from Calfat to Seasprite Rest. A very religious man venerating a sea god, Dimalko is sometimes called to Calfat to give a blessing to the lobster fleet.

4505 Lanka (Hamlet): Conventional; AL N; TL 3; 100 gp Limit; Assets 1,338 gp; Population 428 (Able bodied 107); Mixed (human 81% [mixed], halfling 19%); Resources: Quartz. *Authority Figure:* Sacerdot 'Two-horse,' male Altanian N Ftr4 (mayor of Lanka). *Important Characters*: Eerode, male human LN Ftr6 (quarry foreman); Zedovito, female human N Exp1 (learning mistress).

This village grew because of the demand for the quartz and most of its men work in the quarry. Rock cutting is hard work, and as a result, Lanka is very quiet, even for the Isle of Tirnanog.

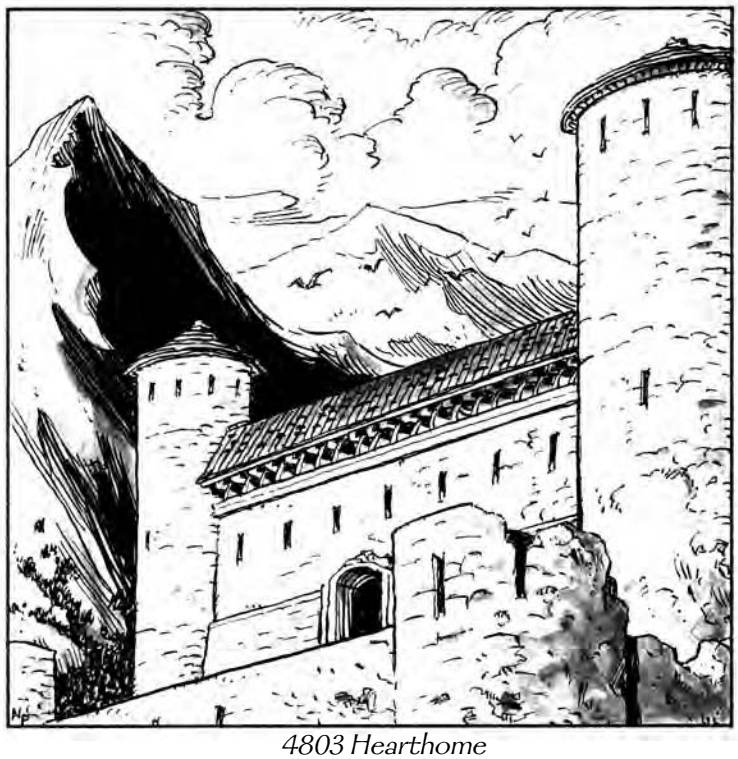
4512 The Monoliths: Sixteen monolithic blocks of granite are arranged in a perfect circle on the sandy bottom. Anyone entering the exact center 10 feet of the configuration is *teleported* to the nearest dry land due north of the spot into the center of a similar site.

4602 Calfat (Hamlet): Magical; AL N; TL 3; 100 gp Limit; Assets 925 gp; Population 296 (Able bodied 74); Mixed (human 85% [mostly Ghinoran], halfling 15%); Resources: Lobsters. *Authority Figure:* Jacinth Chanak, male human N Wiz3 (Mayor of Calfat). *Important Characters*: Dimlako, male human N Brd2 (Captain of the *Seasprite*); Mopuk, male human N Clr3 (Mate of the *Seasprite*); Nafmigy, female Altanian CE Rog2/Psi5 (Master of the *Red Raven*); Mawok, male Ghinoran LN Ftr2 (Owner of the Sleeping Siren Tavern); Retso, male human CE Rog3 (leatherworker).

Calfat is a quiet little fishing village whose occupants are very reserved around outsiders. The men take their boats out to the mouth of the windward fjord each day to empty their lobster pots. The lobsters are then sold at the market in Dalmaric. The money is then used to buy what the village needs and cannot make.

4621 The Triangle: Ten merchant ships of various sizes are neatly stacked in a huge pile on the rocky bottom. The ships lie within an enclosure of giant seashells with a gate of green bronze (Hardness 8; hp 60; Break DC 28).

4704 Heratus (Hamlet): Non-Standard; AL CE; TL 6; 100 gp Limit; Assets 1,025 gp; Population 328 (Able bodied 82); Mixed (human 100% [mixed]); Resources: Market. *Authority Figure:* Cobra Nila Nimi, male Ghinoran N Wiz6 (mayor). *Important Characters*: Buny Hitherbrite, male human CE Ftr1 (shepherd); Rettus the Quick, male Ghinoran CN Ftr3 (freight).



4803 Hearthome

About 80 years ago, a group of people from the Isle of the Blest landed here and began to build a life for themselves. This was a colony sent by the Lord of Rallu, who hoped to gain control of the island in this way. A market was set up in direct competition to the one in Dalmaric but did not really hurt it. Heratus gets the trade from the west end of the island while the east end still goes to Dalmaric. All in all, the colony was rather a failure. It consists only of this one small village, and even that has taken a native mayor. While nominally under control of the Lord of Rallu, Heratus no longer pays taxes or tribute, and is rarely visited by expeditions from Rallu.

4728 Green Giants (EL 9): A 30-foot wide set of stairs leads from a rocky crevice in the seabed to a huge underwater chamber wherein gigantic furnishings can be found. The chamber contains a 40-foot spear, 15-foot diameter shield, two pearls 10 feet across, and a bowl 8 feet in diameter. If the pearls are taken out of the water they hatch two **green sea giants** (see below). The giants cry out in rage and dive quickly into the sea and disappear.

Green (Sea) Giants: CR 7; SZ L Giant [Aquatic]; HD 12d8+48; hp 102; Init –1; Spd 40 ft., swim 40 ft.; AC 20 (-1 size, -1 Dex, +12 natural) touch 8, flat-footed 20; BAB +9; Grap +20; Atk huge greatclub +16 (2d6+10) or rock +8 ranged (2d6+7); Full Atk huge greatclub +16/+11 melee (2d6+10), or rocks +8/+3 ranged (2d6+7); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ rock catching; AL N; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 11.

Skills: Jump +9, Spot +4, Swim +9. *Feats:* Cleave, Power Attack, Weapon Focus (greatclub).

4802 Dalmaric (Hamlet): Conventional; AL N; TL 4; 100 gp Limit; Assets 1575 gp; Population 504 (Able bodied 126); Mixed (halfling 80% [mostly common, some highland], human 20%); Resources: Market. *Authority Figure:* Malignant Bomgal, male halfling LE Ftr7 (mayor). *Important Characters*: Snisy Burfoot, male halfling N Brd 4 (fisherman); Hok Bukberry, male halfling CG Rog1 (master of the Leaping Lizard Tavern); Hinka Hamfest, male halfling LE Ftr1 (miner); Cob Goldhair, male halfling LG Ftr1 (farmer); Brik the Artful, male halfling LG Clr1 (carpenter); Drulril, male human N Rog5 (freight service with his 3 brothers Glystaf, Haigwi and Awfkiki).

This village is located at a very opportune place. It is on the coast near the opening of a fjord-like inlet, and at the junction of a road to the interior and a coastal road. Over the years it became the marketing center for the island, and still retains its position despite the challenge by Heratus. It is an ancient village, possibly the first halfling village on the island, and certainly the largest concentration of that folk. At any rate, it was important enough that people came clear across the island to trade here until Heratus was built, and some still do.

4803 Talimanor (Hamlet): Magical; AL N; TL 4; 100 gp Limit; Assets 1, 275 gp; Population 408 (Able bodied 102); Mixed (human 85% [mixed], halfling 15%); Resources: Fish. *Authority Figure:* Gand the Nympth, male human [Antillian], N Wiz4 (mayor of Talimanor and regent of Tirnanog). *Important Characters*: Yewor, male human [Ghinoran], LG Ftr1 (master of the Voyagers Rest); Futhorc, male human [Tharbrian] NE Ftr3 (retired ship's captain); Mugvoh, male human CG Ftr 3 (tailor); Eldmaac, male human LN Ftr3 (smith).

This little fishing village is known to be where humans first landed on Tirnanog, and is proud of it. At that time, a castle was built nearby by the band of settlers, led a nobleman named Tali. The house of Tali died out, and, for many years, the castle lay abandoned. The Mayor of Talimanor became the leader of the settlers and the Mayors traditionally claim this leadership role although it is an

only an honorary title. Gand is called the "nympth" because he has trouble speaking when excited.

For more on Talimanor and the surrounding villages on Tirnanog, see *Isle of Tirnanog* by Scott Fulton in *Pegasus* Issue 4, available from *www.judgesguild.com*.

4803 Hearthome (Castle): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,625 gp; Population 520 (100 halfling militia War1-3 assist 30 halfling archers Rgr1-3 in the defense of the castle; the rest are halfling farmers, herders and peasants Com1-3 or craftsmen Exp1-3); Isolated (halfling 95%, other 5%). *Authority Figure:* Angel Kelnon, female halfling LG Ftr6. *Important Characters:* Farmer Cob, male halfling LG Ftr1.

Angel Kelnon left Dalmaric at a young age when the thrill of adventure called to her. After many successful forays against giants and looting ancient tombs, she returned to her loving father. Providing protection for the nearby halfling town of Dalmaric, Angel now seeks something more difficult than gold and treasure, a husband. Father of Angel, Cob retired from farming after the good fortune of her daughter. Although he begged her not to seek fortunes elsewhere, her return with crowns of gold and bejeweled scepters quickly changed his mind. Cob is a codgy old coot of a halfling.

4805 The Avenue of Statues: Four hundred statues of miscellaneous creature types are arranged along a broad paved avenue raised above the sandy bottom. The statues are all life-size and made of granite.

4830 Oily Reef: A worm-eaten merchant vessel lies on the sea bed surrounded by huge coral deposits. The merchant vessel contains 200 jars of perfume and sixteen kegs of oil. Each keg of oil brings 25 gp on the market and each jar of perfume has a value of 125 gp.

4902 Isle of Choking Dust (EL 14): The Isle of Choking Dust is a barren rocky island that is surrounded by a huge reef. Small geysers that sprout out pumice clouds keep the island under a dense cloud cover. PCs exploring the island must make a Fortitude save (DC 14) every hour they are on the island or lose one point of temporary Constitution damage per hour from inhaling the choking pumice dust. **Twenty giant slugs*** (CR 6; hp 66 each) nest on huge boulders on the islands northern edge.

4905 Lovers Isle (EL 5): A sparse isle with a deadly silence about contains the crumbled walls of an ancient temple with a waterspout shooting out from it. An exiled noble sits on a rock formation staring out towards the sea. **Lord Yol** (male human Ari6; CR 5; AL NG; Str 13, Dex 13, Con 10, Int 11, Wis 14, Cha 12; *+1 rapier, +1 chain shirt,* signet ring [House of Yol], 3 pieces of diamond [500 gp each]) lost his lands, tithe and title after an explosive affair with the daughter of his lord, who had been promised to the duke of a neighboring country. The duke was less than overjoyed to find his maiden to be less than ladylike on their wedding night and in the ensuing scandal Yol was forced to flee. He would trade everything he owns to see his one true love again. Yol stares across the waves in the direction of his true love's cloister always yearning to hold her in his arms again, even though she is hugely obese and has sworn a vow of chastity. Fittingly the temple upon this island was once devoted to Aphrodite.

4911 The Sunken Village (EL 3+; up to EL 9): A 10-foot jade idol worth 12,380 gp stands on a reef amidst the collapsed vestiges of a small village. The area around the village is filled with deep pits full of iron spikes. There are a total of ten **60-foot deep spiked pit traps** (CR 3; 6d6 falling damage; +10 melee [1d4 spikes for 1d4+5 points of damage per successful hit]; DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20).

5021 Bird Cemetery: A gigantic sculpture of a bird is carved from the rocky granite sea bed. At the eye of the bird is the collapsed aviary containing thousands of bird skeletons.

5029 It's Alive… (EL 2): A large glass jar is chained to a large stone block. The jar contains a **living liquid** (see below) that gladly answers any question telepathically (as a *divination* spell, 1/day) if released in one year.

> **Living Liquid:** CR 2; SZ M Ooze; HD 3d10+10; hp 26; Init -5; Spd 10 ft.; AC 6 (-4 Dex) touch 6, flat-footed 6; BAB +2; Grap +3; Atk/Full Atk slam +3 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA improved grab (grapple +3), constrict (1d6+1); SQ blindsight, ooze; AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

5112 The Stone Wolf (EL 6): A stone wolf 18 feet high and a pyramid tomb juts out of the coral. The pyramid can only be entered by a *passwall* or equivalent and contains the remains of ten ancient sages. Anyone desecrating the tomb is cursed to always miss saving throws (DC 25 Will roll avoids). Only a *limited wish, wish* or *miracle* spell removes the curse. The tomb contains a *staff of power, a +4 pearl of wisdom,* and 4,000

5212 Council Isle (EL varies): A peaceful island of **fishermen** (CR 1/2; hp 4 each) who live in the shells of giant sea turtles along the beach. Cannibal canoes are hidden in the bushes at the southern edge of the island. Sand bars surrounding the island are used by Aquatic Elves as a gathering point in times of trouble. There is a 2 in 6 chance of encountering **2d4 aquatic elves** (CR 1/2; hp 3 each) along the sandbars, and a 2 in 6 chance of encountering **2d6 hostile cannibals** (CR 1/2; hp 9 each) attempting to kidnap fishermen while inland.

5219 Andrea Doria Keep: This keep lies in ruins. Within the remains of its walls are (fresh) supplies for an army of 200 men, six large chests full of copper coins (60,000 cp), and a *+2 short sword* that grants the wielder the ability to *water walk* (as the spell cast by a 5th-level caster) once per day. No evidence of what happened to the inhabitants is present.

5228 Survivor Isle: Survivor Isle is a rugged island of rocky slopes and dense thickets. A **10-foot deep pit trap** (1d6 falling damage; DC 20 Reflex save avoids; Search DC 22; Disable Device DC 20) with the remains of three skeletons, one with a rusty knife lodged in the rear of his pelvis, is covered by bushes. Several broken oars have washed ashore at the southern tip of the island. Large parrots sit in the trees along with several **pythons** (CR 2; hp 16; medium-size constrictor snakes). **Five scantily clad castaways** (Com1; CR 1/2; hp 4 each) have set up camp in a small clearing by the rocky shoreline. They constantly bicker with one another about who should have to leave the camp. All claim to know nothing about the three skeletons that were former members of their encampment. Secretly they think Gene, Robert and Retnuh deserved to take it in the end.

CHAPTER FOURTEEN
GHINOR

This region takes its name from the Ghinor Successor States which came into being in ancient times when a prince of the ancient Kelnore Empire united many southern states and seceded from imperial authority. These lands — and the surrounding regions — contain the remnants of that once proud people. The city state of Chim is situated upon the tip of the Devilstongue Peninsula and is the only significant political entity. Chim was abandoned long ago by the remnants of the Ghinorans and the city has recently been repopulated by a colony of dwarves. The jungles seem everywhere and isolate inland settlements. It is said the jungles teem with cannibalistic feral dwarves. Most commerce is done by sea. Hundreds of islands and hidden reefs make navigation hazardous. The currents are strong and squalls are common, so only the most experienced mariners can travel here.

GEOGRAPHY

All regions are Warm and Wet unless otherwise noted. All sea regions should be considered both Stormy and Perilous. This region is also known to have a number of Giant features, normally confined primarily to the Elphand Lands region.

Ashwood River (Rough Aquatic): A mighty river, the Ashwood flows from the coast to the south through the jungle into the Cruaich Mountains. Tribes of pygmies are common in the area surrounding the river.

Cruaich Mountains (Rugged Mountains, low peak/high pass): These peaks give a sweeping view of the southern jungle, and are used as landmarks when traveling the area. There are rich deposits of tin and copper. This was the location of one of the original Markrab bases. The peak directly north of the Deer River is the home of a silver dragon.

Deer River (Calm Aquatic): This river, similar in most respects to the Ashwood, is slower and much easier to traverse.

Devilstongue Peninsula (Grasslands, Giant): This stony outcropping rises extends out into the sea as a high cliff, towering above the Screaming Hyena Jungle below. The peninsula serves as a landing area for sea travelers from the north. Legend holds that a ancient champion cut off the tongue of a giant demon centuries ago and birds still feed upon its remains half way down the cliff face. Perhaps due to the demon's curse, the peninsula has more than its share of giant fauna and flora, including a species of giant smilodon that terrorizes travelers by night. **Encounters:** antelope, bison, centaurs; creatures of exceptionally large size are often encountered.

Great Unctuos Swamp (Swamp, Giant): This vast marshland is home to many fell creatures along the river banks. Trolls battle lizard folk for any resources available. Disease is rampant, and filth fever is common. Valuable exotic Irises can be found in some areas, as can oversized examples of typical swamp-dwelling plants and animals. **Encounters:** oozes and slimes, crocodiles, poisonous snakes; these and other denizens of the swamp are often of larger than normal size

Manterno Isle (aka Isle of the Scroll-Maker): The crumbling ruins of a once proud citadel stand on the headland of this small island. Legend has it that this was once the stronghold of a mystic guild that scribed a multitude of scrolls for sale to the powerful and wealthy Sea Peoples of days past. Anything of value that can be had without moving tons of stone has long since been scavenged. Still, if one were able to move the rubble, many laboratories and studies lie still intact and the knowledge of the long forgotten wizards can still be uncovered.

Mau Mau River (Calm Aquatic): This massive river travels hundreds of miles through the Ravensdeath Swamp down into the Screaming Hyena Jungle. Branches of the Mau Mau winds there way through the entire region, spider webbing the northern tip of Ghinor.

Pantagent (aka Penumbra) Island (EL 7): Covered in thick jungle, Pantagent is home to the independent republic of Yolin. Oddly, shadows of creatures on the island come to life. Though some may threaten, none will ever attack their caster.

Ravensdeath Swamp (Swamp): Located at the mouth of the Mau Mau River, the Ravensdeath Swamp is said to be home to a solitary wizard, and is full of giant crocodiles and tribes of kobolds adapted to the swampy conditions. The skeletal remains of giant birds are often found on the outskirts of this swamp. **Encounters:** undead, giant fish, carnivorous plants.

Shady Hills (Rolling Hills, Dry): These highlands create the only truly dry ground in the area, splitting the Screaming Hyena jungle, and giving travelers a view of the sky. The hills are often used as a staging ground for expeditions into the jungle. **Encounters:** ankheg, badgers, wild horses, giant lizards.

Specific Locations

0112 Isle of Gorefury: This small island is thick with vegetation where blood was spilled onto the ground ages ago. Used as a battle ground for settling arguments and differences by sword and other sharp weapons, those who seek to wage war upon its shores must make a Will save (DC 20), or fly into an immediate rage as a barbarian of similar level the moment blood is spilled upon the ground. Barbarians who fall into a rage upon this island do so for double the standard number of combat rounds.

0128 Scimitar Cay (EL 7): This small, low grassy island has a large rock dominating the eastern side. A magic scimitar is stuck into the top of the rock. It is called the *Scimitar of the Seeker* (*+1 scimitar; locate object* 3/day). Drawing the scimitar from the stone requires a successful Strength check (DC 25). Anyone pulling the scimitar from the stone is immediately attacked by **16 stirges** (CR 1/2; hp 5 each). The stirges only attack the individual who drew the sword from the rock, ignoring any other defenders.

0202 Star Gazer Islet: This very small island has bare, rocky, terrain and shaped megalithic stones arranged as an ancient observatory. Using the stones to sight the stars grants explorers a +4 circumstance bonus to their Intuit Direction checks for 2d6 days after visiting the island.

0203 Isles of the Philosopher: The Isles of the Philosopher are a small group of islands that have a magical effect on visitors. Visitors are able to investigate through meditation the truths and principles of being, knowledge and conduct in the guidance of practical affairs. Everything they need is there and each isle is complete within itself. Explorers who meditate upon the islands for one month receive a permanent +2 circumstance bonus to Knowledge (philosophy) checks, and Diplomacy checks.

One of the aftereffects of leaving the isles is the deep feeling of homesickness. Upon leaving the isles, as the departing visitors look back they see a mist arise from the isles. These individuals may never return to the islands again, having lost the tranquility that the islands brought to their lives forever. Once per month the explorer must make a Will save (DC 15) or fall into a deep melancholia that lasts for 2d6 days. Overcome with homesickness and remorse, they suffer a -4 to attack rolls, checks and saves for as long as the depression lasts. A *remove curse* will eliminate this effect, but will also cause the character to lose his +2 bonuses to Knowledge and Diplomacy.

0204 Submariner (EL 1/2): A giant turtle shell floats on the surface. An **orc** (CR 1/2; hp 4) is underneath using it as a primitive submarine. He steers the shell with a crude rudder, and avoids combat if possible.

0211 Makara Worm Island (EL 5+): This island is a swampy morass with few trees. At high noon all of the **makara worms** (see below) crawl out of their burrows and sleep on their backs. Makara worms are four feet long, and resemble large maggots. The whole island is covered with them, but this is the only safe time for a visitor to cross the island. When the worms are awake, they are like piranha fish and viciously attack and eat any living creature. The only safe place for other creatures is at the seashore edge, as salt water repels the worms. Any creature crossing the island when the worms are awake is attacked by 2d6 makara worms per minute.

Makara Worm: CR 1; SZ S Animal; HD 2d10; hp 11; Init +3; Spd 20 ft.; AC 14 (+1 size, +3 Dex), touch 14, flat-footed 11; BAB +1; Grap -4; Atk/Full Atk bite +3 melee (1d4-1); Face/Reach 2 1/2 ft./0 ft.; SA frenzy; SQ scent, darkvision (60 ft.), low-light vision, salt vulnerability (1d4 points of damage per application of salt); AL N; SV Fort +4, Ref +7, Will +2; Str 8, Dex 17, Con 11, Int 2, Wis 13, Cha 9.

Skills: Listen +7, Spot +7. *Feats:* Alertness, Dodge.

SA—*Frenzy (Ex):* A giant makara worm that detects blood enters a frenzied state the following round, along with all other makara worms within a 90-foot radius. Frenzied makara worms bite until they or their opponents are dead. A frenzied makara worm gains an extra partial action each round for 10 rounds. The creature cannot end the frenzy voluntarily.

0212 Golden Eels (EL 10): A sunken merchant ship containing 30,000 gp in bullion is guarded by a school of **8 giant moray eels*** (CR 4; hp 27 each) living in the hold.

0230 Sending Islet: A very small island so named because when one is leaving, the tides send the craft away from the shore without the need of pushing off. A small spring and breadfruit trees make it a welcome stopover.

0303 Menacing Rocks: This island is rightfully named because there is no way to approach the rocks without the danger of being dashed against their sharp, jagged edges. This is true whether one attempts to swim or go ashore by boat. A ship's pilot must make a Profession (sailor) check (DC 20) or dash the bottom of the boat upon the rocks, taking 2d6 points of hull damage per round for 2d6 rounds. Likewise, a swimmer attempting to cross the rocks must make a successful Swim check (DC 20) each round or take 2d6 points of damage for the 2d6 rounds it takes to cross the area of razor sharp rocks and coral.

0312 Isles of the Gold Flame: The larger of these two islands has over 700 small volcanic cones protruding out of the ground. Each cone ranges in size from 3 to 7 feet high. A gold flame squirts out of the top about 50 feet above each cone. The smaller island has about 300 cones. At night, the gold flames shooting into the air give the two isles an eerie appearance.

0313 Windborne Island: Windborne Island has fertile soil for farming and several groves of different type trees. Mysterious and sudden changes of weather conditions are caused by visitors' thoughts and emotions. The north wind comes up when one is deeply angered. The east wind blows when one has thoughts of indignation. When thoughts of sadness and depression are dominant, the south wind blows with a mist or rain. Deeper the emotional strain, the stronger the intensity of rain and wind. The west wind with its dry gentle breeze is brought about by thinking cheerful and happy thoughts.

0313 Burial Ground (EL 13): A burial mound guarded by **30 wights** (CR 3; hp 26 each) contains two gold crowns worth 6,000 gp each and 10,000 gp. The burial mound is covered by 10 feet of earth, requiring significant excavation to enter. Access is through a 10-foot wide tunnel, leading 30 feet into the hillside.

0331 Rumbling Isles: These two large islands of rolling hills are rich with vegetation. When it starts to thunder, the sound echoes continuously throughout the isles for hours long after the thunder stops. Should travelers be on the isle during a thunderstorm must make a Fortitude save (DC 15) each round as the thunder echoes, or be stricken deaf for 1d4 hours.

0332 Topay Island (EL varies): Topay Island is rich in fruit bearing vegetation and potable springs of water. **Sixty fierce Topay cannibals** (CR 1/2; hp 8 each; large wooden shield, club) live inland and cannot be seen from the shores. They always have many warriors well hidden, just waiting to ambush landing parties. Their chief is named **Popagago** (male Altanian Bbn6; CR 6; AL CE; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 10; obsidian-edged greatclub [obsidian edge grants +2 bonus to damage and increases critical threat range by +1], javelin, hide armor).

0401 Haldor Cay: A ridge of rock end sand that juts just above the waterline. There is no vegetation except for seaweed that grows underwater at the base of the ridge.

0401 Staked Out: The remains of a skeleton are tied to the ground. Several anthills surround the skeleton. The ants are voracious, and devour any vegetable or dead animal matter. They are harmless to mobile opponents.

0402 Stealth Lord Islands (EL 16): Two islands have fertile soil and thick vegetation. A pirate once known as the Stealth Lord used the islands as his secret base. Supposedly, there is buried treasure on each of these islands. Each island's trees are worth between 150-350 gp. PCs who spend several hours exploring the island and succeed at a Search check (DC 30) uncover a cache of the Stealth Lord's treasure, guarded by the spirit of the Stealth Lord who has become a powerful **nightwalker** (CR 16; hp 136), jealously guarding his ill-gotten hoard. The treasure cache contains a *wand of shatter* (39 charges), a *ring of three wishes* with one *wish* remaining, a *gauntlet of rusting grasp*, and 734 pp.

0403 Great Troll Rock (EL 5): Legend claims this rock was a giant troll stranded on a coral reef at night and being drunk on sour mash he passed out. When the sun came up in the morning it was turned to stone. The legend of course is true, as anyone casting *stone to flesh* upon the large rock discovers. In this event **Etorrb Zunkt** (giant troll; SZ H; CR 5; hp 69; Atk 2 claws +8 melee [1d6+8], bite +3 melee [1d8+4]; AL CE; Str 27, Con 25) begins howling greedily and demands the party give him their treasure or he will slay them all.

0412 Firedhor Isle (EL varies): Firedhor Isle is a small island of jungle-type terrain discovered by Lushar Firedhor, an adventurer-explorer. Lushor extensively mapped its terrain, however many of his so-called "original maps" are nothing more then forgeries leading to death traps and dead falls. There is a 2% chance that any map of Firedhor Isle is based on one of Lushar's Original maps. Supposedly, diamonds exist on the isle but location is unknown.

The rare uncut diamonds are located within a semi-active volcanic cone that is occupied by a fire salamander outpost. There are **3 salamanders** (CR 5; hp 38 each) under the command of **a noble salamander** (CR 9; hp 112). Being somewhat lazy, the salamanders have enslaved **7 would-be treasure hunters** (Com1; hp 4 each), using them to mine the diamonds, until they starve to death, or die from mining accidents. The mine itself, when cleared of salamanders could potentially net 3d6x100 gp worth of raw uncut blue diamonds per month for 1d6 years before running dry.

0427 Laurel Island: Laurel Island is hilly and thick with evergreens and shrubs. Several flocks of doves fly in daily and rest before resuming their flight. The cliffs over a welcome resting place for all manner of flyers.

0432 Isles of Grandeur: Each of these two isles have a group of mountains and cliffs rich with foliage and trees, appearing at first glance to be a great place to re-supply. In spite of this beauty, a hidden force causes each member to experience delusions of grandeur, thinking themselves greater than their peers and invincible in battle. A Will save (DC 20) is required to stave off these feelings of superiority. This spell wears off in about six hours after leaving the island. It is caused by a small white flowering bush every season except winter.

0502 Poverty Islet: Poverty Islet is a very small island that is completely barren of vegetation and is all rocks. All the rocks are extremely sharp and jagged making it completely impossible to walk barefooted. An unusual mineral in the sandy soil will cause raw gold placed upon its surface to dissolve and seep into the ground within ten minutes.

0503 Nyletiel Island (EL varies): An island of rolling hills and thick woods. A band of **40 wood elves** (CR 1/2; hp 4 each) live and serve their ruler, **Princess Nyletiel** (female elf [Wood] Rgr5/Wiz8; CR 13; hp 71; Str 14, Dex 20, Con 10, Int 18, Wis 15, Cha 19; *+2 longsword, amulet of natural armor +1, potion of cure serious wounds, ring of protection +2 inscribed Shielding Narsil)*. They are helpful to castaways if the castaways are friendly and do not try to do harm. Nyletiel is aided by **2 rangers** (male elf [Wood] Rgr2; CR 2; hp 10 each; composite longbow, leather armor, longsword, hand axe.), her druid, **Fa-Fith** (male elf [Wood], Drd 6; CR 6; hp 36; *ring of animal friendship, wand of flamestrike* [30 charges], *wand of cure serious wounds* [50 charges]) and the wizard **Ji-Jilan** (female elf [Wood], Wiz 6; CR 6; hp 25; *wand of lightning bolts* [40 charges]).

0504 The Kingly Isles (EL varies): These two islands have a regal appearance. The terrain on each isle has basically the same structure of rolling hills and lush meadows. The rich fertile soil and the green vegetation makes these isles appear as if they are being maintained by the Royal Staff of Gardeners of a King. **Chauncey the high gardener** (male Ghinoran Ari5; CR4; hp 22) is sophisticated and seems somewhat snobbish. Deep down he has a charming side when it comes to horticultural matters few know more save the sages. He is served by a staff of **10 royal gardeners** (CR1/2; hp 4 each) and **3 royal guards** (War3; CR 2; hp 16 each; longsword, small steel shield, chainmail).

0527 Emanation Island: Emanation Island has a single mountain in the middle, which is surrounded by evergreen trees. If one climbs to the peak of the mountain and makes a wish, the wish will come true as long as it pertains to Emanation Island and only so long as the wisher remains on the island. All effects are temporary in any case and vanish within 2d4 days. A minor godling named the Glowing One (Divine Rank 2) grants the wish but remains hidden beneath the mountain.

0527 The Lost Chariot (EL 4): A sea-lion chariot drifts aimlessly across the water because it has lost its driver. A large shark ate the sea elf that drove it, and his trident remains in the chariot.

0604 Merfolk Village (EL Variable): An undersea village of **392 merfolk** (CR 1; hp 5 each) lies on the sea floor. Occasionally the merfolk will swim to the surface looking for ships to attack or trade with. They are aided in their defense by **5 merfolk lieutentants** (Ftr5; CR 5; hp 32; coral armor, trident, heavy crossbow) and **3 captains** (Ftr7; CR 7; hp 45; coral armor, trident, heavy crossbow).

0605 Sam and the Village (EL 1/4): The ruins of a recently burned village lie in ashes. A **talking toucan** (see below) tells any passerby (speaking in the Common tongue) a story about who burned the village. A raiding group of pirates landed, taking all the locals away.

Talking Toucan, Tiny Animal: CR 1/4; HD 1/2 d8; hp 2; Init +2; Spd 10 ft., fly 60 ft. (average); AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB +2; Grap -6; Atk claw +4 melee (1d2-4); Full Atk 2 claws +4 melee (1d2-4), bite -1 melee (1d3-4); Space/Reach 2+ ft./0 ft.; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 7.

Skills: Listen +6, Spot +6. *Feats:* Weapon Finesse (claw, bite).

0605 Changing Island: Changing Island is a flat island with sparse vegetation and a wooded area. There is a small stream of water that heals wounds and skin diseases instantly when a being bathes in it. Water taken from the stream is simply pure water and has no healing effect.

0632 Isles of the Skull (EL varies): Two small islands with a jungle type vegetation and swampy terrain. All the natives fled and abandoned the isles when they saw several squadrons of pirate ships anchored off shore. It wasn't so much the pirates that scared off the natives, but the pirate's skull and crossbones flags waving at the top of each ship's mast.

There is a 1 in 6 chance per day that a pirate ship is anchored in the harbor, or arrives on the island to gain fresh water and fruit before heading back to sea. Each ship contains **40 pirates** (male human War2; CR 1; hp 12 each; studded leather, longbow, 30 arrows, longspear, short sword, 1d20 sp). The island is under the command of the fierce **Captain Dilger** (male human Ftr6/Rog1; CR 7; hp 53; AL CE; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10; leather armor, *+1 short sword* named Sharktooth, masterwork mighty composite longbow [Str +2], 15 arrows). There is a 1 in 4 chance that he will be on board a ship that is in the harbor.

PCs making a successful Search check (DC 25) uncover a cache containing five barrels of rum, 12 ten-pound tins of dried meat, 1200 sp and a map to a pirate stronghold of the judge's choice. Fierce **jaguars**** (CR 3; hp 26 each) live in the hilly area near the center of the isle.

0632 Citadel of Waves (Citadel): magical, AL N; 100 gp limit; Assets 575 gp; Population 184 (20 seamen War1/Exp1; 16 pirates War2; 10 bodyguards Ftr2; remaining 138 are War1-3s or Exp1-3s); Isolated (human 91%, lizardmen 9%). *Authority Figure(s):* Djankara , male lizardman N Wiz4: *Important Characters*: 4 Sergeants (Ftr); Sulturane Telemar, female Amazon CE Ftr6 (bodyguard); Bantu the Trident, male merman N Ftr3 (bodyguard); Durnshela, female lizardman N Rog3 (dancing girl); Nurularmin, female human CE Rog4 (dancing girl).

Built above a sea cavern, this citadel was raised centuries ago by an amphibious race. Djankara often hides or aids pirates, or anyone who would hide from the eyes of common men. For this succor, he expects hefty payment and service for five years. The fees are then spent on voluptuous women and the best nectar-like wines money can buy. Djankara appears before guests only rarely, always accompanied by two of his bodyguards and riding a giant lizard.

0704 Ghost Ship (EL 12): A man-o-war sails silently along, though its oars are still. No crew mans the decks. A parrot on a perch tells a tale about the crew being killed by wights. There are **15 wights** (CR 3; hp 26 each) in the hold of the ship. The only treasure is a totally equipped warship!

0714 A Band of Gypsies (EL 9): A **band of 10 gypsies** (Human Exp2; CR 1; hp 10 each; studded leather, dagger, 2d10 sp) and **4 elder gypsies** (Human Rog3; CR 3; hp 11 each; masterwork rapier, dagger, masterwork thieves' tools, leather armor, 3d10 gp) is marooned on this island. They are generally friendly to anyone they meet, but several pickpockets and thieves are among them, though they are not murderers. They drug and enslave anyone with a Charisma greater than 15; they desperately wish to get off the island. Otherwise they throw a great party!

0714 Litany Cay: A small low island that is barren of vegetation except for a few flowers growing from of the rocky terrain. The monotonous sound of the waves slapping against the rocks reminds one of a liturgy. Priests who spend the time to pray for divine spells upon this island cast at +1 caster level until the next time they rest and pray for divine spells.

0732 Tomb-damp Island: A heavy fog constantly engulfs this island, so that the sun is never seen. All the trees and green vegetation are stunted in growth. Extremely high humidity and the cold breezes make living there

0733 Tomb-Breathe Island

unbearable. A pack of **12 hungry ghouls** (CR 1; hp 13 each) stalk the fog. Small boars and parrots attract a few hunters but all leave before nightfall.

0733 Tomb-Breathe Island (EL 5): Tomb-Breathe Island is a flat land with jungle-type vegetation and high humidity. No birds exist on this island, making one feel uneasy with the silence. The two deep caverns beneath this island are filled with carbon monoxide. PCs entering the caverns must make a Fortitude save each (DC 20), or suffer 1d4 points of temporary Constitution damage as they begin to immediately asphyxiate. Each of the caverns is occupied by a **mummy** (CR 3; hp 42 each) which of course is unaffected by the poisonous air. A *+2 manual of gainful exercise* occupies the tomb of one of the mummies, who in life constantly fought against personal obesity. The other tomb contains 3450 gp in precious gems, jewels and coin. Spider monkey screeches sound like the Tharbrian word for death.

0813 Desolation Rock: A lonely rock that is barren and completely uninhabitable. Wedged in a rocky gully are the remains of a wrecked merchant ship and its skeletal crew. No valuable items can be found.

0903 Pearl Beds: A giant bed of oysters lies on a shelf. Many of them contain pearls. Many are different colors. If fished for, there is a 10% chance per day of finding 1d6 pearls of random size and value.

1016 Isle of the Turquoise Pylon: The island has a massive rock that resembles a tower of turquoise when the setting sun hits its structure. The tower stands at the west end of the isle. Huge strawberry plants are filled with red mites.

1022 Ily-Brazil Island: This mountainous island has moderate vegetation. A hidden cove protects the ships from stormy weather. A legend relates that this is all that remains of an ancient continent. There is a 1 in 6 chance that persons searching the area of the beach and making a successful Search check (DC 20), discover a porcelain coin depicting the face of a long forgotten king. The face looks almost amphibian or aberrant in nature. An explorer making a successful Decipher Script check (DC 25), makes out the words *Ralaya-Faytung*. Such coins wash up on shore frequently enough to have become collectors' items valued at about 10 gp each.

1104 Seaweed Forest (EL 3+): A crop of seaweed stretches for miles and has entrapped many passing ships. Any ship attempting to cross this area has a 50% chance of becoming mired in the seaweed. Oared ships cannot escape without slow cutting away of the weeds. Sailing ships move at 1/8 speed. Great numbers of **sharks** (CR 1; hp 16 each) frequent this area, as it is an abundant source of food.

1110 Earthquake Island: This barren and rocky island has no vegetation growing on it except a copse of olive trees in the center. A branch of these olive trees, when held in the hands of a person attempting to make a peaceful entreaty to hostile sides, receives a +10 circumstance bonus to their Diplomacy checks. This effect lasts until all the leaves finally fall from the branch. Unfortunately anyone other than a druid trimming a bough from the tree causes an earthquake to shake the island as per an *earthquake* spell.

1111 Irreality Isles: These two small islands are very similar in hilly terrain and moderate vegetation. A small grove of trees is on each island. The unreal beauty of the terrain makes one feel it's just a dream. Ill weather never touches these islands nor is it ever too hot or too cold, no matter what the season.

1112 Enraptured Island: The Enraptured Island is an isle of many palm and coconut trees. The white sandy beach surrounds the island. A village of **40 friendly natives** (Com1-3) is located on the west side of the island. The women are beautiful and the men are handsome beyond belief. The villagers each have a Charisma score of 19, and give of their love freely to sailors and passers by, which has caused more than one mutiny, as said sailors and travelers find it very difficult to leave.

1116 Famished Cay: Famished Cay is a small coral reef that doesn't have any edible vegetation on it or around it. Those looking for food had best look elsewhere. Coral snakes abound.

1123 Sky-Sphere Island: Sky-Sphere is a crater valley island with thick vegetation and trees dotting the perimeter at the ridge. If one stands in the middle of the crater, the sky appears to be a dome for the island.

1209 Razor-fog Islands (EL varies): Two islands with tall trees moderate vegetation and a rocky terrain. The islands seem to be in the fog most of the time. There are many caves and some of them are filled with **cloakers** (CR 5; hp 45 each), **ropers** (CR 10; hp 85 each), and **mimics** (CR 4; hp 52 each).

1209 Oogha Boogha! (EL 13): Some orc headhunters that live in a cave to the north have defaced a marble monument to a dead Elven king. There are **60 adult male orcs** (CR 1/2; hp 4 each) in the caves, led by **Chieftain Hagruush** (male orc Bbn12; CR 12; hp 118; AL NE; Str 21, Dex 14, Con 14, Int 8, Wis 10, Cha 6; *+1 greataxe, +1 mighty composite longbow* [Str +5], 20 *+1 arrows, +2 breastplate, potion of haste)* and the **shaman Gurgril** (male orc Adp9; CR 8; hp 39; AL NE; Str 20, Dex 10, Con 12, Int 10, Wis 14, Cha 9; *+1 light mace, +2 leather armor)*. They are hostile and highly superstitious. Heads of their victims decorate the trees on the southern island.

1211 Untrodden Isle: This is a small, level island with different types of vegetation and a few clumps of trees scattered around its area. The isle appears never to have been visited by man or beast.

1212 Reconciled Island: Anyone who has any hostility or hatred when they first come ashore they must make a Will save (DC 25) or find that the feelings dissipate and harmony prevails while on this island. A lavender orchid has this affect upon beings while in bloom.

1214 Dangerous Seas (EL 9): A **giant squid** (CR 9; hp 66) attacks any ship that passes by. It carries a huge scar where a ship crushed it against a sandbar. Numerous reefs and sandbars fill this area, making it difficult to navigate. Ship movement is at half speed, and a DC 15 Profession (sailor) check must be made to avoid damage to a ship crossing these waters.

1220 Growling Islet: Growling Islet is a very small island with a rocky shoreline, sparse vegetation and a few trees scatter across its sandy surface. The islet seems to attract debris of all types and this scraping of the debris against the rocks makes an unnerving growling sound. Persons traveling on the island must make a Will save (DC 20) or be shaken for the duration of their stay upon the island due to the unearthly noise.

1222 Kittle Isle: A small island that has many different types of vegetation. Persons touching any of the island's trees must make a Fortitude save (DC 20) or feel as if they are being tickled. This effect continues 3d6 hours before the tickling feeling disappears. Persons who succumb to the tickling trees suffer a –4 to any attack rolls, skill checks, saves, and are exhausted for 1d2 hours after the tickling sensation ceases.

1309 Firefly Cay: Firefly Cay is a very small island with thick vegetation, and low-level terrain. The only living creatures are the large firefly insects that swarm about the island. At nighttime, as one approaches the island, the blinking lights can be used as beacon to guide the landing party to the island.

1313 Incursion Isle: Incursion Isle is a tiny island that has rocky terrain and thick vegetation. All its occupants were killed in a surprise raid because they couldn't see the invaders from the sea. Bits of their hacked bones and broken potsherds are all that remain to indicate their existence. A large cavern extends to the sea and wild goats may be found. The harbor has a rotten dock that is dangerous.

1314 Steed-binder Isles (EL varies): These two small islands have a flat, sandy terrain with sparse vegetation. The beaches are ideal for horseback riding and racing. There are many **wild palominos (light horses)** (CR 1; hp 19 each) on the isles that can be tamed. Tigers and giant sloths are often seen.

1316 Shakar Island (EL 2): An island with many high cliffs and steep mountains. A sylph (see below) lives at the cliff tops, and very rarely comes down to the sea shore.

> **Sylph:** Medium Fey (Air); CR 2; HD 3d6+3; hp 13; Init +2 (Dex); Spd 30 ft., fly 60 ft. (good); AC 12 (+2 Dex), touch 12, flat-footed 10; BAB +1; Grap +1; / Full Atk dagger +1 melee (1d4); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ SR 21, low-light vision; AL NG; SV Fort +4, Ref +5, Will +8, Str 10, Dex 14, Con 12, Int 16, Wis 16, Cha 18.
>
> *Skills:* Concentration +7, Craft (any one) +7, Escape Artist +4, Heal +7, Hide +6, Knowledge (any one) +7, Listen +11, Move Silently +6, Sense Motive +6, Spellcraft +7, Spot +11, Wilderness Lore +7; *Feats:* Alertness, Dodge, Great Fortitude, Iron Will.
>
> *Spell-Like Abilities:* At will, *invisibility* (self only), levitate; 1/week — summon a Large 8 HD air elemental. They can also replicate sorcerer spells as 7th-level casters (save DC 14 + spell level).

1320 Procession Cay: Procession Cay has a coral reef ridge that rises above and falls below the surface making it appear to be a group of stepping stones.

1407 Weird Currents: A strong current and slight wind always flow northward. Outside this area, the predominant currents are to the east.

1410 Isle of the Dismemberer (EL 7): A mad wizard created a flesh golem that patrols the beach area and rips apart the castaways and visitors as they try to come ashore. The **flesh golem** (CR 7; hp 90) dubbed the Dismemberer by survivors, attacks all who journey here. Among the broken bits of equipment, shattered blades and splintered skulls are a *ring of water walking*, a *circlet of blasting*, and around 300 gp in coin and gems.

1412 Sighing Island: The Sighing Island has nice white sandy seashores, moderate vegetation, and plentiful trees. A powerful spell of the beauty causes anyone upon the island to make a DC 30 Will save or yearn for things not there. This yearning causes folk to wander aimlessly across this pristine tableau and sigh as they look upon its natural wonders with a sour look of melancholy. When one leaves the island the weariness is left behind.

1413 Sunboat Island (EL 9): Sunboat Island is a rocky island with very scanty vegetation. The rocks glisten like gold in the sun. An old dwarf named **Woed** (Male Dwarf Ftr4/Brd 5; CR 9; hp 51) lives in a hidden cave and tells great stories to anyone that finds him.

1501 Isles of Mintobar the Benign: The larger of the two islands has an old castle. A high wall extends around the perimeter of this island and protects the castle from entry. There are doors, but they can't be detected by the naked eye because of the craftsmanship of the dwarves who built it, and require a PC to make a successful Search check (DC 25). There are currently **50 dwarves** (CR 1/2; hp 5 each), led by **10 sergeants** (Ftr2; CR 2; hp 15 each; short sword, small steel shield, plate armor) and **2 captains** (Ftr6; CR 6; hp 41 each; masterwork short sword, small steel shield, plate armor). Their ruler, **King Mintobar** (Ftr9; CR

9; hp 69; *+2 shortsword, +2 small steel shield, +2 chain mail, potion of cure moderate wounds)* leads with a calm, steady, even hand. Castaways and visitors are not welcome, but the other island does permit castaways and visitors to come ashore, although only for a short while.

1509 Vogul Cay (EL varies): This isle is inhabited by **10 giant worker ants** (CR 1; hp 9 each) that guard a cave containing a *necklace of prayer beads (karma)* that the ants are strangely attracted to. There is a rumor that a **mimic** (CR 4; hp 52) also guards the cave.

1511 Timber Oaks Isle (EL 1): An island densely covered with oak trees and shrubs. Many **dryads** (CR 1; hp 7 each) live there and are friendly only if they know the person or party mean them no harm. Attempting to log their beloved trees raises their ire instantly.

1513 Cobra Cay: Cobra Cay is a small island with many different types of **cobras** (medium to large vipers; CR 1-2; hp 9 or 13 each). One species that is dark green with orange stripes carries a particularly virulent poison favored by assassins (Type: Injury [DC 19]; Initial Damage 2d6 Str; Secondary Damage 1d6 Con; Price 1500 gp). The poison, if properly milked from the cobras gleans 1d4 doses per day per cobra.

1608 Isles of the Unending Path: These six islands have a path that weaves back and forth across each of the islands. The paths go right down to water's edge and pick up on the shore of the adjoining islands. It is thought that maybe these islands were really one large island that broke apart, with sections that sank under water. A story about the six isles claims that one of the paths that go into the water actually leads to a cave (that is underwater now) where a treasure worth over 50,000 gold pieces is kept. Supposedly, a giant sea snake guards the cave and the treasure. Actually, the treasure is worth more like 500 gp, and is guarded by a band of **6 sahaugins** (CR 2; hp 11 each) who were exiled from their tribe for weakness.

1609 The Shrouded Isles: These two islands are protected from view by a veil of fog. The fog usually stays offshore about a hundred yards or so and only sometimes creeps into the islands themselves.

1613 Mist-driven Islet: A very small island that has many marshes, stunted trees and fungus growth. Since it is constantly misting, the dampness is very uncomfortable. Metal armor and equipment must make a Fortitude save (DC 14) for each hour spent upon the island or begin to take rust, losing one hp per hour that the rust is not carefully cleaned off.

1708 Twry Tree-battle Isles (EL varies): Several bands of woodland elves that dwell upon these isles formed a confederation several years ago in outrage at the unspeakable atrocities done to one of their maidens by a band of pirates. This confederation known as the Twry Alliance in memory of she who was lost, has successfully fought and slaughtered all the pirates who raided these two islands. Anyone bearing markings of affiliation with any pirate band that is discovered upon these isles by the wood elves had best pray for a quick death, for the wood elves have no mercy left within their hearts. There are **60 wood elves** (CR 1/2; hp 5 each; leather armor, longbow, 20 arrows, longsword), **4 wood elf druids** (Drd5; CR 5; hp 5 each; leather armor, *+1 club*, composite longbow, 20 arrows, *potion of cure moderate wounds*), **5 wood elf wizards** (Wiz5; CR 5; hp 12 each; *wand of lightning bolt or fireball* [20 charges], *scroll of haste, potion of cure moderate wounds*), and **5 wood elf rangers** (Rgr5; CR 5; hp 27 each; *+1 studded leather armor, +1 mighty composite longbow* [Str +2], *+1 arrows* (30), longsword, short sword, *potion of cure moderate wounds*.

1710 Echoing Island: Echoing Island is an isle with a group of flatiron mountain ridges. The terrain is mixed with steep mountains and lowlands. Vegetation ranges from sparse to moderate. In one area of the mountains, an echo is heard for two minutes before it ceases.

1711 Chalcedony Cay: This is a small island of milky quartz rock. No vegetation grows on its surface. Sea weed grows quite thick around at shoreline. Many schools of fish can be seen swimming around this island.

1712 The Paging Isles of the Visage (EL 7): The larger of the two islands has a rocky pile of stones that resemble a face of a man in violent anger. On the south side of the smaller island is a cave. A **hermit** (male human Rog7; CR 7; hp 45) living upon the island tells of a small treasure worth 2,500 gold pieces hidden within a cave upon the island which is trapped with a deadly series of traps. The hermit offers to tell the party how to bypass the traps and attain the treasure for 40% of its value. The catch is he wants 500 gp up front. The truth is, he keeps the treasure hidden in a secret vault beneath his shack, and has cleverly constructed a gauntlet of deathtraps within the cave that leave little chance of survival. There are 2400 gold plated cp (worth only 240 gp) at the end of the gauntlet of traps.

1713 Victorious Isle: A magical force upon the island forbids anyone beyond its beaches who has not recently been victorious or triumphant over an evil force. An invisible wall restricts a loser from touching anything beyond the sandy beach. There is an enchanted longhouse upon the isle filled with elohiem who tell tales of high adventure and valkyries who serve endless platters of meat and flagons of mead or ale to those allowed through the magical wall. The feast cures heroes of all hurts and diseases, and regenerates lost extremities. The longhouse disappears after one night, as the valkyries remind the victorious heroes that there are other battles they must fight and other wrongs to be righted.

1714 Isle of the Pillar (EL varies): An island that has an upright shaft of stone with an inscription in an ancient elvish rune about a secret location of treasure worth 3000 gold pieces hidden somewhere on the island. The wooded area is occupied a band of fierce fighting elves — a **fighter-druid** (Ftr2/Drd5; CR 7; hp 50; *+1 longsword, small wooden shield, studded leather armor, potion of cure moderate wounds*), **2 fighter-wizards** (Ftr1/Wiz6; CR 7; hp 25; *wand of fireball* (27 charges), *+1 short sword* and Ftr2/Wiz5; CR 7; hp 41; *scroll of lightning bolt, summon monster I,* and *dispel magic, +1 quarterstaff, ring of protection +1.*), a **ranger** (Rgr6; CR 6; hp 37; *+1 longsword, amulet of natural armor +1*, chain mail armor, small wooden shield), and a **fighter** (Ftr6; CR 7; hp 41; *+2 longsword, potion of endurance,* plate armor, small wooden shield).

1808 Islet of the Horrid (EL varies): This is a small island whose terrain, weather and vegetation presents the most unpleasant and disagreeable living conditions imagin-

Isle of the Horrid Weather

Roll 1d6 and consult the chart every five minutes to determine the sort of weather the island is having.

1.	Temperatures over 110 degrees Fahrenheit, extremely dry and windy. Fluids that are not in sealed containers dry up within minutes, lips and skin becomes chapped and sore from the super drying effect.
2.	Temperature drops to 15 degrees Fahrenheit, extremely damp.
3.	Blustery with a gloomy overcast sky followed by softball sized hail and slicing ice cold rain. Beings caught out in the hail take 2d6 points of damage per round until they find shelter.
5.	Hot and Humid. Temperatures in the high 90's with 98% humidity, individuals in metal armor or bearing heavy loads must make a Fort save (DC 16) or become fatigued.
6.	Pick any two of the above weather types and the island has both at the same time.

able. Numerous carnivorous plants, including **tendriculous** (CR 6; hp 94 each), **shambling mounds** (CR 6; hp 60 each) and **assassin vines** (CR 3; hp 30 each), inhabit the island.

1811 Jaws (EL 3+): Schools of **2d6 medium sharks** (CR 1; hp 16 each) come to breed in these waters. They are usually very ill tempered during the spring.

1812 Windstone Island (EL 9): This is an island of very rocky terrain and very little vegetation. A powerful wind is constantly blowing around the large rocks and stones that create sounds that are similar to musical instruments — but off key.

The strong wind is actually a **greater air elemental** (CR 9; hp 178) with an "ear" for music. A bard who performs for the elemental and scores a Perform check (DC 30) or higher is granted a *+4 cloak of charisma* from the pleased elemental.

1831 Fire-opal Island: The Fire-opal Island has sparse vegetation and sandy soil. Many small villages are scattered around on the island. The natives are normally very friendly.

1908 The Horns of Ichor: These two islands each have a group of pyramidal mountain peaks. If one rests at the base of any of the pyramidal shape mountain peaks their Strength score increases by one point for 48 hours.

1932 Isles of the Sunderer: These two isles are the homes of two tribes of peaceful natives. The northern isle grows pineapples and the southern one grows coconuts and sugar cane.

2007 Ecstasy Cay: This small island has sparse vegetation and a couple of tropical trees. Beings that have been on this island for more than an hour must make a Will save (DC 20) or start to spout poetry and talk in rhyme. This spell wears off only after one leaves the island and has been gone for two days.

2007 The Old Man and the Sea (EL 12): Tanril, the Questing Mage (Male Alryan Wiz12; CR 12; hp 45; AL NG; Str 9, Dex 11, Con 13, Int 20, Wis 13, Cha 12; *medallion of ESP*, *+1 quarterstaff*, *ring of protection +3*, *bracers of armor +4*, *wand of lightning bolt* (25 charges, caster level 7th) sails slowly by in a small dingy. He tries to answer any questions about the surrounding isles. He is out to fulfill a quest that he can't talk about.

2033 Lofton (Village): magical; AL N; TL 4; 200 gp Limit; Assets 5,300 gp; Population 848 (Able bodied 212); Mixed (half-elf 53%, human 36%, elf 11%); Resources: Timber. *Authority Figure(s)*: Glorendil, male half-elf LG Wiz9**:** *Important Characters:* Sindrais, female half-elf N Ftr6 (watch captain); Samandar, male half-elf N Rog5 (trader); Ormontes Ramaxartes, male human N Ftr5 (elephant riders); Arroas Heptemerides, male human N Rog7 (leader of thieves guild).

The jungles near Lofton are known for its exotic mahogany and ebony. They are also known for a ruined city of undead, and, as the locals claim, winged apes. Logging is so dangerous that each team of tree-cutters is accompanied by a group of at least fifteen spearmen and a war elephant (there are eight elephants and each has a tower with six archers). Apart from the wood, village folk weave silks and harvest pineapples. There is a small guild of thieves in residence, who prefer to target foreigners. They also smuggle spices and euphoric drugs.

2107 The Everlasting Islands: These three islands have groves of trees and moderate vegetation. Several bands of friendly elves live on these islands and help strangers in distress. Anyone remaining on one of these islands for ten years or longer ceases to age and could live forever, so long as they do not leave the islands. Upon leaving the islands they have ten days to return to the island or begin to age at a rate of one year per day until they have aged to their "natural" age. If this aging goes beyond the end of their "natural" lifespan they die, and turn to dust.

2108 Solitude Rock: A large monolith stone protrudes out of the sea. It stands alone. There is no vegetation on it or around it. No birds are seen flying around it. Even the fish stay clear of it as much as possible.

2111 Potbog Island: An island that has a wet spongy ground and the vegetation's decay gives off a terrible stench. Travelers can smell this island long before they see it.

2121 Hissing Cay: A very small island that has many steam and hot water spouts. Their intermittent hissing makes one think of being surrounded by snakes.

2133 City of the Dead (EL 13): Deep in this jungle is a road overgrown with brush and vines. The road leads to an ancient city filled with ruined buildings. Undead of various kinds, including **6 wights** (CR 3; hp 26 each) led by **Scorith the Vampire** (male human Vampire Wiz12; CR 14; hp 82; AL NE; Str 16, Dex 19, Con —, Int 21, Wis 15, Cha 18; *bracers of armor +3*, *ring of protection +2*, 3 *potions of cure serious wounds*, *wand of lightning bolt* [21 charges, caster level 9th], *arcane scroll of 2 spells* [*fear* and *teleport*], *wand of magic missile* [17 charges, caster level 5th], quarterstaff, masterwork dagger, pouch with 1 diamond [1,000 gp]) haunt the ruins. Scorith has created **8 vampire spawn** (CR 4; hp 26 each) that serve him and help fight intruders.

2203 Castaway (EL 5): An **elf named Eleviel** (male elf Ftr5; CR 5; hp 25; AL LG; Str 16, Dex 15, Con 12, Int 10, Wis 12, Cha 8) is lying in a small rowboat drifting endlessly. He has not eaten for days and is eternally grateful to any that rescue him. He has no possessions.

2204 Isles of the Searing Portal: These two islands of rocky terrain have several tunnels that go deep into the earth. The tunnels have never really been fully explored because of the scorched walls. What is down in the tunnels no one knows.

2205 Isles of the Flarrier Beasts (EL varies): Packs of **1d6+4 displacer beasts** (CR 4; hp 51 each) hunt the packs of **2d6+4 blink dogs** (CR 2; hp 22 each) which roam these two isles. On a roll of 1 on a 20-sided die a party encounters two packs warring with each other. Check for this encounter once every ten minutes the PCs spend searching this island.

2205 Two Pixies on a Wall (EL 6): An old wall is standing beside a grove of trees on the larger island**. Two pixies** (CR 4; hp 3 each) are sitting on top of the wall talking. They disappear if spotted and try to avoid any intruders.

2206 Loneliness Rock: This rock has a magic spell that causes one to feel lonely even when others are around, unless they succeed a Will save (DC 25). The spell wears off in twelve hours.

2305 Splintered-Stone Islands: Two islands that have many smooth large stones that have splintered by some unknown force. Some say a high level wizard went mad and used his spells wildly on the stones.

2305 The Remains of Perseus?: A skeleton covered by vines has a *+2 longsword* and a bag with a medusa head inside it. The remains have been here for centuries, yet somehow the head remains fresh. It is incapable of turning anyone to stone anymore.

2306 Phantasm Island: This is a dark, murky island that has jungle type vegetation and terrain. Whatever a person fears appears as an apparition on this island. If one loses his fear by having *remove fear* cast upon him, or if he makes a Will save (DC 15) the ghostly phantasms disappear.

2307 Effluviurn Crown Rocks: From a distance, this pile of rocks resembles the headgear of royalty. But as one comes closer to it they must make a Fortitude save (DC 20) or an invisible disagreeable vapor penetrates one's nostrils and causes one to vomit.

2308 Archmage Cay: A small island that once had a grand wizard. Some say he is still there, but in another dimension. A smooth disk of stone is said to be the place where the wizard's tower once stood but now there is only dust and the occasional chipmunk.

2309 Firestorm Islands: Each of these two islands has an erupting volcano fuming smoke and spewing forth lava most of the time. These islands are very dangerous to go near because of the almost continuous eruptions that scatter lava and debris several miles around. The flaming volcanic debris is +20 to hit and deals 3d8 points of damage on a successful hit, double on a scored critical hit. Creatures and objects struck by the flaming missiles must make a Reflex save (DC 15) or catch on fire.

2334 The Old Man and the Cave (EL 9): Sigurn (male Ghinoran Alc10; CR10; Knowledge (alchemy) +15), an aged, absent-minded alchemist sits in a cave experimenting with new potions. His stock of potions is expensive (twice the market price) and unlabeled. Some of the potions are experimental and 50% of the time their effects are changed or reversed. He can make or sell almost any potion.

2405 Starfalcon Rock (EL 2+): A flock of **2d4 giant falcons** (see below) inhabits this mountainous rock. The leader of the birds has a white star on each of its wings. If anyone in a landing party harms the birds, the entire flock attacks them.

Giant Falcon: CR 2; SZ L Beast; HD 3d10+9; hp 19; Init +3; Spd 10 ft., fly 70 ft. (average); AC 14 (-1 size, +3 Dex, +2 natural), touch 12, flat-footed 11; BAB +1; Grap +8; Atk claw +4 melee (1d6+3); Full Atk 2 claws +4 melee (1d6+3, bite -1 melee (2d6+1); Space/Reach 10 ft./10 ft.; SQ darkvision (60 ft.), scent; AL N; SV Fort +6, Ref +6, Will +1; Str 16, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Listen +4, Spot +10*. *Feats:* Alertness, Fly-by Attack. *Giant Falcons receive a +5 racial bonus to Spot.

2408 Gross Silver Island: This island has a silver lode that lies 30 feet beneath its rocky surface. The silver is protected by a curse of death, if anyone attempts to dig it out they must make a Fortitude save (DC 25) or die. The curse is cast at 20th level and is as such very difficult to remove or dispel. Should the curse be lifted by *wish* or *miracle* spell the silver lode, when procured has a value of 20,000 gp.

2409 Crystal Sword Rock: The island has a large cave. A magical crystal sword floats inside this cave behind a wall of force that cannot be dispelled. One has to answer five riddles correctly in order to gain possession of the fabled blade. An old elf named **Ebekenizier** (male elf Wiz7/Lor7; CR 14; hp 55; *The Crystal Sword of Ebekenizier* [*+3 brilliant energy defending keen bastard sword*]) who cannot die until the riddles have been answered is the guardian of the cave. No one has ever answered all five riddles correctly.

"My trail would be easy to follow,
had I more than one foot, what am I?" (Snail)

"I am a confidant, I am a keeper of secrets,
ladies keep me and men fill me, what am I?" (A purse)

"I am the weakness in the bones, I am the stealer of life,
I am the failing of memory. What am I?" (Time)

"I am the healer of hurts, I am the mender of the soul,
and the salve which mends all pain. What am I?" (Love)

"Runs over fields and woods all day. Under the bed at
night sits not alone, with long tongue hanging out,
awaiting a bone." (A shoe)

2506 Were-Damsel Cay (EL 3): The fair damsel **Shanazay** (CR 3; hp 13) turns into a werewolf during the evenings and roams this small island looking for her mate. Shanazay killed her lover Lieker a long time ago, but cannot bring herself to believe that he is dead. A landing party is taking a great risk stopping at this small cay.

2507 The Fate of the Hammer: The half sunken merchant ship *hammer* lies on a sandy bottom with its cargo of iron ore still in its hold.

2529 Citadel of Storms (Citadel): Standard, AL CE; 100 gp limit; Assets 375 gp; Population 120 (20 marines Ftr1/Exp1, 10 officers Ftr2 and 2 war elephants [CR 7; hp 104 each] constitute the garrison and core fighting group the remainder are Exp1-3 sailors, War1-3 bandits and Com1-3 servants and laborers); Mixed (human 68%, orc 22%, goblin 10%). *Authority Figure(s):* Sanulf the Scourge, male human CE Ftr7. *Important Characters*: Sergeants (Ftr

3, Krtek and Bunko); Fragon Brufnaer, male orc CE Clr 4 (Lord Skortch); Samshir, male human CE Evo5.

Sanulf's little stronghold is both well hidden and well defended. Sanulf is a trader, a pirate, a smuggler and a slaver. He has two war elephants and two fast ships. At the moment, he is preoccupied with a strange vision he dreamed. Fragon interprets it as a sign to find his god's idol in the jungle and pray to it for assistance. Samshir has doubts and plots against Fragon.

2604 Hervey Halo Islet: A radiant ring of yellow light hangs suspended above this small island. As the landing party beaches their craft, a strange but wonderful feeling overcomes them. Their tiredness is lifted from them, and clerics and wizards may regain any lost spells without needing to spend time in prayer or study.

2605 Sindrek Island: On this island reside several villages of halflings. They are wary of visitors and castaways but give aid when needed. They are most helpful when the castaways and visitors are seeking ways of leaving the island, often helping them construct rafts that undoubtedly sink somewhere 15 or 20 miles from shore.

2703 The Underwater Tower (EL 9): Jutting above the waves is a tower of blue stone. Two stories of the five-story tower reach above the waves. The remainder is submerged. Inside the tower on the lowest is a **covey of 3 sea hags** (CR 4; hp 16 each) and their minions, **6 merrow (aquatic ogres)** (CR 2; hp 26 each). These three sisters lure passing ships with a lighted beacon at the top of the tower, and with illusions of gold and gems in the depths of their lair. The eldest sister has a *wand of major image* (caster level 9, 22 charges). Imprisoned in the depths of the tower is a **mermaid princess** (CR 1/2; hp 5), native to the village in hex 0604. If rescued, this village befriends the rescuers and rewards them with a *helm of underwater action*.

2704 Sea Hold Isle: This small island seems to draw all debris, boats and ships toward its beaches. A landing party will find it quite difficult to get away from the island, requiring a Fortitude save (DC 18) to keep from becoming exhausted as they row off, and a Profession (sailor) check (DC 15) to find the right current to help pull them away from the hellish riptides. Persons with the Endurance feat may make a second check if their first check fails to pull them free of the island.

2705 The Flying Isles: A very strange and inexplicable phenomenon occurs on both these islands. Whenever landing parties of five or more beings step onto the beach of either island, both islands suddenly lift out of the water and hover several hundred feet in the air. This suspension in air lasts from several minutes to several hours (d1000 minutes), at which time they suddenly plummet to the ground inflicting 20d6 points of damage unless magical precautions are taken.

2706 Livingbone Island (EL varies): This dark and dismal island is inhabited by a tribe of **60 goblins** (CR 1/4; hp 4 each) and their **chieftain** (male goblin War4; CR 3; hp 21; handaxe, throwing axe, studded leather). Any visitor or castaway can expect the roughest forms of torture if captured by the goblins. Also, one can expect to become a slave in their nearly exhausted diamond mine. The mine has about 2000 gp worth of mine-able material left.

2716 Catwoman Cay (EL 16): This small island is inhabited by **Sheegra the wild woman** (Drd16; CR 16; hp 96; *Ring of Animal friendship, staff of the woodlands, druids vestments, amulet of natural armor* +5) who has complete control over the jaguars, tigers, lions and leopards. She is friendly to visitors and castaways that love animals.

2723 Eidolon Islet (EL 3): This very small island is inhabited by a **phantom*** (CR 3; hazard) named Sprague. He doesn't try to scare anybody unless they fear him. If anyone is friendly to him, they are given a map of secret information about the different islands in the area.

Phantoms are translucent spirits of creatures that died a particularly violent death. A phantom appears much as it did in life, though its form is clearly translucent and incorporeal. Phantoms have no attack form and they themselves cannot be attacked. A phantom causes fear (by gaze) to any living creature within 30 feet of it (Will save DC 15 negates). Affected creatures flee in terror for 1d6 rounds. If the save is successful, that creature cannot be affected by that phantom's fear for one day. A phantom can be driven away through the casting of a *dismissal* or *banishment* spell. This causes the phantom to retreat from the area for 1 round per caster level.

2727 Chim (Village): Standard; AL N; TL 6; 200 gp Limit; Assets 8,300 gp; Population 1328 (Able bodied 332); Mixed (dwarf 62% [mostly city], human 22%, halfling 8%, half-elf 4%); Resources: Market. *Authority Figure(s)*: Funglarmir the Sagacious, male dwarf [city] N Ftr3. *Important Characters:* Dwablon Fili, male dwarf N Ftr6 (watch captain); Urneus Morgon, male dwarf [city] LG Ftr6 (mapmaker); Thuno, male halfling CG Ftr2 (butcher); Masallas the Altanian, male Altanian CN Ftr7 (rubber tree farmer).

Chim is a busy seacoast settlement, noted for its location on the Devilstongue Peninsula, the fact that it is one of the few settlements in the region and for the fact that its occupants are mostly dwarves. The city was long ago one of the cities of ancient Kelnore and was the capital of one of the Ghinor Successor States. This city was abandoned in the dark times after the War of the Pious and Philosophers. It was resettled nearly 800 years ago by a colony of dwarves. The current ruler, Funglamir, was chosen as a formal leader after the last holder of his position was overcome by dwarven gold-lust who became convinced that a huge treasure was hidden on Wraithelm Island. Unfortunately, the wraiths found him before he found the gold. Funglamir is a less hotheaded and more careful; some even call him a coward. The village is the market for the region's most unique product—rubber. The dwarves harvest rubber from the trees in the jungle. The strange substance is like pitch, but is resistant to fire if treated properly.

In the village, one can find Urneus Morgon's Mapping Merchandise – he sells and buys sea maps, wilderness maps and treasure maps (no money back guarantee here!), also has a boxful of Galtan's Pompous Skullcaps for sale. These ornate caps go for 1000 gp and give correct locations in the form of strange numbers – needless to say, they are universally regarded as useless and Urneus is desperate enough to sell them at half price. Thuno the halfling sells snakes on a stick – 5% are still dangerous to consume. Massalas harvests rubber from his trees.

2727 Chim

Chim is detailed more fully in the City State Supplement *Nirang's Keep* by Scott Fulton from the classic Judges Guild *Pegasus* magazine, Issue 9, available for download from *www.judgesguild.com*. Note that there are slight differences between the Chim described in that source and the one here. Feel free to use the version you prefer.

2804 Paean Torque Islands (EL varies): The larger of the two islands has a clan of **30 dwarves** (CR 1/2; hp 5 each) and **six veteran crafters** (male dwarf Exp4; CR 3; hp 19 each) who make fine ornamental jewelry of precious metals and gems. Their leader is **Turinbol, the Master Craftsman** (dwarf Ftr/Exp6; CR 8; hp 46; Profession (metalworker) +16). The other island has a band of **46 elves** (CR 1/2; hp 4 each) and **4 elf enchanters** (Wiz5; CR 5; hp 22 each) who are friendly to the dwarves. They are led by the **elven master enchanter Elisheerith** (male elf Wiz9; CR 9; hp 41; *wand of charm monster* (45 charges), *potion of Charisma, amulet of natural armor +2, bracers of armor +3)*. In fact, the dwarves make the jewelry and the elves put magic spells of music into the jewelry. The elves and dwarves share the profits selling to traders and merchants. They sell *+2 amulets of health, amulets of protection against detection and location, circlets of persuasion, +2 headbands of intellect, medallions of thought* and the like, although they can craft other items as a special order and at a 20% mark-up.

2810 Isles of the Barghest: The Barghest Clan of barbaric fighting dwarves occupies these two hilly, rocky islands. There are **20 barbarian dwarves** (Bbn1; CR 1; hp 7 each; dwarven war axe or urgosh, heavy crossbow, scale mail, large steel shield), **5 barbarian-fighters** (Brb3/Ftr3; CR 6; hp 25 each; *+1 dwarven ware axe, +1 breastplate,* large steel shield) and **4 barbarian-rangers** (Brb4/Rgr2; CR 6; hp 37 each; AL CG; *+1 dwarven war axe, +2 chain shirt,* light crossbow, 20 *+1 bolts)*. Their standard is an urgosh with the severed head of a Barghest mounted upon it, and their leaders are **Elgo the Goblin Crusher** (male dwarf Brb1/Clr6; CR 7; hp 34; AL CG; *+2 orc bane dwarven urgosh; +3 chain shirt)* and **Thain Gola Gorebeard** (male dwarf Brb6/Ftr4; CR 10; hp 61; *+3 Heavy Flail of shocking burst, +2 breastplate, ring of protection +2, boots of speed)*. Goblins, orcs, and hobgoblins beware.

2821 Isle of the Dancing Frogs (EL 15): The village on this island has several special event festivals. An old wizard named **Joseph** (male Ghinoran Wiz15; CR 15; hp 63; *staff of frost, bracers of armor +4, ring of protection +3, scroll of fireball, lightning bolt, charm person, wand of magic missile* (31 charges), *cloak of resistance +2)*, befriended by the natives, entertains the village by casting his dancing spell on all of the frogs caught for these happy occasions. There is a 1-in-6 chance that characters will arrive at one of these festivals.

2823 Isles of the Reincarnator (EL 10): Malo the druid (male Ghinoran Drd10; CR 10; hp 63; *potion of blur, wand of cure light wounds* [27 charges], *bag of tricks* [gray], *amulet of natural armor +1, +1 scimitar)* lives on the larger of the two islands. He uses his reincarnate spells on creatures just as they are dying, so when they do die, they transition faster into their new incarnation.

2824 Violet Aura Islet: This small island reveals every castaway and visitors aura and attunes everyone to the violet aura. By doing so, everyone is in a peaceful, emotional state of mind while they remain on the islet.

2827 Talon Castle (Castle): Magical, AL N; 100 gp limit; Assets 1,138 gp; Population 364 (35 Amazon militia Ftr1-3, 20 Amazon warriors Amz1-3, 25 Amazon archers War1-3 and 11 Amazon elites Amz3-6 make up the garrison; the remainder are Com1-3 villagers, slaves and farmers, Exp1-3 artisans, tradesfolk and temple assistants); Isolated (Amazon 100%). *Authority Figure(s):* Pasteth, female Amazon N Clr5 (Yoth-Lombah)**:** *Important Characters*: Esilda the Quick, female Amazon CG Ftr4 (sergeant); Gilramis the Shadow, female Amazon LG Amw6 (captain of guards); Ramarvi, female Amazon N Clr4 (Yoth); Sumbeh, female Amazon N Clr4 (Yoth); Heptelima, female Amazon N Ftr5 (lion trainer, general).

Yoth-Lombah is a neutral local deity (Divine Rank 4), depicted as a large lion with four wings. His feathers are sharp like fine blades. His spheres are Animal, War and Strength. This god only accepts female worshippers, and each of them receives a lion guardian. Yoth-Lombah himself lives in the main temple, reputedly sitting on a gem-encrusted copper dais. The priestesses own several slaves, who, like strangers, aren't permitted to see the god and live. Every year, a servant ceremoniously grooms Yoth-Lombah's mane. The servant is then made mute and may never leave the castle alive. The hairs from the mane are given away as good luck charms or woven into fine cowls used by the high level priestesses. Male visitors are not permitted within the castle.

2831 The Weaponmaker: In the hills near the village of Dantell lives an expert weapon smith named **Andeas** (Exp2; CR 1; hp 7). He hates the townsfolk, and has nothing to do with anyone who speaks well of them. His prices are high (twice the market price), but he is capable of making magical weapons.

2904 Wizard Light Rock: Once a month a group of wizards come to this large island and show off their spells that they use from the basic to the advanced levels. It is a contest to behold as long as one doesn't become a victim of the spell or spells. The winner of the contest earns a magic item valued at 1000 gp.

2926 Wraithelm Island (EL varies): This very dark and gloomy island is the home of hundreds of wraiths. They are damned souls, cursed to remain here in their undead state until the end of time. Travelers crossing this island are attacked by **2d4 wraiths** (CR 5; hp 32 each) every two rounds from sunset till sunrise. A stone sepulcher in the center of the island contains the *wraithhelm*, which acts as an *amulet of undead turning, and minor circlet of blasting*. The *wraithhelm*, is guarded by a **10 HD wraith** (CR 7; hp 65) that cannot be turned.

3002 Isles of the Rising Realm: This two-island domain is the growing kingdom of an exiled orc leader. **King Fek' Am-Op Head-Taker** (orc Bbn6/Ftr6; CR 12; hp 72; *amulet of shielding* [20 charges], *+2 orc double axe, +4 breastplate, winged boots, ring of regeneration)* has recruited **120 orcs** (CR 1/2; hp 5 each) and **76 goblins** (CR 1/4; hp 4 each) that believe in his cause. Rumor has it that the orc leader will try to overthrow the King that had exiled him.

3003 Wolfhound Isle: Packs of hungry **wolves** (CR 1; hp 13 each) and **dire wolves** (CR 3; hp 45 each) roam this island looking for food. A stone idol stands by a small creek. A trap door in the base of the idol hides a scroll of *calm animals*.

3030 Dantell (Village): Non-standard; AL N; TL 6; 200 gp Limit; Assets 7,400 gp; Population 1,184 (Able bodied 296); Mixed (human 60% [some Ghinoran], halfling 14%, half-elf 12%, half-orc 10%, elf 5%, dwarf 5%); Resources: Coal. *Authority Figure(s):* Manneth, male Ghinoran N Mnk5 (Tower of the Jacinth Petals). *Important Characters:* Hardin, male human N Mnk4; Fimelera, female Amazon N Mnk4; Dorlin Stouthammer, male dwarf LG Ftr6 (forge); Sunder, male half-elf N Brd3 (poet and orator).

Manneth wisely considers the interests of the village before making decisions. He also respects all gods, and a central pantheon was erected with shrines to all major and influential local faiths. Hardin and Fimelera are always present on the weekly debates of the village forum (shaped like an arena, also used for theatrics and duels), although it is always Manneth who has the last word. Dantell's coal is of a low quality, but plentiful and close to town. Iron ore is imported from Fathine and smelted into ingots. The nearby citadel buys many of them for unknown purposes.

3101 Magikfire Islands: Volcanic action on these islands light up the sky day and night. The islands are nothing more than rubble and volcanic ash.

3102 Skyrnetal Rock: A huge grove of apple trees lies in the center of the island. What appears to be the frame of a building is standing. The framework is made of steel girders. Part of crushed stone plate near the framework reads "Empire" should a PC make a successful Decipher Script check (DC 25).

3102 The Sad Village: A village's inhabitants have the black plague and are slowly dying. Only one of the villagers can speak. All are helpless unless healed. There is a chance that anyone staying here for more than a few minutes falls ill (Fort DC 15 to avoid). Incubation time is 3 days, and damage is 1d3 Con and 1d3 Str.

3103 Refuge Cay: This small island has many hidden shelters built by dwarves. The shelters, if they can be found, provide shelter and have sufficient supplies to keep a visitor or castaway alive for a year or more.

3108 Sea-Sovereign Island (EL 10): The **40 natives** (CR 1/2; hp 8 each) of this island sail to distant islands to take men and women captive to use as sacrifices to their sea-god. Once a month these sacrifices are held. They are ruled by a **sahaugin cleric** (Clr8; CR 10; hp 66; *+2 longsword, wand of cure light wounds (21 charges), amulet of natural armor +1)*.

3108 Argh! (EL 11+): A pirate ship attacks any ships in the area. **Fifty-two pirates** (War1; CR 1/2; hp 9; leather armor, short sword, dagger, 1d10 gp) are aboard the ship along with their leaders. They have a secret harbor on their small island, which can only be spotted by sea by the most keen of eyes (Spot DC 30). **Twenty more pirates** and their **18 slaves** (Com 1; hp 2 each) remain on the island. They are under the command of **Captain Joital** (male Antillian Ill4; CR 4; hp 10; AL NE; Str 10, Dex 16, Con 10, Int 15, Wis 11, Cha 12; *+2 dagger, potion of cure light wounds,* 2 daggers, spellbook, pouch containing 14 gp, 10 sp, set of loaded dice, and 3 silver pearls [250 gp each]), his **bo'sun** (male Tharbrian Ftr3; CR 3; hp 17; AL NE; Str 17, Dex 15, Con 13, Int 8, Wis 10, Cha 7; longsword, chain shirt, gold earring [10 gp], pouch containing 6 gp, 10 sp, 14 cp, and a brass key [to the strong box in his sleeping quarters]; *Note:*

the bo'sun's left hand is missing (it was lopped off in battle years ago) and has been replaced with an iron hook. He rarely uses it in combat, though if unarmed, or cornered, he slashes and stabs with it) and the **wizard Korric** (male Karakhan Wiz3; CR 3; hp 9; AL NE; SV Fort +1, Ref +5, Will +2; Str 8, Dex 18, Con 11, Int 17, Wis 9, Cha 10; *ring of protection +1*, 4 darts, quarterstaff, pouch containing 2 gp, 5 sp, and a piece of azurite [50 gp]).

In the corsairs' island lair (composed of several small huts) are 9,000 gp worth of trade goods, 2,000 gp of jewelry, 2,800 sp and a *staff of frost* (40 charges) that the pirates think is a fancy walking stick.

3125 Isles of the Rune-Thrall: Both these isles have many ancient writings on stone tablets scattered about their terrain. By translating any portion of a tablet, one's mind becomes enslaved to an unknown force. He or she must make a Will save (DC 25) or be geased as per a *geas* spell cast by a 20th level wizard to become a guardian of both islands — permanently.

3125 Seas of Death: Whirlpools and waterspouts make this area impassable. The area can be easily avoided. If entered, a ship will automatically be sunk, unless saved by magic.

3131 Citadel of Palms (Citadel): Standard, AL LG; 100 gp limit; Assets 488 gp; Population 156 (25 men-at-arms War1-3, 8 wood elf archers Rgr1-3 and 6 halfling scouts Rog1-3 constitute the garrison; the remaining 117 are Com1-3 laborers and peasants or Exp1-3 hunters, builders and merchants); Mixed (human 77% [mostly Ghinoran], wood elf 12%, halfling 11%). *Authority Figure(s):* Keftain, male wood elf LG Rgr4. *Important Characters*: Sasmara the Bladebreaker, female LG Elritorn Pal2 (Pan, Keftain's wife); Andir Swampdweller, male wood elf CG Rgr2 (archery sergeant); Goldie Furling, female halfling LG Ftr2 (Palm Butterfly Bakery and Inn).

Keftain and Sasmara live in the keep, near Ravensdeath Swamp. Few if any crops grow here, so the inhabitants of the fastness rely on Dantell's grain, game and the tropical fruits from the jungle. All ships are taxed depending on their wares and the money is spent on iron from Dantell. A small ballista protects the harbor.

3207 Step Specter Island (EL 14): This dark and obscure island is the home of **12 terrifying specters** (CR 7; hp 45). A flight of steps leads from the beech up to the bluff above. The specters attack anyone who walks on the steps.

3307 Shadow-Mage Rock (EL varies): In a stone hut in the center of this island lives the old mage **Rayez** (male human Nec12; CR 12; hp 48; *wand of magic missile* (41 charges), *amulet of natural armor +2, ring of protection +2, +1 quarterstaff)*. He makes his living by teaching the art of magic and is always accompanied by 1d3 apprentices (Nec4; CR4; hp 15 each). Rayez is a master of shadow magic, and thinks nothing of turning failed apprentices into his permanent shadow slaves. He currently has **4 shadows** (CR 3; hp 19 each) serving him. Strangely, he is resistant to the Strength draining touch of shadows.

3322 Verminrex Island (EL varies): This swampy island is the home of the most noxious or objectionable animals and insects. **Rats** (CR 1/8; hp 1 each) and **dire rates** (CR 1/3; hp 5 each) patrol the beach areas. They are ruled by a **wererat** (CR 2; hp 5) known only as King Rat.

Ring of Water Breathing

This ring grants the wearer the benefits of a *water breathing* spell as long as the ring is worn. Moderate Transmutation; CL 9th; Forge Ring, *water breathing*; Price 15,000 gp.

3323 Wehr Rock (EL varies): This island is a rock fortress for a clan of fierce-fighting gnomes. Visitors and castaways will be treated very hospitable—unless they happen to be kobolds or goblins. There are **50 gnomes** (CR 1/2; hp 4 each), aided by **3 gnome berserkers** (Bbn3; CR 3; hp 16 each; masterwork longsword, studded leather armor) and a **gnome fighter-illusionist** (Ftr3/Ill6; CR 9; hp 35; *+1 longsword*, leather armor, *wand of magic missile* [19 charges]). Their leader is named **Binigni Deathgem** (male gnome Bbn4/Ftr6; CR 10; hp 60; *+2 battleaxe, +2 leather armor, potion of jump, potion of cure moderate wounds)*.

3406 Tantalum Island: Tatalum is an island where strong winds blow constantly. A sheltered cave houses two elven princesses, **Yesi** (Ari3/Clr3; CR5; hp 22; light mace, chainmail) and **Desi** (Ari3/Wiz3; CR 5; hp 16; *wand of charm person* [24 charges], *wand of fireball* [11 charges]). The pair was shipwrecked two years ago and wishes to return to their homeland. Should they safely be returned to the Elphand lands their saviors are rewarded with a treasure of 1000 gp, and a *+2 ring of protection*.

3406 The Secret Underwater Lair… (EL 16): Alsan, an evil wizard (male Ghinoran Wiz16; CR 16; hp 65; AL LE; Str 10, Dex 16, Con 13, Int 23, Wis 13, Cha 12; *+1 quarterstaff, amulet of natural armor +2, ring of protection +2, gloves of Dexterity +2, bracers of armor +2, pearl of power* [3rd], *wand of stoneskin* [22 charges, caster level 8], *headband of intellect +4, scroll of 1 arcane spell [wail of the banshee], ring of water breathing* [see sidebar]) performs evil experiments in his surgical laboratory. His specialty is interbreeding sharks and humans, and he is looking for guinea pigs for his experiments. He attacks passing ships, "rescuing" survivors and imprisoning them in his lair in *arcane locked* cells, 300 feet below the surface.

3421 Isles of the Dolphin: The legendary King of the Dolphins has been said to rule his underwater kingdom from the reefs surrounding these tranquil islands. Species of talking parrots and docile lynx are the principle wildlife to be encountered. The reefs are quite dangerous — there is a 20% of running the keel over one for every five minutes of sailing in these jagged costal waters. Ramming the reefs deals 6d6 points of damage to the hull of the ship each round until the ship is freed or shipwreck occurs.

3507 Isles of the Damned (EL varies): Undead creatures now roam these isles that were once the sacred burial grounds of a forgotten seafaring race. The islands are the subject of many crumbling treasure maps but no adventurers have ever returned from this eternal quest; the once sought-after parchments are no longer considered valuable to any but the extremely gullible. PCs are attacked by **2d12 zombies** (CR 1/2; hp 16 each) and **1d6 ghouls** (CR 1; hp 13 each) every five minutes that they spend upon the island. A buried longship hidden in the center contains a *+4 belt of giant strength*, and a *+4 periapt of wisdom*, and 3000 gp, but good luck getting to the treasure before clerics run out of turning attempts.

3521 Festival Cay (EL 5): Exotic plumage, colorful semiprecious stones, and pliable bark used to shape inexpensive masks make this small island a favored stopping place for merchants supplying the larger villages and cities with decorations for rites. A multi-hued snake named **Namfa** (giant constrictor snake; CR 5; hp 60; can cast *charm person* 3/day) is rumored to frequent the rocky beach.

3607 Isle of the Learned Wanderer: An aged sage named **Po' Tyang** (male Ghinoran Wiz7/Lor3**;** CR 10; hp 40; *ring of protection +1, amulet of natural armor +2, wand of lightning bolt* (23 charges), *staff of frost, potion of bull's strength)* lives quietly in an ancient ruin. The sage answers simple questions in exchange for provisions unobtainable on the island, such as whiskey, wine, or beef. He becomes invisible if threatened in any manner. The ruins are built into a mountainside and connect with talus caves running a half mile beneath the surface.

3608 Isle of the Mace-Vicious (EL 11+): Franco Atte' Zarf (male Alryan Clr11; *+2 full plate, boots of haste, +2 ring of protection, +2 large steel shield, +2 cloak of resistance, The Mace Vicious [+3 unholy thundering light mace*]), a reclusive high priest of Set inhabits a fortified manor concealed from the coast. His pack of **4 hell hounds** (CR 3; hp 22 each) patrol the island searching for intruders. The priest is served by **3 goblins** (CR 1/4; hp 4 each) and a **troll** (CR 5; hp 63) of demented disposition. The manor is well protected with alarms and traps (although they frequently misfire due to lack of competent maintenance). The library is filled with ancient works. His hobbies include painting (he is a master), and torturing trespassers before feeding them to Boris, his **giant constrictor snake** (CR 5; hp 60).

3623 Scorn Island (EL 6): Abundant of game roams this island of lush forests and clear lakes. The island would be considered a paradise if it weren't for the **3 assassin vines** (CR 3; hp 30 each) that spring from the ground, constricting unwary victims before absorbing the corpses.

3631 Santa's Helpers (EL 7): This old ruin houses a lost tribe of **20 dwarves** (CR 1/2; hp 5 each), long away from their homeland. They make toys and other handicrafts to sell at market in Autron. They have no desire to return home, having grown accustomed to living here in the jungle.

3708 Isle of Halrus (EL varies): The shore of this island is thick with wild grapes. Superstition has it that the crew of any vessel passing within sight of the island on an odd numbered day of the week must put ashore and perform a bizarre rite to Dagon. Those failing to observe the rite will meet a watery grave as their ship is dashed apart upon submerged hazards. For the rite, travelers must fill a 40' wide stone vat situated above a small reservoir with grapes, then dance to crush the grapes and leave by dusk. Sailors would do well to heed the superstition; a covey of **3 sea hags** (CR 4; hp 16 each) ferment the crushed grapes into a foul wine they drink. The hags have a tribe **of 20 enthralled merrows (aquatic ogres)** (CR 2; hp 26 each) tear apart those crews that fail to observe the rite.

3723 Token Island (EL 12): A massive iron ring lays embedded on the slopes of this island's only mountain. Anyone pulling the ring must succeed at a DC 30 Strength check opens a concealed door leading to a great dwarven subterranean citadel. Long abandoned by the dwarves, the upper levels are now home to **48 hobgoblins** (CR 1/2; hp 6), the descendents of a hobgoblin raiding party trapped here long ago by the **30 wights** (CR 3; hp 26 each). The wights still stalk in the shadows of the lower levels. They attack any living creature that passes through their domain.

3728 Autron (Small Town): Standard; AL LE; TL 4; 800 gp Limit; Assets 40,600 gp; Population 1,624 (Able bodied 406); Isolated (orc 96%, human 4%); Resources: Fish. *Authority Figure(s)*: Crondor, male Ghinoran LG Brd7. *Important Characters:* Shabbak, male orc LE Clr8 (Midor); Dorgul Horn, male orc LE Clr5; Tasvati, male orc CE Rog4 (Saffron Fang Brotherhood); Bartullin, male orc LE Ftr8 (slaver); Demgall, male half-orc LN Bbn5 (pirate).

Autron is deeply religious and decidedly anti-human, especially resentful of the nearby castle and the taxes it requires. Crondor was put here with 60 soldiers to ensure the taxes arrive on time and to the last coin. His task is thankless, brutal and the polar opposite of what he would like to do most. Nevertheless, he perseveres even as Midor's clerics (whose temple is in a former bathhouse) openly incite rebellion and call for his death. Other factions in the town include the Saffron Fang Brotherhood, orc thugs who kill for gold and paint their fangs yellow, Bartullin's Slavers (these have a fortified compound on a tiny island opposite to the harbor) and Demgall's Pirates, who prey on merchant ships. Fishing boats drag large nets with barbs behind them to snare many varieties of fish and other more exotic creatures such as eels.

3729 Castle Brass (Castle): Magical, AL LE; 100 gp limit; Assets 1,088 gp; Population 348 (30 men-at-arms War1-3, 20 crossbowmen War1-3, 20 sergeants Ftr1-3 and 17 castle guards Ftr3-6 make up the garrison; the remaining 261 are Com1-3 peasants and servants or Exp1-3 merchants, tradesmen and merchants); Mixed (human 79% [some Ghinoran], orc 18%, goblin 3%). *Authority Figure(s)*: Mestam Brass-staff, male Ghinoran LE Wiz6. *Important Characters*: Pigie Doyle, male Elritorn NE Ftr4 (port sergeant); Blackie Mavens, male human LE Ftr6 (captain of the guards); Daloris the Vain, female Ghinoran LE Wiz3 (apprentice); Bafnala, female Karakhan ex-Pal8 (Set, mercenary leader); Kengilt Tarx, male Alryan N Ftr4 (spymaster).

Mestam Brass-staff maintains a garrison and a ring of spies in Autron. He has hired Bafnala's mercenary company, the Golden Wedge, to teach the rebellious orcs a lesson and kill their priests to the last man. The ex-paladin is presently waiting for an uprising in the town. According to her reasoning, such an occurrence would make the orcs vulnerable for a short while, enough for her men to occupy the port. The port-side tower has an onager that needs repair. The Brass Chalice is busy with visitors and off duty guards. Pirates and buccaneers are closely watched.

3808 Isles of Ft. Manore-Bluing: These two small islets are devoid of any materials suitable to constructing sea-going vessels. It does have an abundance of edible roots, making it an ideal site for trading contraband and exchanging hostages between hostile nations. The slaves or prisoners are left on the islands to await their new masters or old comrades-at-arms.

3811 Cut-throat Island (EL varies): A hidden cove conceals the lair of a band of **freebooting pirates** (War3; CR 2; hp 18 each; AL CE/CN/NE; studded leather,

longsword, 2d10 gp, 1d4 gems [10 gp each]) and their **Amazon captain, Kria** (female Amazon Ftr4/Rog3; CR 7; hp 55; AL CN; Str 18, Dex 15, Con 14, Int 14, Wis 10, Cha 16; *+1 longsword, +2 leather armor, potion of cure moderate wounds*, 3 masterwork daggers, pouch with 6d20 gp and 1d4+2 gems or jewels [50 gp each]). Deeper into the jungles of the island; **6 shipwrecked merchants** (Com2; CR 1; hp 6 each) and their **10 guards** (War1; CR 1/2; hp 8 each; longsword), mad with hunger, attack any living thing not swift enough to evade them. Neither group has encountered the other as yet but the pirates well recently dried up forcing them to probe farther into the island to find water.

3813 Mute Rock: The pleasant smelling red flowers on this island render anyone passing within 30 feet speechless for 2-12 days unless they succeed in a Fortitude save (DC 25). **Lions** (CR 3; hp 32 each) living in caves above the bluffs roar silently at passing ships. The only person living on the island is an old hermit who's reputedly incredibly wise but irritatingly eccentric, handing out answers to questions upon rolls of parchment ten feet long, which take him at least one day per foot to scribe.

3828 Agony Island (EL 12): One mainland country conducts executions of its nobles on the rocky mountainside of this island. The victims are chained helplessly to be picked apart by the flock of **40 four-foot ravens** (see below) that call the island home. The ravens are ferocious specimens with wide talons for tearing flesh and cruelly curved beaks. There's a 10% chance a landing party on the island finds a noble chained and left to die.

Giant Raven: CR 2; SZ M Animal; HD 3d8+3; hp 16; Init +2; Spd 10 ft., fly 40 ft. (average); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +3; Grap +5; Atk/Full Atk bite +5 melee (1d4+2); Space/Reach 5 ft./5 ft.; AL N; SV Fort +4, Ref +5, Will +2; Str 14, Dex 15, Con 12, Int 2, Wis 12, Cha 2.

Skills: Hide +6, Listen +5, Spot +5.

3829 The Lost Apprentice (EL 9): An old hermit — actually the **illusionist Ulmond** (male Ghinoran Ill9; CR 9; hp 35; AL CG; Str 10, Dex 14, Con 13, Int 17, Wis 13, Cha 11; quarterstaff, dagger, *ring of protection +1, cloak of resistance +1, bracer of armor +2, wand of magic missiles* [25 charges, caster level 9th], *potion of cure serious wounds, scroll of ice storm)* — sits in his small tower waiting for his apprentice to come back with some herbs. The man has been gone for over 50 years, and the old man is quite insane, if friendly. He has a habit of making illusory companions to talk to.

4013 Roister Island (EL varies): Three female castaways (Com1; CR 1/2; hp 4 each) live comfortably enough, sunning themselves on the sandy beaches under the protection of a **giant tamed cobra** (huge viper; CR 3; hp 22). The three have heard drumming sounds coming out of cave inland but they've never ventured inside. Inside the cave, a tribe of **40 kobolds** (CR 1/6; hp 2 each) tries to summon their serpent-god back to their temple. Unfortunately for them, the cobra prefers the coconuts the women have been feeding him to the kobold's burnt rat offerings. Unbeknownst to the women, the kobolds have tried to attack them on several occasions. Because of this the cobra finds himself acquiring a taste for kobolds as well these days. The kobolds are led by a **chieftain** (Rog3/Ftr3: CR 6; hp 25; *+1 short sword*, masterwork dagger, leather armor, *potion of blur*), who is assisted by a **kobold shaman** (Clr3; CR 3; hp 13; *wand of cure light wounds* (19 charges), masterwork halfspear) and **kobold vizier** (Sor4; CR 4; hp 12; *wand of darkness* (21 charges).

4028 Scunner Island: A large **troll** (CR 5; hp 63) lords over a small tribe of **30 goblins** (CR 1/4; hp 4 each) from his fortified cave hidden in a crater. He jealously guards his horde of coin containing 1,420 gp, and 675 sp he amassed by looting a wrecked ship on the northern side of the island. Greedy, and miserable under the cruel troll, the goblins could easily be persuaded to reveal the trolls layer to anyone who looked able to over-power the troll. Strong currents and water sprays make landings precarious at best.

4114 Reclusive Islands: These islands are more a collection of barren rocks and reefs. Almost all sailors consider these islands a worthless stopover. About 40 silver arrowheads, as well as the crucible and form for crafting them can be found on the eastern isle. A female archer marooned on the island by a crew that couldn't take any more of her antagonistic personality left these behind when she was carried back to civilization by nearby merfolk who it is noted could not stand her either.

4122 Scuttle-Nook Rock (EL varies): Five male elves — **3 fighters** (Ftr2; CR 2; hp 15 each; AL CG; masterwork longsword, small steel shield, hide armor), a **rogue** (Rog2; CR 2; hp 10; AL CN; masterwork thieves' kit, short sword, dagger, leather armor) and a **wizard** (Wiz3; CR 3; hp 7; AL N; *wand of burning hands* [25 charges]) — and two female elves — a **ranger** (Rgr2; CR2; hp 11; AL N; masterwork longsword, studded leather armor) and a **wizard** (Wiz4; CR 4; hp 10; AL NG; masterwork dagger, quarterstaff, *scroll of daylight, dispel magic*) were stranded on this island in a storm months ago. They keep a signal fire lit hoping to attract a passing ship. They've managed to harvest over 60 pearls (50 gp each) from the waters around the island and would gladly give them up as a reward to anyone kind enough to rescue them.

4128 Isles of Metallantor (EL varies): Tribes of barbaric **natives** (CR 1/2; hp 8 each; club) known as the Feo hunt herds of caribou-like creatures. All over the island are megalithic statues carved by the natives in honor of their earth-mother goddess. The men of the tribes are hideously ugly and want to stand on their heads when strangers are about. The women are fairly beautiful until they reach the age of about 17 when their appearance becomes so vile it has been known to turn sailors' hair white and age them 1d6 years unless they make a successful Fort Save (DC 16). The men of the tribes are extremely religious, spending most of their time away from home carving statues of their goddess and strictly observing fertility rites only on the night of a new moon.

4209 Sunev (Small Town): Magical; AL CG; TL 4; 800 gp Limit; Assets 51,800 gp; Population 2,072 (Able bodied 518); Mixed (half-elf 69%, human 21%, elf 10%); Resources: Market. *Authority Figure(s):* Carrond, male half-elf CG Clr4 (Lord Memnon). *Important Characters:* Maedlin, female half-elf CG Ftr8 (Protector of the Harbor); Laulax the Jovial, male

dwarf LN Exp7 (master architect); Hallor Aflaor, male Ghinoran N Ftr5 (prosperous carpet merchant); Mara, female half-elf CG Brd3 (owner of the Nautilus Inn); Lord Memnon, male deity NG Wiz18 (minor god; Divine Rank 0).

Located on Mantero Isle, Sunev is surrounded by high walls and has a well protected harbor. The legendary founder of the town, Lord Memnon, lies entombed in the gigantic Ziggurat which also serves as a temple for his priesthood. Although often wracked by storms, Sunev is always a safe haven. Its citizens love grandeur and seek to emulate the greatness of their deity by building great and enduring works. Slavery is common, but slaves are treated well to ensure their loyalty. Freed slaves often work for merchants or warehouse managers. Swan ships, caravels, sloops and galleons often dock here. Mariners flock to the free theater and chorals.

4209 The Blind Poet: A blind poet sits in a stone chair selling poems to passersby for a gold piece. His stories are good, and his lore renowned. The poet, **Blind Harry** (male human Com1; CR 1/2; hp 4; dagger, 22 gp) has a penchant for prophesy, and if tipped with 10 gp or more, predicts the future for an individual (functions as the *divination* spell with a "casting time" of 1 full round).

4211 The Inn of Mantero Isle: An old inn sits in the middle of nowhere. Occasionally a small adventuring party sleeps here for the night. The innkeeper **Mergos** (Com1; CR 1/2; hp 4), his wife **Rylla** (CR 1/2; hp 4), and their beautiful daughter **Tylin** (CR 1/2; hp 4; Cha 16) all work to keep the inn very clean. They are in no way dangerous.

4216 Isles of Hant (EL varies): More **natives** (Bbn1; CR1; hp 12 each; greatclub) similar to those on the Isles of Metallantor live on these isles. They worship a tribal Chieftain-Great Mother (female Elritorn, 95 yrs old, Adp8; CR 7; hp 28; *wand of cure light wounds* [31 charges], *wand of animate dead* [22 charges], *+1 club)* who is supposedly the oldest female of their kind. The men consider her so holy that she must live alone in a cavern. The men draw lots daily to see which of them has the honor of bringing her food.

4232 Citadel of Tomes (Citadel): Standard, TL 5; AL LG; 100 gp limit; Assets 988 gp; Population 316 (40 men-at-arms War1-3 and 20 longbowmen War1-3 are aided by 19 scholar-guardsmen Exp1-3/Ftr1-3 or Adp1-3/Ftr1-3 constitute the citadel garrison; the remainder are Com1-3 servants and commoners or Exp1-3 librarians, scribes, and other specialists); Mixed (human 68% [mixed], elf 16%, 9% half-elf 7% gnome). *Authority Figure(s):* Torm-Yarel, male Alryan LG Clr 7 (Bachontoi). *Important Characters*: Emloth of Tarsh, male human LG Ftr3 (sergeant); Young Dunhir, male human LN Ftr4 (captain); Caludus Kor, male Dorin LG Clr 6 (Bachontoi); Stefeglor Mhierin, male Ginoran LG Clr 3; Suduban Efiir, male Ghinoran LG Mnk 3 (library guard); Sektor, male human LG Mnk 3 (library guard).

Bachontoi's clerics guard the Holy Spring, a collection of scrolls on religion, philosophy and ethics. Lesser works on leadership, laws, architecture, the art of war and like matters are also present. They are willing to educate those who take solemn oaths to only use their knowledge for good. Payment is dependent on station the wealth of the student. The most carefully guarded works are found in a small guarded vault, beyond a pair of white doors and through a maze of dungeons.

4303 Broken Down Palace (EL 11): A burnt palace grown over with vines and saplings stands atop these hills. It is said to be the home of a pack of **40 wolves** (CR 1; hp 13 each).

4209 Sunev

4313 Fane of Empyreal Conflagration (Citadel): magical; TL 4; AL N; 100 gp limit; Assets 11,125 gp; Population 356 (40 fane guards Ftr1-3, 30 warrior priests Ftr1-3/Clr1-3, 10 martial monks Mnk1-3 and 9 Adepts of Ash Mnk5-7 defend the citadel from all foes; the rest are Mnk1-3 or Adp1-3 students, Com1-3 servants and peasants, Exp1-3 castle staff, scribes, librarians and researchers); Isolated (human 100% [mostly Ghionoran]). *Authority Figure(s):* Bazhal, male Ghinoran N Clr3 (Kale Kala). *Important Characters*: Hamilcar, male Ghinoran N Clr10 (high priest); Meskahar, male human N Clr8 (high ritualist); Mazoltarr, male human N Clr8 (Master of Sublime Ascension); Vimmuhla, male Ghinoran LN Mnk9; Fasiilis, male Ghinoran LN Mnk8; Zarzubukk, male human LN Mnk8.

This temple is one of Kale Kala's greatest strongholds, and it is visited yearly by the deity himself. The administrative tasks all fall into the hands of minor clerics, since the higher level ones are far above worldly matters. The great fane is the destination of hundreds of pilgrims who seek death by fire. Naturally, such a desirable end is reserved for those of firm belief and devotion. Applicants must therefore spend years (sometimes decades) working for the temple and reciting verses from the Copper Monomyth, a sacred text printed on thin sheets of copper. When they are ready, they are anointed with scented oils, garbed in pure white robes, partake of the Mussu fruit for the last time and step onto the great pyres, where they chant thankful prayers to Kale Kala as they are reduced to ashes, which are kept in cylindrical copper receptacles. A few select devotees are miraculously spared, and join the Adepts of Ash, who guard the fane against nonbelievers. They wear white with red trimmings and they may depart to Kale Kala's domain any time they wish.

4318 Isles of Qualm (EL 13): Xatrisis, a female blue dragon (CR 13; hp 241) lives with her **2 wyrmlings** (CR 2; hp 45 each) on larger of the islands. Sailors try to avoid these islands; gases released from fumaroles along the rocky shore give the island an ominous feel and fill passersby with an uneasy dread. The dragon sometimes flies from her lair at night to attack nearby ships for food. So far no one has survived to report one of these raids. Xatrisis has gathered a hoard of treasure which includes a *+3 greataxe*, a *mask of the skull*, an *orb of storms*, a *wand of cure moderate wounds* (30 charges), and 4,500 gp in various gems, jewelry, objects of art, and coins.

4320 Mesicmist Island (EL 22+): This large, verdant, island is home to **600 pixies** (CR 4; hp 3 each), divided into three tribes ruled by a **Queen Chiquian of the Silver Scepter** (female pixie Sor14; CR: 14; hp 67; AL CN; Str 12, Dex 25, Con 15, Int 22, Wis 17, Cha 24; *amulet of natural armor* +5). The pixies stay hidden when passing crews put ashore. However, those that approach the sacred groves further inland will find themselves the victims of brutal snares and well-planned ambushes

4322 Islands of the Slime Swamps (EL varies): These islands are both swamp-filled with a multitude of crocodiles, giant snakes, bats, and strange, but harmless, winged reptiles. The center of each island contains a small patch of dry land, home to monkeys and apes of all kinds, including **dire apes** (CR 3; hp 32 each) and **girallon** (CR 5; hp 52 each).

4513 Giant's Castle (CR 10): A giant's castle stands, long abandoned, inside a volcanic cone. Thick stands of spider webs fill the great hall. Disturbing the webs wakes up the **3 huge monstrous spiders** (CR 4; hp 55 each) in their nests near the ceiling. Other than ornately carved giant-sized furniture, there's little of value inside the castle.

4417 Eave's Little Island: A ruined brewery lies inside the ghost town on the western side of the island. The island still shows signs of a struggle, with whole buildings seeming to have been crushed in a single blow. Just outside the village lie the skeletal remains of a massive dinosaur. Inside the brewery, a single keg of some of the best dwarven ale ever brewed sits untapped. The untouched one is the last in a line of four hastily tapped kegs. A dwarven skeleton is sprawled out on the floor-boards; tin mug still in hand.

4418 Cat-Head Island (EL 1+): A small **pseudodragon** (CR 1; hp 15) makes its home in the warm forests and follows anyone walking around its island. If he judges them worthy, he reveals himself to them. Tar pits and mineral deposits reputedly can be reached through the many tunnels under the central hill. Unfortunately, for treasure hunters, the tunnels are also home to a staggering number of **dire rats** (CR 1/3; hp 5 each).

4510 Two Bronze Kings: Two hundred-foot bronze statues of a sea king rise from the sea. If touched, they answer three questions put to them, speaking in threatening, booming voices. The statues have Knowledge (history) +10 for purposes of answering questions. They always answer, even if wrong.

4518 Isle of the Lost Halfling: Landing parties upon this island who partake of the food there, suffer a total lapse of memory for 1d6 days due to a fungus which coats all fruit and vegetables to be found on this island unless they succeed a Fort save (DC 20). Wild animals are unaffected by the fungus. The nearby island of Lack-Luster is desolate and sparsely vegetated. Legend has it that a wealthy pirate captain hid his fortune somewhere on the island. He supposedly killed all but one of the prisoners that hauled the treasure. One halfling managed to escape into the forest. Hopeful sailors say he is still alive, hiding from any outsiders in the caves and brush of the isle, having forgotten all about the pirate and his treasure.

4528 Crescive Rock (EL varies): Those landing on Crescive Island will themselves growing to huge size (2-12 inches per day over 1-6 days). Giant sized animals roam the island. The massive **birds of prey** (giant falcons; see 2405) circling the island are usually enough to stop curious passersby from putting ashore and most sailors stranded on the island meet a grisly end on the beaches at the claws of the island's **monstrous crabs*** (CR 2; hp 16 each) or **giant lizards** (CR 2; hp 22 each). People and animals taken off the island return to normal size in under a week.

4532 Isles of the Prism (EL 2): A pedestal with a five-foot prism sits in the center of each of these islands. Using the prisms, one can see and speak with anyone else looking into another prism. For time to time, a yellow skinned **ogre named Keevo** (CR 2; hp 26) can be seen looking into the prism, asking for his brothers and sisters. Keevo lives in a huge cistern on the southernmost island and has been asking in vain for his siblings for several months.

4612 Serpent's Fortress (Castle): Magical, AL CG; TL 6; 100 gp limit; Assets 14,875 gp; Population 476 (35 men-at-arms War1-3, 25 crossbowmen War1-3, 10 sergeants (Ftr4), 4 captains (Ftr5) and 26 marines Exp1-3/Ftr1-3 are the citadel's main fighting force; 19 bodyguards, known as the Serpent Guard, Ftr2-4/Rog2-4, are Gaenn's fanatical and devoted followers; remaining 357 are Com1-3s or Exp1-3s); Isolated (human 94% [mostly Ghinoran], half-elf 6%). *Authority Figure(s):* Mistress Gaenn Mhyrr, female human CG Wiz4. *Important Characters:* Barnag, male Ghinoran N Ftr6 (master of the slaves); Auldan, female human CG Sage5 (flowers); Prince Emir, male Karakhan CN Rog7 (prisoner).

Mistress Gaenn Mhyrr is the only senator of Yolin who doesn't recognize Danild's power. Her mother was assassinated by his men, and Gaen herself was almost kidnapped the next night. She has since learned the art of charming snakes (an innate talent of the family), and at any time, her serpentine "bracers" can turn into extremely deadly adders. She is also guarded by 19 fanatical fighter/rogue guards. Auldan is a visiting sage studying the local flowers. She can be seen in the nearby rolling hills with her four half-orc bodyguards. Serpent's Fortress holds an important prisoner: Prince Emir, a pirate was shipwrecked on the northern coast and immediately captured by a patrol. He awaits his fate with resignation.

4614 Give a Friend a Hand!: The skeleton of a lion lies next to a human skeleton with one arm missing. The arm can be found nearby (Search DC 18). If the arm is restored to the skeleton, the person(s) doing so are *blessed* (as per spell) for 1 week.

4618 Slithers in the Waves (EL 7): Seaweed chokes the mouth of a cave that is home to **6 giant sea snakes** (as giant banded kraits*, CR 2; hp 12 each). In the back of the cave (extending 200 feet under the island, is a nest containing 12 eggs.

4618 Isles of Prig Shertak: The plantations dotting this lush island provide a relaxing retreat for vacationing nobles. The plantations are each centered around fortified manor-houses and are attended to by a small company of servants and guards (3d6 servants [Com1; hp 3 each], 2d6 guards [War1; hp 5 each], 1d3 retainers, 50% chance the owner is present at any given time). Visitors to the manors would do well to remain cautious, as the nobles don't give up their plots and feuds, even while on vacation.

4632 Wamble Parados Isle (EL Variable): The four hillocks on this island have small outcroppings of semi-precious stones. When the stones are disturbed, a group of **3d6 skeletons** (CR 1/3; hp 6 each) claw their way out of the ground to attack the transgressor. The hillocks are actually the burial mounds of four tribes that once lived on the island.

4713 Yolin (Small Town): Non-standard; AL CE; TL 6; 800 gp Limit; Assets 49,000 gp; Population 1960 (Able bodied 490); Mixed (human 82% [some Ghinoran, others mixed], half-elf 9%, elf 9%); Resources: Market. *Authority Figure(s):* Danild IX, male human CE Rog5/Asn1 (head of the senate). *Important Characters:* Rabuas, male human Ftr6 (captain of the guard and jailer); Khaoksekt, male Elritorn CE Clr7 (Badjul); Narpandur, male Karakhan CE Clr4 (Badjul); Kiera Longwyl, female half-elf wererat CN Rog7 (silk merchant); Danild II, male human vampire Rog10 (the Seeker in Scarlet).

Yolin is a small republic ruled by a senate composed of influential merchants, guildmasters and priests. Infighting is kept down by a hereditary leader, Danild. Yolin is also called the City of the Ape-god: Badjul's demonic temple stands in the middle of a great garden, filled with lotus flowers and inhabited by monkeys. His priests are half man, half apes, and they propagate their foul race with kidnapped captives. The ape-god himself lives within the temple, seated on a gem-encrusted dais (13 HD Large abyssal advanced dire ape, Divine Rank 0). Danild's palace is an imposing marble structure with many levels, sublevels and below ground mazes. Infamous locales include the Brine Pits (the jail where his enemies die a slow and painful death), the Tower of Chimes and the sealed Scarlet Suite, home to Danild's imprisoned forefather, the vampire Danild II.

4718 Island of the Black Mammoth (EL varies): The **50 elves** (CR 1/2; hp 4 each) that inhabit this island are largely peaceful and independent; only coming together for defense. They trade ivory, which they harvest from the tusks of the mammoth remains that lie around the island. A herd of **30 mammoths** (CR 8; hp 104 each) roams the island.

4733 Throe Low Island: A statue of a winged stallion stands on a pedestal, wings outstretched, beside the trail leading north to an abandoned villa. Inside the villa, a skeleton lies in a bed; the old adventurer who lived here having died peacefully in his sleep years ago. His old *+3 longsword* hangs on the wall and inside the chest at the foot of his bed, a bridle and a collection of items valuable only to the long dead man. If the bridle is fitted to the statue, the Pegasus animates. The Pegasus will bear a rider but returns every night to the villa of its deceased owner.

4734 Buccaneer's Haven Island (EL varies): The ruthless **Captain Blanor No-Tongue** (male Skandik War4/Rog3; CR 6; hp 43; AL CE; Str 18, Dex 15, Con 14, Int 14, Wis 10, Cha 16; *+1 longsword*, *+2 leather armor*, *potion of cure moderate wounds*, 3 masterwork daggers, pouch with 6d20 gp and 1d4+2 gems or jewels [50 gp each]) leads **259 sea rovers** (War3; CR 2; hp 18 each; studded leather, longsword, pouch with 2d10 gp and 1d4 gems [10 gp each]) based on this island. The pirates boast one fully armed war galley along with two small but speedy sloops. Exiled members of the brotherhood wander the wilderness and maintain a signal fire as they wait for the meager scraps those in the palisade stronghold toss over the wall.

4804 Hansel and Gretel (EL 17): An evil witch (female Ghinoran Wit17; CR 17; hp 87; AL LE; Str 11, Dex 10, Con 14, Int 16, Wis 15, Cha 23; quarterstaff, unholy symbol, 4 doses of wyvern poison (Fort DC 17; 2d6/2d6 Con), dagger, *wand of polymorph other* [37 charges], *wand of ray of enfeeblement* [24 charges], *cloak of charisma +4*, *amulet of natural armor +3*, *mortar and pestle of flying* [can carry up to three people or 500 pounds, functions as *fly* spell with unlimited duration; she steers it with the pestle], *potion of bull's strength*, *potion of protection from elements [fire]*, *arcane scroll* of 3 spells [*enervation*, *ice storm*, and *wall of fire*], *ring of protection +2*, *ring of feather falling*) lives on this island. She is cannibalistic, and all in the area fear her, though she appears at first friendly and harmless, slowly worming her way into the confidence of her victims. She is a master of poison, and will use her talents to slay any

she finds. When first met, the witch is stirring her brew pot outside her hut. Many toads sit around her feet. In chests and sacks in her hut are 5,000 gp.

4802 Blackheart Keep (Citadel): Standard, AL LE; TL 3; 100 gp limit; Assets 13625 gp; Population 436 (71 orc warriors War1; 20 orc veterans Ftr1; 14 orc sergeants Ftr3; 4 orc captains Ftr4; remaining 327 are Com1-3s or normal orcs, half-orcs or goblins); Mixed (orc 68%, goblin 14%, human 13%, half-orc 5%). *Authority Figure(s):* Kusmog, male orc LE Ftr5). *Important Characters:* Goll, male orc CE Bbn3 (slave driver); Buran Korm, male human LE Rgr5 (cannibalistic hermit); Roodmikk, male goblin Rog6.

Orc bandits inhabit the stronghold. They often raid northern settlements, or small tribes in the southern jungles. Kusmog listens to the insane ramblings of Buran Korm, who is revered because of his four eyes. A nearby sinkhole hides ancient metal containers. Roodmikk is the only one who knows of them, but believes them to be cursed: after his visit, he was overcome by nausea and all his hair fell out. Nevertheless, he is not above selling his secret to gullible adventurers.

4802 Blackheart Keep

4814 Pantan Citadel (Citadel): Standard, AL LG; TL 6; 100 gp limit; Assets 8750 gp; Population 280 (30 men-at-arms War1-3, 25 longbowmen War1-3 and 15 officers Ftr1-3 constitute the citadel garrison; the remainder are Com1-3 servants and peasants or Exp1-3 merchants, craftsmen, grooms, armorers and other castle staff); Mixed (human 86%, half-elf 14%). *Authority Figure(s)*: Morgai, male human LG Rog6/Asn1. *Important Characters*: 7 Eunuch Sergeants (Ftr3); Cabaras the Hunchback, male human LG Ftr7 (bodyguard and butler); Miandrar, female ghost LE Com8.

Morgai was a careless and cruel man in his younger days, and even learned the trade of the assassin. On an ill-fated journey, his party encountered wraiths and he was the sole survivor — but he lost most of his power. This experience has prompted a radical change and brought greater wisdom. Pantan Citadel has a haunted well in its courtyard. The ghost of the well is trapped therein, and her dismal shrieks can be heard every night.

4816 Lucky the Turtle (EL 9): A **giant sea turtle** (see below) swims silently along not paying attention to anything. It dives if harassed, but if followed, grants a +4 luck bonus to all skill checks involving sailing for 1d6 days.

Giant Sea Turtle: CR 9; SZ H Animal [Aquatic]; HD 15d8+75; hp 142; Init +2; Spd 10 ft., swim 30 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB +7; Grap +22; Atk/Full Atk bite +16 melee (2d6+10); Space/Reach 20 ft./10 ft.; SA capsize (as a dragon turtle); SQ scent; AL N; SV Fort +14, Ref +7, Will +6; Str 25, Dex 15, Con 21, Int 2, Wis 12, Cha 2.

Skills: Listen +7, Spot +7.

4817 The Brownie Islands (EL varies): Twenty brownies* (CR1; hp 1 each) on this island grow row upon row of pipeweed on well-tended terraces cut into the mountainsides. The brownies have voracious appetites and have run out of small game at the base of the mountains. They now need to decide whether to devote less of their farmland to their beloved pipe-weed or start hunting higher in the mountains. Unfortunately, they're deathly afraid of the pack of **15 wolves** (CR 1; hp 13 each) and **5 dire wolves** (CR 3; hp 45 each) that roam the higher reaches.

4830 The Ghost Ship (EL 13): A small coaster sits dead in the water as the sails have been torn to shreds. A trunk sits in the hold and contains 1,000 gp in a locked chest. The ship is fully provisioned, and appears valuable as salvage. On the night of the full moon, the undead crew — **20 wraiths** (CR 5; hp 32 each) — awake and attack any living beings within range.

4831 Shamblinground Cay (EL 6+): Three shipwrecked halflings (Exp3; CR 2; hp 12 each) try to escape this island while avoiding the **shambling mounds** (CR 6; hp 60 each) that amble out of the dense forest. So far they've managed to gather enough materials for a small raft and need only figure out a way to construct it without the shambling mounds destroying their work.

4916 Insouciant Isles (EL varies): The **50 natives** (CR 1/2; hp 8 each; longsword) of these islands are extremely friendly and happily welcome outsiders. They worship the "Guardians of the Air" who are actually **6 invisible mages** (Wiz6; CR 6; hp 27 each; *wand of lightning bolt* [23 charges], *ring of protection +1*) that have appointed themselves guardians of the isle. They secretly steal away one female from the native's every other generation in order to perpetuate their order. Female children of these unions are left at the native's shrines to be adopted by them as "gifts" from the gods.

4917 The Turaf Isles (CR 20): Within the ruins of a once great naval citadel, an **old red dragon known as Karadzath the Hull Crusher** (CR 20; hp 449; *belt of elemental resistance, major [cold]* worn as a bracelet on his wrist and acts like a ring of the same name, *dust of sneezing and choking* [2 applications]) makes his lair. The smell of the island's frequent volcanic activity can be smelled for miles out at sea. The island lands themselves are lush and warm with crystal clear waterfalls and brooks. The thick undergrowth is crisscrossed by a labyrinth of gazelle and panther paths. According to rumors whispered by sailors, the dragon has recently awakened after mariners dared to cut down one of the giant cedars that line the island's largest volcanic crater. Karadzath has gathered a treasure horde which comprises a *staff of charming, a sword of the planes, a suit of demon armor, a ring of telekinesis, dust of dryness* (which it blows about its lair with its wings), 1,200 pp, 3234 gp, and 1,100 gp worth of gems, jewels and objects of art.

5005 The Crazy Gnolls (EL 11): Deep in the jungle along the Ashwood river is a tribe of **32 insane gnolls** (CR 1; hp 11 each). They tear up and kill everything in their path. The leader is a powerful gnoll barbarian named **Vrurag** (male gnoll Bbn7; CR 8; hp 80; AL CE; Str 18, Dex 14, Con 15, Int 8, Wis 12, Cha 6; *+1 greataxe, +2 scalemail,* mighty composite longbow (Str +4), 20 arrows, climber's kit, 3 *potions of cure serious wounds).*

5012 Shaggy Crag Rock (EL 4): Howie, a half-dead dwarf (Ftr4; CR 4; hp 10), who has just washed ashore on northern beach, is the only inhabitant of this rocky isle. A wealthy passenger on a ship, he was thrown into the sea when the crew mutinied and robbed him. He'd like nothing better than to give the mutineers a taste of his axe, if he still had one.

5111 Jinx Island (EL 4): Visitors to this island soon find some item of great personal wealth missing. The culprit is a **leprechaun*** of great ability named **O'Brian** (CR 4; hp 3). He keeps hidden in a labyrinth of caves and tunnels beneath the sparse island. The leprechaun himself believes he's being robbed as his pile of treasure gets smaller and smaller even as he adds more trinkets to it. In actuality, it's sinking into the mud under its own weight, and consists of 1,200 gp, (3) *+1 daggers, a bead of force, bracelet of friends, decanter of endless stout, a stone of good luck, a horn of fog*, and a *wand of sleep* (caster level 5, 30 charges).

5132 War fleet (EL 20+ or variable): A fleet of 20 Viking-style longships sails to a far-off island to war with the inhabitants. If left alone, they depart, otherwise, they are a dangerous adversary. Each ship contains **70 warriors** (human War1; CR 1/2; hp 9 each; leather armor, short sword, dagger, 1d10sp) and a **captain** (male Skandik; Ftr5; CR 5; hp 27; dagger, *+1 longsword*, chain shirt, gold ring [10 gp], 200 sp). The expedition is led by the infamous **Gudmund the Red** (male Skandik Bbn3/Ftr6/Rog3; CR 12; hp 92; AL CN; Str 20, Dex 15, Con 18, Int 14, Wis 12, Cha 13; *+3 longsword*, 2 daggers, *chain shirt +3*, *large steel shield +2*, gold ring set with a ruby [500 gp], 1,500 gp), an experienced raider and plunderer.

CHAPTER FIFTEEN
SILVER SKEIN ISLES

Once a loose confederation, this chain of islands has been broken up by religious strife in the past eight years. The discord centers around a dispute between priests of Chapleton Island, who have a rather fragile claim to religious leadership of the entire chain, and the clerics of the various islands, who wish to retain their autonomy. Open warfare has occasionally occurred between the mercenary forces of each side, but most of the conflict has been waged through subterfuge, clandestine operations, and occasional assassinations. The island of Dolehalls has managed to remain aloof from the struggle due to strong ties with religious orders to the north. This has allowed them to act as an intermediary with both sides.

The waters about the Silver Skein Isles are well patrolled by warships of Rallu. The Sea Kings of Rallu are at a standoff with Tula, the famed City of Mages, to the south. Rallu, once a hidden kingdom, has developed into a sea power, although it is still known as a center of pirates and other villainy. Tula is renowned as a city of wizardry, its many colored towers containing the famous schools of wizards – particularly the Chromatic Wizards, who wear their strange colored robes. All sorts of creatures walk the streets of Tula, including demons, ancient races and monstrous humanoids.

The seas of this region are quite busy, occasionally raided by ships from the Demon Empires to the south, but most of the marine traffic consists of traders, pirates (and some who are both), not to mention the galleys of Tula and Rallu, who constantly scheme and skirmish to test each other's resolve. The Silver Skein Isles themselves are a chain of six major and 28 minor islands, where conflict and internecine struggles continue to simmer. Assassinations and double dealings are common. Fortunately for the isles, the conflict between Rallu and Tula occupies these two powers for the time being. To the east of the chain lie uncharted seas, whose wonders and dangers are for the Judge to imagine.

In most settlements throughout the region, the Ghinoran humans dominate, though there are many others who came here as merchants, travelers, immigrants and explorers. In many communities there is a substantial Karakhan minority — 10-20% in some cases — who are generally looked down upon and repressed by the more numerous and socially powerful Ghinorans.

GEOGRAPHIC FEATURES

All features north of hex row xx18 are Warm, Wet unless otherwise noted. Features south of xx18 are considered Hot, Wet. All sea areas are considered Busy.

To the north, the region experiences sometimes-heavy rainfall and mild temperatures, feeding stands of coniferous and deciduous trees. To the south the temperatures are warmer, and rainfall still heavier, transforming many of the islands into shaggy green masses of vegetation, home to numerous bird and reptile species, as well as occasional undiscovered settlements of humans and humanoids.

Arrow Tree Island: 4560 inhabitants populate Arrow Tree Island. The ruler, **Archdeacon Bentavius** (male human Clr9 [Poseidon]; CR 9; hp 40; AL CG), is extremely wary of strangers, usually handling all dealings with them through an intermediary as his predecessor was killed by an assassin. The people of the island were quite agitated at the murder of the previous ruler, and have given their whole-hearted support to his successor. Large fields of pipeweed dot the land, covering 60% of the island's crop-

land. The population is highly agrarian, and the island must import most of its manufactured goods. Bentavius is striving to make the island self-sufficient, but it lacks any natural resources other than its soil.

Bridgeron Island: With a total population of 4080, Bridgeron Island is ruled by **Valcondoos,** (male human Wiz7; CR 7; hp 24; AL CE). Valcondoos keeps two small pirate ships in a well hidden cave, gathering information about likely targets by requiring an inspection of the manifest of every ship which docks at Mordston. He blames these attacks on the religious problems, and initiates many "searches" for pirates. The island is a common stopping point for ships which ply the waters between the Isle of the Blest and the eastern coast of Ghinor. Mordston, once a very pleasant small port, has become rife with lower class elements. The people in the countryside are farmers and fishermen, usually more hospitable than those in the village.

Chapelton Island: Chapelton Island's population is 4,480, its ruler is Tradlock (male Ghinoran Ftr9; CR 9; hp 67; AL N). Tradlock has been unable to curb the religious violence and has in fact given up trying. Religious fervor is strong on the island, whipped up by the masterful use of propaganda by the High Priest Kanamant. The High Priest's mercenary forces number well over 200 men now, and he is prepared to resume open warfare once some pretext is established. He is totally convinced of the rightness of his cause. The manufacture of jewelry on the island is greatly enhanced by the presence of a colony of dwarves who live near the center of the island. Large oyster beds provide the pearls which adorn much of the decorative ornaments.

Dolehalls, Island of: The Island of Dolehalls is populated by 5000 residents, and ruled by Wanstrell (male human Ftr7; CR 7; hp 45; AL N). Wanstrell rules with the active support of the priesthood. His main objective is to prevent his island from falling into the conflict which embroils the other islands. He is growing tired of the struggle, and is seriously considering turning the island over to Bansby, Ruler of Thalthuskil, and taking up adventuring once more. Large herds of sheep graze around the island, and groves of mulberrytrees are used as silk worm farms to support the island's main industries. The people are an industrious lot, and the island has become one of the wealthiest in the chain. The southern spur of the island is a tall and treacherous rocky ridge, where an isolated valley hides a small lake and four springs. **Encounters:** wild goats, sheep

Dusty Death, Isle of: A barren rock renowned for its deadly tunnel.

Gamaelan's Island: Dotted with statues, this island is owned by **Gamaelan the Greedy**, a merchant who sells these works of art to wealthy collectors.

Night Karst Cave: This entrance to the underworld is a blight on Whiteguard Isle. Whisperings and mad callings issue forth from the cave on dark nights, and humanlike footprints surround the mouth. A stench of decay and rot pervades the area.

Oakenwood Island: Oakenwood Island's population is 6600 people and its ruler is **Landriast** (male Avalonian Clr9 [Poseidon]; CR 9; hp 40; AL N). Landriast is passionately dedicated to fighting any submission to the priests of Chapelton. He is the most vocal proponent of open warfare, and finances a 75 man mercenary force from his personal wealth gained during a life of adventuring. He is very much interested in anyone who might be willing to aid him. The fine coral jewelry fashioned here draws ships all the way from the city states to the north. This trade has suffered considerably since pirate attacks by the ships hidden on Bridgeron Island began and a large reward is offered for information about or destruction of the pirates.

Rarface Harbor (Calm Aquatic): This is a natural stopping area for ships traveling the Silver Skeins. Haven is one of the busiest ports in the region, and a large galley, the Rallu-based Zoimion's Spear makes sure no pirates disrupt its trade.

Sabrewolf Cave: This is one of a small number of caverns on the edge of the Sandover Plain. Its name stems from the pirate captain who buried his treasure here. The treasure was found years ago, but the name remains. **Encounters:** small scorpions

Sailor's Bane Cape (Stormy Aquatic, Perilous): This treacherous point is a warning marker to all sea captains traveling nearby. The danger is from a reef just below the water level roughly a mile away from the cape. Sailor's Bane Citadel operates a signal beacon to warn passing ships.

Sandover Plain (Grasslands): A temperate sprawling plain, it is a peaceful territory between the Enchanted Walk Hills (Southern Reaches) and the Fordback Marshes (Southern Reaches). Darknuts, a component used in curative potions, grow here on gnarled, miniature trees. **Encounters:** deer, monkeys

Silver Skein Isles: Once a loose confederation, this chain of islands has been broken up by religious strife in the past eight years. The discord centers around a dispute between priests of Chapleton Island, who have a rather fragile claim to religious leadership of the entire chain, and the clerics of the various islands, who wish to retain their autonomy. Open warfare has occasionally occurred between the mercenary forces of each side, but most of the conflict has been waged through subterfuge, clandestine operations, and the occasional assassination. The island of Dolehalls has managed to remain aloof from the struggle due to strong ties with religious orders to the north. This has allowed them to act as an intermediary with both sides.

Tortoise Islands: Not much more than large sand banks, these islands are known for the large turtles who inhabit them.

Traktain's Island: This small island is choked with a lush jungle. Valuable teak and darkwood is found in abundance.

Twin Tower Island: This fertile island is named after the two ancient, abandoned stone towers which silently watch over the mouth of the harbor, hinting at a forgotten civilization. Reputedly, the two towers were built by the Philosophers during the Uttermost War as an outpost against the powerful magical cities to the south. There are said to be unexplored catacombs buried beneath the northernmost tower.

Wellintook Bay (Calm Aquatic): A well protected cove, the sea caves under the rock walls to the south are rumored to hold a secret temple of Poseidon.

Whiteguard Island: With a population of 6880 inhabitants, Whiteguard Island is ruled by a Triumvirate composed of **Rallatrone** (male Ghinoran Ftr6; hp 57; AL N), **Kardock** (male human Clr7 [Thoth]; hp 31; AL N), and **Splenlevi** (female human Ill8; CR 8; hp 20; AL LE). The Triumvirate is hard-pressed to keep peace on the island due to blood feuds which have arisen among the island's leading families. The source of the feuds is the assassination of various members of the families, with evidence incriminating other families at the scene of each murder. The tension arising from these murders has caused great unrest amongst the population, and production of salt and weapons, the island's primary export, is far below average. All strangers are highly suspect and subject to mob action. The lands of the island are dotted with villas and small, fortified manor houses, each the home of a family and its slaves.

Specific Locations

0204 Against the Apes (EL 11): The hunters of D'alfang always try to avoid the five stone pillars in the jungle. **23 giant apes** (CR 2; hp 28 each) attack anyone who goes near them. One, an old male, wears a dented and corroded full plate appropriate for his size, and wields a greatsword with a crystal pommel (3 gp worth).

0205 D'alfang (Village): Conventional; AL CG; TL 6; 200 gp limit; Assets 8,200 gp; Population 1312 (Able bodied 328); Mixed (human 98% [mostly Ghinoran, some Altanian], other 2%); Resources: Furs, Wood. *Authority Figure:* Brandon, male Tharbrian CG Ftr9 (Mayor). *Important Characters:* Gantal, male Altanian CN Rgr3 (chief guide of one of the groups competing with Brandons' fur wranglers); Sudarowan the Wise, male Ghinoran CG Adp6 (oldest member of the village, follower of Thor).

Situated in the heart of the southern jungle, the village of D'alfang was set up by a group in Rallu, one which didn't agree with the direction the city state was taking at the time. D'alfang is known far and wide as a place of wild festivals and weeklong celebrations. The people are highly dependent on trade with Rallu. The law enforcement and government mirrors the system of the Sea Kings, but is much more tempered and forgiving. The furs are of a legendary quality and practically all inhabitants are involved in its procurement or trade. Prosperity has lead to a healthy amount of respect shown by Rallu's authorities, since D'alfang's militia is highly independent and well trained.

0207 Boot Nail Isle / Nail Head Isle: Boot Nail Isle is little more than a huge rock sticking out of the ocean. It is barren of any type of vegetation. The island closer to the mainland, Nail Head Isle, is more flat and has a few shrubs and wild goats. A hidden undersea tunnel here leads to the gem mines of Cordoom, but the other end is extremely well defended.

0207 Cordoom (Village): Conventional; AL N; TL 7; 200 gp limit; Assets 49,250 gp (to outside appearances, however, the village is considerably poorer); Population 788 (Able bodied 197); Mixed (human 89% [mostly Ghinoran], dwarf 6%, other 5%); Resources: Gems. *Authority Figure:* Louwellyn, male human CE Ftr6. *Important Characters:* Maron Bendarn, male Ghinoran LN Ftr8 (captain of the Rallu troops); Seddanai Slanjo, female Ghinoran NG Ftr6 (Marons' second in command); Coinjuran Blackrobe, male human LE Brd4 (Louwellyns' lackey); Skrigg Shadowshiv, male human CE Rog5/Asn3 (Danstone's agent, masquerades as a clerk).

Originally established as a mining camp by prospectors, Cordoom slowly evolved into an actual settlement, though the mines at first were not very lucrative. It was totally at Rallu's mercy from its inception, as other than the gems, everything had to be imported. The recent appointment of Louwellyn (a greedy and ruthless slave driver) to the position of Cordoom's Lord has followed the discovery that the mines are actually significantly richer than anyone had previously imagined. So far, this has been a very closely guarded secret. Louwellyn's ambitions would lead him against Rallu, but the Sea King, Danstone, already knows of the plot and planted the necessary assassins to slay him if needed. Two warships patrol the southern coast at all times, and anyone found in the wilderness nearby is attacked and killed. The fortifications and the slave pens create an atmosphere more reminiscent of a prison than a village.

0321 Underwater Prison: The sea floor here is very smooth and glassy, with a definite bluish tint. The surface is very slippery as well as being very hard, and cannot be chipped. Figures can clearly be seen imprisoned in the crystal-clear substance, frozen in acts of fear and panic.

0332 Dragon Turtles: A mated **pair of dragon turtles** (CR 9; hp 120 each) inhabit the shallows. They are peaceful and don't attack unless provoked. They live in the wreck of a sunken war galley.

0404 Rallu, City State of the Sea Kings (Large City): Nonstandard; AL CE; TL 8; 40,000 gp limit; Assets 85,750,000 gp; Population 35,000 (Able bodied 8,750); Mixed (human 79% [mostly Ghinoran, some Elritorn and other mixed], halfling 5%, elf 5%, dwarf * (see below), gnome 5%, half-elf 3%, half-orc 2%, other 1%); Resources: Market. *Authority Figure:* King Danstone of the Iron Fist, 22nd Sea King of Rallu, male Ghinoran N Ftr10/Ari10. *Important Characters:* General Trufo the Tall, male Ghinoran N Ftr11 (Commander of the Army); Lord Tgoshe Welstn Tabe, male Ghinoran CE Ftr9 (cousin, twice removed, of King Danstone, the only other legal contender for the throne); Afcohop, male Ghinoran CE Rog6/Asn2 (leader of the Assassins Guild); Jesen Reckbane, male Alryan CE Rog10 (leader of the most infamous Thieves Guild of Rallu); Snjnom, male Skandik CE Ftr 10 (elderly admiral of the fleet, currently bedridden); Moboe, male Ghinoran CE Clr12 (High Priest of Enlifos); Fenimone, female Ghinoran N Drd9 (keeper of the city parks, follower of Beytnorn); Teporn Algor, male human N Clr8 (Poseidon); Samada, female Ghinoran CE Clr7 (Tama Hama); Almec Felstun, male Tharbrian CG Exp7 (owner of the 'Southern Star' inn, a well known smuggler retreat); Varnko Witherspell, male Dorin LE Wiz9 (owner of the Arcane Archive shop).

Located on the tropical southern tip of the Isle of the Blest, the city of Rallu was founded 1,100 years ago (in 3333 BCCC)

by Thellagon the Mariner and a group of travelers from the north who discovered ancient Kelnoran ruins in the area. In the 1,000 plus years since then, Thellagon's descendents built up Rallu into the center of commerce on the Isle. The men of Rallu – all mighty mariners who claim descent from the ship captains of the Kingdom of Kelnore – have come to be known as the "Sea Kings," though the captains of Tarantis might claim they are the true holders of such a title.

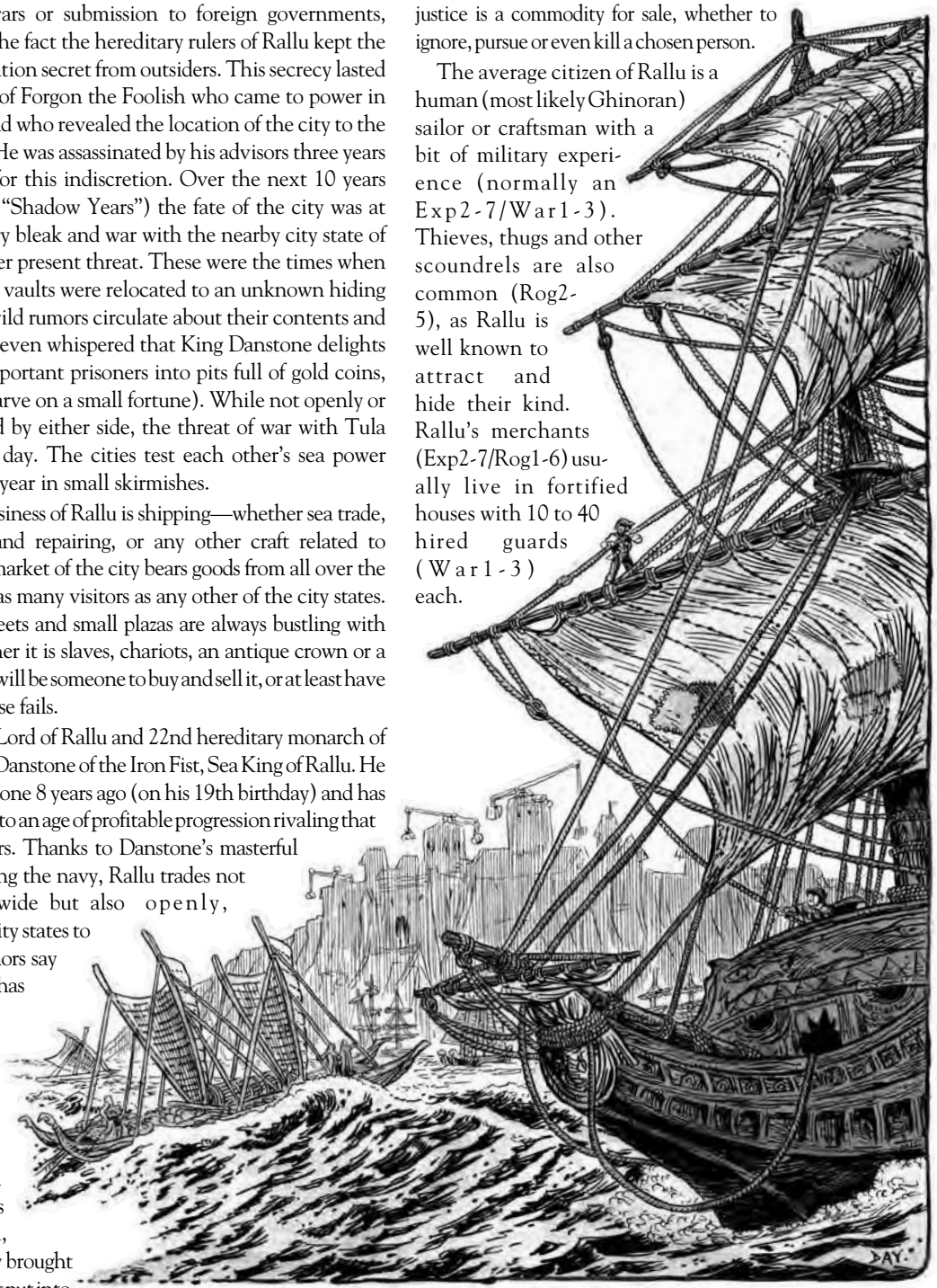
These Sea Kings, through careful and cautious exploration and trade with the northern powers and other local island populations, were able to bring skilled artisans and craftsmen and many goods to the city. All of this was accomplished without any wars or submission to foreign governments, mainly due to the fact the hereditary rulers of Rallu kept the city's exact location secret from outsiders. This secrecy lasted until the reign of Forgon the Foolish who came to power in 4217 BCCC and who revealed the location of the city to the outside world. He was assassinated by his advisors three years into his reign for this indiscretion. Over the next 10 years (known as the "Shadow Years") the fate of the city was at many times very bleak and war with the nearby city state of Tula was an ever present threat. These were the times when Rallu's treasure vaults were relocated to an unknown hiding place; several wild rumors circulate about their contents and guardians (it is even whispered that King Danstone delights in throwing important prisoners into pits full of gold coins, letting them starve on a small fortune). While not openly or heavily pursued by either side, the threat of war with Tula persists to this day. The cities test each other's sea power several times a year in small skirmishes.

The main business of Rallu is shipping—whether sea trade, ship building and repairing, or any other craft related to shipping. The market of the city bears goods from all over the world and sees as many visitors as any other of the city states. The narrow streets and small plazas are always bustling with activity. Whether it is slaves, chariots, an antique crown or a rare folio, there will be someone to buy and sell it, or at least have it stolen if all else fails.

The present Lord of Rallu and 22nd hereditary monarch of the city is King Danstone of the Iron Fist, Sea King of Rallu. He assumed the throne 8 years ago (on his 19th birthday) and has led his people into an age of profitable progression rivaling that of his forefathers. Thanks to Danstone's masterful move of doubling the navy, Rallu trades not only far and wide but also openly, even with the city states to the north. Rumors say that Danstone has made a secret arrangement with Atar the Lion, King of the City State of Tarantis, to acquire dwarven slaves as smiths and craftsmen, who are secretly brought in on vessels that put into Rallu supposedly for repairs. This rumor is supported by the fact that Danstone has recently put dwarves to work on the upkeep of the walls and structures of Rallu, which suffer terribly in the tropical weather of the Isle, and are in constant need of repairs.

Law enforcement tends to take most outsiders by surprise. There is no local constabulary to speak of. Instead, all 'policing' is done either by the army (through patrols and riot squads) or the navy. All visitors to the city are given a strict overview of behavior and laws upon arrival and are expected to adhere to the rules or face the consequences, as would any permanent citizen. Failure to agree to these terms results in ejection from the city for life. Slavery and execution are common punishments. As everything else, justice is a commodity for sale, whether to ignore, pursue or even kill a chosen person.

The average citizen of Rallu is a human (most likely Ghinoran) sailor or craftsman with a bit of military experience (normally an Exp2-7/War1-3). Thieves, thugs and other scoundrels are also common (Rog2-5), as Rallu is well known to attract and hide their kind. Rallu's merchants (Exp2-7/Rog1-6) usually live in fortified houses with 10 to 40 hired guards (War1-3) each.



0404 Rallu, City State of the Sea Kings

The most ancient god of the city is Enlifos the Moon Demon, although Danstone tries to discourage his worship, and the cult is slowly dying out. Other common religions include Beytnorn, whose druids live in a walled park, Poseidon, to whom a bull is sacrificed each week and Tama Hama, Goddess of Lust, whose high priestess lives in a bejeweled palace with (it is said) one hundred eunuch guardians. Hanuman the Accursed also has a temple by the sea, but it is sealed and empty. Unknown to Almec Felstun, the large, faded fresco in his tavern is a teleportation gateway to a well hidden underground vault of Yezud. One has to gaze at its eight points in a given order to be transported. Needless to say, few know (or care) where drunks are disappearing to – certainly, no man has returned yet.

For more on Rallu, see the City State Installment *Isle of the Blest* by Scott Fulton from Issue 3 of Judges Guild's classic *Pegasus* magazine, available for download from *www.judgesguild.com*.

0406 Hidden Villa (EL varies): Lady Amantha Desnor (female human Rog7; CR 7; hp 39; AL CE; Str 10, Dex 18, Con 12, Int 13, Wis 13, Cha 17; chainmail loincloth and halter, *+1 dagger* [with black lotus extract], *scroll of teleport*), a prosperous and depraved merchant from Rallu, maintains a small but luxurious country retreat here, well hidden from prying eyes by a permanent *hallucinatory terrain*. The thick walls of the fortified villa mask the screams of the unfortunates who feed his **6 pet sharks** (CR 4; hp 65) and **45 most handsome guards** (male Ghinoran War3; CR 2; hp 18 each; AL CE; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 16; chain shirt, scimitar) make sure no interloper leaves to tell the tale. Apart from an assortment of soft cushions, valuable wines and rare delicacies, Amantha Desnor keeps 3,200 gp, 50 pp and a *staff of fire* (16 charges) in a secret room, which includes and observation window to monitor the pool room and an escape tunnel.

0412 Underwater Dome: A clear dome covers an underwater city. The dome is punctured, and the city, long since flooded, is covered with sea grasses and coral.

0518 Forgotten Islands (EL 7): These two islands have had a very strong enchantment of forgetfulness placed upon them. Any being that sees the islands is subject to a *confusion* effect (even if they normally are immune to such) and will then leave the area in question and remember nothing of the experience afterward. It is left to the Judge if there is in fact anything or anyone of note on the isles themselves.

0606 The Southern Coast Tower (Citadel): Magical; AL CE; TL 6; 0 gp limit (nothing made here is for sale, usually, and Dexaipyc doesn't allow contact with outsiders); Assets 250 gp; Population 200 (40 Ftr2 guards and 10 Ftr3 elites guard the citadel; the rest are Com2-3 servants); Mixed (human 75% [mostly Ghinoran], dwarf 15% [slaves], other 10%). *Authority Figure:* Dexaipyc, male Ghinoran CE Wiz7. *Important Characters:* Daolath Fel, male human CE Ftr5 (captain of the tower); Sabad Ti, female Ghinoran CN Wiz4 (Dexaipyc's apprentice).

As a noble of Rallu, Dexaipyc is entitled to a luxurious home in the city. He chose to live on a deserted coast instead, so that he might not be disturbed in his research. Nevertheless, he maintains his contacts and visits several times a year. His stronghold is built on the ruins of an ancient fortress overlooking the sea, making his home secure from land or sea invasion.

0607 On Broken Wings: A pair of wooden wings covered with glued-on feathers are broken on the rocks at the bottom of a steep hill.

0709 The Sylvan Isle (EL 15): The home of **Meryn the Druidess** (female Elritorn Drd10; CR 10; hp 63; AL NG; Str 10, Dex 14, Con 13, Int 12, Wis 18, Cha 12; scimitar, *+2 hide, scroll of 3 divine spells [summon nature's ally VIII* (x3)*], periapt of wisdom [+4], bag of tricks [rust], stone of good luck [luckstone]*) this island has been covered with *plant growth, command plants*, and *wall of thorn* spells to the point where movement by any non-druid is only possible along well marked, well watched paths. Meryn does not take kindly to strangers who would harm her sacred groves, and has thus made it completely inhospitable to any but the sylvan creatures within her guardianship.

0720 Triton Patrol (EL 8): A small group of **8 tritons** (CR 2; hp 16) maintains a watch on the seafloor, keeping an underwater gazebo from any sort of harm.

0732 Dramring Island (EL 2): Tayler (Tayler, female Ghinoran Ari2; CR 2; hp 12; Init +2; Spd 30 ft.; AC 12; Atk +2 melee [1d3, unarmed] or 2x+3 ranged [grapple, hair]; SA improved grab [hair, grapple +1], hair grapple [3d6+3 each round maintained; around throat so spellcasting is impossible]; AL NG; SV Fort +0, Ref +2, Will +4; Str 12, Dex 14, Con 10, Int 10, Wis 12, Cha 16), a beautiful young woman, who was once a member of the Royal Court, has lived here alone since a witch cursed her, causing her long black hair to animate and attempt to strangle anyone who comes within three feet. The girl tries to warn off travelers from coming close to her, but usually to no avail. Tayler's curse may only be lifted by cutting the hair with blessed adamant shears.

0810 Gohtsha Isle (EL 11): Boobatu Batu, (male Elritorn Bbn6; CR 6; hp 48; AL N; Str 17, Dex 14, Con 13, Int 10, Wis 12, Cha 10; greatclub, javelin, hide armor), chief of the **68 cannibals** (debased Elritorn War1; CR 1/2; hp 9; AL N; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 9; shortspear, hide armor, javelin) on this island fancies himself a god, and prefers his victims to acknowledge him as such.

0818 Giant Shark and Merman (EL 2): The scattered hulk of a large merchant ship, broken into three pieces. Swimming around it is a **giant shark** (CR 2; hp 38) that is after the **merman** (CR 1/2; hp 5) hiding in the remains of the bow.

0831 Sailor's Bane Citadel (Hamlet): Conventional; AL CG; TL 5; 100 gp limit; Assets 500 gp; Population 160 (20 Ftr2 spearmen and 20 Ftr2 archers protect the citadel; the rest are Com2-3 fishermen and goatherds); Mixed (human 72% [mostly Ghinoran], elf 25%, halfling 3%). *Authority Figure*: Ronhiras, male Solari CG Ftr6. *Important Characters:* Sergeant Kard Balta, male Ghinoran LG Ftr4 (catapult sergeant); Cin Thuunor, male elf [high] CG Wiz5 (ballista sergeant); Cantabrian Felwith, male elf [high] CG Wiz6 (onager sergeant); Naras, male Androsphynx LG (special).

Ronhiras is in the service of Tula. As a loyal ally, he was rewarded with two personal mages to aid with the defenses, and Naras, an androsphynx. Naras is a strange addition to the citadel, and many feel uncomfortable near such a wise entity. Sailor's Bane Citadel is equipped with a catapult, ballistae and two onagers, food that would last for four months and other necessary supplies. The Lucky Loon is busy most every night with off duty guards and travelers.

0832 Tula, City of Mages

0832 Tula, City of Mages (Metropolis); Magical; AL LN; TL 10; 40,000 gp limit; Assets 45,510,000gp; Population (Able bodied 9,102); Mixed (human 50% [mostly Ghinoran, many others from around the world], elf 10%, half-elf 10%, gnome 6%, dwarf 4%, other 20% [including monstrous and rare races]); Resources: Market. *Authority Figure:* Hejan Waremoss, male Solari LG Wiz16/Chr10 (Elder of the Green Robe, Leader-elect, Council of the Eight). *Important Characters:* Solarien Windmere, male elf [wood] CG Wiz10/Chr5 (Master of the Blue Robe); Breita Ben-Allizem, female Amazon LG Wiz10/Chr4 (Master of the Gold Robe); Raij Halamah, male half-elf LN Wiz10/Chr6 (Master of the Red Robe); Argen Lumore, male Avalonian LG Wiz10/Chr4 (Master of the Orange Robe); Morwyn Cudular, female human LN Wiz10/Chr8 (Mistress of the Brown Robe); Nal Kosh-Tana, male half-elf CN Wiz9/Chr8 (Master of the Black Robe, rumored to be a contender to Waremoss' position); Koren Chandur, male elf [gray] LE Wiz10/Chr5 (Master of the Silver Robe); Alianna The White, female Ghinoran LG Clr10 (High Priestess, Temple of Athena); Kalifrien The Wise, male half-elf LN Wiz6 (scribe, seller of magical things); Zolfren Krede, male half-elf LG Ftr9 (admiral – Tulan fleet).

The legendary City of Mages, splendorous city of spiraling towers, gleaming lanterns, and mystical waterfalls. Here magical beasts roam freely alongside powerful wizards and steel-eyed soldiers. By night or day, the eight schools of magic loom over the city with their massive walls and towers, inspiring all who view them with awe. The wizards of Tula are the foremost specialists in magic, dividing themselves into various specialist schools. The Council of the Eight – composed of the heads of the various schools of magic – is housed in another mammoth structure along with a museum and a world-renowned library. Their decisions are often made after weeks of political maneuvering, all done in an amicable way. Apprentices from lands both near and far come to Tula to learn the magical arts. Tula is the only known location where characters can study to be

specialist mages. It is also the home of the highest level mages in the Wilderlands (aside from the ice, air and water mages of Valon, and the Green Emperor himself).

Because so many of the occupants of the city are apprentices or visiting mages, every type of human and humanoid is represented in the population. Many lizardmen and other exotic races —including monstrous races and outsiders — live here as well. Political power is based upon expertise in magic, not gender or race. The average "citizen" is in residence only six years as that is the average length of study or apprenticeship.

A state of war has existed between Tula and Rallu to the north for the last century, but neither side is willing to pay the cost for utter victory. Combat in this ongoing conflict is limited to warships only and both sides protect independent shipping by traders of other lands. There are rumors that not all is going well on the Tulan side and Admiral Zolfren is underreporting losses.

The average citizen is of any race and is most likely a specialist wizard (specialist Wiz2-8), many are also expert craftsmen (Exp3-8). This is a strange city, as a citizen is nearly as likely as not to be a lizard man or some other monstrous race and the sight of such creatures does not cause concern. Sorcerers are often looked down upon and regarded as inferior to real practitioners of the magical arts.

A vast market of magical supplies exists in Tula. Most of this commerce consists of components, tools, alchemical supplies, tomes of knowledge, rare metals and such. Magic items are much rarer, although it is not impossible to find them with good connections. Kalifrien is perhaps the best known of the magic merchants, although his wares are costlier than usual – still, they are at least guaranteed to be what he claims.

0832 Pentack's Island: In the center of the island is the hulk of an old merchant ship, completely overgrown with vegetation. Villagers know old stories of the ship, explaining its captain angered an Evil High Priest, but are unaware of the exact location. Hidden within the ruined hull of the vessel is an unbroken wine bottle that contains a map to the Evil High Priest's treasure, stolen by the ship's first mate. The treasure consists of a *+3 unholy flail, 3 gems of seeing (fully charged)*, a 300 gp jeweled unholy symbol, and 1,800 gp.

0903 Whales (EL 8): Two sperm whales (CR 6; hp 140 each) swim and frolic in the waters here.

0925 Sea Monster (EL 13): Sailors make sure to avoid this area. A **giant plesiosaurus** lives in the shallows and it enjoys to topple boats and small ships.

> **Advanced Plesiosaur:** CR 13; SZ G Animal; HD 30d8+300; hp 435; Init +4; Spd 20 ft., swim 50 ft.; AC 16 (-4 size, +2 Dex, +8 natural), touch 6, flat-footed 14; BAB +20; Grp +47; Atk/Full Atk bite +32 melee (2d6+10); Space/Reach 40 ft./20 ft.; SQ low-light vision, scent; AL N; SV Fort +29, Ref +19, Will +10; Str 40, Dex 10, Con 30, Int 2, Wis 12, Cha 2; *Skills:* Listen +11, Spot +10; *Feats:* Alertness, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Focus (bite), Improved Critical (bite), Lightning Reflexes, Snatch.

1108 Island of Sin (EL 11): A **hezrou demon** (CR 11; hp 67) bound to the island ambushes people foolish enough to wander this place. He may bargain with powerful PCs in an attempt to get them to break the enchantment which has trapped him on the island for so long. Once freed, he merely disappears into the Netherworld with his treasure. He has gathered a *+2 spear*, a *potion of endurance*, a *potion of slow poison*, and 2300 gp in gems and jewelry.

1115 Giant Squid (EL 9): Magical light illuminates a narrow 300 feet deep rift. The deep reaches are holy ground to mermen, who regularly cast rocks carved with petitions to the gods into this undersea ravine. A **giant squid** (CR 9; hp 74) lurks in the abyss.

1132 Trixy Pixies (EL 9): A rotten wooden bridge over a small stream is in severe danger of crashing into the water if any great weight is placed on it. **Six pixies** (CR 4; hp 3 each) try to lure heavily armored people over the bridge by stealing things, crossing the bridge, and throwing the stolen item out in the open.

1232 Foulmuck Citadel (Citadel): conventional, AL LG; TL 33; 40 gp limit; Assets 250 gp; Population 80 (20 War3s protect the keep and its Com1-4 inhabitants); Isolated (human 95% [mostly Ghinoran], elf 5%); Resources: Oil. *Authority Figure*: Wandren Gladen, female Ghinoran LG Ftr3. *Important Characters:* Sandus Gladen, male Ghinoran LG Ftr6 (Knight of Cirion); Gor the Strong, human Gishmesh CE Ftr2 (guard); Squire Thiglien, male elf [wood] CG Ftr2/Wiz2 (bodyguard).

A small keep at the edge of the swamp, Wandren's holding is little more than a square tower and a collection of huts. Since Sandus has grown old and infirm by disease, his daughter has been in charge for one year. She is universally disliked despite her good nature, and many consider her a wicked evildoer and a poisoner. Her main detractor is a huge wrestler and recent recruit from Tarantis. She has been trying to build a stockade wall every third day with the garrison. Some villagers collect bulbous roots and extract a foul oil whose only good feature is its low price.

1305 Monoliths: The silty bottom almost covers the remains of two large stone monoliths. They show no signs of age, and if dug out, appear as twin black towers. The area between them acts as a gate to other planes if the proper rituals are carried out in their presence. These rituals are spelled out in runes inscribed on the monoliths, but are in Kelnoran, a language not used in ten centuries.

1430 Giant Crocodiles (EL 9): Lounging in the muddy swamp, these **9 giant crocodiles** (CR 4; hp 55) are harmless as long as nobody goes near them. One has a *+1 arrow's* head lodged in its skin.

1508 The Drifting Raft: Floating in the water is a waterlogged raft, whose simple sail is covered with runes of an ancient language. The raft appears to have been floating for years if not decades, as has the human on board. No matter what weather conditions exist, no ship can come closer than one mile from the raft as the raft drifts away from it.

1630 Island of the Southern Eyes: Four statues, each 23 feet high, stand on the highest point on the island facing the four points of the compass. Three are badly eroded, but the one facing south is in perfect condition. The statues look like normal humans but with eyes the size of grapefruits. The lush vegetation and natural waterfall makes this a frequent layover.

1632 Wyvern Watch (EL 8): A humongous nest in the branches of a giant, petrified tree serves as a nest for **2**

wyverns (CR 6; hp 60 each). Their treasure consists of a cask of ale snatched from a caravan, a badly torn suit of chainmail and a *cursed –2 sword*.

1712 Island of Nameless Fears: An ancient spell causes illusions of any imagined danger. The spell is an enhanced, permanent form of the *programmed image* spell, that alternately detects the deepest fears of the explorers as they walk upon the isle, triggering illusory manifestations of these fears, that continuously reform as each fear is realized and defeated. There is no saving throw to detect these illusions, and they may not be dispelled. The only way to escape their imagined fears is to flee the island with all haste. In the central region is a small stone dome, wherein the enchantment operates as a *phantasmal killer* spell.

1712 Traktain's Island (EL 8): A band of **35 human loggers** (War 1; CR 1/2; hp 6 each; hand axe) works on this island. Their teak logging operation is plagued by attacks from a trio of **trolls** (CR 5; hp 63) who inhabit an underground complex in the hills. The trolls have managed to gather a *cloak of arachnida* and 650 gp.

1731 Isle of Sweet Hope: Covering the face of an 80-foot high cliff on the north side of the island is a carving depicting an ancient race's conception of the creation of the universe from a large black sphere. Studying the carvings for 1d4 days grants the learner a +2 circumstance bonus to Knowledge (astronomy) checks.

1734 Sandover Castle (Castle): Conventional; AL LE; TL 3; 100 gp limit; Assets 1,875 gp; Population 600 (140 War3s, mostly hobgoblin and half-orc, as well as 10 human Ftr4 heavy horsemen, live in the castle; the rest are common hobgoblins and half-orcs or human servants Com1-3); Mixed (hobgoblin 60%, half-orc 30%, human 10%). *Authority Figure*: Argan ShieldBreaker, male human LE Ftr9. *Important Characters:* Khorl Redeye, male hobgoblin LE Ftr3 (sergeant); Gern Elfslayer, male hobgoblin LE Ftr3 (sergeant), Sleess Paingiver, male half-orc LE Ftr6 (raid captain); Sholtain Grumm, male human LE Clr 5 (Bogbrother, servant of Nalithang, Priest of Armadad Bog).

This ancient and long-abandoned castle has recently been repopulated by a diabolical force of mercenaries under the direction of Bogmaster Nalithang, high-priest of Armadad Bog in the hamlet of Waterplace. Led by the infamous warrior Argan, this massing of evil warriors (predominantly half-orc and hobgoblin) stands poised to unleash the terror of Armadad Bog, Water God of Death, upon the surrounding countryside.

1734 Waterplace (Hamlet): Nonstandard; AL LN; TL 4; 100 gp limit; Assets 1,550 gp; Population 496(Able bodied 124); Mixed (human 90% [mostly Ghinoran], elf 5%, other 5%); Resources: Marble. *Authority Figure:* Nalithang, male Common Viridian LE Clr6 (Bogmaster – Priest of Armadad Bog). *Important Characters:* Rayga Sil, male Karakhan LN Ftr4 (stonecutter); Braela Gurres, female Common Viridian LE Clr4 (Bog Priestess).

This quiet mining town is being used by Bogmaster Nalithang as a center of power from which to launch his plans for domination under Armadad Bog, Water God of Death. He plans to bring all humans under the grim certainty of the bog, and cares little for the success of the town's marble trade. Horrible shapes writhe in the black pool behind the Temple of The Bog. Stonecutter Sil chafes at the oppressive rule of the zealot priest, but lacks enough support to overthrow the Bogmaster and return the town to its former ways. It is rumored that priestess Gurres harbors a raging passion for the burly Sil.

1830 Giant Eel (EL 3): The hulk of a sunken merchant ship lies 300 feet from the stony coastline. A **giant electric eel** has made his home inside the captain's quarters, which also contains his personal treasure, 295 sp and a bejeweled longsword.

> **Giant Electric Eel:** CR 3; L Animal; HD 3d8; hp 12; Init +3; Spd swim 40 ft.; AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; BAB +3; Grap +7; Atk/Full Atk bite +4 melee (1d4 plus 3d6 electricity); Space/Reach 10 ft./10 ft.; SA electricity (3d6, bite or if touched); SQ scent; AL N; SV Fort +3, Ref +6, Will +2; Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

1910 Manta Rays (EL 3): Three manta rays (CR 2; hp 18; as normal but with a poisonous stinger [+15 to hit, damage 1d6+15, Fort DC 18, 2d6/2d6 Con damage]) live in the silt. Their potent poison has caused the doom of a merelf, whose body and coral armor lie broken on a flat rock. He still holds an electrum flask in his hand, but whatever was inside is gone now.

2014 Isle of Pure Thought (EL 11): Some of the most prized urns in the world are manufactured here by a small sect of monks. There are **10 novices** (male human Mnk1; CR 1; hp 9; AL LN; Str 12, Dex 13, Con 12, Int 10, Wis 15, Cha 10) and **4 senior monks** (male human Mnk4; CR 4; hp 25; AL LN; Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 8; *potion of cure moderate wounds*) under the leadership of **Master Ming** (male Karakhan Mnk8; CR 8; hp 59; AL LN; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 8; 3 *potions of cure moderate wounds*, pouch with 300 gp and 2 pieces of amethyst [100 gp each]). The urns are carved of lapis lazuli and range in value from 100 to 1,000 gp each. The monks have an average of 30 urns on hand at any given time.

2115 Singing Stream Isle (EL 7): Twenty-five people (Com1; CR 1/2; hp 4 each) sit around a small brook, entranced by the song it seems to sing. Anyone hearing the melodious notes that the brook makes must make a Will save (DC 20) or be permanently fascinated, as the bard special ability *fascinate*, reacting violently to any suggestion of leaving, and eventually starving to death unless pulled more than a mile from the brook. Several skeletons lay upstream. Banana and coconut trees are near the shoreline.

2116 Isle Strongtooth (EL 8): Strongtooth the stone giant (CR 8; hp 119) searches the island for the entrance to an ancient giant city, often impressing humans to investigate the smaller entrances he cannot fit into. The city doesn't exist.

2131 Noenthal (Village); Magical; AL LG; TL 2; 200 gp limit; Assets 7,975 gp; Population 1,276 (Able bodied 319); Mixed (elf 88% [mostly wood], human 12%); Resources: Oil. *Authority Figure:* Gretton Raincape, male elf [high] LG Wiz5. *Important Characters:* Sehein, male elf [wood] LG Ftr3 (lantern maker); Tasilik, male elf [wood] LG Ftr5 (innkeeper); Fanir, male elf [wood] LG Ftr5 (well guard).

Gretton learned magic in Tula and returned with several thousand gold coins, which he found on an abandoned island. He was given a hero's welcome and the cape of leadership. The primary income of the village is an oil spring. Half of the guard is always stationed nearby. The oil is shipped to Tula and the Silver Skein Isles. Noenthal's inn, the Black Merman, sells sugar-coated jellyfish bits for 2 sp (it is rumored that the cook, Rivale, puts a mild poison in the drink of anyone who complains about his cooking). Sehein makes lanterns, known to churches and wizards for their vivid and often monstrous imagery. Strange figures made of smoke were seen dancing upon the village rooftops during the last full moon.

2214 Island of the Shifting Eye (EL 7): A hermit named **Boleman** (male Ghinoran Wiz7; CR 7; hp 25; AL CN; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8; masterwork quarterstaff, *ring of protection +1, scroll of hold person, wand of baleful polymorph* [21 charges], *bracers of defenselessness)* uses his wand to keep his pen full of wild asses, using it upon explorers looking for the Statue of Telkos rumored to be on the island.

2214 Gamaelan's Island (EL 1 or 8): Gamaelan the Greedy (male half-elf War2; CR 1; hp 17; AL NE; Str 18, Dex 10, Con 12, Int 11, Wis 10, Cha 12; short sword, *girdle of giant strength +4,* dagger, studded leather armor) sells fine statues that he finds on the island, unaware of the presence of the **gorgon** (CR 8; hp 68) that roams the island. His shop, located in the southern harbor, sells lifelike statues of surprised looking explorers to wealthy collectors who favor them for their gardens. Gamalean uses a wheelbarrow to collect the statues from the hills and haul them to his shop. Casting *stone to flesh* upon any of his statues revives a frightened treasure hunter (Class and race determined by the Judge) whose only recollection is a pair of flaming red eyes and a loud stomping sound. Gamaelan, of course, rightly claims innocence to any knowledge of wrongdoing, and complains that his business is now ruined.

2314 Philch Isle (EL 7): Three leprechauns* (CR 4; hp 3 each) take great delight in raiding unwary travelers, stealing valuables and occasionally returning worthless look-alikes. Many springs and waterfalls can be seen near the coast.

2321 Mantari (EL 10): Resembling manta rays, these **30 mantari*** (CR 1; hp 8; as normal except Int 12, Wis 12 and two can cast *hold person* and *command* once per day) have a fiendish intelligence and some spellcasting ability. They swarm divers and tear them to bits after *holding* them.

2333 Fallen Woodsmen: The skeletons of a dozen woodcutters lay surrounded by felled trees, their axes scattered about. Several arrowheads of elven manufacture can be found near each skeleton.

2414 Execution Island (EL varies): Execution Island is the official execution spot for the island chain. Many bodies in various states of decomposition are hung from trees about the island. There is a 40% chance per day that a hanging takes place upon the Isle. A small garrison of **20 hardened troopers** (male human War3; CR 2; hp 16; AL LN; Str 14, Dex 10, Con 12, Int 11, Wis 10, Cha 11; leather armor, small wooden shield, longsword, light crossbow, 20 bolts, pouch with 2d10 gp) oversees the executions, led by a priest of law and retribution, known only as the **Judge of Last Rights** (male Tharbrian Clr5; CR 5; hp 37; AL LE; Str 12, Dex 8, Con 15, Int 11, Wis 16, Cha 13; light mace, large steel shield, chain shirt, *wand of detect lie* (caster level 7, 20 charges). There are **3 official hangmen** (male human Exp3; CR 2; hp 13; AL LE; Str 14, Dex 14, Con 11, Int 10, Wis 10, Cha 11; padded armor, shortsword) who draw lots to see which gets the honor of sending a criminal to the afterlife. They are known to have knot tying contests to fend off boredom, figuring out which knots kill quickest, which the slowest, and which knots will make a body turn a certain direction or make certain extremities twitch for hours.

2414 Windsong (Citadel): Magical, AL LN; TL 6; 40 gp limit; Assets 150 gp; Population 120 (26 Mnk1s and 4 Mnk3s protect the monastery; the rest being Com2-3 woodsmen and farmers); Mixed (human 90% [mostly Ghinoran, some Karakhan and Gishmesh], elf 5%, dwarf 5%). *Authority Figure*: Kalel Rhor, male Tharbrian LN Clr7 (Shang Ta). *Important Characters:* Brother Ziang, male Karakhan LN Mnk 6; Brother Chull, male Ghinoran LN Mnk5; Sister Sun-Ra, female Ghinoran Mnk5.

This simple, wooden motte and bailey structure sits atop a high hill overlooking the sea, and is home to a sub-sect of Shang Ta, God of the Sky. The monks here live a simple, spare existence and are extremely devout worshippers. They defend their Wind Home with great ferocity against all threats, and are open to alliance with any who would remove Valcondoos from power.

2425 Carintoos (Small Town); Nonstandard; AL CE; TL 4; 800 gp limit; Assets 45,800 gp; Population 1,832 (Able bodied 458); Mixed (human 85% [mostly Ghinoran, some Karakhan and Skandik], elf 10%, half-elf 5%) Resources: Wine. *Authority Figure:* Falsimier the Lost, male Ghinoran CE Ill7. *Important Characters:* Maud Bone-Hand, female Ghinoran CE Clr4; Rendo the Cleaver, male Tharbrian CE Bbn5; Talamir Shoenal, male elf [wood] LN Wiz3 (wine merchant); Kelezare, male half-elf NG Ftr4 (wine broker); Gelinzo Dementus, male human CE Ftr5 (Owner of nearest Vinyard Estate).

Falsimier the Lost (so named because he originally came to the island as the sole-survivor of a shipwreck, having used illusions to keep the sharks at bay) landed on this island 5 years ago and soon took over as a leader, despite suspicions that he was an escaped prisoner from Tula. His band of unsavory henchmen, including Maud and Rendo, do his dirty work for him and keep the locals intimidated. Few inhabitants of the sprawling rural vineyards dare come to town these days in fear of muggings and beatings which are all too common. Falsimier feels that the twin towers on the island hide secrets of great power, but these secrets have so far been beyond his skills to decipher.

2432 Blink Dogs (EL 4): A **pair of blink dogs** (CR 2; hp 16 each) feasts on the carcass of a weird looking panther, their eight companions slain by the ferocious beast.

2514 Mordston (Village): Nonstandard; AL CE; TL 5; 200 gp limit; Assets 7,275 gp; Population 1,164 (Able bodied 291); Mixed (human 90% [mostly Ghinoran, some Karakhan], elf 5%, half-elf 4%, other 1%); Resources: Market. *Authority Figure:* Valcondoos the Red, male Ghinoran CE Wiz7 (High Master of Bridgeron Island). *Important Characters:* Captain

Dirking Pike, male Antillian CE Rog6 (pirate captain of the High Master's two ships); Leyk Stronghand, male Ghinoran NE Ftr6 (chief enforcer); Scutty Four-Fingers, male elf [wood] CE Rog5 (spymaster); Hanna Sands, female Alryan CG Clr4 (Grain Merchants Guild, Temple of Brigit); Raif Gurion, male half-elf CN Ftr4 (fish market).

The religious tension which consumes neighboring islands is perhaps the least volatile here in Mordston – predominantly because Valcanoos' greed and cruelty are equally oppressive to the followers of Poseidon and Brigit. The High Master rules through fear and intimidation with a network of spies and brigands at his disposal. His main sources of income are piracy and smuggling. His two pirate ships routinely attack passing merchant galleys, and smuggle arms or supplies to both sides of the nearby religious conflict. Recently, it has been whispered almost openly that Scutty Four-Fingers is operating a slave trading business and people are beginning to disappear along the docks. The fisherman and farmers of the island seek a hero to liberate them from Valcondoos and have raised 400 gp as a reward.

2608 Reef (EL 7): Only a few barren rocks protrude from the sea at this point, a wooden log planted in the middle. A skeleton rots nearby, a pouch of 30 sp clutched in his fingers and a halberd by his side. **Three sea lions** (CR 4; hp 51 each) swim the shallow waters.

2613 Pantalake's Island (EL varies): The **70 natives** (Elritorn War1; CR 1/2; hp 9; AL N; Str 13, Dex 11, Con 13, Int 10, Wis 10, Cha 10; club, javelin) of this island worship the Club of Katherank, the size of a large man, which they claim was used to pound out the shape of the world. The island is rich with vegetation and many animals. Their chief is named **Dibibi** (male Elritorn Bbn6; CR 6; hp 54; AL N; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 12; *+1 huge greatclub,* javelin, hide armor).

2704 Giant Sea Snake (EL 4): The ocean floor rises to within a hundred feet of the surface in this area, and a 110 foot spire is set on the sea floor. Its upper balcony is the only part above water, and the lower interior is occupied by a **giant sea snake** (as giant constrictor snake; CR 5; hp 63).

2713 Crossbow Trap (EL 1): A cocked crossbow (CR 1; +10 ranged (1d8, 19-20/x2); Search DC 20; Disable Device DC 20) is aimed at a small spring, and is set off if anyone tries to pick up a small gem (value 5 gp) in the muddy bottom of the spring pool.

2713 Spire Island (EL 10): An 85 foot high spire with a winding staircase about its outside is used by the **35 hobgoblins** (CR 1/2; hp 5 each; halberd, 3 javelins), a **hobgoblin sergeant** (male hobgoblin Ftr3; CR 3; hp 19; AL LE; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10; longsword, javelin, studded leather, small wooden shield.) and a **hobgoblin captain** (male hobgoblin Ftr5; CR 5; hp 37; AL LE; Str 13, Dex 13, Con 14, Int 10, Wis 10, Cha 10; longsword, javelin, chainmail, small wooden shield.) shipwrecked here to watch for a new boat to steal.

2825 Temple of Water: A tall temple rests on the ocean floor, its sides covered with seaweed. Occasionally (5% chance per day), the top of the temple opens and water is sucked in, creating a small whirlpool on the surface. The inhabitants of the temple are an unknown water-breathing race who *polymorph* smaller objects caught in the whirlpool before these objects are sucked into the temple. The exact nature of the underwater temple-dwellers are up to the Judge.

2832 Mitra's Step (Citadel): Nonstandard; AL LG; TL 4; 100 gp limit; Assets 625 gp; Population 200 (35 Ftr3s, 10 Pal3s and 5 Clr2s watch the stone; the rest are mostly lizardmen andWar1-2 worshippers); Mixed (human 70% [some Tharbrian and Alryan], lizardman 30%). *Authority Figure*: Sir Kraakel, male Alryan LG Pal5 (Mitra). *Important Characters:* Gran Tolgrith, male Tharbrian N Ftr4 (sergeant); Obol Ifnried, male Karakhan LG Pal4 (Mitra); Selmar the Bold, male human LG Pal4 (Mitra); Prantold the Portly, male human LG Clr3 (Mitra); Ssthras Ssthin, male lizardman NG War2 (Pilgrim's Post).

Mitra's clerics and paladins inhabit the citadel. They preserve and guard a sacred stone, which holds the footprints of Mitra from his mortal days. In any month, there is a 20% chance that 20-120 pilgrims with accompanying clerics and fighters are also present. Oaths uttered before the rock are binding, resulting in a divine curse and geas if ever broken. A small fortified inn with a stable is nearby, providing quarters for pilgrims and their guards.

2912 Gnoll Raiders (EL 8): A band of **12 gnolls** (CR 1; hp 12 each), adept at thievery, lair in an abandoned farmstead. They keep a low profile and mainly steal livestock, although their recent catch, a halfling merchant's cart with four chests of pipeweed (each worth 110 gp), has attracted some attention.

2913 Verdant Hall (Citadel): Magical; AL CG; TL 4; 100 gp limit; Assets 875 gp; Population 280 (40 War2 swordsmen, 15 War3 slingers and 15 Clr1s protect the hall and the farmers who live in the holes nearby); Mixed (halfling 90%, human 5%, elf 5%). *Authority Figure*: Thornberry the Elder, male halfling CG Clr6 (field warden of Teros). *Important Characters:* Ria Thistle, female halfling CG Clr4 (acolyte of Teros); Berry Ferntree, male halfling CG Clr4 (Acolyte of Teros).

When the rulers of this island imported hundreds of skilled halfling field masters to oversee and improve the island's pipeweed crop, the halfling immigrants brought with them their religions from their native Ebony Coast. Unbeknownst to most of the human estate owners, the halflings have set up this (small) Great Hall at the base of a tree-lined hill near a rural pipeweed farm. The priests here tend to the spiritual needs of the halflings. They also serve to protect and foster the local land and crops.

2918 Wizardly Sea Monster (EL 9): Several wrecked ships have been covered with a *daylight* spells by a mad wizard who was transformed into a **water-breathing creature** (see below) when he misused a *wish*. The brightly-lit graveyard of ships frightens most sailors although the wizard has not been known to attack vessels traveling on the surface.

Sea Monster: CR 9; SZ H Beast (30 ft. long) [Aquatic]; HD 20d8+100; hp 190; Init +2; Spd 20 ft., swim 50 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; BAB +15; Grap +31; Atk bite +21 melee (2d8+12); Full Atk +21 melee (2d8+12, bite) or 2 flippers +21 melee (1d8+12); Space/Reach 20 ft./10 ft.; SQ scent; AL N; SV Fort +17, Ref +14, Will +7; Str 26, Dex 14, Con 20, Int 2, Wis 13, Cha 9.

3012 Elsmoak (Village): Nonstandard; AL NG; TL 1; 200 gp limit; Assets 7,075 gp; Population 1,132 (Able bodied 283); Mixed (human 70% [mostly Ghinoran], halfling 20%, elf 5%, half-elf 5%); Resources: Pipeweed, Fish. *Authority Figure:* Martainus Dulcet, male Bardik NG Brd9 (major, representative of Archdeacon Bentavius). *Important Characters:* Scully Browntoe, male halfling CG Exp4 (halfling society house); Kurmion Lefrey, male half-elf CG Ftr5 (pipeweed merchant); Kylie Greenlee, female human NG Rog2 (proprietor of Greenlee's General Store); Aurius Sawin, male elf [wood] NE Mnk6 (Monk, worshipper of Poseidon); Glaus the Sleepy, male human CN Bar5 (fisherman).

This quiet backwater village is renowned for its bountiful pipeweed crops, which now cover as much as 60% of the island. A few years ago the island's ruler (Barlimux IV at the time, later assassinated) imported skilled halfling pipeweed farmers (their leaders known as "field masters") from the Ebony Coast to improve the quality of the crop. The result has been an explosion of quality pipeweed flowing into Elsmoak's market. It is rumored that a halfling Field Master named Jonah Fuzzears has found a magical lamp in one of his fields. Some human citizens don't trust the halflings, and suspect that they plot the takeover of the island on secret meetings. Glaus the Sleepy has organized a songwriting contest to write the best anti-halfling ballad.

3032 Glournd (Hamlet): Conventional; AL N; TL 5; 100 gp limit; Assets 14,625 gp; Population 468 (Able bodied 117); Isolated (lizardman 100%); Resources: Fish. *Authority Figure:* Eltross, male half-elf N Ftr7 (tax collector). *Important Characters:* Panta, male lizardman NE Ftr5 (ghost-hunter); Kvorag, male lizardman CN Ftr4 (swamp oil merchant); Hreesh, male lizardman N Ftr3 (burial grounds).

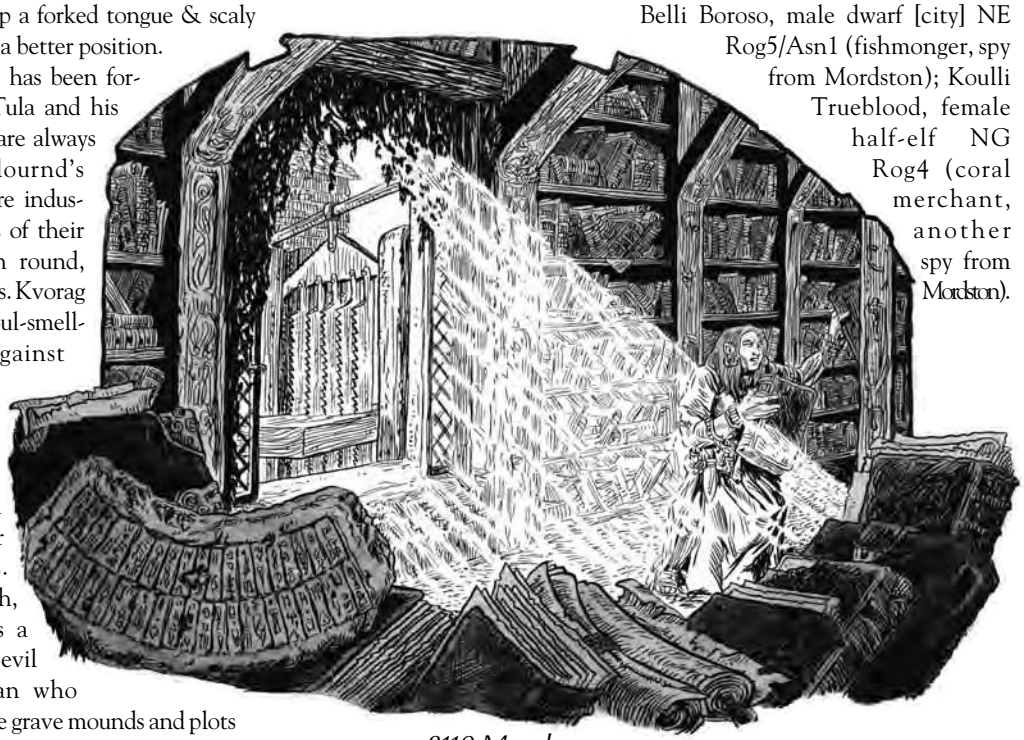
Eltross was posted here as a tax collector. He suspects he was the victim of a cruel joke, since there is nothing worth taxing in the village. All he can do is drink the fermented root ale of the lizards (forgetting the rumor that humans who drink too much of it develop a forked tongue & scaly skin) and wish for a better position. Unfortunately, he has been forgotten about in Tula and his reports and pleas are always ignored. Glournd's lizardmen are more industrious than others of their kind, and live in round, glazed ceramic huts. Kvorag sells swamp oil, a foul-smelling ointment against burns and contact poison. Although the lizards are peaceful, they resent any human presence near their burial grounds. Some think Hreesh, their caretaker is a henchman for an evil lizardman shaman who dwells in one of the grave mounds and plots raids on Noenthal and Kelsville.

3033 Alligators (EL 6): An overturned flat bottomed barge serves as a home to **12 alligators**, (CR 2; hp 22 each) who are eager to kill and devour anyone coming near the wreck.

3110 Marchoon (Small Town): Nonstandard; AL LG; TL 4; 800 gp limit; Assets 37,000 gp; Population 1,480 (Able bodied 370); Mixed (human 75% [mostly Ghinoran, some Karakhan], dwarf 15%; elf 5%, half-elf 5%); Resources: Wood. *Authority Figure:* Karli Muschorl, male Alryan LG Clr7 (Temple of Athena). *Important Characters:* Vargen the Stout, male dwarf [city] LG Pal6 (constable); Sleif Greystone, male elf [high] NG Sag5 (librarian/scribe); Gretta Silvertooth, female dwarf [city] LG Ftr3 (coral jeweler); Lebellas Kourge, male Ghinoran CG Clr4 (Temple of Brigit); Falgar Brightleaf, male half-elf CG Rgr6 (timber merchant).

While religious strife tears at nearby islands, Oakenwood Island is more consumed by the rivalry between Marchoon and Haven over their coral jewelry. Haven is where most of the prized coral is found, but Marchoon boasts the more skilled artisans who craft the jewelry. Marchoon is also famous for its hardwood (teak and ebony), as well as the library, home of many ancient scrolls and maps (and librarian Greystone has many stories to go with them). Only those living in the town over one year are permitted to check out books by posting a deposit of 400 gold. The most ancient scrolls are never lent out. The library holds several treasure maps and a secret scroll sought after by a powerful sorcerer from Viridistan.

3211 Haven (Village): Nonstandard; AL N; TL 3; 200 gp limit; Assets 8,500 gp; Population 1,360 (Able bodied 340); Mixed (human 75% [mostly Ghinoran, some Karakhan], dwarf 15%; elf 5%, half-elf 5%); Resources: Coral, Fish. *Authority Figure:* Warrik Apalthiam, male Ghinoran N Ftr8 ("Overlord" of Haven). *Important Characters:* Dryerda, female Gishmesh N Rog2; Grief Bannor, male Alryan LG Ftr5 (1st Lieutenant); Reyn Swiftstroke, male elf [high] CG Ftr5 (head of the Coral Divers Guild); Belli Boroso, male dwarf [city] NE Rog5/Asn1 (fishmonger, spy from Mordston); Koulli Trueblood, female half-elf NG Rog4 (coral merchant, another spy from Mordston).



3110 Marchoon

A prosperous village built up around their renowned coral jewelry and reliable fish market. Haven enjoys a rivalry with Marchoon for the island's dominance, and has recently become a target for pirate raids. Overlord Apalthiam has assigned 1st Lieutenant Bannor to hunt down the pirates. The coral divers, though loyal worshippers of Poseidon, have chosen to support the Brigit-worshipping tradesmen in the sweeping religious conflict which threatens to embroil the island. Lowly fishmonger Belli Boroso is not what he seems, but rather a deadly assassin in the employ of High Priest Kanamant (see Pilderth, 4903). It is rumored that a vampire stalks the streets of Marchoon during moonless nights. Overlord Apalthiam's wife, Dryerda, is a former slave girl from Tarantis.

3213 Abandoned Ship (EL 8): A large warship, ram mounted, lies keel up in a bed of sea grasses, her stern staved in. A **giant octopus** (CR 8; hp 24) now occupies the wreck, using the demolished stern as an entrance.

3217 Immortal Sea Monster (EL 18): A deep narrow fissure on the sea floor provides an entrance to an undersea grotto. The grotto is filled with parts from sunken ships of many previous ages, collected by an **immortal sea-being** (see below) with four arms and flippered feet. He is very curious, but also quick to anger, and as he also casts spells as an 18th-level Sorcerer, lying to him is very dangerous.

Sea Monster: CR 18; SZ H Magical Beast (20 ft. tall) [Aquatic]; HD 20d8+100; hp 190; Init +2; Spd 20 ft., swim 50 ft.; AC 18 (-2 size, +2 Dex, +8 natural), touch 10, flat-footed 16; BAB +22; Grap +38; Atk bite +26 melee (2d8+12); Full Atk bite +26 melee (2d8+12, bite) or 2 flippers +28 melee (1d8+12); Space/Reach 20 ft./10 ft.; SA spells (cast spells as an 18th-level Sorcerer); SQ scent, immortal; AL N; SV Fort +17, Ref +14, Will +7; Str 26, Dex 14, Con 20, Int 10, Wis 13, Cha 16.

3232 Mad Ogre (EL 2): A mad **ogre** (CR 2; hp 26) jumps out of trees onto unarmored travelers. He carries a large staff covered with strange runes which he carved in it.

3311 Wolves (EL 9): These **10 wolves** (CR 2; hp 13 each; bite causes Filth Fever) are diseased and attack in a blood frenzy.

3312 Seamist Citadel (Citadel): Magical; AL LG; TL 6; 100 gp limit; Assets 500 gp; Population 160 (20 War2 spearmen, 12 War2 bowmen, 5 Rgr2s and 3 Ftr4s live in the citadel, defending the Com1-3 peasants and Exp1-3 merchants and shopkeepers); Mixed (human 90% [mostly Ghinoran], halfling 6%, elf 4%). *Authority Figure*: Marlanni, male Alryan LG Wiz6. *Important Characters:* Clammy Jhor, male human LG Wiz1 (Marlanni's young apprentice); Thobias the Stout, male Ghinoran Ftr5 (sergeant); Zylifrien Goldeneye, male elf Wiz3 (scribe).

A wealthy eccentric who sought to escape the chaos and noise of village life, Marlanni founded this school of magic to focus on his fascination with the sea as a source of power. Using tumbled stones from some long-abandoned shepherd cottages, his followers were able to construct a rude tower and central hall, while living quarters were quarried beneath the complex. Students here experiment with water based knowledge and magic, lending aid to the island's other residents only when absolutely necessary.

3323 Lacedons (EL 8): A curious sight greets those who sail the sea at this point: eleven corpses seem to hang upside down from the bottom, secured at their ankles by sturdy ropes which are in turn tied to heavy stone weights. No matter how they got here, these **lacedons (ghouls)** (CR 1; hp 12 each) will try to rip anyone approaching to shreds – although this task may prove completely impossible.

3334 Treasure of the City State: Sticking out of the water of the stream is a small wooden box, badly decayed. The box is locked, and inside is a signet ring belonging to a member of the Merchant Guild of the City State of the Invincible Overlord. If the ring is removed, a poisoned dart is fired from inside the box (CR 6; +15 ranged; 1d4+4, x2; Poison [deathblade, Fort DC 20, 1d6 Con/2d6 Con]; Search DC 20; Disable Device DC 20).

3409 Isle of the Mad Armorer (EL 3): KelDorin (male dwarf Ftr3; CR 3; hp 16; AL CN; Str 11, Dex 14, Con 11, Int 10, Wis 16, Cha 8; studded leather, shortsword), a deranged dwarf, has spent the last six years working on a chainmail hauberk for a 100 foot tall statue which stands on the island. His project is almost complete.

3509 Rostalk's Island of Madness (EL 5): Thidian the Blind (male Ghinoran Ill5; CR 5; hp 20; AL N; Str 8, Dex 11, Con 15, Int 16, Wis 12, Cha 8; quarterstaff, dagger, *ring of projecting rays* [acts as a *minor circlet of blasting*, except it can alternatively shoot a *ray of enfeeblement* instead], *potion of cure moderate wounds*, *scroll of fireball [caster level 5]*), an elderly Illusionist, offers to trade "a most magical box" for a wineskin of water from Changing Island (Ghinor, 0605). The box he offers is a small music box which when played fascinates any animal as a Bard with 14 ranks of the Perform skill on a failed Will save. There is a 3% chance per use of the spring breaking, rendering the box useless.

3530 Submarine: An ancient machine continuously goes in a two mile diameter circle, ramming ships if their paths cross. Due to the wake it leaves behind, it is easy to avoid as it never errs from its course. Closer inspection reveals it to be a 40-foot long seamless metal cigar-shaped object driven by unseen methods of propulsion.

3534 Kelsville (Hamlet): Conventional; AL CE; TL 2; 100 gp limit; Assets 17625 gp; Population 564 (Able bodied 141); Mixed (human 88% [mostly Ghinoran]; lizardman 10%, half-orc 2%); Resources: Pearls. *Authority Figure:* Wardnoose, male Ghinoran CE Ftr4. *Important Characters:* Ong, male caveman CE Ftr3 (bodyguard); Mudface, male half-orc CE Bbn4 (bodyguard); Ragnoll, male half-orc CE Clr1 (Braz-Kazon); Rubizius, male Karakhan CE Rog2 (slaver).

Kelsville is the place where no sane man goes. Its only attraction is pearls – and even these are useless, since Wardnoose has forbidden diving out of sheer malice. He would rather see everyone starve than let them become more prosperous than himself (a (false) legend circulates about how he discovered a bed of magical pearls). Rubizius, therefore, is one of the luckiest slavers in the world: he can often convince people to volunteer for a life of backbreaking labor just to get away from this hellish place (with the aid of an *amulet of charming*). Wrestling and pugilistic matches are often made more entertaining with cestus. Winners have been known to be sold as gladiators to

spectators if they seem too dangerous. The will of Wardnoose is reinforced by two thuggish bodyguards who worship Braz-Kazon (though some say Ong regularly sacrifices unfortunates to Poseidon as well).

3603 Crab Reef (EL 6): Three small rock towers (30' tall each) protrude from the water. **Four monstrous crabs*** (CR 2; hp 15 each) live in the shallows near one of them; this rock tower also has a shrine to Partressa on the top. A cup of permanently fresh human blood stands on a stone altar: pouring the blood into the sea is equivalent to a *commune* spell with the goddess. The second tower is inhabited by seagulls. The third is dangerously unstable, climbing it results in its collapse with a 50% chance.

3608 The Sheepyard (Citadel): Conventional; AL CG; TL 4; 100 gp limit; Assets 500 gp; Population 160 (30 Ftr3-4, 5 Ftr4-5 and 5 Ftr2/Rgr1s occupy the citadel, along with War1-2s and Com2-3s); Isolated (human 90% [mostly Ghinoran], elf 5%, half-elf 3%, dwarf 2%). *Authority Figure*: Bjurl Irongrip, male human CG Ftr8 (captain). *Important Characters:* Slokie Grimjaw, male Ghinoran CG Ftr6 (lieutenant); Arwhyn Woolkin, male half-elf CG Rgr4 (scout); Grabby Lumpkin, male dwarf [hill] NG Ftr3 (cook).

The pastoral beauty and relative prosperity of the Island of Dolehalls owes much to the stern and watchful eye of Captain Irongrip and his garrison of hardened soldiers. Given license by the island's ruler, Wanstrell, to clamp down on piracy and religious conflict with merciless might, many would-be problems are neutralized by the war axes from the Sheepyard, allowing island life here to roll on in peace and serenity. Occasionally, evening meals are punctuated with laughter as Grabby Lumpkin engages the garrison with tales of former adventures.

3608, 3607, 3707 Tortoise Islands (EL varies): These islands are inhabited by many **giant sea turtles*** (CR 9; hp 142 each), protected by Royal Decree. The only people permitted on the islands are Royal Hunters as the flesh is a prized delicacy at court.

3709 Thalthaskil (Small Town): Nonstandard; AL CG; TL 5; 800 gp limit; Assets 37,100 gp; Population 1,484 (Able bodied 371); Mixed (human 75% [mostly Ghinoran, some Karakhan, 15% other], dwarf 10%; elf 7%, half-elf 5%, half-orc 3%); Resources: Fish. *Authority Figure:* Clemma Banshy, female Ghinoran CG Clr4 (Brigit). *Important Characters:* Gorm, male Ghinoran LN Clr3 (servant of Poseidon); Layli Braum, female half-elf LG Brd4 (guildmaster – wool merchants); Schaff the Silk Weaver, male elf [high] CG Wiz5 (guildmaster – silk merchants); Treag, Son of Treag, male human CG Clr3 (Brigit, weaver of prized tapestries which have magical properties, owns a spinning wheel made of giant bones); Pilg of Rallu, male half-orc CE Bbn3 (leads a band of thugs).

As the only real settlement on the Island of Dolehalls, Thalthaskil is the natural place where the vast riches of the Island's thriving industries (wool, silk, weaving and fishery) tend to flow. The treasuries of the respective guilds are crammed with gold, and spending money in the town's many taverns is encouraged as a way to keep people from involving themselves in troublesome religious affairs. The island's ruler, Wanstrell, uses an iron fist to squash the religious conflict which consumes the neighboring islands and prevent it from disturbing the lucrative trade on Dolehalls. The cleric Gorm seeks to wash the followers of Brigit from the island, but fears Wanstrell's brutal reprisal. He is rumored to be building a golem made from fallen timber in the woods west of town. Instead of open confrontation with Brigit's priestess and her craftsmen, he tries to goad Pilg into a bloody uprising against the trade guilds.

3716 Giant Sharks (EL 7): Three giant sharks (CR 4; hp 65 each) live in a coral forest.

3718 Sunken Tablets: Strewn about the ocean bed are dozen of stone tablets, about 1 foot by 2 foot, with great quantities of undecipherable writing engraved on them.

3904 Underwater Construction: Thousands of marble blocks, finely cut and dressed, are neatly stacked on the floor of the ocean as if in anticipation of some underwater building project. The quarry at which they were dug is 1/2 mile east of the stacks.

3907 Laughing Monolith: Shrill, crazed laughter follows anyone who touches a black granite monolith in the center of a large meadow. The laughter breaks out at the most inconvenient times for 2d6 days after touching.

4006 Monastery of the Lion's Might (Citadel): Magical; AL LG; TL 5; 100 gp limit; Assets 625 gp; Population 200 (30 Ftr2s, 10 Pal2s and 10 Clr2s; the rest are Com2-3s); Isolated (human 95% [mostly Ghinoran], halfling 5%). *Authority Figure*: Harwhin the Humble, male human LG Clr8 (friar, priest of Mitra). *Important Characters:* Dallon the Righteous, male LG Clr6; Aarling, male Tharbrian LG Pal4.

This stone tower and hearth-hall stand alone on the back of a windswept hill, a sentry of justice and mercy for the island that was founded 230 years ago. Today, the ruling triumvirate of the island grudgingly tolerates their presence, and many outcasts find their way here. Though the ruling families consider this place a nuisance, none would dare lay a hand on the old mission while its vigilant keepers remain. Some paladins have ventured into the Night Karst Cave, but none have returned on their own feet – at least not alive.

4106 Rift (EL 6): 20 feet deep on one side and 240 on the other, this narrow, half mile long crack in the earth twists and turns, culminating in a small dungeon. The two minotaur statues by the entrance are mere warnings, but the **2 real minotaurs** (CR 4; hp 35 each; one has an *oil of levitation* and will try to drop large boulders on the party; the other has a huge composite longbow (+3) and *10 arrows of fire*) who live in a well concealed nearby cave are not. They wait for returning parties and never enter the dungeon themselves.

4204 Prats Landing (Small Town): Standard; AL N; TL 9; 800 gp limit; Assets: 46,400 gp; Population 1856 (Able bodied 464); Mixed (human 85% [mostly Ghinoran, some Karakhan], elf 5%, dwarf 5%, half-elf 4%, halfling 1%); Resources: Salt. *Authority Figure:* Droon Goldbeard, male Dunael N Drd6 (sea druid, Canon of Poseidon and Protector of Prats Landing). *Important Characters:* Byern Stil, male Ghinoran N Drd5 (1st Curate, Temple of Poseidon); Livia Prat, female Ghinoran CN Rog4 (mischievous daughter of wealthy founding family – see

Whiteguard Island); Kryden of Tula, male Ghinoran NG Ftr5 (constable); Diergen the Sloth, male Skandik NE Exp6 (head of the Merchant's Guild).

Canon Droon tries to maintain balance in what would appear to be an Island Paradise while the rest of the island remains torn by a heated rivalry among the three families of the ruling Triumvirate (all descended from Captain Scarlet Prat the She-Devil, the city's founder who defected from the Azurerain Pirates 300 years ago with a hull stuffed full of gold). The wealth and power of the island's families is reflected in their beautiful walled homes and the good infrastructure of the city. Meanwhile, production of the Island's main product, salt, is running at low levels due to political intrigue amongst the three founding families. The salt mine along the sea cliff has been the scene of several disturbances and disappearances lately. Meanwhile, rumors are spreading that some high ranking druids (who aren't recognized as "real" clerics of Poseidon) are less impartial than they would like to seem – and that Mitra's paladins (4006) have also been secretly aiding one of the Triumvirate.

4207 The Wizard Tax: Spiked to a large walnut tree is a weather-beaten slab with a royal decree carved into it declaring all wizards were to be taxed for magic-use. It is signed by Nach-Bendalm, a king 134 years ago.

4403 Beauty Isle (EL varies): On the west side of the island is a fishing village of **42 humans** (Com 1; CR 1/2; hp 5 each), each of whom has exceptional (15+) Charisma. The source of this mysterious beauty is unknown.

4420 Dragon Bones: The bones of a great dragon carpet the sand, and provide a home for hundreds of small fish. Few plants grow in the area and those that do are brown and sickly.

4422 Bronze Dragons (EL 17): A solitary mountain sticking out of the sea hides a lair of **two adult bronze dragons** (CR 15; hp 210 each). The huge cavern is accessible through an underwater entrance as well as a narrow tunnel hidden beyond a secret door (which the dragons use in human form, as both enjoy quite contemplation in a small gazebo on the mountaintop). Their hoard consists of 304,000 cp (the dragons prefer copper to other coins), 5,000 gp, 48 gems worth 50 gp each, plus the following magic items: *potion of reduce, potion of heroism, potion of arcane sight, oil of gentle repose* (x4), *potion of gust of wind, phylactery of faithfulness, dwarven thrower warhammer, 4 javelins of lightning* and a mithral wand which transmutes potions it is dipped into (27 charges, reroll potion type on the appropriate chart).

4502 The Winged Figure: A dusty, jade, winged figurine is concealed in a small wooden box half buried in the earth (Search DC 20), animates if any liquid touches it, doing a fine dance before flying away.

4503 Isle of Dusty Death: A famous tunnel on the island occasionally (10% chance per hour) spews forth a cloud of choking dust, equivalent to *dust of sneezing and choking* (Fort DC 15; 2d6/1d6 Con; disabled for 5d4 rounds even if save is successful).

4504 Tradepost (Small Town): Nonstandard; AL N; TL 4; 800 gp limit; Assets 36,600 gp; Population 1464 (Able bodied 366); Mixed (human 75% [mostly Ghinoran, some Karakhan], dwarf 15%; elf 5%, half-elf 5%); Resources: Fish, Market. *Authority Figure:* Purethought, male human LG Pal5. *Important Characters:* Shae Moonglow, female half-elf CN Clr5 (Poseidon); Azzarkis, male dwarf [city] LG Ftr4 (jewel merchant); Zenth Fazzek, male Ghinoran NG Ftr5 (Head of Fisherman's Guild); Imam al-Lom, male Gishmesh LN Exp2 (fish merchant).

The streets of Tradepost see escalating violence between the zealots of Poseidon (led by the unstable Moonglow) and the rebellious priest Kanamant (see Pilderth, 4903). The tradesmen and merchants mostly follow the more practical gods Mitra, Nephtlys and Brigit. The once thriving trade in this port town is suffering as customers seek to avoid the bloodshed. First recommended by Azzarkis, paladin Purethought was invited in hopes that his strict adherence to Mitra's code will allow him to restore prosperity and reason to Tradepost. The Scaly Brotherhood, led by Zenth Fazzek and financed by Imam al-Lom, have lost confidence in him already and are preparing to take matters into their own hands by burning down the shrine of Poseidon. Others whisper Purethought's sword is a magical blade granted by Mitra to wreak vengeance upon the wayward followers of Poseidon on the island and thus trust him completely.

4703 Whitepearl Castle (Castle): Conventional; AL LG; TL 5; 100 gp limit; Assets 1,875 gp; Population 600 (100 Ftr2s, 30 Ftr3s, 10 Clr2s and 10 Ftr4 lieutenants; the rest are Exp3-4 forge workers, jewelers and smiths); Mixed (dwarf 80% [mostly hill, a few city], human 20%); Resources: Weapons, Jewels. *Authority Figure*: Cobb the Sure, male dwarf [city] LG Ftr7. *Important Characters:* Skelden the Short, male dwarf [hill] LG Ftr6 (2nd in command); Hess Stonefinder, female dwarf [hill] LG Clr5 (Rosmerta); Grald Longbeard, male dwarf [hill] LG Ftr5 (forgemaster); Thamjin Ti, male Karakhan LN Wiz7 (overseer of the magical forge).

Giant forges constantly belch smoke and spark clouds at this squat fastness. Drawn by the lure of Chapelton Island's pearls and metal, the dwarven colonists have entrenched themselves here by their weaponsmithing and jewelryworking. The escalating religious conflict of the island threatens to involve the dwarves, who would otherwise prefer to stay out of it. The warriors here prepare for the day when the crazed followers of Poseidon come for them. One smaller forge, previously used to fashion magically purified jewelry, is now dedicated to the creation of enchanted weapons for the garrison.

4703 Hill Giant (EL 7): A **hill giant** (CR 7; hp 102) has found a petrified torch, which he uses as a toothpick.

4709 Giant Sharks (EL 7): 7 large sharks (CR 2; hp 38 each) lurk in the shallow water. They distract sailors who could otherwise notice (Spot DC 16) the treacherous reefs in the area.

4720 Vain Turtle (EL 9): A 20-foot by 20-foot mirror in perfect condition is used by a **dragon turtle** (CR 9; hp 138) to view itself as much as possible.

4731 The Coronation of a King (EL 1): A 20-foot high marble scroll-shaped carving is covered with runes describing the coronation of King Dal'Baandath. The scroll further describes the glories of his reign, and ends by telling of the grandeur of his funeral. As soon as the bottom is read, a 20-foot deep pit (CR 1; 2d6; DC 20 Reflex save avoids; Search

DC 20; Disable Device DC 20).opens in front of the carving and the carving falls to cover the top of the pit.

4831 Statue of Light: A 12-foot granite statue bears a wooden torch that burns underwater. It serves as a beacon, warning sailors of a set of reefs in the area.

4831 Sahuagin (EL 12+): The **28 sahuagin** (CR 2; hp 11 each), who patrol this area protect the recently sealed tomb of a four armed god-king. They attack if anyone investigates the white marble-covered depression where the entrance is located. The sahuagin are led by a **chief** (Ftr 6; CR 8; hp 50; AL LE; Str 14, Dex 13, Con 12, Int 10, Wis 12, Cha 9) and a **high priest** (Clr5; CR 7; hp 47; AL LE; Str 14, Dex 13, Con 12, Int 13, Wis 16, Cha 9; *+2 trident*).

4903 Pilderth (Village): Nonstandard; AL CG; TL 2; 200 gp limit; Assets 6,875 gp; Population 1,100 (Able bodied 275); Mixed (human 75% [mostly Ghinoran, some Karakhan, Gishmesh and Skandik], dwarf 15%; elf 5%, half-elf 5%); Resources: Pearls. *Authority Figure:* Geldon Swordtroth, male human CG Ftr5 (Sheriff of Pilderth, reporting to Tradlock, Lord of Chapelton Island). *Important Characters:* Kanamant, male human NE Clr7 (Patriarch of the temple of Poseidon on Chapelton Island); Brueg Goldfingers, male dwarf [city] LG Ftr5 (merchant – agent for nearby dwarven colony); Alynna Dorl, female half-elf CG Rog4 (pearl diver).

The conflict among the followers of Poseidon on this island has lead to the collapse of the loose confederation that once united the Silver Skein Isles. The fanatical followers of the Sea God seek to cleanse the island of the "non-believers". The seething distrust exploded after a hurricane struck the Island and High Priest Kanamant claimed that the storm was Poseidon's retribution for having been "mislead" by allowing other faiths to exist, or, for that matter, not being totally faithful to the doctrinal orientation of Chapelton Island. The primary foci of the blame are the island's dwarves, who, through their agent Brueg Goldfingers, are bracing for an all out war while trying to recruit allies to their side. Several vile rumors have been spread about him – that he is a slave trader who kidnaps human children for work in the Dwarven mines, or that he has summoned the strange sea creatures which have recently stalked the underwater oyster beds. Others, however, say that Kanamant was seen speaking to a cloud of darkness in the cellar of his temple two years ago, and that this means something is amiss. None of these rumors are true. Meanwhile, the village remains in ruins and trade has all but stopped.

5003 Animated Armor (EL 12): Thirty-four sets of bronze armor (see below) lie on the sea floor, animating if someone enters the flooded tomb which they guard.

> **Animated Armor:** CR 2; SZ M Construct; HD 2d10; hp 11; Init +0; Spd 30 ft. (40 ft. legs, 50 ft. multiple legs, 70 ft. wheels); AC 14 (+4 natural), touch 10, flat-footed 14; BAB +1; Grap +2; Atk/Full Atk slam +2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SQ construct, hardness, etc.; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

5115 Dolphins (EL 5): Six large, square-cut marble blocks, 20' tall and 5' wide, stand in a solemn row. Reading the faded text on their surface (Decipher Script DC 24, Logii) reveals the location of an underwater city (0412). **Eight dolphins** (CR 1/2; hp 11 each) are also found nearby.

5117 Sea Snakes (EL 6): Scattered, broken clay urns dot the ocean floor, marking the final resting place of a small trader ship. Several of the urns have been occupied by **poisonous sea snakes** (as giant banded kraits*; CR 2; hp 12).

CHAPTER SIXTEEN
AMENT TUNDRA

This region is the extreme southern range of the Altanian nomads. The extensive forests and mountains make an effective barrier against incursions by the Demi-Giant kingdoms to the far west. A true wilderness, the population density here is extremely low. It has been over a thousand years since the last demon invasion from the distant south. There are no roads and the uplands cannot be reached except by climbing the steep escarpment. River barges and caravans are common methods of travel. The extensive scrublands support a wide variety of game. The humans of the region are primarily of Ghinoran extraction, descendants of the rulers of the ancient Ghinoran Successor States.

Though in a region that would normally be Hot or Warm, the actual terrain of the Ament Tundra lowlands is actually quite cold and uninviting, ravaged by bitter winds and foul weather that blast up from the far south, creating brief springs and summers and long, snow-bound winters. Only especially tough humans and tundra-dwelling creatures can survive here. The reason for this anomaly is not yet known, though theories range from magical curses to aberrant weather patterns. The rest of the region is temperate, with climates closer to the surrounding lands.

GEOGRAPHY

The lowlands between Pacari and Skywall Ridges should be considered Cold, Dry unless otherwise noted. Above the ridges, terrain features are Warm, Wet unless otherwise noted.

Ament Tundra (Moor): Land of cold temperatures and frozen, muddy ground, the Ament Tundra has a small and hardy but barbaric population. Trade and barter is common between the land's few inhabitants, but raids and pillaging is just as common by tribesmen and nomad settlements. Laws are rare, and rule by the strongest is a prevailing theme. Massive, hairy beasts (mastodons, bison, yaks, etc.) thunder around the Tundra, and are hunted by quicker moving predators, including men. Caravans to this wilderness are rare. Giant insects and other predators cause most travelers to follow the coast. **Encounters:** barbarians, wild herd beasts, hunters, trappers.

Chamfly Forest (Dense Forest): The woodland on the eastern side of the viceroys, the Chamfly is a sprawling wood in its own right, although it is dwarfed by the Watchtower Forest. Ancient oaks and redwoods are the prominent features of the woods. The Elvish Council holds meetings here to determine elven law. Silkworms provide a meager existence for the halflings of Lormur. The halflings of these woods and villages are members of an evil cult that worships a demon god. **Encounters:** barbarians, hunters, woodsmen, puma.

Dreaming Rise River (Calm Aquatic, Busy): Entering the Tundra from the coast near Gromooman, the Dreaming Rise feeds the Skymiden forest and shallow drafting ships can make the journey down to Illmora and Org.

Grinshatter River (Rough Aquatic): Flowing in from the coast and allowing in sea traffic, the Grinshatter is a narrow but deep chasm that serves as a powerful river. It is named for a local legend of the Laughing Titan who it is said was particularly cruel and always grinning. The legend relates that a long since forgotten demigod (rumored to be the son of Athena), smashed the Titan's face to a pulp with his enchanted mace. The Titan's bones were ground for use in making bricks benefiting many villages.

Pacari Ridge (Rugged Hills): Traveling well over 500 miles, the Pacari Ridge rises anywhere from 30ft to 250ft above the surrounding lowland. There is a 20% (non-cumulative) chance per hex traveled of finding a path or switchback leading up the ridge. Caves are common in the face of the cliff, and birds and other avians make their nests along the rocky crags. **Encounters:** antelope, musk oxen.

Sascat Forest (Medium Forest, Giant): Dark, frozen forest region, the Sascat is home to hobgoblins and orcs. Dire and Winter Wolves prowl the banks of the river. It is known to contain a number of trees of giant size, as well as exceptionally large wolves and even mundane creatures grown to gigantic stature. **Encounters:** giant sized dire wolves, badger, elk, lynx.

Skymiden Forest (Dense Forest): Wild tangle of pines and sugar maples, the Skymiden Forest is home to a race of winged, man-like apes. Who they are, or what they want is unknown. Elsewhere in the forest, normal perceptions of the world and its races are turned upside-down. Evil dwarves raid and prey upon good orcs whom a paladin named Zandorak converted to Mitra. Wood elves live in the high canopy. They seldom venture to the floor of the forest. **Encounters:** goblins, winged apes, ettercap, giant spiders.

Skywall Ridge (Rugged Hills): The Skywall looms some 250 ft over the Visick Plain. Looking like a titanic citadel wall, the granite face of the Skywall is pierced with caves and cracks from years of nesting by all manner of flying creatures. Wyverns nest on one end, and hippogriffs nest on the eastern end. **Encounters:** bats, eagles, stirges, wyverns, hippogriffs

Twilling Way (Calm Aquatic): A mighty inlet from the southern Sea of Five winds, the Twilling Way spreads out and supplies the Sascat forest on its northern and southern banks. Hobgoblins (on the north side) and forest orcs (ruling the southern reaches) war over the rights to the river. The Twilling River is a safe route for river men and is protected by friendly rangers. Speculation about the rangers' reasons for this is rampant.

Viceroy Mountains (Forbidding Mountains, high peak): This chain of high peaks (avg. 14, 000 to 15,000 ft. elevation) is over 150 miles long. Noted for dangerous passes and frequent avalanches, negotiating the Viceroys is treacherous.

Visick Plain (Tundra): This sprawling frozen flatland is the home of the Visick barbarians. Masters of mounted combat, the Visicks have domesticated the native ponies to become their war steeds. The Visicks gain a +1 circumstance bonus to attack when mounted. **Encounters:** Visick barbarians, dire bears, dire wolves.

WatchTower Forest (Dense Forest): This awesome forest range covers hundreds of square miles of forest region. At nearly 20 to 25 miles in width, and 150 to 200 miles in length, it is the largest forest region in the world. A long-abandoned watchtower near the edge of the forest gives the region its name. A druid circle of immense power is located in the central area even with the southern tip of the Viceroy Mountains. Treants of vast age move slowly about the forest. **Encounters:** hellhounds, trolls.

Specific Locations

0119 Andlemainge (Village): Non-Standard; AL CE; TL 4; 200 gp Limit; Assets 4,450 gp; Population 712 (Able bodied 178); Mixed (human 70% [some Ghinoran], goblins 20%, dwarf 10%); Resources: Timber. *Authority Figure:* Aldras Potbelly, male Ghinoran CE Rog3. *Important Characters:* Biff Bofin, male dwarf, CN Ftr3 (smith); Tirk the Toothless, male goblin, Ftr3 (mayor); Blushin Amieha, female human, CN Ftr2 (head lumberjack); Grumpy Snotwig, male human N Ftr3 (foreman).

Andlemainge supplies hard wood logs to merchants on the river. Aldras and Tirk maintains control of the village while Amieha oversees the cutting crew. Grumpy's crew takes off branches and moves the logs to the river. Lumberjacks are paid once per week and are kept broke by the rigged games at the Sharp Axe Tavern. Wrestling matches are held every other evening.

0205 The Troll Mine (EL 7): A large oak tree has fallen over a trail leading to a deep cave. **Two trolls** (CR 5; hp 70 each) live 100 feet from the entrance. Within the cave is a bronze tablet covered with inscriptions giving the location of old copper mines within the caves. The mines still have a great deal of value to them, if one wishes to mine. Beside the bronze tablet is an old leather sack containing 600 gp and two star diamonds worth 500 gp each.

0206 Hell Hounds Lair (EL 7): Brought to the region long ago to serve a cowardly master, this pack of **5 hell hounds** (CR 3; hp 22 each) run the trails in the forest west of the mountains. Their master long dead, the hounds are fierce predators who hunt the many trails of the forest. In a sandstone ravine, the hell hounds' lair is a small depression in the side of the ravine wall. All around the lair are scorched bones and torn apart carcasses.

0331 Sheagoth (Small Town): Conventional; AL N; TL 7; 800 gp Limit; Assets 45,500 gp; Population 1820 (Able bodied 455); Mixed (elf 80% [mostly high, some wood], dwarf 10%, human 10%); Resources: Ore. *Authority Figure:* Amhuil the Fair, male elf [high] N Ftr9. *Important Characters:* Tamilad the Beloved, male elf CG Clr8 (Losborst), Aeofur Shieldchampion, female elf [wood] N Ftr6.

This walled town seems overgrown with trees near its central square. The layout of the town is an attempt by wood elf Tamilad to meld the architecture of humans and that of his own people. Some normal buildings such as a stable, smithy, and inn surround the central plaza with tree homes, a temple and a common area within the branches. The local gold mine yields trace amounts of adamantite and mithral on the lowest levels.

0411 Ancient Aqueduct: Part of an ancient aqueduct system stands covered by large trees and tangled vines.

0413 Efreet Lair (EL 8): In a clearing beyond the forest and before the foothills to the nearby mountains is a small red brick tower. The tower does not have a door at ground level, but there is a trap door on the top of the tower. Within lives a reclusive **efreet** (CR 8; hp 65) who was long ago cast out of the City of Brass for reneging on a contract with a human. His punishment is to live in solitude in "this dreaded region" for 1,001 years. He has 899 years left on his sentence. He does not like to be disturbed. The efreet's tower is lavishly furnished and his treasures include: 7,500 sp, gold diamond earring (2,000 gp), oil painting of fox hunt (1,500 gp), silver horn (2,500 gp), 10 gems worth 5d8x10 gp, *dust of dryness*, *gauntlets of ogre power* (worn), *potion of endurance* and a *potion of sneaking* (curse: possessor switches gender).

0424 Pikarud (Village): Magical; AL LE; TL 5; 200 gp Limit; Assets 5,525 gp; Population 884 (Able bodied 221); Mixed (dwarf 70% [mostly hill], human 25%, goblin 5%); Resources: Coal. *Authority Figure:* Fungurd, male dwarf [hill] LE Clr6 (Mondorent, Goddess of Tombs). *Important*

Characters: Ohther Wayshield, male dwarf [hill] N Ftr5 (head of the mining guild); Freagil Thumper male dwarf LE Ftr4 (smith); Hnaefin, male dwarf LE Clr3 (Mondorent); Beaghat the Brooder, female human LE Wiz3 (slaver).

This village is built around the entrance to the ancient coal mine. A nearby hot spring, fruit tree groves, and berry bushes makes living here easier. The dwarves have lived here for centuries, trading coal for luxuries and an occasional goblin slave.

0504 Cadsandria (Small Town): Conventional; AL LG; TL 4; 800 gp Limit; Assets 40,900 gp; Population 1636 (Able bodied 409); Mixed (human 90% [some Ghinoran, a few Altanian and Karakhan], elf 3%, Faerie 2%, gnome 2%, dwarf 2%, First Men 1%); Resources: Iron. *Authority Figure:* Mortrets, male Karakhan LG Pal4 (Kutienna). *Important Characters:* Stormit, male Altanian LG Ftr4 (smith); Kinikee, female Faerie, CG Wiz3 (amulet maker); Looslips, female gnome CG Wiz3 (librarian).

In the center of town is a dual temple to Vulcan the Smith of the Gods and Kutienna the Bountiful. Three smithies and a master shieldmaker are kept busy with custom orders. Amulets of Cadsandrian make are rare but highly valuable. It is said that they are the works of a faerie, gnome and dwarf trio that requires a year to complete each one. The Library of Time holds classes on history every evening at twilight except during a full moon evening. Although nearby, the mine is reached via a basket and pulley system to a cliff wall entrance below. The ore is of sufficient purity to require little smelting.

0505 Duchy of Craghold (Castle): Conventional; AL N; TL 5; 100 gp limit; Assets 1,375 gp; Population 440 (70 men-at-arms War1; 40 longbowmen War1; remaining 330 are Com1-3s or Exp1-3s); isolated (human 99% [mostly Ghinoran], others 1%). *Authority Figure:* Zavus, male Ghinoran N Ftr7. *Important Characters:* Justini XXXII, male Ghinoran N Ari1 (Duke); Lady Uvio, female human NE Wiz4 (scribe).

The Duchy of Craghold is a very old state that dates back almost 1,000 years. Originally built as a refuge from the harsh climates in the Ament Tundra by miners in the nearby mountains, the riches of the miner's carts built the castle and small village around it. The wealthiest miner, Justini I, became the duke 800 years ago and his family has held the lands ever since. Justini XXXII is the rightful heir to Craghold. He is only 10 years old and believes that he is already suited to become the monarch. His Chancellor, Zavus, is sworn to instruct the boy and act in his behalf until Justini is of age. Uvio wants one of her three daughters, Alesu, Oliu or Verkit, to marry Justini. Uvio deeply desires a pairing and hopes she can control the throne through her daughter.

0517 Lost Flute: A mithral flute lies underneath a small line of shrubs. The flute is in a leather pouch and is worth 1,500 gp.

0518 Horses Meadow (EL 7): In the forest is a pack of **8 wild (light) horses** (CR 1; hp 19 each). These beautiful specimens are completely wild and vigorously fight any attempt to tame them. A small break or vale in the surrounding forest is where the horses graze upon long green grasses.

0615 Rufee (Village): Conventional; AL N; TL 6; 200 gp Limit; Assets 7,275 gp; Population 1164 (Able bodied 291); Mixed (orc 80%, half-orc 15%, human 5%); Resources: Silver. *Authority Figure:* Kraketh, male orc N Ftr3. *Important Characters:* Brokenose, male orc N Ftr3; Wrankle, male half-orc CE Wiz2; Hilfiend the Occular, male Tharbrian N Ftr2.

The silver mine is near depletion according to many miners. Hilfiend fashions lenses from crystals found in the tunnels and Wrankle is always tinkering with silver. Wrankle jars are sold as curiosities that cause the tongue to tingle when held against the copper and silver tabs protruding from the top. The orcs play a game with a double skinned boar bladder filled with air and wooden paddles. Competition is fierce with twenty players at each end of a leveled field. The victors win free drinks at the tavern until the next game. The tavern is usually full of guests and travelers seeking silver bargains. The silver smiths take orders but rarely due to demand.

0617 Fire Lizard Lair (EL 12): Migrating south of the mountains, these **3 fire lizards*** (CR9; hp 105 each) are finding easy hunting in the forest. Driven off by tribes of humanoids working together against the common threat that these beasts posed, the fire lizards are now marauding in the forest. They use an ancient druid stone circle as their lair. The stone circle has various runes that track the phases of the moon.

0724 Sounds of the Past: An engraving on a rock wall depicts an ancient battle scene. Viewers who stare at the engraving will hear the sounds of a battle in the distance.

0824 Shrieker Lair (EL 3): In the shadow of three mountains is a large cave complex. The caves were once a Dwarven mining operation. The veins of ore were exhausted and the dwarves moved on. However, the dwarves left behind enough filth and garbage to fill a few caves. On this filth and garbage is a variety of fungus, including **2 shriekers** (CR 1; hp 11 each).

0911 Aleshall Hold (Citadel): Conventional; AL LG; TL 4; 100 gp limit; Assets 1,150 gp; Population 368 (30 men-at-arms War1-3, 22 shortbowmen War1-3, 7 veterans Ftr1-3, 13 Blue Quiver Rangers Rgr1-3 and 20 elf archers Ftr1-3 make up the garrison; the remaining 276 are Com-3s or Exp1-3s); mixed (human 66% [many Ghinoran], elves 30%, others 4%). *Authority Figure:* Tanatan Eladan, male high elf LG Ftr3/Wiz2. *Important Characters:* Keera Lorien, female wood elf NG Rgr4.

A marvel of elven engineering, Aleshall Hold is the familial home to the Tanatanarisil. This elven dynasty traces its roots back to the First Elf who purportedly descended from the heavens with his wife Arwenilsir. Aleshall Hold has mirror like outer walls and 400-foot tall ivory colored towers. Keera is Tanatan's Chief Scout and head of the Blue Quiver Ranger Society. Knowing the nearby forest well, Keera and her band of 13 rangers are wary of orcs to the west and the spider filled forest to the east.

0914 Wooden Idol: A wooden idol 20 inches high stands beside a stone throne. Two rubies (100 gp each) are inset in the eyes of the idol.

0915 Dryad Grove (EL 5): Driven from the forest by hunters, this group of **4 dryads** (CR 1; hp 7 each) used their

human slaves to bring their treasure and found a small group of trees on a flinty hilltop. The humans are now corpses feeding the trees with vital nutrients. The dryads actively need new "companions" and willingly move about in search of them. Hidden in a bough of one of trees is their treasure: 4,300 sp, *potion of darkvision* and a *ring of feather falling*.

0917 Raschell (Small Town): Conventional; AL CG; TL 6; 800 gp Limit; Assets 48,200 gp; Population 1928 (Able bodied 482); Mixed (human 95% [some Ghinoran], troglodites 5%); Resources: Copper**:** *Authority Figure:* Dietcan, male Ghinoran CG Ftr5. *Important Characters:* Munar Ap-Helsig, female human CG Ftr4 (mine owner); Etz Ap-Helsig, male human LG Ftr3; Claysmit, male troglodite CG Ftr3; Slikkar, male troglodite CG Ftr2.

The copper mining is supervised by the troglodites but the most dangerous process is the smelting of the ore. The Ap-Helsig family has successfully developed the process such that workers rarely get ill much less die as before. Dietcan the Shrewd is an experienced trader and spends most his days talking to merchants. The Copper Boot features excellent boar roasts for the guests.

1030 Filkhar (Hamlet): Non-Standard; AL LG; TL 5; 100 gp Limit; Assets 1,388 gp; Population 444 (Able bodied 111); Mixed (human 94% [mostly Ghinoran, some Tharbrian], elf 4%, halfling 2%); Resources: Timber. *Authority Figure:* Minnise, male Tharbrian LG Mnk7. *Important Characters:* Lamber Halfear, male Skandik LG Mnk5 (Tyrebill God of Light); Krazieye, male human N Mnk4 (Tyrebill); Elbron, male wood elf CG Mnk3 (Tyrebill); Garfunkle, male Ghinoran LG Brd2.

Built about a monastery, this small hamlet is near four woodlands with a wide variety of trees. The monks do their own lumbering and rarely permit others to work with them. A bard makes the Green Nymph his home when not traveling three months a year. The Burfoot halfling family runs the fortified tavern under Bilbus the Baker. Timber orders are made at the Verge Monastery.

1129 Spider Webs (EL 4): A horned skull is partially covered by webs and dust. **Two large monstrous spiders** (CR 2; hp 22 each) hide in the webs.

1202 Lormur (Village): Non-Standard; AL CE; TL 4; 200 gp Limit; Assets 8,875 gp; Population 1,420 (Able bodied 355); Mixed (halfling 80%, human 20%); Resources: Silk. *Authority Figure:* Erlgulas, male halfling CE Rog5/Asn2. *Important Characters:* Old Bunto, male halfling N Ftr4; Ninta Goldey, female halfling, CG Rog4; Tantrag, male halfling CE Ftr3.

Lormur is bustling with merchants due to the high demand for silk. Behind the scenes, many of the halflings are dissatisfied with the greedy and arrogant demands of Erlgulas. There are four bakeries and the Delightful Dora is widely renowned for excellent ten-course meals. Each family has its own bushes for silk worms. Merchants trade for bolts of silk almost as fast as they are produced. Erlgulas has had a shrine constructed to Anubis.

1312 Broken Jars (EL 10): Two jars, each containing an **efreet** (CR 8; hp 60 each), sit on a shelf inside a catacomb. Neither is bound to service by the jars, and leave when the jars are opened. If the jars are violently opened (broken), they attack. Three broken jars lie on the floor.

1411 Minotaur Lair (EL 7): Attracted to a natural maze beneath the ground, **3 minotaurs** (CR 4; hp 39 each) live out their chaotic lifestyle. A sinkhole in the ground above leads down into the complex. The cave is full of phosphorescent fungi that emit a sickly yellow glow. Deep within the cave at the center of the complex is an old duergar village where the minotaurs sleep. The minotaurs have 5,000 sp contained in sacks.

1512 Trepesay (Hamlet): Non-Standard; AL CE; TL 4; 100 gp Limit; Assets 1,563 gp; Population 500 (Able bodied 125); Mixed (halfling 85% [mostly common, some stout], dwarf 15%); Resources: Copper. *Authority Figure:* Orfast, male halfling LG Clr3 (Gunnora). *Important Characters:* Duri, male dwarf CE Ftr3; Longbeard Thran, male dwarf CE Ftr2; Fengal Furfoots, male halfling CE Ftr2; Fellhide Dundingle, male halfling LG Clr2 (Gunnora).

While Orfast inherited the title of Mayor, his devotion to Athena is viewed as most inappropriate to proper halflings. His tiny temple is not much larger than a shrine and his services are only attended by a handful of relatives. The dwarves enjoy humiliating him openly but are important for processing the ore. The hamlet is well situated atop the largest hill and a series of hidden pits prevent attack from any direction except the trail.

1531 Crocodile Bridge (EL 8): A stone bridge stands over a small creek. **Four man-eating nocturnal giant crocodiles** (CR 4; hp 59 each) swim in the water underneath to avoid the sun.

1614 Ancient Temple (EL Variable): A temple to an ancient god is collapsed and tumbled. Hundreds of **tiny vipers** (CR 1/3; hp 2 each) infest the surrounding area.

1618 Ianthon (Castle): Conventional; AL CG; TL 2; 100 gp limit; Assets 863 gp; Population 276 (the castle's active defenses include 49 warriors War1-3s, 10 sergeants Ftr1-3s, 5 officers Ftr 2-4s and 5 paladins Pal1-2s; the remainder are Com1-3s peasants, villagers, farmers and herdsmen or Exp1-3 hunters, ranchers and shopkeepers); isolated (human 85% [some Ghinoran], others 15%). *Authority Figure:* Holm the Misled, male Ghinoran CG Pal3 (ex-paladin). *Important Characters:* Cherentas, male half-orc CN Clr5 (Set); Ezkil Fealtor, male human LG, Pal5 (mentor)

Ianthon is an outpost on the road between Tarkesh and Josay. Travelers seek the protection of its walls against the harsh weather of the region. The current Master of the Hearth is Holm who recently has become withdrawn and depressed over his folly in losing his paladinhood. Cherentas arrived over a year ago and quickly became friends with Holm, the master of Ianthon. Slowly converting Holm to the insane deity Cherentas worships, Holm lost his paladinhood. Cherentas now is trying to slowly manipulate Holm who is depressed over his folly. Disguised as a beggar, Ezkil was dispatched by the same order as Holm to bring Holm back to the flock. To help Holm redeem himself, someone needs to kidnap Cherentas and convince him to leave Ianthon.

1620 Josay (Hamlet): Magical; AL N; TL 7; 100 gp Limit; Assets 1,863 gp; Population 596 (Able bodied 149); Mixed (dwarf 90%, human 10%); Resources: Marble. *Authority Figure:* Dvalzad, male dwarf N Wiz4. *Important*

Characters: Broadchest Gimie, male dwarf N Ftr3; Mermadak Myrmid, male dwarf N Clr2 (Dacron, God of Crafts).

Dvalzad permits Broadchest to do the trading while he concentrates upon his research. After the marble is cut into blocks, Dvalzad lifts the blocks onto sleds with magic every morning. The dwarves are secretly excavating a series of chambers under the mountainous terrain. **Village Data**

1629 Ranasay (Hamlet): Conventional; AL N; TL 5; 100 gp Limit; Assets 1,700 gp; Population 544 (Able bodied 136); Mixed (human 80% [some Ghinoran], elf 10%, dwarf 10%); Resources: Horses. *Authority Figure:* Ethelcolm, male human N Ftr3. *Important Characters:* Headlong Halbat, male human N Ftr2; Primswift the Red, female Altanian N Ftr2.

Once a year the hamlet sends out a hunting party to drive wild horses into their nets, then breed the best for strength, speed and intelligence. The Holy Horseshoe is packed in the spring when the local race shows off the best of mounts for sale.

1632 Ohoy-Kan (Hamlet): Magical; AL CG; TL 6; 100 gp Limit; Assets 1,800 gp; Population 576 (Able bodied 144); Mixed (orc 80%, gnoll 10%, human 10%); Resources: Flint. *Authority Figure:* Darzoc, male orc CG Wiz7. *Important Characters:* Angbor, male orc CG Ftr5; Breaker Brugh, male orc N Ftr3; Purty Grisbloom, female orc CG Clr3 (Mithra).

The Kan tribe was adopted centuries ago by a high-level wizard named Ohoy, who taught the orcs better survival methods, as well as the secrets of peaceful trade. Although he died 40 years ago, the orcs bring flowers to his statue every morning. His apprentice, Darzoc, was ready to assume the leadership and has signed agreements with several merchants to supply flint.

1707 Dragonrider: The remnants of a tunic lie over a rock beside a harness and saddle made for a small dragon.

1803 Dorel (Small Town): Magical; AL CG; TL 7; 800 gp Limit; Assets 38,500 gp; Population 1540 (Able bodied 385); Mixed (dwarf 90%, human 10%); Resources: Ore. *Authority Figure:* Fungol, male dwarf CE Ill7. *Important Characters:* Thromin, male dwarf CG Ftr5; Funlin, male dwarf CE Ftr4; Farin the Bright, male dwarf LG Ftr3.

Dorel is small but quite famous for its *magicum* mine. Low production has kept the price high for the last two centuries. The entrance is kept a well-guarded secret and guards are always on duty behind the locked gate. Fungol has been overtaken with greed and has been cheating the community for years. Funlin, his brother, assists him in maintaining false records.

1817 Lammasu Lair (EL 11): In an abandoned temple to a long forgotten sun god lives **three noble lammasu** (CR 8; hp 59 each). The lammasu protect the temple though the deity is no longer revered. Brought to the temple as guardians long ago, the creatures believe that some day a person with faith will come and rekindle the kindness and benevolence that the sun god provided to them. On the altar of the temple are the last tithes given to the sun god over 1000 years ago: 7,600 sp, jade block (3,000 gp), *potion of endurance* and a *potion of spider climb*.

1818 Ruined Castle (EL 8): The ruins of a huge castle stand alone. A moat containing **10 alligators** (as crocodiles; CR 4; hp 59 each) encircles the castle. The moat connects with a nearby alligator-infested marsh. The castle could be restored for 40% of the cost to build it. One of the alligators has a *ring of protection +3* stuck between two broken teeth. The ring does not function for the alligator.

1909 Bakshan (Village): Non-Standard; AL N; TL 5; 200 gp Limit; Assets 4,700 gp; Population 752 (Able bodied 188); Mixed (human 90% [some Ghinoran], halfling 10%); Resources: Pelts. *Authority Figure:* Kandrea, male human N Mnk9 (Grismal, Guardian of the Underworld). *Important Characters:* Grizzly Jork, male Ghinoran N Ftr5; Trapper Munbar, male Skandik N Ftr4; Foxmaid Silienna, female human CG Ftr3; Dwafin, male Ghinoran N Mnk3 (Grismal).

The surrounding area is rich in forest and plains animals. Leather is boiled and tanned on the outskirts so the smell doesn't usually trouble the village. The furs are stacked in hunters' sheds in the center of the stockade and guarded constantly. The Monastery of Brown Bear administers the village and distributes the earnings equally. The Beaver Tail Inn is popular for exchanging tales.

1913 Vilmiran (Village): Conventional; AL LE; TL 3; 200 gp Limit; Assets 8,025 gp; Population 1284 (Able bodied 321); Mixed (halfling 90%, human 10%); Re-

1803 Dorel

sources: Pipeweed. *Authority Figure:* Samadas, male human LE Rgr8. *Important Characters:* Mistress Nina, female halfling CE Ftr5; Niliad Bigtoes, male halfling LE Ftr4; Farmer Odok, male halfling N Ftr3.

Extremely suspicious of strangers, Samadas has stirred this fear to prevent any outsider from dealing directly with any farmer. The halflings have been known to attack cart drivers for picking up a whip. Samadas meets merchants at the gate, arranges the sale and supervises the loading of Meadleaf.

1928 The Bird's Nest: The skeletal remains of a giant lie face down in a silently flowing creek. Two birds nest between the bones.

2009 Titan's Keep (EL 21): As ancient as the forest to the north, **Pythagor the titan** (CR 21; hp 210) lives a solitary life. In his immense keep carved from a single piece of basalt, Pythagor sometimes acts as a seer for travelers from far off lands seeking his wisdom. Pythagor was scarred in a battle with a red dragon and wears a hood over his head. He speaks only rarely and then only to those with worthy questions. Within the tower is his treasure: 29,000 gp, 2,220 pp, black sapphire pendant on gold chain (1,200 gp), carved ivory scroll case (1,200 gp), crystal flagon with etched symbols of deities (2,000 gp), golden ball (2,000 gp), large gold cloak pin (worn) (5,000 gp), platinum earrings (400 gp), platinum medallion with an emerald (6,000 gp), small golden vase (2,500 gp), *helm of telepathy, staff of night (3 charges), wand of magic missiles* (15 charges, caster level 9th), and a *wand of web* (33 charges, caster level 9th).

2016 Tarkesh (Village): Magical; AL N; TL 4; 200 gp Limit; Assets 4,950 gp; Population 792 (Able bodied 198); Mixed (human 85% [some Ghinoran, few Karakhan], elf 10%, dwarf 5%); Resources: Salt. *Authority Figure:* Karlold, male human N Ill5. *Important Characters:* Pyrisgwyn, female Karakhan LG Ill3; Figmold the Solemn, male Tharbrian N Wiz3; Tar-Ap Kilin, male human N Wiz2.

Tarkesh salts are flavored to many tastes and highly popular to preserve meats. The community has a large number of magic users, who prefer this quiet place for research. The tavern has a general store where the salts are sold in kegs. Karlold and his apprentice Pyrisgwyn can be found at the Salt Lick Shanty.

2027 Sundog Spire (Castle): Magical; AL N; TL 5; 100 gp limit; Assets 1,125 gp; Population 360 (45 watchmen Ftr1-2, 25 guards Ftr3-4 and 20 archers Ftr1-2 are the garrison; the remaining 270 are Com1-3 peasants and herdsmen or Exp1-3 merchants and craftsmen); isolated (human 75% [some Ghinoran], others 25%). *Authority Figure:* Vavid Vatinkle, male gnome N Sor4. *Important Characters:* Maric, male human LN Ftr 4 (guard captain).

Vavid is the son of a famous gnome, Illgish, who built Sundog Spire. The name comes from the crystalline castle that rises high above the plain. Light catches on the castle creating strange whirls of color in the sky. Maric is the captain of the watch in Sundog Spire. Although his men are easily bribed, he is not. Maric deeply desires a wife and his eyes are easily softened with beauty.

2110 The Abandoned Hut: A grinding wheel covered with ashes is lying beneath an old maple tree overlooking an abandoned hut.

2202 Devil's Hollow (Citadel): Non-Standard; AL LE; TL 7; 100 gp limit; Assets 350 gp; Population 112 (16 men-at-arms War1-3 and 12 crossbowmen War1-3 form Derek's main defense forces; the remaining 84 are Com1-3 servants and peasants or Exp1-3 castle staff, armorers, merchants and other professionals); mixed (human 50% [some Ghinoran], kobold 20%, others 30%). *Authority Figure:* Derek the Dreamer, male Ghinoran LE Clr6 (Set). *Important Characters:* Gladon Faeringold, male wood elf LG, Clr4 (Cirion); Mardil Butcher, male human LE, Clr11 (Set).

Devil's Hollow is an unholy site. Originally an encampment of kobolds, a band of devil-worshippers expanded it into a stronghold three centuries ago. The citadel was such a threat that many of the surrounding towns mustered a grand army to destroy it. Now the devil worshippers have returned and the towns to the south are scared of what evil lurks in Devil's Hollow. Disguised as a spice merchant, Faeringold is spying on the nefarious Derek to see what he intends with the golems Derek is commissioning. Gladon fears Derek intends to attack the elven communities to the south. To fund his causes, Mardil is an expert craftsman and builder of golems. He has built Derek four golems in the past year.

2205 Jharkorlis (Hamlet): Magical; AL CG; TL 4; 100 gp Limit; Assets 1,625 gp; Population 520 (Able bodied 130); Mixed (elf 90% [mostly high, some gray], half-elf 10%); Resources: Market. *Authority Figure:* Terbrimbor, male half-elf CG Wiz9. *Important Characters:* Loridriel, female elf CG Wiz7; Valrond the Archer, male elf [gray] CG Ftr6; Caliborn, male elf LG Clr4 (Cilborith).

Well protected by plants and pets, this hamlet trades unusual woodland herbs and enchanted arrows for luxuries. Caliborn has been known to heal outsiders although the elves enjoy solitude.

2230 Dead Man's Hands: A pair of gauntlets clutches a dead dwarf's neck. The gauntlets are a cursed magic item similar to a *necklace of strangulation*, and attack the wearer with his own hands if donned.

2309 The Dollhouse (EL 3): What appears to be a dollhouse is really the home of a family of **4 very miniscule humans** (Com1; hp 3).

2322 Banarua (Hamlet): Conventional; AL LE; TL 4; 100 gp Limit; Assets 1,300 gp; Population 416 (Able bodied 104); Mixed (human 85% [some Ghinoran], goblin 10%, orc 5%); Resources: Granite. *Authority Figure:* Menron, male human LE Ftr6. *Important Characters:* Bhar Crossbeard, male Ghinoran LE Ftr4; Stimglib the Sculptor, male human N Ftr2; Cutter Rik, female human LE Ftr2.

Known for its black granite, this village is also known for sharp dealings with unwary buyers. Stimglib sells his works at the village square where all dealings are made. Menron carries a huge mallet as his badge of authority. Garish red shirts seem popular in this village.

2330 Sequaloris (Small Town): Magical; AL N; TL 5; 800 gp Limit; Assets 44,000 gp; Population 1760 (Able bodied 440); Mixed (human 80% [some Ghinoran], elf 10%, dwarf 10%); Resources: Horses. *Authority Figure:* Arrah, male Ghinoran LG Clr9 (Mitra). *Important Characters:* Payn the Pure, male Ghinoran LG Ftr7; Dianthil the Acrobat, female human CG Ftr3.

The Temple of Heavensbridge stands at the center of this town. The surrounding area is filled with stables and fenced in training areas for the many horses. Lord Payn returned to his childhood temple after being exiled from Tarantis. He enjoys leading hunting parties to round up wild horses. Dianthil is considered the best horse trainer and commands the highest prices for her steeds.

2510 Blink Dogs Lair (EL 6): Unlike most of their species, these **4 blink dogs** (CR 2; hp 22 each) are feral fighters with little desire to play. Living in the harsh conditions of their environment, this pack has developed a taste for Elven flesh. Due to the conditions and new tactics they are now evil in their ways. The pack lives in a small burrow under a few dead bushes.

2511 Thokora (Village): Conventional; AL CE; TL 4; 800 gp Limit; Assets 24,100 gp; Population 964 (Able bodied 241); Mixed (halfling 85%, gnome 10%, pixie 5%); Resources: Sulfur. *Authority Figure:* Adelmidge, male halfling CE Ftr4. *Important Characters:* Pyro Broadbelt, male halfling N Ftr3; Finn Pritkins, male halfling CE Ftr2.

Thokora suffers from the yellow sickness. This malady is thought to be caused by the grinding and bagging of sulfur but nobody has found a cure. After the skin turns yellow, death follows within a month with much coughing. Pyro is the local hunter and Broadbelt supervises the mining.

2513 Excemora (Citadel): Magical; AL N; TL 6; 100 gp limit; Assets 1,000 gp; Population 320 (40 halfling archers War1-3, 30 human men-at-arms Ftr1-3 and 10 human cavalry Ftr2-3 make up the garrison; the remainder are Com1-3 peasants, servants, villagers and farmers or Exp1-3 merchants, artisans and staff); mixed (halflings 40%, humans 20%, dwarfs 15%, others 25%). *Authority Figure:* Noio Brownlock, female halfling N Wiz4. *Important Characters:* Caharn, male human N Brb2 (Caharn adopted son of a Rover of the Waste).

Excemora is a predominantly halfling community. Few are allowed within the walls of Excemora because of many thieves who frequently pass themselves off as merchants in the area. If allowed inside, all outsiders must pass an inspection by Noio herself. During these inspections most are asked to strip to skivvies and do ludicrous acts that are humiliating. This is mostly for the entertainment of many onlookers who watch the inspection. Abandoned for a gimpy leg, he was rescued by Noio when he was a toddler. He has grown strong and uses a cane to overcome his disability. Caharn resents humans because halflings raised him after he was abandoned by humans.

2514 Forgotten Spyglass: A ruined tower crumbles and rots here. On the top floor, a spyglass sets on a pedestal three feet high. The spyglass has a maximum range of three miles.

2625 Dhakos (Village): Magical; AL LE; TL 6; 200 gp Limit; Assets 5,175 gp; Population 828 (Able bodied 207); Mixed (human 90% [some Ghinoran], goblin 5%, troll 5%); Resources: Pitch. *Authority Figure:* Wulfcon, male Ghinoran LE Clr10 (Mururlu). *Important Characters:* Breorl the Young, male human LE Ftr5; Arglib Ap-Henlin, female human LE Clr4 (Mururlu).

The Temple of Night maintains rigid control of this village. The pitch moors are worked until evening and Breorl drives the cart filled with barrels back to the village. The temple feeds and houses all workers. The clergy keeps a close watch on all strangers and any malcontents. They try to convert newcomers with skills. Arglib guards the inner temple at all times.

2722 Monastery (EL 9): A monastery stands on a tree-covered hill. **Twenty pacifist monks** (Mnk1/Clr1; CR 2; hp 11 each) studying the Book of Ra sometimes spend day in deep meditation. The monks tend amazing gardens of wild herbs, and are experts at curing diseases.

2729 Gnoll Camp (EL 12): A patrol party from the Dark Skull clan, these **10 gnolls** (CR 1; hp 11 each) are currently scavenging this area for enemies as well as prey (which sometimes ends up being the same thing). Their leader is a gnoll sergeant named **Ras** (Male Gnoll Ftr3; CR 4; hp 28; battleaxe, shortbow, 20 arrows, scalemail, 120 gp).

2827 Haspilar (Castle): Non-Standard; AL N; TL 9; 100 gp limit; Assets 1,213 gp; Population 388 (36 warriors War1-3, 30 veterans Ftr1-3, 18 miners Ftr1-2/Exp1-3 and 13 mine guards Ftr3-4/Exp2-3 make up the garrison; the remaining 291 are Com1-3 villagers, servants and laborers or Exp1-3 miners, engineers, draftsmen, etc.); isolated (dwarves 90%, others 10%). *Authority Figure:* Venot Ironboot, male dwarf NE Rog5/Asn3. *Important Characters:* Forgemaster Karo Irontop, male dwarf N Exp10 (famed forges of Haspilar, master craftsman).

Built on top of a copper mine, Haspilar is the home of the Gullyforge Clan of dwarves. Noted for their mastery of metals, these dwarves charge outrageous prices for impressive works of steel and bronze. Venot is the daughter of the former Warleader and was lured back to home from her lucrative dark business to a more lucrative one, tithing the various forge leaders and taking profits from the mine to which she owns the rights.

2903 Goblin Pot (EL 1): A large vat of oil sits on top of a huge bonfire. **Two goblins** (CR 1/4; hp 4 each) are stirring the hot oil (20 gallons). They pour the oil downhill at anyone who approaches. A character in the path of the oil can make a successful Reflex save (DC 15) to avoid the oil. If failed, the creature takes 1d6 points of fire damage from the boiling oil. The oil remains on the ground and remains hot for 1d3 rounds. Touching it during this time deals 1d6 points of fire damage. The goblins have 75% cover while on top of the hill.

2913 Invisible Stalker Lair (EL 11): In a ruin of an old shrine resides an **invisible stalker** (CR 11; hp 52) carrying out his last command: "Guard my treasure and kill all who enter here." Unfortunately for the cleric who issued this command, he left and returned. His corpse, along with the corpses of two dozen others, is at the archway entrance to the ruin. Deep within is the treasure the invisible stalker guards: 5,000 gp, ebony lyre with seasoned wood (8,000 gp), gold medallion (200 gp) and a *wand of summon monster I* (6 charges).

2931 Kren (Village): Non-Standard; AL CE; TL 6; 200 gp Limit; Assets 8,575 gp; Population 1372 (Able bodied 343); Mixed (halfling 90% [mostly common, some stout], humans 10%); Resources: Gold. *Authority Figure:* Gorgrin, male halfling [stout] CG Ftr3. *Important Characters:* Burley Hargoody, male halfling CE Ftr2; Roseylocks, female halfling CE Ftr2; Scritch, male human CE Ftr2.

Kren is situated atop a rich gold mine but the mine is infected with gremlins. Scritch is the only goldsmith in the village and, despite meager diggings of late, has a wide variety of goods. The miners never enter the mines without the protection of a guard and are becoming increasingly fearful of certain passages. The Shining Pot serves guests with good fare but many have been burgled after dark.

3008 Doppelganger Hideout (EL 9): Posing as silk merchants from the Ebony Coast, these **7 doppelgangers** (CR 3; hp 22 each) are on the lookout for the unsuspecting. Outside of their hideout they have a few wagons and fake bolts of silk. The bolts are really cotton spun cloth with silk wrappings. The hideout is a cave at the base of a small hill. Within the cave they keep the fruits of their labor: 1,400 gp, a gold ring with various gems (1,200 gp), a small gold bracelet and 5 gems worth 5d10 gp each.

3108 Southfield Manor (Citadel): Conventional; AL LG; TL 4; 100 gp limit; Assets 613 gp; Population 196 (20 warriors War1-3, 16 cavalry Ftr1-2 and 13 rangers Rgr1-3 constitute the garrison; the remaining 147 are Com1-3 servants and farmers or Exp1-3 castle staff, artisans, engineers, builders, armorers, etc.); mixed (human 40%, elves 35% , gnomes 15%, others 10%). *Authority Figure:* Suvan Kelos, male human LG Ftr7. *Important Characters:* Oilpar, male Bardik LE Clr3 (Grey Goose Tavern, spy)

Originally the home of an eccentric bard, Southfield Manor is now a station for rangers operating south of Riganarion. The citadel also provides protection and place of trade for farmers in the region. The leader of the defenders of Southfield Manor is Suvan Kelos, a formidable warrior. Kelos is kind and highly intelligent for a warrior. Oilpar is a spy for Devil's Hollow and reports to Derek through a special magical mirror.

3114 Ruined Village (EL 3): The ruins of a village with 12 cottages are surrounded by a palisade. **Three ghouls** (CR 1; hp 13 each) have a bag of gold containing 100 gp.

3117 Jadnar (Village): Non-Standard; AL CG; TL 5; 200 gp Limit; Assets 5,750 gp; Population 920 (Able bodied 230); Isolated (elf 95% [mostly wood], gnomes 4%, Pixies 1%); Resources: Vineyards. *Authority Figure:* Lornigalcal, male human LG Rgr7. *Important Characters:* Alessar Greatheart, male elf [wood] LG Ftr4; Elidan, male elf [wood] CG Ftr3; Maliton, male gnome CG Ftr2.

It is said that the Lornigal Vineyard predates the village of Jadnar. Attracted by the fertile valley, other vineyards sprang up around the elven tree homes and trade was established with villages down the Glorifall Stream. Barrels are marked with the vineyard house symbol and floated downstream for payment later. Lornigalcal has courted the same elven maiden for 20 years to no avail. Maliton brews an especially strong liquor said to revive the faint of spirit. The gnomes' small vineyard is home to his pixie friends.

3120 Troll Lair (EL 11): Living above ground this group of **7 trolls** (CR 5; hp 63 each) are worshiping a false god. Finding a gigantic ruby long ago, the dim creatures began to revere it as a god. Now each takes turns interpreting the deity's wishes. Usually these commands are to give the particular troll a larger share of the food captured or that the troll does not need to hunt that day. Their treasure is a single large ruby worth 5,000 gp.

3305 Riganarion (Village): Conventional; AL N; TL 5; 200 gp Limit; Assets 5,625 gp; Population 900 (Able bodied 225); Mixed (human 80% [some Ghinoran], elf 10%, dwarf 5%, gnome 5%); Resources: Market. *Authority Figure:* Elfried, male human N Ftr6. *Important Characters:* Trowix, male troll N Ftr5, Feanhot the Tinker, male human N Ftr3; Ranwen, female Elritorn LG Ftr2.

Named for an ancient hero said to have been born here, this market town has several unique shops to attract customers. Trowix charges one copper to cross the drawbridge into the fortified village. Feanhot is widely known for his special tools and Ranwen runs a respectable tavern called the Lonely Griffon.

3312 Old Hvelmarch (Village): Conventional; AL CG; TL 7; 200 gp Limit; Assets 5,925 gp; Population 948 (Able bodied 237); Mixed (human 90%, 8% elf, 2% dwarf); Resources: Tin. *Authority Figure:* Alwuth, male human CG Ftr5. *Important Characters:* Ample Anfor, male human CG Ftr3; Alakray the Whimsy, male human CG Ftr3.

The tin mine is located above the village and a slide brings the ore to the smithies for processing. The slag is used to form reddish walls around the homes. Alwuth has appointed Anfor and Alakray the village bounders to keep it somewhat peaceful. Boxing matches are held once per week to the great enjoyment of the miners. Miners report that deep within the tunnels several stone tablets have been found with writing upon them.

3334 Sword and Tree (EL 2): A **huge viper** (CR 3; hp 22) is coiled around an old sword that is lying next to an oak tree. The sword is a *+2 longsword*.

3404 Men in a Bubble: A diving bell floats restlessly across the water on its wooden platform. Inside are two dead humans decaying badly.

3421 Basilisk Lair (EL 5): Patrolling the nearby area during the day, the lone **basilisk** (CR 5; hp 45) uses his petrifying gaze to stone all in his path. The basilisk's lair is a shallow burrow dug into the ground. When at home the basilisk has learned to amuse himself by singing. Anyone in the surrounding area can hear the unusual sounds of this deaf tone creature as he belts out hideous melodies.

3518 Giant's Road (EL 7): The remnants of a road heads north and ends up at a statue of a stone giant. A trap door in the base leads to a room where **two dwarves** (male dwarf Ftr5; CR 5; hp 59; AL LG; Str 16, Dex 13, Con 16, Int 10, Wis 11, Cha 10; masterwork bastard sword, full plate armor, small steel shield, masterwork light crossbow, 20 bolts) are sleeping.

3614 Icchykul (Citadel): Non-standard; AL LE; TL 2; 100 gp limit; Assets 638 gp; Population 204 (20 guards War1-3, 21 archers War1-3 and 10 snake guards Ftr3-5; the remaining 153 are Adp1-3 aides and low-level spellcasters, Clr1-3 snake priests or Com1-3 servants and laborers); isolated (human 80% [many Gishmesh], others 20%). *Authority Figure:* Messetzer of Tarantis, female Gishmesh LE Clr7 (Set). *Important Characters:* Hobarn, male Gishmesh LE Ftr6 (security).

Messetzer was cast out of Tarantis when her serpent cult was implicated in a rash of murders in the city. She journeyed here seeking a place she called the Serpent Pit.

Finding an abandoned fort, she quickly told her followers that this was a sign from their master that they have found the Pit. She now seeks to convert outsiders and desires to turn the people of Nadsorkor to the Serpent. The appointed "Culler of the Weak," Hobarn, administers the field work for the cultists. He is a harsh taskmaster warning those who disobey that sin now means eternal darkness.

3624 Orgator Crossing (Village): Non-Standard; AL CG; TL 3; 200 gp Limit; Assets 4,350 gp; Population 696 (Able bodied 174); Mixed (orc 80%, halfling 15%, human 5%); Resources: Pipeweed. *Authority Figure:* Randgor, male Astari LG Sag5. *Important Characters:* Tarltan, male human CG Ftr3; Dunargh, male orc Ftr2.

Randgor is beside himself attempting to keep order in the village. The local pipeweed is called Loafy by the farmers and is of poor quality. A brass bell summons the orcs to the common ground at the center of the village for Randgor's morning lesson prior to work. He bribes them there with a breakfast of mystery stew. Dunargh heads the miners and Tarltan the Long Hunter supplies most of the meat for the village.

3626 Elven Home (EL 10): Freshly cut firewood is neatly stacked on the side of a trail. A small cottage lies 100 feet away where **Telemon** (male elf Wiz10; CR 10; hp 33; AL NG; Str 10, Dex 16, Con 11, Int 18, Wis 10, Cha 8; *bracers of armor +4*, *ring of fire resistance*, *+3 dagger*, gold necklace worth 500 gp, platinum ring worth 245 gp) and his wife **Seres** (female elf Com1; CR 1/2; hp 4) live. They are friendly, but aloof, cautious of adventurers, whom they view initially as bandits.

3633 Nargussor (Village): Magical; AL LE; TL 5; 200 gp Limit; Assets 5,825 gp; Population 932 (Able bodied 233); Mixed (elf 90% [mostly high and wood], human 10%); Resources: Horses. *Authority Figure:* Aerbrimbon, male elf [wood] LE Wiz6. *Important Characters:* Emerol, male elf [high] CG Ftr4; Wealdria, female elf LE Ftr3; Rondol, male elf [wood] LE Ftr2.

While this village sells the best trained horses in the region, the prices are very high and the supply is low. Only four training pens and stables surround the town. Aerbrimbon casts a spell which summons wild horses for Emerol and Rondol to choose from. Wealdria helps Aerbrimbon in his research by gathering herbs and minerals. The tree homes become quite lively at twilight when community singing begins. The elves here distrust all other races.

3701 Telepathic Sparrows: A family of sparrows has built a nest in an overturned helmet. The helmet broadcasts all of the wearer's thoughts (as a *medallion of thought projection*) and cannot be removed without a *remove curse*.

3705 Lizardfolk Tribe (EL 11): Drock (male lizardfolk Drd4; CR 5; hp 33) and his tribe of **30 lizardfolk** (CR 1; hp 11 each) are anxious to find trading partners for the furred skins of snakes they harvest. The lizardfolk are very efficient in skinning the unusual snakes and feel that like them others would prize this commodity. Unbelievably, no one is interested as of yet. However, Drock believes that the lizardfolk need to be more aggressive in persuading any who happen by that furred snake skin is something they should begin to trade.

3712 Nadsorkor (Village): Conventional; AL CG; TL 5; 200 gp Limit; Assets 6,050 gp; Population 968 (Able bodied 242); Mixed (halfling 95% [mostly common, some stout], 5% human); Resources: Market. *Authority Figure:* Pereadas, male halfling [stout] LG Ftr3. *Important Characters:* Faramin Toehair, male halfling [stout] CG Ftr2; Ole Gamir, male halfling CG Ftr2; Lily Fatfoots, female halfling CG Ftr2; Broadbrow the Butcher, male Alryan CG Ftr2 .

Pereadas organizes a fair every summer month and an open air market every 12 days. Ole sells toys and unusual tools, Lily is famed for her knitted items, and Faramin acts as the village bounder. A small tavern called Woofie's Winery serves meals while a large hostel provides free flop space for weary travelers who must spend two hours cleaning for each night stayed.

3725 Lolerofel Monastery (Castle): Non-standard; AL CN; TL 1; 100 gp limit; Assets 1,225 gp; Population 392 (52 guards War1-3 and 46 monks Mnk1-3 constitute the main defense force; the remainder are Com1-3 servants or Exp1-3 instructors, skilled staff, artisans and craftsmen); isolated (elves 90%, others 10%). *Authority Figure:* Mito, male high elf CN Ftr4. *Important Characters:* Aramanolos, male high elf LE Mnk8.

One of the few known elf monasteries, Lolerofel teaches its students to succumb to the primal and allow nature to guide one's actions. As such, the community is very chaotic with little order. The ancient Aramanolos is the spiritual leader and head of the Lolerofel Order. He deems the day-to-day running of the Monastery beneath him and abdicated this power to Mito many years ago. Aramanolos purchased the dwarven castle for its remarkable resilience and construction. Since then his Order has almost destroyed it with their dedication to nothingness and chaos. Since they uphold these tenets, few are actual monks.

3833 The Traveling Man (EL 14): A charismatic musician named **Trillian** (male Bardik Brd14; CR 14; hp 68; AL CG; Str 10, Dex 13, Con 12, Int 14, Wis 11, Cha 20; Masterwork light crossbow, 10 bolts, *+2 longsword, amulet of natural armor +2, horn of blasting, potion of Charisma, potion of cure serious wounds [x2], potion of tongues, wand of summon monster II* [25 charges], *potion of fly, cloak of Charisma +2, bracers of armor +3, ring of protection +3*, pouch containing 200 gp, 6 pieces of amethyst (70 gp each), and a chunk of ruby [500 gp]) sits on a rock entertaining a group of **5 halfling children** (CR 1/2; hp 2 each; noncombatants). He sings songs of high adventure and fighting orcs. He expects passers by to donate a few gold to his cause.

3919 Ancient Citadel (EL 5): The crumbled and decayed ruins of an ancient citadel sit on a grassy hilltop. A swarm of **15 dire rats** (CR 1/3; hp 5 each) scurries between the rocks looking for food.

3924 Illmorat (Hamlet): Magical; AL N; TL 7; 100 gp Limit; Assets 1,250 gp; Population 400 (Able bodied 100); Mixed (dwarf 80%, human 10%, halfling 5%, elf 5%); Resources: Timber. *Authority Figure:* Mumdur, male dwarf N Clr9 (Odin). *Important Characters:* Pinehelm Gofin, male dwarf LG Ftr6; Mari Ironbottom, female dwarf N Clr4; Burl, male dwarf N Ftr3.

Pinehelm and Burl lead the woodcutters in harvesting Ironwood trees. Some logs are made into coffins for royalty with the inner portion carved out and a heavy lid fitted for each. A fine stone wall with numerous traps protect this hamlet which surrounds the temple. The Stone Biscuit is provides excellent

meals and rooms priced according to how interesting the guests are. Ironwood shields and barrels of honey provide extra income.

3930 Brain Moles Lair (EL 1): In a hut where three elven corpses rot, **3 incredibly small brain moles** (CR 1/3; hp 1 each) lurk. These small beasts spread cascade flu to those who visit them. The hut is made of deerskins and the brain moles have been able to survive because of a never-ending stream of inquisitive folks entering the lone hut in the middle of nowhere.

4005 Isle of the Worm (EL 21): Accented by a long abandoned and run-down citadel on the north, this isle appears to hold little danger to those sighting it from far off. Landing upon the island, explorers make note of unusual nature of the burned out trees scattered throughout the growing copses of woods on a successful Spot or Wilderness checks (DC 15). These blackened monuments and the limited amount of game here (the amount taken is carefully balanced) are testament to the dangerous denizen who has lived here about for over 200 years, an experienced and aged **red dragon** (CR 21; hp 449) named Drakkensen. Attending to his needs are **136 adult kobolds** (CR 1/6; hp 4 each), **3 kobold sergeants** (War3; CR 2; hp 17; AL LE; halfspear, leather armor, light crossbow, 20 bolts) and **2 kobold lieutenants** (War5; CR 4; hp 26; AL LE; halfspear, studded leather, light crossbow, 20 bolts) serving as slaves, bringing Drakkensen his food and water. Their leader is an experienced **kobold fighter named Tycil** (Ftr6; CR 6; hp 48; AL LE; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 11; *+1 short sword, 3 potions of cure moderate wounds*, masterwork light crossbow, 20 masterwork bolts, *+2 full plate armor*, small steel shield). Through raiding passing ships and looting the bodies of adventurers landing on his island, Drakksenken has amassed a small treasure horde (for a dragon of his age) he keeps in his lair in the abandoned citadel. The horde contains a *+3 holy dragonbane longsword, minor robe of blending, clerical vestments, a divine scroll (gate,* caster level 18), 2 *potions of cure serious wounds, potion of heroism, and potion of haste,* 1,000 pp, 22,500 gp, 2 pearl necklaces worth 1,400 gp and miscellaneous mundane gear worth 3500 gp.

4007 Shipwreck (EL 5+): The wreck of a merchant ship lies on the ocean floor. It contains 20,000 gp worth of jewels. **Sharks** (CR 1; hp 16 each) frequent the area.

4117 Shedu Lair (EL 11): The Guardians of Virtue seek to bring order to a land without order. Other than occasionally seeking the wisdom of Pythagor (2009) or trying to convince the lammasu (1817) to give up their temple, the **4 shedu*** (CR 7; hp 76) that make up this group enforce their brand of celestial law wherever evil is afoot. The Guardians also refer to each other as Judge. Living in the upper levels of an old border castle, the shedu are very protective of their lair and usually the lone Judge who is home exacts a swift punishment on the burglars. Within the keep the shedu have 1,500 gp, 6 gems worth 1d10 gp and a *python rod*.

4120 Toxic Pool: Under a small refuse-choked pond containing sewage, toxic chemicals and oils is a diamond worth 10,000 gp. Digging through the sludge causes rash, irritation, and 1d8 points of temporary Strength damage each round unless a successful Fortitude save (DC 20) is made. Once a successful save is made, a creature is immune to the effects of the toxins and need not make a new save each round. If 4 or more points of Strength damage are sustained, 1 point is actually permanent drain.

4131 Maidahr (Village): Conventional; AL N; TL 5; 200 gp Limit; Assets 6,125 gp; Population 980 (Able bodied 245); Mixed (half-elf 90%, 10% human); Resources: Salt. *Authority Figure:* Edrahuin, male elf N Ftr7. *Important Characters:* Calabor the Hatcher, male half-elf N Ftr6; Emon (Dimples), male half-elf CG Ftr4; Lady Katieris, half-elf N Ftr3; Femal female half-elf LG Ftr3; Fumbor, male half-elf N Ftr2.

Salts of this town are often flavored and colored for tossing onto log fires for colored flames. The village is protected with special spiked thickets and most all transactions are held on the outskirts. Calabor loves to raise eggs of all varieties and Emon leads hunting parties when needed. Lady Katieris leads the communal dances while Femal plays the mandolin. There is no tavern but Fumbor assists visitors in seeking lodging at private tree homes and acts as the town crier.

4231 A Tree with a Face: A ship's figurehead (an angry woman) has been carved into a tree. The eyes are actually two red rubies (500 gp) each.

4302 Stormy Monday Isles: Fierce, horrific, and terrible storms lash these isles every Monday like clockwork. Little trouble is caused more that a mile or two off the collective coastlines curiously enough. Rumors spoken by mariners claim the inhabitants were cursed when they refused asylum to sage on the run several decades back.

4302 Monday Isles (Thorp): Conventional; AL N; 30 gp limit; Assets 99 gp; Population 66; Mixed (human 91%, halfling 5%, half-elf 3%, half-orc 1%). *Authority Figure:* Mayor Lester Cartol, male human Ari5. *Important Characters:* Carolis Zint, female human Clr5 (Healing, Sun); Bestor Lyncaster, male half-orc Exp4 (blacksmith); Cessil Peabody, female half-elf Ftr4 (sheriff); Dusty "Smoky" Wystar, male halfling War2 (deputy); Tyris Nalbotten, male Ghinoran Exp4 (owner of the Stormy Inn).

This small settlement is the only outpost of civilization on the windswept Stormy Monday Islands. Lester Cartol oversees the town on behalf of Lenap, which claims sovereignty in this area. Carolis sees to the injured and victims of the Monday storms, while Cessil keeps order. Tyris manages the town's single inn that caters to locals and to those mariners unfortunate enough to make landfall on the small island. Tyris is a refugee from the south, though no one knows why — some claim that he is fleeing bounty hunters.

4304 Ogre Lair (EL 7): It's good to be an ogre. At least that is what the **5 ogres** (CR 2; hp 26 each) of the Yellow Sickly Fang tribe think. Long ago the ogres discovered that a stream of adventurers traveled in the area seeking a lost city. This has provided the tribe plenty of food and entertainment. Bursting up from the ground here is a large clenched fist made of stone. At the base of the fist is an opening to a winding staircase deep into the ground. Finding this opportune locale, the ogres trapped the stairs and wait for adventurers in the only room the body of the buried statue. The rest of the city is deep underground and accessible only through excavation. Within their underground lair the ogres have collected: 817 gp, 2 gems worth 1d10 gp, *potion of sneaking, scroll of displacement, scroll of identify* and a *scroll of magic circle against law*.

4304 Ogre Lair

4317 The Lawful Throne: In a cave hidden in the rocks is an abandoned throne room. A gold-plated scepter stands upright on a pedestal. Only a lawful-good creature can remove the scepter. It is worth 1,500 gp, and allows the user to continually *detect evil*.

4423 Daedelus' Wings: A fully operational hang-glider sets on a small hill. The glider is tied down to prevent it from blowing away. This device has a harness large enough to hold one medium or two smaller creatures safely in it. A gust of wind (magical or otherwise) allows it to fly at a speed of 20 feet per round with a maneuverability of poor.

4504 Mayday Isle (EL 14): This island's extensive tracts of forests and fresh water ponds are great at habitats for game animals, making them the perfect place to land for gathering freshwater and supplies if it were not for the disappearance of many that land here. Often one hears feminine cries for help in the distance upon arrival. These ruses, if followed to their source, bring would be rescuers into ambushes created by a band of evil amazons who make this isle their home.

The amazons are led by **Queen Brindal** (female Amazon Bbn10; CR 10; hp 84; AL CE; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 16; *+1 greataxe, +4 hide,* masterwork climber's kit, *potion of neutralize poison, potion of lesser restoration, potion of haste, amulet of natural armor +1, potion of cure serious wounds)*. She is assisted by her high priestess, **Cassoli** (female Amazon Clr9; CR 9; hp 70; AL NE; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 15; *Ring of protection +1, +2 hide armor, +1 longsword, scroll of 2 divine spells (ethereal jaunt* and *raise dead), potion of heroism, potion of spider climb)* and guard commander **Merisslain** (female Amazon Bbn8; CR 8; hp 81; AL NE; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 15; *+2 halfspear, +3 leather armor,* masterwork climber's kit, *potion of cure moderate wounds, potion of endurance)*. The tribe contains **74 amazons** (War1; CR 1/2; hp 8 each; halfspear), **5 amazon lieutenants** (Bbn5; CR 5; hp 49; AL LE; *+1 halfspear, +2 leather armor*) and **7 amazon sergeants** (War3; CR 2; hp 17; AL NE; halfspear, leather armor).

4510 The Princess' Quest (EL 3): Elalassi (female Aquatic Elf Wiz12; CR 2; hp 4; AL CG; Str 10, Dex 13, Con 10, Int 14, Wis 11, Cha 12), an elven princess, is riding on a porpoise sled (currently being pulled by **two porpoises** [CR 1/2; hp 11 each]). She is carrying a lit torch. This act is part of a ceremony she is performing to become queen. If the torch goes out, she is passed over in favor of her sister.

4519 Illmar (Village): Non-Standard; AL CE; TL 5; 200 gp Limit; Assets 6,025 gp; Population 964 (Able bodied 241); Mixed (dwarf 80%, human 15%, orc 5%); Resources: Toys. *Authority Figure:* Azadur, male Bardik N Brd9. *Important Characters:* Bolen Blackheart LE male dwarf Ftr7 (watch captain); Dangiss Roodblade, CE male dwarf Rog4 (tax collector); Inzor XI, CE male dwarf Clr6 (Harmakhis); Barundar LE male dwarf Ftr3 (ruffian).

Azadur the Bard rules the dwarves, who manufacture expensive toys from semiprecious stones and noble metals, popular with the nobility. The same craftsmen create religious artifacts and idols as well, sold in Kanakak and other villages. Barundar's band waylays merchant caravans and smaller trading barges.

4523 Kanakak (Village): Magical; AL LE; TL 7; 200 gp Limit; Assets 8,750 gp; Population 1,400 (Able bodied 350); Mixed (human 80% [some Karakhan], orc 10%, demonkind 10%); Resources: Timber. *Authority Figure:* Dietron, male human, LE Clr10. *Important Characters:* Denn Dodrak, male dwarf, CE Sag4 (theology); Semirikus, male dwarf, CE Clr6 (Harmakhis); Medonthar, male Karakhan, LE Clr7 (Kodeus); Ogothai, male orc, LE Clr3 (Mururlu); Sabirak Umborl, male Dorin, CE Clr 4/Sor3 (Pasperus); Lyvniah Dernidda, female human, CE Clr3 (Feninva); Tophirat Ningh, male orc, LE Rog6/Asn1 (Assassin's Guild); Archudurain, male Alryan, CE Wiz5 (candle maker); Dejedaka Hamala, female Tharbrian, LE Mnk3 (incense maker); Adastine, female dwarf, CE Exp3 (sacred oil).

Kanakak's power structure is a peculiar one. Formal power rests in the hands of Dietron, an immortal cleric residing in a palace of blue stones and golden roofs. He can cast spells and benefit from the domain powers possessed by any evil cleric within Kanakak's walls, but no more than four domains at once. Common decisions are made by Denn Dodrak and a synod composed of all religious leaders, of which many are present in the town. These faiths all require various incenses, candles and other kinds of religious supplies. The merchants catering to these needs form a monopoly and have close ties to the Assassin's Guild.

4528 Gorgon (EL 11): Around a large 200-foot tall black obelisk live **3 gorgons** (CR 8; hp 68 each). Since the obelisk is like a lodestone to people new to the area, there is a large collection of statues around the base of the obelisk. The obelisk itself marks the grave of King Hywaskan the Lesser. Who the king was or where he ruled is a complete mystery. Below the obelisk buried in the ground is an entrance to this tomb.

4530 Gromooman (Village): Non-Standard; AL LG; TL 5; 200 gp Limit; Assets 6,925 gp; Population 1,108 (Able bodied 277); Mixed (orc 80%, human 10%, dwarf 5%, elf 5%); Resources: Market. *Authority Figure:* Zandorak, male human LG Pal9 (Seker). *Important Characters:* Keuldin, male human LG Pal7 (cavalry); Brontegg, male Alryan LG Pal 7 (infantry); Dunzell the Cudgel, male orc LG Clr6 (Mitra); Randurus, male human NG Wiz3 (archives); Yelon Grimm, male orc LG Ftr3 (armorer); Bandur Smashkill, male half-orc LG Ftr5 (fighting instructor).

Mitra's paladins converted the orcs of Gromooman to the good faith when their former leader, Lord Albus singlehandedly defeated Midor's evil clerics and cured the many who were inflicted with a hideous disease. Albus was felled by a poisoned blade, but his legacy lives on. The paladins maintain a strong army to prevent an invasion by the upriver towns, and only honest trade is permitted. The town archives contain a multitude of thin clay tablets with cuneiform writing, which were unearthed during the construction of Mitra's temple. So far, no sage has been able to decipher the writing, and even magic is ineffective.

4533 Nustle Nook (Castle): Conventional; AL CG; TL 5; 100 gp limit; Assets 400 gp; Population 128 (22 halfling archers War1-3 and 10 veteran halflings Ftr1-3 guard the castle; the remaining 96 are Com1-3s or Exp1-3s); isolated (halflings 98%, others 2%). *Authority Figure:* Oswald Furrbelt, male halfling CG Wiz4. *Important Characters:* Hepes, male wood elf NG Ari4 (deposed prince).

The halfling wizard Oswald Furrbelt built Nustle Nook castle. Furrbelt is notorious for not bathing for years at a time. The residents are fond of their leader, but three years ago literally kidnapped him from his alchemist table and doused him in a fountain in his castle's courtyard. Hepes is a deposed elven prince. He was run out of his kingdom to the south only a few weeks ago. He sought refuge with his family's old friend Oswald. Now he seeks stout retainers to assist him in regaining the throne.

4628 The Blessing Fountain: The water spraying from a giant fountain refreshes everybody as if a *bless* had been cast on them. The effect lasts for 1-3 hours.

4709 Isle of the Magic Statue: At first glance, this isle holds little interest, being mainly low barren hills. Upon closer inspection, a pond filled with pale green water is found at the isle's center. Although colored the water here is amazing clear, allowing anyone looking into to notice the bottom is a mere eight feet in depth with a solitary upright standing statue resting on the bottom. The statue grants the first person or intelligent creature drinking from or immersing themselves in its waters a *limited wish*, conveying to the benefactor that this wish must be made before the sun sets that evening. Every so often, this wish is granted again, but the time period lapse or event that triggers this resetting is unknown.

4715 Fort Kaisorn (Citadel): Magical; AL N; TL 6; 100 gp limit; Assets 1,363 gp; Population 436 (60 light foot Ftr1-3, 30 heavy foot Ftr1-3 and 29 cavalry Ftr1-3 constitute the garrison; the rest are Com1-3 peasants, farmers and inhabitants of the forest or Exp1-3 trackers, guides, hunters, woodsmen, craftsmen or artisans); isolated (human 75%, others 25%). *Authority Figure:* Kestuie, female human N Ill5. *Important Characters:* Sopio the Rat, male human CE Rog5.

Fort Kaisorn was built near the forest as a watchpost for rangers many years ago. Eventually the rangers left when the town became popular with loggers and those who cultivated the forest for charcoal. Now it is home to a minor illusionist contingent. Being the wealthiest in town for their trinkets and smoke rockets, the illusionists are the rulers of this small plutocracy. Sopio is the leader of a contingent of ruffians who bully outsiders out of purse and good. Few do much about Sopio and his strong-arm tactics because the guards are well bribed.

4718 Crystal Cave (EL 5): A *crystal ball* sits on a table inside of a small cave. It is covered with cobwebs and the cave is infested with **11 small monstrous spiders** (CR 1/2; hp 4 each).

4807 Yeti Lair (EL 8): Wandering the surround wastes, this pack of **4 yetis*** (CR 4; hp 26 each) searches for a change from their normal diet of four legged creatures. In particular they are looking for a meal of the two legged kind. Located in a small cave, the yeti lair is devoid of any skeletal remains because the beasts usually feast wherever they catch their prey.

4809 Isles of the Winds: A strange cycle of winds course over this island at 45 miles per hour. Beginning at midnight, the winds come from the south, switching to similar nature but from an opposite direction from the north, starting at noon.

4923 H'sur (Citadel): Magical; AL LE; TL 5; 100 gp limit; Assets 625 gp; Population 200 (30 warriors War1-3 and 20 veteran longbowmen Ftr1-2 are the citadel's defense force; the remaining 150 are Com1-3 servants, villagers and herdsmen or Exp1-3 merchants, tradesmen or expert castle staff); mixed (human 50%, gnomes 20%, others 30%). *Authority Figure:* Yteg the Eel, male human LE Wiz5. *Important Characters:* Pert Raltha, male human NG Brd5 (entertainer).

The dastardly Yteg runs this merchant way stop with an iron fist. Charging outrageous prices and high tariffs, Yteg grows fat off the spoils of his enterprise. Many merchants avoid H'sur altogether. Pert is a popular minstrel who weaves an impressive command of various languages into tongue twisting lyrics. He usually is found rolling the bones in the Limelight Tap, a popular tavern.

4825 The Eyeless Idol: A wooden idol disfigured and defaced is covered with mold. Two holes where the eyes were indicate there were once gems inset.

4914 Ogre's Hut (EL 2): An **ogre** (CR 2; hp 26) lives in a small hut built here. He is less aggressive than most of his ilk, and can be traded with or bargained with rather than just fought. He makes peaceful signs at any that

approach. He is still evil, and eats human flesh, though he prefers goat and cow. An ogre is carrying a flask of alchemist's fire and has a *+1 scimitar*.

5010 Isle of the Bore: The only element of interest on this lack luster isle is a single stone chair situated near the northern coastline. Going along with the theme of a general lack of excitement here is a young man who continual sits upon the stone edifice telling long and very boring tales. So dreadfully dull are these tales anyone listening for more than five minutes worth is lulled to sleep (as the *sleep* spell) for 2d6 hours unless a successful Will save (DC 15) is made.

5015 Burned Down House: A crossbow hangs on the fireplace of a house that has just burned down. It is *+2 light crossbow* but was weakened by the fire and will shatter after 2-12 uses unless magically *mended*.

5025 Spectre Lair (EL 13): In an abandoned manor house, the family of Justinian — now **7 specters** (CR 7; hp 45 each) — still bickers. In life this wealthy merchant family argued over everything from the time of day or whether the last visitor's name was Jimi or Jami. After their daughter Tarrana returned to exact vengeance on her family by turning them (like her) into specters, the family's ways did not change. In fact, they got much, much worse. At least in life they had to eat, sleep and once awhile take a breath between arguments. Now the never-ending cacophony can be heard for almost a mile around the house which is in disrepair. Ianote, the butler, who is also a spectre still lives with the family and is very anxious for a goodly cleric to come an annihilate both him and his cruel masters from this horrible existence. However why Ianote has fled is a complete mystery.

5113 Mux Citadel

5113 Mux Citadel (Citadel): Conventional; AL N; TL 7; 100 gp limit; Assets 2,500 gp; Population 800 (100 men-at-arms War1-3, 50 veterans Ftr1-3, 25 light cavalry Ftr1-3, 20 heavy cavalry Ftr2-4 and 5 officers Ftr3-6 make up the garrison; the rest are Exp1-3 merchants and their Com1-3 assistants, servants and laborers); isolated (human 90% [mostly Ghinoran], others 10%). *Authority Figure:* Kest of the Nine, male Ghinoran LG Pal7. *Important Characters:* Hoary Topep, male Ghinoran CN Brb3 (wealthy hunter); Silar Stumblin, male gnome NE Wiz7 (acrobat).

Mux, named for the long dead Mux family, is a thriving merchant community. Losing their hereditary leader many years ago, the merchants hire a castellan, usually a paladin (such as Kest), for a fee to keep the town orderly. Kest is a member of a family of nine sons, all of which are holy crusaders for the glory of truth and righteousness. Hoary is the resident drunk. He journeyed in from the wilderness three years ago, entered the Bottomless Tankard tavern and has never left. He is a jovial drunkard, but gets angry when others do not partake in the drink with him. Silar and his traveling troupe of acrobats recently entered town and pitched a large tent outside Castle Mux. The troupe plans to do shows for a fortnight, picking as many pockets as possible before moving on.

5115 Rapunzel's Wheel: A spinning wheel lies half sunken in the cinders of a burned out tower. The wheel is fully operational, radiates huge amounts of magic, and spins gold from straw, up to 50 gp per day. However, at the beginning of every day of use the user must thrust his thumb upon the magic spindle suffering one point of damage and possibly (10% chance) falling into an enchanted sleep that can only be removed by a *miracle*, *wish* or *limited wish*.

5122 Asimar (Small Town): Conventional; AL N; TL 4; 800 gp Limit; Assets 48,600 gp; Population 1,944 (Able bodied 486); Mixed (elf 85% [mostly wood, some wild], half-elf 10%, human 5%); Resources: Fur. *Authority Figure:* Edrabrimbor, male elf [wood] LG Rgr4. *Important Characters:* Spoofin Orom, male elf [wood] N Ftr4; Telumnir the Just; male elf N Ftr3; Aeldariel, female elf CG Ftr3.

While Edrabrimbor organizes the hunts, Orom negotiates with merchants and Telumnir maintains order. Aeldariel is widely acclaimed as the best poet and song writer this century. She took this as a vocation after losing her human husband to orc raiders. The Spicy Leg has a enclosed stable and well protected rooms. Fur caps, coats and boots are sold near the town fountain at merchant booths. One booth has a huge brush protruding from the top said to be made from the nose hairs of a giant. All elves must be armed.

5208 Bugbear Lair (EL 4): Shunned by their own tribes, Oswald and Bruce are **2 very unusual bugbears** (CR 2; hp 16 each). The two sit around and play a crude version of chess while discussing historical events. Most of these historical events are completely made up by the two. However both remember this make believe with an uncanny encyclopedic knowledge. Leaving their cave to hunt, the two bugbears are always quick to return to their game and their discussion. Both treat visitors as long lost friends and actively seek any knowledge of the world from them. The two also have a collection of platinum coins (200 pp) from various lands that they have gleaned over time. However, the bugbears gladly exchange the coins for bits of knowledge and history.

5210 Reefs (EL 2): A reef here is shallow, and presents extreme hazard to any passing ship. A **giant sea snake** (as giant banded krait*; CR 2; hp 12) slithers listlessly across the water searching for food.

5228 Halfling Rock (EL 3): A family of **five halflings** (CR 1/2; hp 4 each) has been castaway on this desolate rock for three days without food or water. They are terrified, and wish only to leave the island.

CHAPTER SEVENTEEN
GHINOR HIGHLANDS

While most of this region is lowland filled with jungles and swamps, it is known as the Ghinor Highlands. The Ironfoot dwarves of the Over Doom Mountains are the most powerful political faction present in the area. The dwarves consider themselves the rightful rulers of the land but seem quite happy to keep to themselves and let others live as they wish, as long as their own territories remain undisturbed. The rest of the settlements are mostly small, independent communities with little to tie them together. It is not uncommon to encounter exiled demonbrood from the Demon Empires in the region, especially in the secluded valleys of the highlands.

The lowland regions of Ghinor capture much of the marine moisture, and heavy rains there are frequent. At higher elevations, temperatures are cooler and heavy precipitation less frequent, but still sufficient to create a lush and pleasant landscape. The uplands are considered to have an especially pleasant ant tolerable climate, though the occasional demonbrood and other dangerous creatures keep settlers on their toes.

GEOGRAPHIC FEATURES

Regions beneath the ridge should be considered Hot, Wet unless otherwise noted. Regions above the ridge should be considered simply Warm.

Abbots Quest Hills (Gentle Hills; EL 8): Used by a long gone religious order as a testing ground, the Abbots Quest hills push the limits of the physical and mental strength of all who traverse its environs, albeit small, tumbled down shrines allow safe rest at secluded locations. Many caves in these hills lead to underground caverns. One of them holds a town of evil dwarves, who employ wereboar guardians. A holy relic of Loki is protected by a Great Wurm in the underworld according to sages. **Encounters:** wereboars, night skeletons (pitch black and hard as steel!)

Beldenwood (Medium Forest): The Beldenwood forest is the home to wood elves that war with another tribe in the Rising Say Forest. They constantly fight against the orcish hordes of the south as well. The elves consider anyone not of their tribe to be spies. **Encounters:** wood elf warbands, assassin vines

Blessed Sleep, Island of: This island is overrun by ghouls and other undead who have managed to defeat every attempt to clear them out. They build small rafts, using them to swarm over ships that pass too close. A strange obelisk rising from the center of the island is the source of the infestation. The obelisk acts to permanently *desecrate* the area of the island as the spell of the same name and concentrations and numbers of ghouls and their strange kin double in the vicinity of it. The Obelisk is quite difficult to destroy (Hardness 5; hp 240; Break DC 50.) Attacking the obelisk automatically summons **3d6 ghouls** (CR 1; hp 13 each), **2d6 ghasts** (CR 2; hp 26 each), **1d2 allips** (CR 3; hp 26 each), and a **morgh** (CR 8; hp 91). As they are destroyed, others arrive to fill in their ranks.

Blue Arbor Cliff (Rugged Hills): Veins of quartz in the cliff face give this area its name.

Brestalein's Island: Brestalein was killed here by a grove of animated vicious trees, **evil treants** (CR 8; hp 66 each; AL CE), on the southeast corner of the island. His remains are still held by one of the trees, and his relatives are willing to pay a reward of over 1,000 gp for its recovery. The jungle swarms with gorillas and giant wasps.

Brown Thorn Peak (Forbidding Mountains, high peak): The highest peak in the Over Doom range (17,000+ ft.),

the Brown Thorn is a landmark that can be seen for hundreds of miles on clear days. A family of red dragons lair is nearby (3622).

Calenvicar Swamp (Swamp): Home of a coven of witches. On nights of the full moon, a soulless baying can be heard through the bog.

Candle Doom Wood (Dense Forest; EL 14): Deep, dark, and foreboding, the Candle Doom Wood is home to an ancient lich-priest that feeds on any living being it can find in the woods. Hordes of undead prowl the woods looking for victims. A perpetual gloom shrouds the woodland, even at daytime. **Encounters:** small armies of skeletons, zombies and ghouls, lead by higher type undead such as specter-, wraith- or vampire-clerics, lesser demons and devils, demonbrood

Cliffbottom Marsh (Swamp; EL 12): This swampland is covered in a think layer of low-lying fog. Vision is reduced to 30 ft. in any direction, and an unnatural chill permeates the area. Ghoul packs roam the marsh. The muddy water drains into the underworld at the bottom of the rocky ridges. **Encounters:** ghouls, wraiths, lesser demons and devils

Danellion River (Calm Aquatic): Flowing from the coast nearly 50 miles south to Agrim, the Danellion is a warm slow river supplying the forests and jungles near the coast. The banks of this river is the range of a pride of lions that have never known to attack except in defense. Elves and Amazons have been observed speaking to the Lord of Lions, a huge muscular male.

Deaf, Forest of the (Medium Forest): This forest is profuse with a special plant that sprays spores to frighten off herbivores. The spores absorb all sound nearby. **Encounters:** griffons, lost souls (feral humans controlled by an otherworldly intellect, treat as unturnable 4 HD zombies)

Dienstall Hills (Rugged Hills): Barren hills with little resources, the Dienstall has an abundance of hill giants that make their home here. **Encounters:** abyssal hill giant bands

Doomall Lake (Calm Aquatic): The largest lake in Ghinor, the Doomall is a shockingly deep blue, and quite clear near the shore. Aquatic life is abundant, with many varieties of fish, crustaceans, and eels. Giant gar and pike patrol the deeper waters, and a few giant eels have been seen as well. Dwarves from a nearby village (4126) erected a watchtower to guard against the "Creature of the Doomall," a serpent of unknown origin. **Encounters:** freshwater fish underwater, nothing above water

Elven Laugh Cave: Faint sounds of merrymaking can be heard at the entrance to this cave. Many have tried to find the source but none were successful – or they aren't telling.

Famoran River (Rough Aquatic, Perilous): A black, swirling Famoran River is home to giant poisonous frogs and giant catfish which prowl the shoreline looking for prey. **Encounters:** giant poisonous dire frogs

Frosthedge Rise (Rugged Mountains): A pitchfork shaped ridge of towering rock nearly 60 miles long, the Frosthedge Rise is an excellent vantage point to see the lowlands of the Ament Tundra and Ghinor Highlands. On clear days, the lands can be seen for a hundred miles in any direction. The great ridgeline is only traversable thru various passes. Since this region has been the scene of many ambushes against demon expeditions, broken remains are common.

Fullerins Pass (Rugged Mountains, low pass): One of the rare paths up through the Doom-Wall Cliffs. Fullerin's Pass was the site of a bloody battle between adventurers and an army of hobgoblins and ogres. **Encounters:** dwarf patrols

Golden Song, River of (Calm Aquatic; EL 3): This gentle river has areas that seem to sing to travelers as they pass. The singing comes from sirens along the banks.

Ivy Bill Ford (Calm Aquatic, Busy): Built by the Wellring family from nearby Wellring Castle, Ivy Bill Ford is named after a favored uncle. The Wellrings patrol the area south of the ford on a regular basis.

Joyful Demon Hills (Gentle Hills, Hot): Named for the sounds of howling heard echoing through the hills, the Joyful Demon Hills actually reflect the sound of apes from the Screaming Hyena jungle. One ruined shrine hidden deep in the hills is dedicated to a two-headed baboon-like creature with tentacles for arms – the Demon Prince Demogorgon. According to the runes, the creature walked the hills and the jungle to the north in ancient times.

Joythang, Pass of (Rugged Mountains, low pass): One of the very few safe passages through the Over Doom Mountains, the Joythang Pass is watched over by a storm giant that lives in one of the high peaks near the pass.

Legiongate Pit (EL 16): Sounds of battle and woe can be heard emanating from the depths of this gaping pit. No expedition to its bottom has ever returned. **Encounters:** demons, devils and other foul creatures of the underworld

Lizard Mane Swamp (Swamp): This sprawling wetland is home to numerous tribes of cannibalistic lizardmen, frogmen, kobolds, hobgoblins and ogres, who all battle for supremacy in the boggy land. An adult black dragon occasionally aids a tribe that is under attack, only to turn on the group as soon as the stronger force is driven off. A ruined temple can be found in the interior, as well as a long forgotten summer palace (3013). **Encounters:** humanoid warbands, black dragons

Many Eyes, Swamp of (Swamp, Hot): The southern portion of the Great Unctuos Swamp, the Swamp of Many Eyes is fed by a salt water river reaching from the northern coast. Vicious predators roam the interior, and the swamp is deep enough along the river to allow a larger vessel to navigate the channels leading out to the edges. The Beast of a Thousand Eyes, a legendary and reputedly invincible creature lives somewhere in the swamp. Its mere glance is said to possess prismatic qualities!

Morkymirth Hills (Gentle Hills): South of the Rising Say, the Morkymirth is home to a tribe of ogres who sometimes work as a mercenary group.

Over Doom Mountains (Forbidding Mountains, low peak/high pass, Giant): This range of high peaks (avg. 10,000- 11,000 ft. high above the highlands) acts as something of a wall to the lands southeast of the mountains. The passes are treacherous; giants and dragons lair in the range. Natural obstacles also present a challenge; landslides, rock falls, and avalanches are common occurrences. A family of red dragons makes their lair on Brown Thorn Peak (3622). Several round warning stones, carved in ancient Kelnoran

glyphs, can be found in the lower approaches. Savage cavemen represent the only form of "intelligent" life here. They live in silent valleys where ages old artifacts of a bygone era lie forgotten by all.

Overmist Wood (Dense Forest, Wet): This black tangled forest on the southern shore of Doomall Lake is home to many undead. Wights and specters are quite common here. The upper canopy of foliage does not allow light to illuminate the paths of the forest. If anyone sleeps in the Overmist Woods, they are subject to a *confusion* spell when they wake (DC 20, cast at 20th level), lasting a full day. Many small lakelets are found in the woods, some with magical properties of healing, possession, mesmerism, petrification, etc. **Encounters:** wights, specters, shadows

Pellin Run (Calm Aquatic): The northern stretch of the River of Golden Song, occasional giant pike make their way downstream to feed on smaller fish they find.

Ram, Pass of the (Rugged Mountains, low pass): The safest of the passes to the Doom Plain, the Pass of the Ram is a twisting switchback that appears as a giant staircase when viewed from the north. Is takes twice as long to climb to the top as the other passes. Dwarves from Ramshadow Castle (4711) are constructing a safe road to the highlands. **Encounters:** dwarf patrols

Rising Say Forest (Dense Forest): The elves of the Rising Say are a barbarous culture, with headhunting and slavery being common practices. The elves use halfling scouts in their war with the northern elves. The trees of the Rising Say give off an aromatic scent similar to sugar. **Encounters:** wood elf warbands, giant spiders

Screaming Hyena Jungle (Dense Forest, Hot, Wet, Giant in areas; EL 14): The largest jungle in the world, the Screaming Hyena covers hundreds of square miles of dense sweltering woodlands. Several tribes of hobgoblins live in the interior, as well as packs of carnivorous apes, panthers, leopards and giant spiders. Giant varieties of more common jungle creatures have been found here as well. Giant lizards and dinosaurs have been noted by unfortunate explorers. The jungle hides a field of springs where oil and naphtha can be found in great quantities. **Encounters:** dire apes, panthers, leopards, trapdoor spiders, hyena packs led by werehyenas, feral dwarves, dinosaurs, dragons, hydrae

Shadow Castle Rise (EL 12): Looming like the massive wall of a black and foreboding castle, the Rise overlooks the Calenvicar swamp. Ghosts are active at night along the top of the rise, cavorting and dancing. Those of weak will join the mad revelry and hurl themselves to their doom.

Silverholm Ford: The site of a large battle between dwarves of the northeastern Over Doom Mountains, and fish-men from Doomall Lake. A silver obelisk commemorates the event.

Singtrellian river (Calm Aquatic): This mighty river, flowing along the base of the Great Cliff, feeds the Lizardmane swamp and the surrounding forests. Small merchant ships can navigate the river up to the village of Treebreath.

Sylvan Well: A small (4 ft. diameter) well located on the southern edge of the Beldenwood, the Sylvan Well will rarely (3% chance per coin, non-cumulative) grant someone a *limited wish*. A person can only benefit once in their life. No elf is subject to its effects.

Westfond Creek (Stormy Aquatic, Perilous): A natural wonder, the Westfond creek flows roughly 20 miles north of the Wooling Lake, where it suddenly stops and reverses its flow. The stream constantly churns with opposing forces. The mages of Tula use it in the enchantment of magic items.

Wooling Lake (Calm Aquatic, Busy; EL 2): A deep murky lake, the Wooling has a school of giant sturgeon that swim in the darkest of the waters. The sturgeon have attacked boats. The lake is very cold year round. Fishermen from Rastingdrung roam the waters and tell stories about a sunken city of absolute purity beneath the surface.

Specific Locations

0203 Sinking Ship: Floating in the sea is a small, battered ship, obviously the survivor of a battle with some sea creature. The ship begins to sink immediately should anyone board it.

0213 Delshome (Hamlet): Magical; AL N; TL 3; 100 gp limit; Assets 1,675 gp; Population 536 (Able bodied 134); Mixed (human 85% [mostly Ghinoran], elf 10%, dwarf 5%); Resources: Horses. *Authority Figure:* Tan'Boal, male human N Wiz3. *Important Characters:* Nahar Melatrax, male Ghinoran LN, Wiz2 (assistant); Galen Ansher, male Ghinoran N Ftr4 (horse merchant); Radan Molach, male human CE Rog3 (horse merchant).

Delshome is known for its horses, which are well suited to the hot climate and sold in Lak. Tan'Boal tries to maintain a balance between the two horse merchants, who both want to claim leadership over the hamlet, and meet the ever-increasing demands of Lak's assassins. The Sandman's Flute is popular with the horse trainers and travelers. A tall Karzulun noble, replete with turban, is staying at the inn and has raised fears that his tribe may migrate from its traditional nomadic life near Tarantis for easier prey.

0218 Lak (Small Town): Nonstandard; AL N; TL 5; 800 gp limit; Assets 37,400 gp; Population 1496 (Able bodied 374); Mixed (human 75% [mostly Ghinoran], dwarves 10%, elf [wood] 10%, elf 5%) ; Resources: Horses. *Authority Figure:* Preston the Shiv, male human N Rog5/Asn2 (guildmaster). *Important Characters:* Arhan Menger, male Ghinoran LE Rog5/Asn1 (taxman); Gushi Longbeard, male dwarf LE Ftr4 (taxman); Levira Milo, female human LE Clr7 (of Thanatos, caretaker of burial grounds); Ulf the Toad, male Ghinoran N Ftr4 (horse merchant); Kaniara Kelad, female elf [wood] NG Rog5 (innkeeper).

Lak has a large horse market, which, like most businesses, is controlled by the Assassins' Guild. Preston has grandiose plans to replace nearby authority figures with his own trusted men. Arhan and Gushi are his right hands and they are often away with a sizable force to extract as much gold as possible. Under Kelad's Three Palms Tavern is a sealed family crypt. The mead hall was once the fortified manor of a noble that was killed by weretigers decades ago. Three nearby ranches bring draft and riding horses here for display once per month.

0231 Deer-headed Scroll: A *scroll of fly* is secreted in antlers of one of three stuffed deer heads which adorn the

walls of a small abandoned tower (Search DC 20 to find the scroll). The tower has only one door, 25 feet up in the air.

0305 Merman Community (EL varies): This barnacled natural reef is home to a band of **44 mermen** (CR 1/2; hp 5 each) led by **Glasius** (male merman Brd 8; CR 8; hp 43; AL N; Str 11, Dex 14, Con 12, Int 14, Wis 14, Cha 15; *+1 trident, potion of charisma* [2], *potion of cure serious wounds* [2], masterwork heavy crossbow, 10 bolts, 250 gp, 500 gp jeweled armbands), a skilled Bard. The mermen are generally suspicious of outsiders but have been known to trade coral and giant pearls gathered from the deep in exchange for magic rings and wands that they desire. The entrance to their lair is guarded by **10 porpoises** (CR 1/2; hp 11 each); **2 druids** (male mermen Drd 5; CR 5; hp 36 each; AL N; Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 8; masterwork scale, trident, heavy crossbow, 10 bolts, divine scroll of *heat metal* and *summon nature's ally III*, 50 gp, 100 gp coral necklace) and **2 rangers** (male mermen Rgr5; CR 5; hp 42 each; AL N; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8; masterwork scale, *+1 trident*, heavy crossbow, 10 bolts, potion of cure light wounds (2), 50 gp, 100 gp coral necklace). Glasius' wives, **Aeno** (female merwoman Clr 6; CR 6; hp 50; AL N; Str 14, Dex 13, Con 14, Int 12, Wis 17, Cha 13; masterwork scale, masterwork trident, heavy crossbow, 10 bolts, divine scroll of *neutralize poison*, a wand of *cure light wounds* (40 charges), 35 gp, 200 gp coral wreath) and **Lieli** (female merwoman Clr 6; CR 6; hp 45; AL N; Str 14, Dex 13, Con 14, Int 12, Wis 17, Cha 16; masterwork scale, masterwork trident, heavy crossbow, 10 bolts, divine scroll of *magic circle against evil* and *spell immunity*), see to the religious needs of the community. The mermen have a small treasury located in Glasius's sea cave: *+1 trident, divine scroll of flame strike* and 4,000 gp worth of coral and giant pearls.

0308 Isle of Green Death (EL 4): This vegetation covered island serves as a home to several very large Green Slimes. This particular green slime has become immune to the effects of sunlight and is hard to detect amongst the common shrubbery, requiring a PC to make a successful Spot check (DC 15) or blunder into it unwittingly. There is a 35% chance of encountering a pit of **green slime** (CR 4; hazard) for every mile traversed upon the island.

0316 Hounds from Hell (EL 9): A pack of **eight vicious hellhounds** (CR 3; hp 22 each) stalk this charred and barren landscape which borders the Frosthedge Rise. They often wait until cover of darkness to assault parties of sleeping intruders.

0323 Oracle of the Water: The Oracle of the Gods rides on a raft floating in a small pond. The Oracle answers any question "yes," "no," or "maybe," on an equal random chance. The Oracle is a small, round crystal firmly attached to the raft, and if any attempt is made to remove it, a large reptilian head on a long sinewy neck rises out of the water and swallows the Oracle. The Oracle then re-appears in 1d6 days.

0326 Zanda (Hamlet): Conventional; AL CG; TL 7; 100 gp limit; Assets 1,975 gp; Population 632 (Able bodied 158); Isolated (elf 90% [mostly wood, some high], human 10%); Resources: Cloths. *Authority Figure:* Finthane Lioneyes, male elf [high] CG Wiz7 (Ill). *Important Characters:* Isenhart of Bramly, male elf [high] CG Sag3 (sage); Nelaveyne, female elf [wood] NG Rgr6 (master huntress); Galeindin, male elf [high] CG Ftr3 (sergeant).

Finthane is troubled by a ferocious green dragon whose lair is south of Zanda (0328). He built a concealed lookout tower to monitor its movement and hasn't decided yet whether he should have it killed or offer tribute. Isenhart of Bramly is a respected sage and his knowledge plant life has attracted a number of students. Zandan villagers create light decorative cloths from dried flowers and fine reed filaments. Outsiders think they are made of morning dew and the elves encourage this belief.

0328 Of Dragons and Dwarves: Ghazao, a juvenile green dragon (CR 7; hp 133 calls this forested area south of Zanda her own. She is currently gathering treasure to fill her lair as she prepares her nest for a breeding rut. She is not above attacking those she perceives as weak and easy pickings, although she avoids those who appear more powerful than she as long as they do not attempt to bring a fight to her home. Ghazao has charmed a dwarf named **Pug** (male dwarf Ftr2/Rog3; CR 5; hp 36; AL N; Str 16, Dex 15, Con 14, Int 10, Wis 10, Cha 12; studded leather, *ring of protection +1, +1 shortsword*, light crossbow, 12 bolts, 1 flask of alchemist's fire, *potion of cure moderate wounds, potion of spider climb*, 150 gp.)and uses him to help guard her lair. Pug is skilled at crafting mechanical traps for his mistress. Thus far Ghazao has gathered a hoard consisting of a *ring of mind shielding*, 1200 gp worth of gems and jewelry, and 300 gp.

0411 The Crewless Ship: When the tide recedes, the hulk of a small ship is exposed. There is a large hole near the bow, and inside the hold is a waterlogged cargo of textiles and a trident.

0415 Armor-Plated Skeleton (EL 5): Parts of an armor-plated skeleton are scattered about. Each part is still animated, and attacks anyone close enough as best as it can. Treat them as **5 small animated objects** (CR 1; hp 5 each).

0420 Ploontrep (Village): Magical; AL LG; TL 2; 200 gp limit; Assets 6,950 gp; Population 1,112 (Able bodied 278); Mixed (human 80% [mostly Ghinoran], elf 10%, dwarf 8%, centaur 2%); Resources: Timber. *Authority Figure:* Adramine Zahan, female human N Clr5 (of Rhiannon). *Important Characters:* Mara Linn, female human LN Clr3/Wit1 (witch-priestess); Nikhale Elear, female human NE Clr1/Wit4 (witch-priestess); Marhked Rames (sheriff), male Ghinoran LG Ftr4; Alia Rames, female Ghinoran LG Wiz2 (daughter); Furi Crossbeard, male dwarf [hill] N Ftr2 (lumberjack).

Adramine and her priestesses were installed by Preston the Assassin and they aren't well liked. Marhked Rames garners more respect, but he is more loyal to the village than Lak's masters. The village walls and the lookout tower are deteriorated and undermanned. Centaurs often barter game for woods suitable for bows and arrows. The trades are facilitated by a centaur family that has learned the local dialect and lives next to the fortified Leaping Tiger inn.

0514 Bluefalls Citadel (Citadel): Conventional; AL LG; TL 4; 100 gp limit; Assets 625 gp; Population 200 (40 War2s and 10 Ftr2s serves as the garrison; the others are Com1-2s or War1s); Mixed (human 77% [mostly Ghinoran],

halfling 12%, elf 11%). *Authority Figure*: Isard Mohaath, male Ghinoran LG Ftr8. *Important Characters:* Elkar Moonwurm, male human LG Ftr3 (sergeant); Ah-alazan the Castellan, male human LN Ftr5 (captain); Gelvling Siliidar, male elf [wood] CG Rgr5 (Captain of the Archers).

This citadel was built to serve as a first step towards a western conquest for Ninn Mohaath, the father of the current lord. Isard is not interested in such matters, and enjoys hunting and jousting more. It is said that the elves of Pranstongue have a considerable influence over him.

0518 Feral Cows (EL10): A herd of **43 wild cattle** (CR 1; hp 19 each) roam these grassy plains. Industrious individuals who drive the herd to a civilized area may earn as much as 15 gp per head for the 43 cows in the herd as their meat is exceptionally tender. This could bring out other dangers, such as bandits and rustlers.

0522 Vampire and Ghouls (EL 10): A trap door in the ruins of an abandoned monastery leads to a group of partially caved in catacombs deep under the earth. **Fifteen ghouls** (CR 1; hp 13 each) wander the passages as well as a single **vampire** (CR 7; hp 32). They avoid the *Scepter of Bardingloos*, which disrupts any undead it hits. The Scepter draws its power from the twelve ton marble block on which Bardingloos lies, and works only when in a 1 mile radius of the stone. The *Scepter of Bardingloos* functions as a *+1 club* and disrupts any undead creature it strikes (as the *disrupt undead* spell).

0631 Bats! (EL 0): A short tunnel leading into an underground crypt is lined with garlic buds and holy symbols. The grave itself is empty. The tunnel entrance is hidden in a grave in which **hundreds of bats** (CR 1/10; hp 1 each) live.

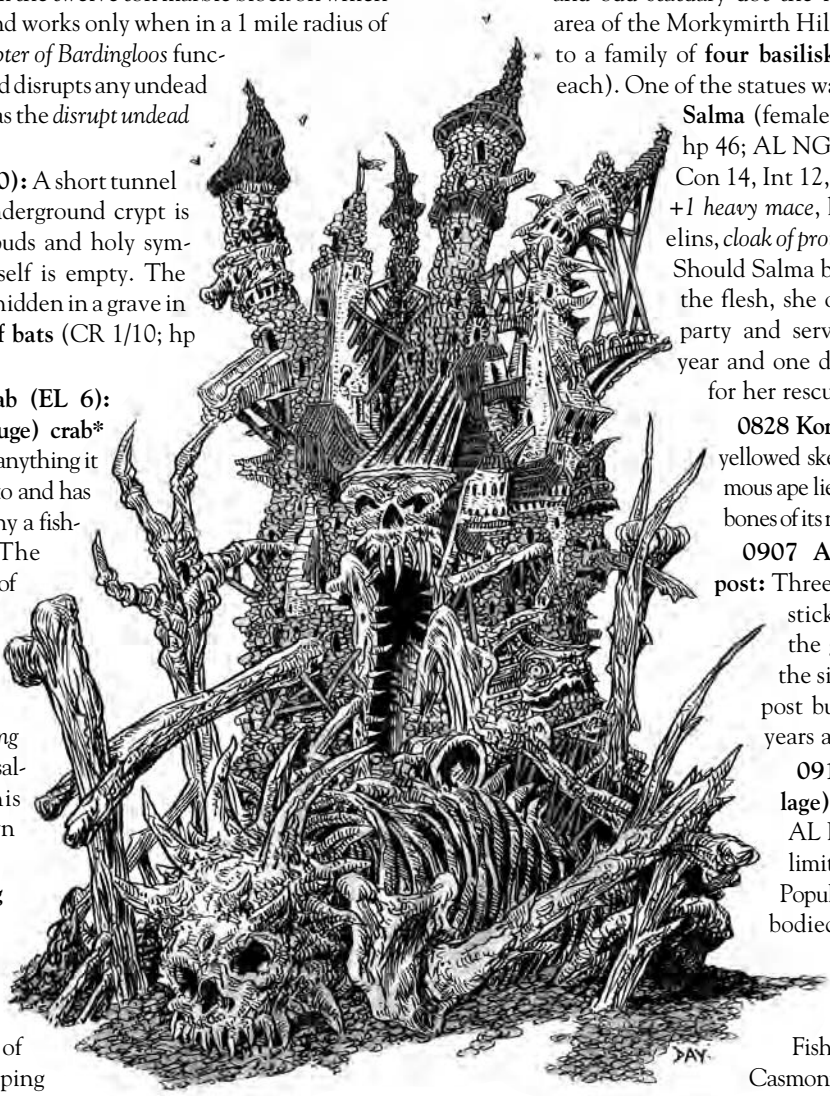
0703 Giant Crab (EL 6): The **monstrous (huge) crab*** (CR 6; hp 104) eats anything it can get its claws onto and has been the end of many a fishing schooner. The shattered remnants of one of its previous meals, an old pirate named Vincenz lies partially hidden beneath a boulder. A *ring of water walking* is salvageable from his seaweed overgrown remains.

0713 Lightning Spears (EL 1+): A circle of fifteen spears stuck into the earth guards the final resting place of a warrior killed wiping out an orc war party. The spears fire a *lightning bolt* if touched, dealing 2d6 points of electricity damage, or, if someone enters the circle, they fire together dealing electricity damage to all within (to a maximum of 15d6; 1d6 per spear). The charred remains of several armed men are scattered inside.

0718 Wandjoust Castle (Castle): Conventional, AL N; TL 3; 100 gp limit; Assets 1,000 gp; Population 320 (40 War2s, 20 Ftr2s, 20 Ftr3s guard the castle; the rest of the inhabitants are mostly Com2-3s); Mixed (human 86% [mostly Ghinoran], half-elf 10%, elf 4%). *Authority Figure*: Loskarl the Many-eyed, male Ghinoran N Brd12. *Important Characters:* Archet Dwarow, male human LG Ftr3 (sergeant); Durwulf White, male human NG Ftr6 (captain); Megaoltrates, male Ghinoran N Brd7 (retainer); Laakos of E'rd, male Karakhan N Ftr8 (general).

Wandjoust castle is ancient and morose, built upon old ruins and the bones of titans. Loskarl and his companions occupied and rebuilt it partially, but even now, certain passages are still dangerous to walk, due to hazardous architecture or undead. Loskarl believes these corpses are controlled by a hidden intellect hidden below in some dark vault.

0731 Strange Rocks (EL 10): Animal shaped boulders and odd statuary dot the landscape of this area of the Morkymirth Hills which is home to a family of **four basilisks** (CR 5; hp 45 each). One of the statues was a cleric named **Salma** (female Ghinoran Clr5; hp 46; AL NG; Str 10, Dex 11, Con 14, Int 12, Wis 14, Cha 10; *+1 heavy mace*, half-plate, 4 javelins, *cloak of protection +1*, 50gp). Should Salma be turned back to the flesh, she offers to join the party and serve them for one year and one day in repayment for her rescue.



0718 Wandjoust Castle

0828 Kong No More: The yellowed skeleton of an enormous ape lies in the brush, the bones of its right hand missing.

0907 Abandoned Outpost: Three charred javelins stick slightly out of the ground, marking the site of a small outpost burned by orcs 15 years ago.

0910 Agrim (Village): Conventional; AL LG; TL 5; 200 gp limit; Assets 6,755 gp; Population 1,084 (Able bodied 271); Isolated (human 95% [Ghinoran], elf 5%); Resources: Fish. *Authority Figure:* Casmonph the Sailmaker, male Ghinoran LG Ftr6. *Im-*

portant Characters: Devi Mehran, female human LG Ftr3 (sergeant); Mordri Mehran, male human LG Ftr3 (sergeant); Yngwyn Haelabar, female Ghinoran CN Alc6 (alchemist); Slip Pati, female human CG Wit3 (ship owner and fishmonger); Fisheye Calaf, female elf [wood] CG Ftr2/Wiz2 (captain of the *Demon Duck*).

Agrim is a fishing village with a harbor that is well protected from both storms and pirates. Yngwyn, a renegade from Tula, sells dusts and salves at the Powders and Philters. Casmonph acquired a gigantic figurehead from a shipwreck and installed it in front of his dwelling. Some villagers claim the figurehead opens its wooden eyes at night. Giant clams have claimed the lives of many unwary beachcombers. The Lucky Lamprey is the scene of riotous singing every evening.

0913 Bloodseep (Village): Conventional; AL LE; TL 4; 200 gp limit; Assets 4,625 gp; Population 740 (Able bodied 185); Mixed (human 85% [mostly mixed, there is a Ghinoran enclave of assassins and thieves], dwarf 8%, wood elf 7%); Resources: Leather. *Authority Figure:* Troldaker Manslayer, male Ghinoran CE Rog5. *Important Characters:* Yayur Menger, male human CE Rog4 (merchant); Dalean the Drummer, male half-orc NE Brd5 (musician); Lehl Elfintongue, elf [wood] CE Rog3 (traveler); Bumpy Brandybucket, male halfling N Rog2 (innkeeper); Turlemaine, male Ghinoran CE Clr3 (of Mawdorn).

Bloodseep is in turmoil as Troldaker, the murderer of the last mayor, tries to consolidate his power. Other aspirants include Yayur Menger from Lak, Dalean the Drummer, a half-orc bard whose ribald songs make many blush, and Lehl, an exiled elf. Many leather craftsmen buy the boiled leathers produced by the stinking pots downwind of the village. Hunters like to stay at the Lacquered Hauberk tavern and tell tales of local sinkholes filling up with blood.

1016 Shades of Umber (EL 9): A pair of **umber hulks** (CR 7; hp 70 each) make their lair in caverns concealed beneath the sandy plain feasting upon what **grick** (CR 3; hp 9) and **carrion crawler** (CR 4; hp 19) nests they come upon as well as the occasional spelunker foolish enough to delve into these stygian depths.

1021 Maps of Tafalager the Daring: Secreted in the hollow of a large oak is the writing case of Tafalager the Daring, a famous wanderer who disappeared 40 years ago. It contains several crumbling yellow maps of lands both near and far off.

1107 The Tin Cup: A battered tin cup is partially sunk in the creek. It has Dwarven runes stamped into which translate as "To the health of everyone but Ragnall the Butcher."

1112 Plains of Gorgon (EL 10): A mated **pair of gorgons** (CR 8; hp 70 each) roam this plain, grazing peaceably. They defend their territory to the death.

1118 Pranstongue (Small Town): Conventional; AL LG; TL 9; 800 gp limit; Assets 39,700 gp; Population 1,588 (Able bodied 397); Isolated (elf 90% [mostly wood], human 5%, gnome 5%); Resources: Jewelry. *Authority Figure:* Caterr, male elf [high] CG Ftr6. *Important Characters:* Languor, male elf [wood] CG Brd7 (court minstrel); Lean of the Woods, male elf [wood] LG Rgr3 (captain of the bowmen); Nahal the Swift, male half-elf LG Ftr8 (captain of the guard); Valed Varion, female elf [high] N Sor5 (school of sorcery); Goldnose, male gnome [city] LN Exp9 (gnomish leader).

Pranstongue is a well defended, walled elven town, repeatedly besieged by orc marauders. It is ruled by Prince Caterr and the elven nobility. The craftsmen in Pranstongue make marvelous jewelry. Many of them are gnomes, who can stay here by permission. All visitors must leave in three days or suffer the consequences.

1125 Bane of Briarbrush (EL 12): Known as the Bane of Briarbrush, a ravenous **fiendish purple worm** (CR 12; hp 200) terrorizes this area north of the Morkymirth hills. A 3000 gp bounty in Elfwine is offered for proof that the beast is slain. Rumor has it the locals actually run a side bet every time an adventuring band heads into the hills as to which if any of them shall return alive. The beast's lair is an extensive hive of worm tubes which it pops its head from to feast on passersby, only to drag them down into the depths to digest at its leisure. A PC making a successful Search check (DC 30) of the worm tubes finds a *+2 obsidian shortsword* and 1,200 gp in gems amongst the worms leavings.

1201 Sea of Elves (EL varies): A small colony of **36 mer-elves** (CR 1/2; hp 3 each) make their home here off the shore of Eldiston. They make their living by trade in live crab and pearls gleaned from the floor of the sea. **Shilshiree** (Female Mer-Elf Sor6; hp 20; AL CG; Str 6, Dex 13, Con 11, Int 14, Wis 12, Cha 18; dagger, light crossbow, 10 bolts, arcane scroll of *invisibility*, potion *of cure serious wounds*, potion of *darkvision*, wand of *color spray* [10 charges]) their mistress, is protected at all times by two **5th level rangers** (Mer-Elf Rgr5; hp 42 each; Al N; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 10; masterwork scale, *+1 trident*, longspear, *potion of cure light wounds [2]*, 50 gp, 100 gp amethyst). The sea elves have a cache of 2400 gp in pearls gleaned from the sea and 1800 gp in finely carved coral jewelry.

1221 The Letter: A badly scrawled letter is hidden in a leather map case hidden in a small crevice. The letter is an urgent appeal for aid against orcs attacking the town of Pranstongue (1118).

1227 Briarbush (Small Town): Magical; AL N; TL 2; 800 gp limit; Assets 45,900 gp; Population 1,836 (Able bodied 459); Isolated (human 92% [some Ghinoran, a few Elritorn], elf 5%, dwarf 3%); Resources: Cloths. *Authority Figure:* Deken, male Elritorn LN Drd10. *Important Characters:* Hazne, male Ghinoran LN Drd4; Sharga Vilor, male Ghinoran LN Drd4; Mighty Mok, male N Bbn5 (champion); Norgo, male human N Ftr5 (outriders' leader); Gebnit, male Ghinoran CE Rog4 (owner of the Unwrapped Mummy); Lamrok the Red, male dwarf [hill] N Ftr3/Exp5 (Tinkers Trammels); Sharnbartin, male human N Ftr2 (King of Weavers' Row); Shuttles Berdoc, female Ghinoran N Wiz2/Exp3 (dyer).

Briarbush is a conservative little town under the rule of a druidical order. Laws are strict and the Plaza of Grand Judgments is active every other week when criminals are exiled or stoned. Most buildings are made of adobe and the streets are very dusty. No fortifications exist, but Norgo and his light cavalry keeps brigands away. Gebnit sends weak looking adventurers to the "Redstone Ruins," where they

are subdued and sold into sordid slavery. Cotton farmers bring spare bales to the weavers and share in the profits or barter for goods. The Red Sails is popular with off-duty weavers and as an assembly point for merchant caravans.

1303 Eldiston (Small Town): Conventional; AL LG; TL 8; 800 gp limit; Assets 41,800 gp; Population 1,672 (Able bodied 418); Mixed (human 76% [mixed, some Ghinoran], elf [wood] 12%, dwarf 6%, orc 4%, mermen 2%); Resources: Fish, Market. *Authority Figure:* Neppy, male human LG Clr5 (priest of Manannan). *Important Characters:* Captain Gustal Hron, male Ghinoran N Ftr8 (harbormaster); Bashir Munak, male Ghinoran N Ftr6 (Patrician of Magnates); Rarzgharam, male orc CN Rog8 (Thieves Guild); Lord Strigo the 13th, male human LE Wiz9 (Patrician of Merchants); Orhan, male demonbrood CE Clr9 (Evil High Priest of Pasperus).

Eldiston is a busy port-town. After the mysterious and horrid death of the assembled Patrician Council, Neppy was chosen as the new mayor. Neppy is troubled by strange lights and sounds emanating from certain abandoned buildings, as well as a mysterious blackmailer.

1306 Stone Medusa (EL 6): A stone medusa stands under a rock overhang. Four **wererats** (CR 2; hp 5 each) occupy the hill above, pushing rocks down on people curious enough to investigate. The wererats do not know how the medusa came to be there, nor do they know that it is actually a real statue and not a medusa that looked in a mirror.

1310 Hall of the Bard-Lord (Citadel): Conventional, AL CG; TL 6; 40 gp limit; Assets 150 gp; Population 90 (10 Ftr3s serve as Lord Kelvin's guards, 20 Ftr2 archers man the walls, the rest are War1-2s or Com1-2s); Isolated (human 100% [many Ghinoran]). *Authority Figure*: Lord Kelvin, male Ghinoran CG Ftr7. *Important Characters:* Undomiel, male Ghinoran CG Ftr3 (squire); Fenmark Colding, male human CG Ftr5 (gate sergeant).

This citadel guards the road to Edilston. Lord Kelvin is a venerable aristocrat, given to old tales and half-coherent ramblings. He still longs to exact revenge on the wights that killed fifty of his men so many years ago. The Bard-Lord, Kelvin's father, led an expedition to the south over thirty-five years ago and never returned. The stable has extra horses for patrols making this their endpoint.

1312 Topaine (Village): Magical; AL CG; TL 8; 200 gp limit; Assets 8,700 gp; Population 1,392 (Able bodied 348); Mixed (half-elf 50%, human 36% [mostly mixed and Ghinoran], elf 9%, dwarf 5%); Resources: Silver. *Authority Figure:* Vade Milier, male half-elf LG Clr7 (Cilborith). *Important Characters:* Narya Brook, female elf [high] CG Ftr5 (guard captain); Meag Delisin, female half-elf CG Ftr4 (sergeant); Ilsvander Valteron, female human N Ftr9 (sergeant of mines); Keravin Deraton, male dwarf [mountain] LN Ftr8 (foreman of mines); Belroth, male dwarf [mountain] LG Ftr4/Exp4 (silversmith); Lord Perimir, male elf [high] CG Wiz4 (mine owner).

Vade Millier contracted with Keravin to supervise the rich silver mines, and allowed him to bring as many dwarves as he wanted. While the dwarves are isolated from the elf-folk, tensions run high and Ilsvander's mercenaries now outnumber the village militia three to one. Some miners report seeing a special breed of rust monster that destroys silver and iron. The Limping Lycanthrope is popular with elves and humans prefer the White Spear Inn. Ingots are made at the mines and loaded into war wagons under constant guard.

1330 Griffon Aerie (EL 9): A pride of **6 adult griffons** (CR 4; hp 59) and five hatchlings (hp 1; non-combatants) lair amongst the fieldstone and broken rocks of this plain. There is a clutch of three eggs as yet unhatched.

1406 Stag Hunt (EL 4): A **pair of giant stags** (CR 2; hp 32) graze this plain. Many hunters have tried to bring the pair down over the years, only to find the hunt more difficult than they had expected. Amongst the broken bones of a dead hunter is a mighty composite longbow (+3 strength), and a quiver of 15 masterwork arrows.

1424 Wellring Castle (Castle): Conventional, AL N; TL 8; 100 gp limit; Assets 1,500; Population 480 (40 Ftr2 guards, 50 Ftr2 mounted cavalry, 20 Ftr3 elite guards, 10 Rgr2 mounted scouts, 5 Ftr6 sergeants); Isolated (human 96% [many Ghinoran], elf 4%). *Authority Figure*: Kendor Wellring, male Ghinoran N Ftr10. *Important Characters:* Granlok the Reaver, male Ghinoran LG Rgr6 (sergeant of the scouts); Kanlis Felking, male human LN Ftr6 (captain of the cavalry); Xalites, male halfling CG Brd3 (Court Minstrel).

Kendor Wellring's forefathers earned these lands by the right of steel and blood. The current master of the castle is a worthy successor– he was a mercenary captain, a slave, a hired murderer and a merchant before he retired to the estate. He will listen to wild, almost insane plans and join improbable struggles, no longer for wealth but fame and entertainment.

1431 Halingsbrane (Hamlet): Magical; AL LE; TL 5; 100 gp limit; Assets 1,413 gp; Population 452 (Able bodied 113); Isolated (orc 85%, human 15%); Resources: Spices. *Authority Figure:* Ekimel the Warlock, male Common Viridian LE Ill7. *Important Characters:* Duhug, male orc LE Bbn3 (chief); Nusara, female orc CE Wiz2 (apprentice); Tol Alzarad, male human LE Ftr4 (mercenary captain); Sakvil the Slight, female Dorin N Sag2/Alc3 (herbalist).

Ekimel claims to summon demons and scares orcs with his illusions. His mercenaries oversee the orc slaves who harvest the rare Zynton Petal. Duhug, the former chief, is given enough tribute to shut him up. Ekimel recently discovered a Lost Labyrinth to the east, but hasn't explored it yet. The Thyme Trip Tavern teems with drunken orcs every night.

1508 Buttons of Mitra: A dozen badly defaced coat buttons are scattered about the bottom of a small crater. The buttons used to have the image of Mitra imprinted upon them. The buttons are securely stuck in the ground, and buried 6 inches under each is a small rotting leather pouch with 10d6 gp.

1519 Bramly (Hamlet): Conventional; AL LG; TL 8; 100 gp limit; Assets 1,650 gp; Population 528 (Able bodied 132); Isolated (100% elf [wood]); Resources: Wine. *Authority Figure:* Ibrian, female elf [wood] N Ftr8. *Important Characters:* Alna, female elf [wood] LG Ftr4 (sergeant); Lawel Neiar, male elf [wood] CG Sor3.

Bramly is a small hamlet of little importance. Ibrian is a bitter rival of Caterr from Pranstongue (1118), and considers her abilities superior to the Prince. She believes the gnomes are responsible for this "exile" and hates them

passionately. Bramly's wines are sold exclusively in Pranstongue, and no strangers are allowed to sample them.

1528 The Undead Bridge (EL 7*2): A rope bridge crosses a 200 foot crevice, guarded at each end by **12 zombies** (CR 1/2; hp 16 each) led by a **wight** (CR 3; hp 26).

1601 Drowned Slaves: A shattered longboat lies on the rocks, abandoned by its crew. Still aboard is a great quantity of weapons and plunder, along with the remains of twelve drowned slaves chained in the hold.

1612 Travelers' Bane (EL 8): A twisted trio of **manticores** (CR 5; hp 57 each) have virtually cut off the village of Topaine from trade to the east. A bounty of 400 gp each has been placed upon their heads by the village fathers. The manticores have amassed a treasure of 1389 gp, a *+2 ring of protection*, a *ring of ray of enfeeblement* (20 charges, works as a wand), and a *+1 handaxe*.

1616 Oil and Water: A thick, oily, flammable substance covers the wall and ceiling of a narrow twisting tunnel. There is a 60% chance per round to ignite the oil if someone is carrying a lit torch and it burns out in 1 hour. At the end of the tunnel is a small underground lake on which a large swan-shaped boat floats.

1618 Glade of Adalante (Citadel): Magical, AL LG; TL 6; 40 gp limit; Assets 150 gp; Population 120 (20 Ftr2 guards and 10 Clr2 priestesses protect the sanctum; the rest are Com1-2s); Isolated (elf 100% [mostly wood]). *Authority Figure*: Velnia, female elf [wood] LG Clr4 (priestess of Aladante). *Important Characters:* Vhisam, female elf [wood] LG Clr4 (gardener); Olmardan, female elf [high] LG Clr3 (Aladante).

The small monastery dedicated to Aladante is overseen by the maiden priestesses and guarded by other elven maidens. It is said two titans will slay anyone who would dare to harm them. The gate is enchanted to open only for females. Enchanted plants confuse strangers.

1703 Jaliquenta (Small Town): Conventional; AL CE; TL 6; 800 gp limit; Assets 36,300 gp; Population 1,452 (Able bodied 363); Mixed (human 85% [mostly Ghinoran], elf 8%, half-orc 4%, orc 3%); Resources: Market. *Authority Figure:* Terborg Eskedar, male human CE Brd6. *Important Characters:* Wene Geigel the Steadfast, male half-orc CE Ftr5 (Thieves Guild); Skanda Raun of Kirovang, male half-orc CN Ftr3/Clr4 (innkeeper at the Armor Demon, no clerical powers possessed due to divine retribution); Leesk Mardel, male Ghinoran CE Ftr3 (constable); Denea Valae, female houri N Rog6 (dancer); Great Grontz, male Ghinoran CE Clr1/Rog3 (the Great Rat).

Jaliquenta's leader is Terborg Eskedar. His rule is light, for he cares only about debauchery, poetry and wine. He has handed all power to Wene Geigel, the head of the once mighty Thieves Guild, who "inherited" his position after outliving the others. Denea Valae and her troupe of dancing girls operate the Dancing Parrot. They have pilfered much and are still hungry for gold. Under Jaliquenta lie abandoned temples and shrines buried ages ago, filled with fabulous gems and a thousand deaths. These buried halls are also home of the Great Rat, the one True Rat.

1709 Ancient Ruins (EL 7): The ruins of a large city, totally devastated by time, lie in a small hidden valley. Not a single building remains standing. A **hill giant** (CR 7; hp 102) has made the area his campsite, and enjoys the company of strangers, even humans. He owns six 250 gp ruby eyes and a *potion of gaseous form*.

1807 Faneton (Small Town): Conventional; AL N; TL 8; 800 gp limit; Assets 42,000 gp; Population 1680 (Able bodied 420); Integrated (elf [wood] 45%, human 34% [mostly Ghinoran], elf [high] 12%, halfling 6%, gnome 3%); Resources: Jewelry. *Authority Figure:* Yreggus, male elf [wood] N Ftr9. *Important Characters:* Marah Feldja, male human N Ftr4 (captain of the guard); Jen Eveningblue, male elf [wood] N Clr3 (of Limtram); Nohia the Wanderer, female elf [high] LG Pal3 (Order of the Gorgon); Gunly, male halfling N Rog4 (Thieves Guild).

Faneton's gems are transported from the far south and cut into marvelous jewelry. Nohia the Wanderer is a retired explorer, and tends the halls of the Order of the Gorgon, a minor knightly order of which she is the last member. There are no large inns in Faneton because of an edict that prohibits gatherings of more than thirty.

1822 The Hanging Gems: In the side of a yew tree is a crude engraving of a hanging. A slight depression in the ground under the tree is the grave of a victim, who was buried eight years ago with 140 gp worth of gems hidden on him.

1831 Prison Tower (EL 11): Standing stones are all that remains of a blasted wizards tower. A permanent magic circle scribed upon the foundation stones of the tower serves as the prison to **Aggygircraw,** a **hezrou demon** (CR 11; hp 107) who has been trapped here for three hundred years. Should anyone break the magic circle, Aggygircraw is freed. Breaking the circle with the intent of violence no doubt brings a fight. PCs breaking the circle at the behest of the vrock result in their gaining the one time service of the demon as a favor for its freedom. Aggygircraw will break the deal or serve the PCs in whatever manner it sees fit. A glass *wand of curse light wounds* (30 charges, cursed wounds don't heal by magic or naturally unless a *heal* spell is first cast) and a *+1 large glass shield* are to be found under the debris.

1911 Wolf Pack (EL 8): Twenty-four houses make up the remains of a deserted village, eighteen of which are totally collapsed. A pack of **12 wolves** (CR 1; hp 13 each) prowls the area.

1927 Arstonally (Hamlet): Conventional; AL LG; TL 3; 100 gp limit; Assets 1,838 gp; Population 588 (Able bodied 147); Isolated (human 100% [some Ghinoran]); Resources: Oil. *Authority Figure:* Ciatrap, male human LG Ftr3. *Important Characters:* Nenek, male Ghinoran LG Ftr1 (Ciatrap's son); Father Yaya, male Ghinoran LG Com4 (wise man).

Arstonally is far from civilization and sees few visitors. The locals crush Miyu beetles to extract their oil, which they sell to the occasional trader who happens by. The villagers are afraid of any strangers wearing armor. Music festivals are often held to celebrate births and good hunts.

2006 Magic Sword (EL 4): A series of six lanterns with *daylight* spells thrown on them are used to light the way into a small complex dug out under a hill. In the final room is an **animated sword** (CR 4; hp 30; as animated object but strikes 4x/round; Dmg 1d8+3; hardness 10) which fights to protect its long-gone master's hoard of 58 gems (each worth 10 gp).

2118 Wizardly Scrolls: Covered with vines and other underbrush, is the body of a wizard. On his body is a complete set of scroll inscribing implements.

2216 Murrsburg (Village): Magical; AL N; TL 4; 200 gp limit; Assets 7,575 gp; Population 1,212 (Able bodied 303); Mixed (gnome 75%, human 14%, dwarf 11%); Resources: Gems. *Authority Figure:* Karm the Giver, male gnome N Clr6 (priest of the Water Elemental Prince). *Important Characters:* Eihan Nitxrit, male gnome CN Wiz7 (Ill); Gilf Lehn, male gnome N Ftr4 (guard captain); Skile Aham, male Dorin NE Ftr6 (merchant); Petrus Polassar, male human N Wiz6/Sag6 (oracle).

Murrsburg's main export is gemstones, which are acquired from an unknown mine beyond Fullerin's Pass, cut and sold to human merchants. Skile Aham can get the highest prices and controls more than half of the trade from his opulent mansion. The village's only problem is the lack of potable drinking water, which not even Karm's magical Horn of Plenty can create enough of. Under the marble temple dwells Polassar, a soothsayer and oracle, who offers good advice to those who show respect.

2221 Wereboar camp (EL 6): group of lean-tos gathered around this small campsite is the semi-permanent home of three **wereboars** (CR 3; hp 22). The wereboars make their living trapping for beaver and skins in the Abbots Quest Hills.

2305 Zombies (EL 7): Mice have eaten through the wooden sides of an old granary, undeterred by the efforts of **19 zombies** (CR 1/2; hp 17 each) to preserve the rotted grain for some long forgotten temple rite.

2318 Defenders of the Faith (EL 12): Four **lammasu** (CR 8; hp 59 each) who lair within the ruins of an ancient temple to a long forgotten god of good keep well their oath as guardians of the temple font and keepers of a wisdom long forgotten by all but the most learned of sages. The lammasu are known to act as oracles to good aligned beings and healers of wounded shepherds who graze their flocks far from the safety of Murrsburg and Fall City.

2328 Giant Wasps (EL 9): In a two foot wide crevice is a nest of eleven **giant wasps** (CR 3; hp 32 each) which was built around an ivory message case stuck in the crevice. In the case is a worm-eaten message detailing the rise of Angall at the Fortress Badabaskor. For more information on Angall, see the classic Judges Guild product *Thieves of Fortress Badabaskor*.

2409 Camouflaged Pit (EL 6): A set of very dry sticks covered with dry grasses still covers an old 18' deep hunting pit. A group of seven **vipers** (CR 1; hp 9 each) have taken up residence in the bottom

2411 Ten Elms (Village): Conventional; AL LG; TL 4; 200 gp limit; Assets 5,700 gp; Population 912 (Able bodied 328); Mixed (elf 88% [high], human 8%, half-elf 4%); Resources: Jewelry. *Authority Figure:* Welston, male elf [high] LG Rgr7 (leader of the Watchers). *Important Characters:* Gwylion, female elf [high] NG Rgr4 (Watcher); Bearne Lenwiller, male half-elf LG Clr5 (priest of Cilborith); Merhan Karsak, male Ghinoran N Ftr10 (pirate).

The Watchers, a group of elven rangers protect the Ten Elms from outlaws and monsters. After their former leader, Niahar Genstel failed to return from a quest against wights, Welston was named the village elder, despite his lack of experience. He is guided by Bearne Lenwiller the cleric, who also oversees a building project to enlarge his temple. Merhan Karsak hides from his crew, hoping he can somehow hold onto the 8,200 gp in gems he stole.

2424 Saltorous (Small Town): Conventional; AL LE; TL 5; 800 gp limit; Assets 43,500 gp; Population 1,740 (Able bodied 435); Isolated (dwarf 96% [mountain], human 4%); Resources: Market. *Authority Figure:* Mornam Vixhammer, male dwarf [mountain] LE Ftr6. *Important Characters:* Anvil Borehimere, male dwarf [mountain] LE Ftr6 (guard captain); Rallnar Suzanthar, male dwarf [mountain] LE Ftr8 (guardian of the pass); Olbrech Merias, male dwarf [mountain] LE Ftr5 (sergeant); Ulwur Axebash, male dwarf [mountain] LE Ftr4 (sergeant).

Saltorous is a heavily fortified town of black-clad dwarven soldiers and empty streets. Foreigners are only allowed in specific locations, where they can trade their wares for the goods coming from the south. A few could negotiate special agreements allowing passage through Fullerin's Pass, but they still have to avoid the evil citadel (2525) on the highlands. All dwarven troops within the town are well-trained elites (2nd level Fighters with maximum hp) with superior morale and unquestionable loyalty towards Mornam, their leader.

2432 The Abandoned Orc Lair: A brush concealed door into the hillside is the entrance to an old orc lair abandoned many years ago. Most of the equipment is useless, but in one of the lower caverns, the cold temperatures have kept five barrels of pickled halfling livers in edible condition.

2514 Signpost: A signpost on a rocky slope directs the reader to the city of Tal'Dabeth. The sign is remarkably well preserved considering that the town it refers to is long since dust.

2514 Vale of Nine Heads (EL 10): A trio of **chimerae** (CR 7; hp 76 each) continually harass the citizens of Ten Elms. Hidden within the chimerae's lair are 11,239 sp, 1200 gp, and a *+3 battleaxe*. Returning the silver coins to Ten Elms results in the party being remembered in the folklore of the village forever.

2518 Fall City (Small Town): Conventional; AL N; TL 2; 800 gp limit; Assets 41,100 gp; Population 1644 (Able bodied 411); Mixed (gnome 70% [city], human 15%, dwarf 10%, halfling 5%); Resources: Market. *Authority Figure:* Liamiw Yndryq, male human CG Wiz12. *Important Characters:* Dohal Anbal, male Ghinoran CG Wiz4 (apprentice); Mahalito, male gnome [city] CN Wiz4 (ghost hunter); Mahaman, male gnome [city] N Ftr5/Exp5 (master architect); Loktofeit, male gnome [city] N Ftr2 (brewer).

Liamiw Yndryq rules Fall City by his wits and knowledge, although some question his friendliness to outsiders. Mahalito sells advice and equipment to those who would fight ghosts (30% accurate, 40% half true, 30% false), but never leaves his home if possible. Mahaman has seen many lands and built eleven keeps and castles, hires out to wealthy and trustworthy patrons. Loktofeit runs a brewery, his "Black Swamp Muck Spirits" is a lizardman delicacy and aphrodisiac, "Pinecone Liquor" can knock out a dwarf (expensive,

since the pinecones are imported), and "Burgundy Bagleaf Brandy" can be used as a triple-strength Alchemist's Fire.

2525 Illwind Citadel (Citadel): Magical, AL CE; TL 7; 100 gp limit; Assets 750; Population 240 (40 Ftr2s serve as mounted guards, 10 Ftr3s and 10 Clr2s are protecting the inner sanctum, the rest of the inhabitants are War1-2s or Com2-3s); Mixed (human 70% [mostly Ghinoran], orc 20%, half-orc 10%). *Authority Figure*: Stampara Iresoz, male human CE Clr9 (Evil High Priest of Natch Ur). *Important Characters*: Brash Bragraf, male half-orc CE Clr6; Assuru-zau, male human vampire CE Nec12 (Necromancer).

Stampara Iresoz is a ruthless fanatic allied to the dwarves of Saltorous. His orc minions prey on the caravans they let through Fullerin's pass and he divides the spoils with the city's rulers. Recently, he has sent multiple expeditions into the Overdoom Mountains, but all of them had to retreat due to attacks by Cavemen. Nonetheless, he continues his search for certain weapons of mass destruction that are said to predate the Uttermost War. His most trusted underlings are Brash Bragraf, who is responsible for protecting the *Exalted Book of Demonurgy*, a treatise containing many names better left unsaid, and Assuru-zau, who was conjured using one of the names in said book. Assuru-zau hails from the Desert Lands and would return immediately if it wasn't for certain magical *geases*.

2602 The Stone Tablet: A fragment of a stone tablet lies buried in the dirt. The only word which can be deciphered is "magic". If it is read aloud, the stone shatters, dealing 1d8 splinter damage to everyone within 5 feet. Splinter damage stacks with all other types.

2628 Lost Highlanders (EL 6): A group of ancient funeral cairns dots this lonely hillside. Far from traveled lands walk this cursed clan of highland chieftains who arise each night in the form of blood-thirsty **ghouls** (CR 1; hp 13 each). The chieftains were murdered by evil nobles and cheated of their lands. Hidden within their tombs are 8 sets of masterwork ring mail, 8 masterwork greatswords and 500 gp worth of precious gems and jewelry.

2705 Olgenstone (Village): Magical; AL CG; TL 3; 200 gp limit; Assets 5,825 gp; Population 932 (Able bodied 233); Mixed (human 84% [mixed], halfling 11%, orc 5%); Resources: Oil. *Authority Figure:* Chirad, male human N Clr3 (of Bondorr). *Important Characters:* Mihald Yasnouri, male Gishmesh N Bbn4 (mercenary leader); Nyewle Hayamir, female Ghinoran CG Ftr6 (mercenary leader); Belby Hopfen, male halfling CG Com6 (tavernkeeper); Ras Ulik, male Elritorn N Bbn2 (bouncer).

Near Olgenstone lies a field of springs where oil and naphtha can be found in great quantities. Chirad, the village priest contracted Mihald, Nyewle and their band to guard the site and the workers. Belby runs the Fried Fingers Tavern and hired a mercenary to deal with troublemakers.

2728 A Not-so-Ancient Tomb: A small hidden underground tomb has been broken open. Inside, the bodies of three men are lying on the floor. One of the bodies is very ancient, the other two are very fresh.

2730 Kef Nal (Small Town): Conventional; AL N; TL 4; 800 gp limit; Assets 41,900 gp; Population 1676 (Able bodied 419); Isolated (dwarf 95% [mountain], gnome 5%); Resources: Gems. *Authority Figure:* Omythe, male dwarf [mountain] LG Ftr7 (foreman of the mines). *Important Characters:* Golah Einhar, male dwarf [mountain] N Clr8 (Kazadarum); Zord Zivatar, male dwarf [mountain] N Clr4 (cleric); Biberach, male dwarf [mountain] LN Ftr6 (guard captain); Faldor, male gnome [city] N Wiz2/Exp3 (gemcutter).

Hidden amidst the high peaks of Overdoom Mountains, Kef Nal is the site of a dwarven gem mine. While Omythe isn't terribly fond of foreigners, he is more pleasant than his clan brothers in Saltorous. The dwarves convert unused mine passages to splendid Tombs and Mausoleums, which they subsequently seal. It is believed some of the sealed passages have been opened from the inside and that even more ancient tunnels can be found below.

2810 Orc Raiders (EL 11): The southwestern branch of the Joyful Demon Hills is home to Venom Claw's band of **20 raiding orcs** (CR 1/2; hp 4). **Venom Claw** (Orc Brb6; CR 6; hp 69; AL CE; Str 16, Dex 14, Con 15; Int 10, Wis 12, Cha 8; masterwork chainmail, masterwork greataxe, 4 javelins, 75 gp, 100 gp gem) is aided by **Hogface** (Orc Adp4; CR 4; hp 25; AL CE; Str 12, Dex 10, Con 13, Int 10, Wis 14, Cha 8; leather armor, light mace, 4 javelins, potion of *cure light wounds*, *wand of burning hands* [3 charges], 5 vials of alchemist's fire) and **7 elite bodyguards** (Orc Brb2; CR 2; hp 25; AL CE; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8; greataxe, chainmail, 4 javelins, alchemist's fire, potion of *cure light wounds*) These raiders have plied their trade for some time, attacking explorers who seek the secrets of the Elven Laugh Cave. The barbarous band does its best to strike fast and fade into the hills. The orcs have gathered a hoard of 4113 sp, 200 gp, and 400 gp worth of precious gems.

2818 Demon vs. Wizard: A twisted and burnt metal staff has been rammed through a tree. The rod was once a metallic *staff of wizardry* which was destroyed in a battle between a wizard and a demon. The scars of the battle are still apparent on many of the trees in the grove.

2830 Prehistoric Men: A tribe of **18 cavemen** (Bbn1; CR 1; hp 13; AL N; hide armor, club, 4 shortspears, crude tools) live in the Overdoom Mountains to the east of Kef Nal. They dislike outsiders whom they fear for their strange sorcery and "evil" technology.

2832 Stained Glass Wizard: A series of colored glass panes in a cave wall project an image of a wizard on the wall when the sun is at the right angle each morning.

3004 Playful Pups (EL 5): A trio of playful **blink dogs** (CR 2; hp 22 each) lair in this clearing south of the Screaming Hyena Jungle, east of Olgenstone. The blink dogs like to tease and toy with passersby, but flee if threatened with any violence.

3005 Broken Man: The rotted remains of a crude wooden ladder lie next to a three foot diameter hole in the ground. The hole is a 30 foot deep shaft, and at the bottom is the half buried skeleton of a man with a broken pick.

3011 Gray Thunder: These plains are the grazing ground of a small herd of **12 elephants** (CR 8; hp 104) who are much sought after for their precious ivory tusks.

3013 Summer Palace (EL 12): The ruins of a slime-covered summer palace have become the home for **33 wild apes** (CR 2; hp 26 each). The apes have broken into the

burial crypts near the palace and use the bones found there as toys, tossing the skulls back and forth. One skull is left on the ground where it landed last as it is animated and bites.

3018 Treebreath (Village): Conventional; AL CE; TL 2; 200 gp limit; Assets 5,700 gp; Population 912 (Able bodied 228); Isolated (lizardman 95%, human 5%); Resources: Fish. *Authority Figure:* Ladeorn of the Crimson Crown, male human CE Wiz10/Archmage 3. *Important Characters:* Jeh Mehris, female Amazon NE Amz6 (Amazon princess); Damareh Yil, female Amazon NE Amz3 (Amazon); Zezah Noivi, female Amazon CE Amz4 (Amazon war leader).

Ladeorn and his twenty-five bloodthirsty Amazons took over Treebreath and subjugated the lizardmen. The vile wizard erected a tower on a small hill and ordered his new slaves to dig pits at certain places. Pits are dug or buried seemingly at random, and a small number of them are covered with impenetrable stone domes. Ladeorn wears his magical *Crimson Crown* at all times. It is rumored to have great destructive powers.

3020 Wooden God (EL 12): The remains of a wooden god-totem which was burned during religious strife sixty years ago has become the home of a colony of **50 giant termites** (CR 1; hp 9 each).

3031 Skeletons (EL 2): A set of twisting caverns leads to a small underground river. **Seven skeletons** (CR 1/3; hp 6 each) hide themselves in the water, rising only to drag those who enter the river to the bottom.

3121 Undying Friends (EL 12): Six specters (CR 7; hp 45 each), the remains of a band of adventurers slain upon this ground attempt to kill any who pass through the place of their murder. An old mass grave contains their remains, including a *ring of flying*, which was left behind by their slayers.

3127 Abandoned Orc Camp: A series of spikes are driven into a cliff-face, forming a barely ascendable ladder which leads to a small cave, 120 feet up. In the cavern are the moldy remains of a large food store. The food was once an orc stockpile, but no one returned to use it.

3205 Wooden Palisade: A wooden palisade surrounds the remains of an abandoned village, its gate tightly closed. The palisade is extremely rotten; any attempt to climb it brings it tumbling down.

3224 Deerplace (Small Town): Magical; AL N; TL 5; 800 gp limit; Assets 41000 gp; Population 1640 (Able bodied 410); Isolated (dwarf 90% [mountain], human 10%); Resources: Weapons. *Authority Figure:* Ibebed the Hammer, male dwarf [mountain] N Clr5 (priest of Kazadarum, Master Forger). *Important Characters:* Captain Derkhan Hardedgeson, male dwarf [mountain] LG Ftr7 (captain of the guard, Forger); Behd Brandax, male dwarf [mountain] N Ftr4 (head of the Grand Hall of Strategy, Forger); Falldark the Frugal, male dwarf [mountain] LN Ftr4 (Forger).

The inhabitants of Deerplace manufacture dwarven weapons and armor of the finest make. The town's best craftsmen, the Forgers, are trusted with all political power, the Master Forger overseeing their decisions. The Grand Hall of Strategy trains all dwarves (but only dwarves) in the art of war, from defensive and offensive stances to fighting in formation and commanding armies. The dungeons under the Hall contain weapon stockpiles and implements of destruction from an age long gone.

3224 Deerplace

3307 Heavenly Horses (EL 4): A pair of pegasi (CR 3; hp 34 each) graze happily upon these fields. They fly from any perceived threats.

3314 Nestaril (Village): Conventional; AL LE; TL 4; 200 gp limit; Assets 7900 gp; Population 1264 (Able bodied 316); Mixed (lizardman 65%, human 25%, gnome 8%, dwarf 2%); Resources: Market. *Authority Figure:* Faltruand Foulbreath, male human N Ftr7. *Important Characters:* Slihashak, male lizardman NE Clr6 (priest of the Great Swamp Slitherer); Urnuir Drage the Outcast, male Ghinoran N Drd8 (druid); Mog, male Ghinoran LE Ftr3 (constable); Greasy Brule, male Ghinoran CE Rog5 (Thieves Guild).

In Nestaril live multitudes of mosquitoes and other stinging insects. Despite these conditions, many humans choose to share the place with the hostile lizardmen, who raid houses at night and sacrifice the captured to their god. The Singtrellian River is the fastest way to Fall City and Saltorous. Urnuir Drage the Outcast sells exotic herbs and roots he gathers from the swampland. Neither the insects nor the lizardmen bother him. Mog the constable is the ailing Faltruand's right hand man. He oversees the guards and the Yellow House where those afflicted with Swamp

Fever or Rapid Rot are left to die. Greasy Brule, an experienced cutthroat, runs his business from the same place, trafficking in slaves, drugs and stolen goods.

3319 Path to Nowhere: A barely visible path follows a two mile diameter circle going nowhere.

3402 Fathine (Village): Conventional; AL N; TL 4; 200 gp limit; Assets 5,000 gp; Population 800 (Able bodied 200); Mixed (human 67% [mostly Ghinoran and Elritorn], halfling 15%, orc 12%, elf 6%); Resources: Iron. *Authority Figure:* Sergeant Rilfik Rump the Renegade, male human LE Ftr7. *Important Characters:* Skrigg Shadeblade, male human LE Rog5/Asn7 (raftmaster); Awric Gimp, male Ghinoran NE Clr7 (priest of Mururlu) ; Old Arken Gor, male Ghinoran N Bbn6 (sheriff); Telcaster, male elf [high] LE Wiz5 (iron merchant); Cinder Burkle, male halfling N Ftr2/Exp3 (smelter).

Fathine's iron was never renowned for its quality, but its abundance and the close proximity of a river made it a prosperous mining area. Five years ago, a betrayed mercenary band (Rilfik's Rapacious Revengers) took the village by storm, letting the soldiers pillage and loot as they pleased. Since then, many orcs have moved into the area. The monks of Dantell (to whom Fathine pays tribute) ignore the village as long as the iron arrives on time.

3409 Captured Wraith (EL 5): A tightly sealed old leather pouch is concealed in a metal box hidden in the hollow of an old birch. Opening the pouch releases the **wraith** (CR 5; hp 32) imprisoned within.

3421 Torture Stairs: A finely cut stairway leads up the gentle slope of a tall hill. Carved into each step are scenes of grotesque torture and mayhem, which becomes more repugnant as the steps go up. At the top, the scenes are so grotesque that even the strongest characters become ill.

3511 Halfling Hole: A mold covered statue of a halfling, 12 feet high, set in a hidden halfling hole, has been knocked over and its head removed.

3525 Mining Camp (EL 10): Five werebears (CR 5; hp 51 each) live within a cave south of Brown Thorn peak. They hunt wild dire elk and rams who live among the cliffs. They pretend to be gold miners, but for all the tools near their cave there is an obvious lack of even a trace of gold dust or a single nugget.

3617 Tree-top Banquet (EL 6): This darkened copse of trees is home to a **pair of minotaur lizards** (CR 4; hp 46 each; as giant lizard but with 8 HD and horn attack for 3d6+3 damage). The lizards usually feast on gazelles or antelope but are not above feasting on lightly armored adventuring types who stumble upon their lair.

3619 Brass Dragon (EL 9): A **young adult brass dragon** (CR 9; hp 152) is finishing off the remains of his last meal, a sage who came exploring the old tomb which the dragon has made his home. The dragon's treasure consists of 18,000 sp, 6 ambers (100 gp each), *potion of blur*, *ring of climbing*, while the body of the sage still has a blue *cloak of resistance +1*.

3622 Arcane Locked Door: A windowless stone structure juts out of the landscape, its single stone door *arcane locked*. Inside is a gigantic rug, now very moldy, which has woven into it the history of the reign of King Nach-Bendalm.

3622 Red Death (EL 20+): The jagged ravine south of Brown Thorn Peak is the lair of a **pair of adult red dragons** (CR 17; hp 253 each) and their **hatchling** (CR 3; hp 59) spawn. Batizsh and Qizaat guard their precious offspring and their extensive hoard of treasure from all comers. Their mazelike cavern complex is deep beneath the surface of the ravine and is rigged with various pits, dead-falls and cliff faces trapped to drop upon un-suspecting travelers. The dragons are extremely powerful opponents, but their hoard is beyond the wildest dreams of men: 5000 gp (in chests), 12000 sp (in urns), 6000 cp (in sacks), 4000 gp, 8000 sp, 10000 cp, 12*1000 gp gems, 5*500 gp gems, 100*100 gp gems, 250*50 gp gems, 13*1500 gp jewelry, 122*100gp jewelry and 4*750 gp statuettes. Also, *+1 tower shield*, *+1 padded armor of shadow*, *+2 elven chain*, *lion's shield*, *+1 scimitar*, 20 *+1 arrows of icy burst*, *potion of gaseous form*, *potion of lesser restoration*, *potion of neutralize poison*, *ring of protection +5 (cursed)*, arcane scroll (*summon monster III, mind fog, confusion and minor globe of invulnerability*), arcane scroll (*maze, fire shield and mass suggestion*), divine scroll (*repulsion and neutralize poison*), *staff of swarming insects* (7 charges), *wand of restoration* (18 charges), *gauntlets of fumbling*, *feather token* (anchor), *feather token* (tree), *lyre of building*, *amulet of natural armor +4 (intelligent, cursed)*.

3709 Elmwood (Village): Conventional; AL CG; TL 3; 200 gp limit; Assets 4725 gp; Population 684 (Able bodied 171); Mixed (halfling 57% , human 34% [mostly Ghinoran], elf 9%); Resources: Spices. *Authority Figure:* Dromapallis the Rotund, male halfling CG Ftr6 (mayor). *Important Characters:* Dillon of Prand, male halfling NG Ftr2 (captain of the slingers); Red Mayo Morton, male halfling CG Exp7 (spice merchant); Brienna Dingle, female halfling CG Rog6 (innkeeper).

Red Mayo Morton is the most important merchant in Elmwood, trading in pipeweed and other spices like rust pepper, kaledonic seeds, manticore root and the rare brimstone fern. Brienna runs the Bushel of Wheat Tavern and cooks all meals herself. She also likes to receive gifts, and if she doesn't, she takes her own! Demons are rumored to live in the hilly woods south of town.

3710 Clock of Prediction: A rusted water clock is half buried in the dirt. If picked up, it immediately begins to chime 13 times as a *magic mouth* loudly announces that the time of the player's doom is at hand. A short earth tremor commences once the clock has ceased chiming, followed by complete silence.

3808 Stone temple (EL 9): Sakai Iss, a vrock demon (CR 9; hp 135; as normal but with 15 HD and Divine Rank 0) lives in this section of the Swamp of Many Eyes where he is worshipped like a god by many of the local lizardmen. A crude temple of monolithic stones and mud and wattle makes his den. On nights where there is no moon, the lizards bring sacrifices of humanoids they have captured within their domain for Sakai Iss to devour. These hapless prisoners are tied to poles with rawhide thwangs tied about their throats. The lizardmen flee, lest Sakai Iss find fault with their gifts and eat one of their number instead.

3819 Broken Chariot: A broken chariot is strewn about a clearing. The body of its driver is tangled in the wreckage, his neck obviously broken.

3906 Loktole (Hamlet): Magical; AL CG; TL 5; 100 gp limit; Assets 1,875 gp; Population 600 (Able bodied 150); Mixed (halfling 77% , human 16% [mostly Ghinoran], elf 7%); Resources: Pipeweed. *Authority Figure:* Torkamedes, male elf [high] LG Wiz6. *Important Characters:* Branwy Yellowfeather, male halfling CG Ftr3 (captain of the slingers); Swifty Conninor, male halfling CG Brd1 (innkeeper); Ahura Devara, female Amazon N Amz11 (exiled Amazon queen).

Torkamedes saved Loktole from a horde of Giant Crocodiles and has ruled for the last 103 years. He is reclusive and only comes out if there is trouble, allowing the halfling villagers do as they please. The pipeweed farmers consult with Swifty Conninor, proprietor of the Yellow Barrel, Loktole's oldest building. Swifty's mead is flavored with a special honey gathered from the nest of Spotted Giant Bees. Ahura Devara, an exiled Amazon queen and her 30 retainers (female Amazon Amz1-3s and female human Ftr1-4s) dwell in a renovated tower. Ahura secretly yearns to return to her people, but she is too proud to admit it. She is frequently seen fighting imaginary foes with her magic sword.

3911 The Dead Lizard: A marble carving of a hand is tightly gripped upon the throat of a small dead lizard hidden in the underbrush.

3927 Dristhane (Village): Magical; AL N; TL 4; 200 gp limit; Assets 6,275 gp; Population 1004 (Able bodied 251); Isolated (dwarf 100% [mountain]); Resources: Iron. *Authority Figure:* Ralesch Griefgiver, male dwarf [mountain] N Clr5 (priest of Kazadarum). *Important Characters:* Skedin the Loremaster, male dwarf [mountain] N Clr7/Sag6 (high priest of Kazadarum); Arrick, male dwarf [mountain] N Bbn6 (defender of the temple); Eisir Stonebeard, male dwarf [mountain] LN Ftr6 (foreman of the mines); Stephen the Valorous, male human LN Ftr8 (engineer).

While Skedin holds formal power, Ralesch Griefgiver is entrusted with common decisions. The dwarven priesthood's temple is guarded day and night by fanatical dwarven Berserkers who cut down any who dare enter without permission. The iron mines are run by Eisir Stonebeard (who earned his name when his beard saved him from a basilisk's gaze) and Stephen the Valorous, whose knowledge of mining had astounded and amazed the dwarves so much that he was given a honorary membership of their race.

3927 Castle Dristhane (Castle): Conventional, AL N; TL 9; 100 gp limit; Assets 1,625 gp; Population 520 (100 Ftr2 guards, 20 Ftr4 elites, 10 Clr2s, the rest are War1-2s and Com 3-4s); Isolated (100% dwarf [mountain]). *Authority Figure*: Danhair Drinni Uls, male dwarf [mountain] N Ftr16. *Important Characters:* Farin Drinfoot, male dwarf [mountain] LG Ftr4 (sergeant); Fror Ulsrock, male dwarf [mountain] NG Ftr6 (captain); Uwallah, male dwarf [mountain] CG Ftr7 (castellan); Great Gostir, male dwarf [mountain] N Ftr6 (engineer); Abi Ilvsbolt, male dwarf [mountain] N Clr7 (priest of Kazadarum); Jarnilac Doomcaller, male dwarf [mountain] N Wiz7 (Inv); Dwalin Drinale, male dwarf [mountain] LG Ftr3 (Mountain Heartstone Inn).

The dwarven castle near Doomall Lake is one of the strongest fortifications of the southern lands. It has never been breached, as demonstrated every time the hordes of savage man-apes from the mountains laid siege to it. Why these half-humans would desire its fall is a mystery, but it might be related to their hatred for all forms of civilization. Danhair Drinni Uls, the informal leader of the Highland Dwarves, rules from here with his closest advisors. He regularly leads his troops to clear the countryside of monsters and ensure the safety of dwarven lands. Unlike many of his brethren, he welcomes human and even elven guests. An enchanted warhammer rests on an anvil near a forge, and none have been able to lift and wield it.

3928 Rumbling Streams (EL 5): Brown bears (CR 4; hp 51 each) gather where tiny streams run into Doom Lake to fish for trout and salmon. The brown bears attack only if bothered.

4001 Palace of Ut Prandur (Castle): Magical, AL LG; TL 5; 200 gp limit; Assets 4,250; Population 680 (100 Ftr2 guards, 20 Ftr3 cavalry, 20 Rgr3 scouts, 10 invisible steel soldiers, 10 Wiz1-2 initiates and 10 Wiz4s are the main forces of the keep, the remaining are Com1-2 or War1-2 villagers and fishermen); Mixed (human 65% [mostly Ghinoran], elf 20%, dwarf 12%, gnome 3%); Resources: Castle. *Authority Figure*: Blue Soizor, male Ghinoran LG Wiz12/Chromatic Wizard 3. *Important Characters:* Snowy Fraken, male Ghinoran N Ftr4 (sergeant); Burnan Trollslapper, male human LG Ftr5 (guard captain); Baran-Sukh the Multitudinous, male Ghinoran LG Wiz7/Chromatic Wizard 2 (Abj); Cetivan Cetivanius, male Ghinoran LG Wiz6 (watcher); Buday-Santha, male Tharbrian CG Wiz6 (gate captain), Tuk Trippin, male gnome [city] CG Wiz2 (Blue Bear Inn).

A conclave of mages rules the old palace overlooking the river. They maintain close ties with Tula's School of Wizardry and often teach or give shelter to aspiring magic-users. Various magical constructs and Asphyxiating Gas Traps guard the castle's passages. It is rumored that the dungeon levels underground house a Nympharium, a well filled with pure mercury, a garden and other wonders.

4033 Stone Altar and Earthen Wall: An earthen wall in the shape of a triangle surrounds the remains of a stone altar inscribed with pictures of birds.

4105 Bronze Throne of Thalak the Vampire: Half sunk in the mud is a pitted and corroded bronze throne, with a vampire's face carved into the back.

4126 Mist (Small Town): Conventional; AL N; TL 3; 800 gp limit; Assets 37,300 gp; Population 1492 (Able bodied 373); Isolated (dwarf 100% [mountain]); Resources: Copper. *Authority Figure:* Chankais Grandhelm, male dwarf [mountain] LG Ftr7. *Important Characters:* Manatar the Merciless, male dwarf [mountain] LE Ftr4 (captain of the guard); Brenna Heavestone, female dwarf [mountain] N Ftr7 (captain of the walls); Olmbarg Monepotl, male dwarf [mountain] N Ftr6 (foreman of the mines); Dracon Fargazer, male dwarf [mountain] N Ftr6 (Watcher of Doom).

Mist's dwarves mine copper and grow barley and wheat near the lake. They are concerned with a Beast that lives in the abysmal depths of Doomall Lake. They erected a tall watchtower to keep an eye on the waters. A Watcher of Doom is officially appointed to give warning in case of

danger. Watchers must never leave their post but are given all comfort a dwarf could need. Mist's mines are close to depletion, and there has been talk about a time when the town will die and the Beast shall return with full powers.

4205 Haunted Swamp (EL 11): The mists which rise from the southern edge of the Swamp of Many Eyes hide secrets and dangers most foul, not the least of which is this starving band of **10 wights** (CR 3; hp 26 each). In undeath they are bound to the mists and may not roam beyond the borders of the swamp.

4209 Wagon Wreck: The remains of a large wagon are scattered about the tree it hit following a roll down a steep hill. Three barrels of ale survived the crash.

4307 Thrush (Small Town): Magical; AL LE; TL 4; 800 gp limit; Assets 39,800 gp; Population 1592 (Able bodied 398); Mixed (human 73% [many Ghinoran], dwarf 16%, halfling 7%; orc 4%); Resources: Furs. *Authority Figure:* Stust Ap-Torn, male human CE Wiz7. *Important Characters:* Ghosty, male human LE Rog5/Asn1 (Assassin's Guild); Gebin Numaeh, male dwarf [hill] N Ftr8 (slaver); Ragnal Belcanzor, male elf [grey] NE Wiz5 (merchant); Xaresia, female human NG Clr4 (Temple of the Heights); Master Wernax, male Ghinoran LE Mnk4 (School of Four Edges); Bukberry Furtoes, male halfling NE Ftr2 (innkeeper).

Trappers from the Forest of the Deaf and other locations gather in Thrush to sell their wares. The town is run-down and bleak. Ghosty the Assassin, Stust's ally disposes of all unwanted elements, including overly influential merchants. Gebin gives him the best slaves. Belfor supplies Stust with potions and poison in exchange for a monopoly on magical trade. Xaresia's temple cares for the downtrodden, who must participate in services and wear special torques at all time. Master Wernax's monastic school teaches that purity can only be attained if one is first submerged in sin and debauchery. Students from all lands flock under his banner, although few care for the "purity" part (and this goes for Wernax, too). The Food 'n Furs is a favorite of trappers and furriers.

4320 Tower of the Prophets (Citadel): Conventional, AL N; TL 4; 100 gp limit; Assets 750 gp; Population 240 (40 Ftr2 guards and 20 Clr1-3s constitute the garrison, the rest being Com1-2 or War1 slaves and followers); Mixed (human 80% [mixed], dwarf 14%, gnome 6%). *Authority Figure*: Alj-Hakanar, female True Viridian N Clr8 (priest of Phelonious). *Important Characters:* Bashir, male True Viridian N Ftr7 (guard captain); Mhiyir, female True Viridian N Clr6 (Matriarch of Sacrifices); Seven-Locks, female True Viridian N Clr5 (Keeper of the Chronicle).

Alj-Hakanar was ordered by her god to undertake a long, perilous journey, build a stronghold at this very location and await the fulfillment of the Prophecy of Five, a secret to everyone, even her. Several faithful slaves and priestesses accompanied her, but many of them died and were replaced with dwarves. Twenty years have passed, but nothing has happened except more and more frequent attacks by cavemen and monsters. Seven-Locks was given the task of the Chronicler. It is said that when her book has but one blank page, the Prophecy will surely come. These True Viridians represent a lost line, with even the Green Emperor not knowing of their current existence.

4321 Ferocious Caves (EL 12): This cavern mouth in the eastern Over Doom Mountains is cluttered with the bones of animals and humanoids, remainders of the many meals that **6 cave bears** (CR 7; hp 102) have eaten over the years.

4415 Nurenthane (Small Town): Magical; AL CG; TL 2; 800 gp limit; Assets 38,600 gp; Population 1544 (Able bodied 386); Mixed (human 86% [mixed, some Ghinoran], dwarf 12%, wood elf 2%); Resources: Marble. *Authority Figure:* Pentroilik, male human CG Clr4 (Dorak). *Important Characters:* Ascon Muor, male human CG Clr3 (Dorak); Bahaz Sulezarain, male Solari CG Sor7; Sir Geltrik, male Ghinoran NG Ftr3 (captain of the guard); Olanar the Fey, male elf [wood] CG Rgr5 (long hunter).

Nurenthane is a frontier town built on the ruins of a fallen dwarf city. Townsfolk excavate the gigantic marble blocks and statues with primitive tools, haul them to Rastingdrung and sell them to foreign merchants. Nurenthane is home to outcasts and exiles, and all are welcome who can do something worthwhile, none need suffer for want of food. Bahaz Sulezarain helps with the transportation of marble, Sil Geltric, a minor nobleman from the Tula organizes the town militia, and Olanar the Fey trains bowmen and scouts. Nurenthane's success is viewed with horror and revulsion from the highland dwarves who consider the ruins a tomb. There is talk of a coming war and bad omens are noted by Dorak's priests. There are stories of some "Gnawing Evil" hidden in the ruins, but no clues have been found yet.

4425 Orc and Wine: A wineskin full of poison (Fort DC 15; 1d6/1d6 temp Con) is hidden in an old dry well. Also in the well is the skeleton of an orc who fell in, and was unable to climb out.

4431 Landslide (EL 3): A small ivory statuette rests on a steep rocky slope. Picking up the statuette springs a trap that causes a small landslide (CR 3; 6 boulders, +15 melee (5d6); all targets in a 10-ft. by 20-ft. line; DC 20 Reflex save avoids; Search DC 15; Disable Device DC 25).

4517 The Book of the World Emperor: Hidden in the crumbling remains of a wooden guard tower is a *Book of Dragos*, a work concerning the early stages of growth of the City State of the World Emperor, easily worth over 8,000 gp to a collector.

4522 Prim (Village): Conventional; AL N; TL 8; 200 gp limit; Assets 5,850 gp; Population 936 (Able bodied 234); Isolated (dwarf 90% [mountain], human 10%); Resources: Iron. *Authority Figure:* Nimtrask Blackrock, male dwarf [mountain] N Ftr8. *Important Characters:* Ailaf Blackrock, male dwarf [mountain] N Ftr2/Exp6 (armorer); Arikin Blackrock, male dwarf [mountain] LN Ftr6 (armorer); Hati Powerage, male dwarf [mountain] N Ftr5 (captain of the guard); Zonrad Maelstronsson, male dwarf [mountain] N Rog3 (smuggler); Kan Getno, female Ghinoran CG Brd4 (tavern owner).

Prim's iron is the purest found in the Overdoom Mountains. The Blackrock Clan mines, smelts and works the iron into bands. Due to the iron's magnetic properties, it is particularly easy for dwarf armorers to enchant and forge. Unknown to the village leaders, an extensive smuggling ring sells ingots to human traders through tunnels. Lodestone Landing is a favorite tavern with miners.

4529 Snake on the Rocks (EL 10): Five giant rock pythons (giant constrictor snakes; CR 5; hp 60 each) lie upon broad stones soaking up the sun during the daylight hours, and slither together for warmth after the sun goes down.

4601 Castle Amaranth (Castle): Conventional, AL N; TL 3; 100 gp limit; Assets 1,375 gp; Population 440 (60 green Ftr1s, 30 Ftr2 soldiers, 9 Ftr3 sergeants, 2 Ftr5 lieutenants, 10 Bbn3 bodyguards from Altanis, the rest are Com1-2 villagers); Mixed (human 70% [mostly mixed, some Altanian], halfling 20%, dwarf 5%, half-orc 5%). *Authority Figure*: Sir Eirinni, male Ghinoran N Ftr9. *Important Characters:* Termatis Boerigard, male Ghinoran N Ftr6 (Castellan); Lady Siane Ragnar, female Ghinoran CG Sor5 (Eirinni's wife); Dumo Brownfoot, male "halfling" CE Rog5/Asn1 (cook, spy).

Once a barbarian stockade, this castle is still under construction. Sir Eirinni pays tribute to Tula. His wife collects ancient urns and statuettes, will pay premium for especially old or ornate ones. The cook, "Dumo" is really a man polymorphed into a halfling, and a spy from Thrush. Many stone workers and carpenters have built hovels nearby.

4622 Plaque of the Bloody Moon and Burning Eyes: On a rocky slope, a bronze plaque is affixed to a large boulder commemorating the battle fought here between the Orcs of the Bloody Moon and the soldiers of the Legion of Burning Eyes in which the soldiers were wiped out, but were able to kill the orc commander.

4627 Doom's End Citadel (Citadel): Magical, AL LE; TL 5; 100 gp limit; Assets 1,000 gp; Population 240 (80 50 Ftr2 cultists with flails, 15 Clr1 initiate clerics, 5 Clr2 clerics, 10 drugged Ftr3 eunuchs); Isolated (dwarf 100% [mountain]). *Authority Figure*: Achar Skaerid, male dwarf [mountain] LE Clr3 (Mondorent the Triumphant). *Important Characters:* Ormi Skaerbelt, male dwarf [mountain] CE Ftr4 (sergeant); Eisi the Sightless, male dwarf [mountain] LE Ftr5 (jailer); Jaki Skaeraxe, male dwarf [mountain] LE Ftr4 (gate captain); Nori Skaershield, male dwarf [mountain] LE Ftr3 (patrol sergeant).

Achar secretly leads a demented cult of blind clerics, one which believes in the "reunification of dwarves and stone". His men kidnap other dwarves, who are then kept as prisoners. The captives must eat clay and drink dust (to purify themselves). When they are close to starvation, Eisi leads them before a medusa. The resulting statues are secreted in a cavern, guarded by a stone golem. Patrols avoid contact but report upon any strangers or armed parties nearby.

4702 Woisdag (Village): Magical; AL N; TL 5; 200 gp limit; Assets 8,625 gp; Population 1,380 (Able bodied 385); Mixed (human 74% [some Ghinoran], halfling 16%, dwarf 7%, orc 3%); Resources: Pearls. *Authority Figure:* Lady Brenillashia, female Ghinoran N Clr9 (Trameron). *Important Characters:* Yusuf the Trader, male human CE Rog3 (ruffian); Svalbard the Fair, male Skandik CG Ftr5 (sea captain); Saj Miehan, male human N Rog4 (bathhouse).

Woisdag is tributary to Tula in exchange for protection. The old village was razed by Skandik raiders and rebuilt at a more secure place. Lady Brenillashia commands giant sea horses to spy upon enemies and warn the pearl hunters of sea monsters. Yusuf the Trader offers visitors Giant Clam Pearls if they can retrieve them from his hut in the swamp. Woisdag's best sailor is Svalbard, who has seen most of Ghinor and the Silver Skein Isles, either on a raid or trading mission. The wonder of the settlement is an ancient blue marble Bathhouse, recently rebuilt by Saj Miehan, a mysterious magnate. The Basket of Pearls is kept on display and guarded constantly at the Seabed n Sharksteak.

4708 Rastingdrung

4704 Paladin's Rest (EL 9): Four **manticores** (CR 5; hp 57 each) prey upon the livestock of farmsteads south of Woisdag. Their nest holds the remains of many meals, including an unfortunate paladin. If repaired, his rent and gnawed upon *+3 full plate* can be made serviceable once again. A tent sized sheet of chain-mail is all that remains of his noble steed.

4708 Rastingdrung (Small Town): Nonstandard; AL N; TL 4; 800 gp limit; Assets 45,800 gp; Population 1,832 (Able bodied 458); Mixed (human 75% [mostly Ghinoran, a few Karakhan], halfling 12%, dwarf 8%, orc 3%, elf 2%); Resources: Market. *Authority Figure:* Master Rondrake, male Ghinoran LE Mnk12 (Master of the High). *Important Characters:* Recknard, male Ghinoran LE Mnk5 (Master of the Fourth); Daga, male

Ghinoran LE Mnk4 (Master of the Third); Yinah, female Ghinoran LE Mnk3 (Master of Initiates); Tulerain, female elf [high] N Rog7 (Thieves Guild); Squinting Rahzan, male Karakhan N Ftr3 (market master); Master Penkawr, male Ghinoran LE Sage6 (Archives).

Rastingdrung is an old agrarian town, which has recently become involved in trade. The power lies with the Way of Many Steps, a hierarchical and heartless monastic order dedicated to physical purity and discipline, which only accepts pure Ghinoran initiates. The monks rarely venture out of their well guarded monastery fortress. All communications are conducted through posted missives and proclamations. Master Penkawr and a few lay brothers maintain the crumbling Aedificium of Archives, where rare records and moldy books are kept. In the deep reaches of Wooming Lake, there is said to be an ancient captial called the City of Night's Dawning that sank two thousand years ago, a place of utmost purity.

4710 Underleaf (Village): Conventional; AL CG; TL 3; 200 gp limit; Assets 6,125 gp; Population 980 (Able bodied 245); Isolated (dwarf 94% [mountain], human 3%, wood elf 2%, gnome 1%); Resources: Tools. *Authority Figure:* Gigar the Venerable, male dwarf [mountain] CG Ftr7 (village elder, guardian of the pass). *Important Characters:* Morax the Dungeoneer, male dwarf [mountain] CG Ftr12 (captain of the guard); Iorio Orcsunderer, male dwarf [mountain] N Clr6 (Kazadarum); Bold Brannag, male dwarf [mountain] N Ftr4 (trapmaker); Longhair Aorlas, male dwarf [mountain] LG Ftr3/Exp5 (siege engines).

Underleaf guards the Pass of the Ram. Its dwarves are generally friendly to humans as long as they stay away from their homes and respect their religious customs. Their smiths create tools and elaborate machines. Branag makes traps of all kinds, dungeon traps, chest traps, traps used in warfare and even traps used to slay Overlords and Emperors. Underleaf's soldiers are 2nd level Fighters with maximum hit points.

4711 Ramshadow Castle (Castle): Conventional, AL CG; TL 4; 100 gp limit; Assets 1,250 gp; Population 400 (50 Ftr2 mounted patrols, 30 Ftr1 crossbowmen, 15 Ftr3/Exp4 engineers, 5 Clr3 clerics, the rest are Exp1-2s, Com1-2s and War1-2s); Mixed (dwarf 60% [mostly mountain], human 40% [types]). *Authority Figure*: Morle Brannag, male dwarf [mountain] CG Ftr10 (Second Guardian of the Pass). *Important Characters:* Ohta Branshield, male dwarf [mountain] LG Ftr4 (sergeant); Fili Brangate, male dwarf [mountain] N Ftr6 (captain); Akshon Branstone, male dwarf [mountain] LG Ftr4 (engineer); Mori Branbolt, male dwarf [mountain] CG Ftr3 (onager sergeant).

Soldiers from Underleaf and Nurenthane occupy the castle and guard the Pass of the Ram. The dwarves are all superior fighters (2nd level, maximum hits), the humans are mostly new recruits with shaky morale. Akshon Brannag oversees the construction of a road that will make the pass less treacherous. The Titan's Skull Tavern serves as a trading post for bartered goods.

4801 Crumbling Huts: Eight crumbling huts are all that remains of a once prosperous village wiped out in a Skandik raid.

4824 Displaced Beasts (EL 8): This rolling prairie is home to four **displacer beasts** (CR 4; hp 51 each). The creatures attack anything that enters their domain and fight to the death.

4928 Vastoniat (Village): Conventional; AL LE; TL 5; 200 gp limit; Assets 7350 gp; Population 1176 (Able bodied 294); Isolated (dwarf 90% [hill], human 5%, orc 5%); Resources: Coal. *Authority Figure:* Hadolph the Great, male dwarf [hill] LE Ftr7 (mine foreman). *Important Characters:* Ruto, male dwarf [hill] CE Ftr5 (mine foreman); Garstang Galehammer, male dwarf [hill] LE Ftr7 (captain of the guard); Urdan Bearstaff, male dwarf [hill] LE Clr3 (Mondorent, Keeper of the Vaults).

Vastoniat's citizens are coal miners and goat herders. They have strange customs, which doesn't endear them to their mountain dwarf neighbors: they bury their dead in aboveground vaults, worship a human goddess and refuse to use clay or ceramic items, believing clay to be sacred. Vastoniat is sometimes terrorized by ghosts and wraiths who originate in the Mausoleums of Malevolence. This burial site is larger than the village and located in the nearby foothills. While the dwarves now construct their own vaults, the old practice of cleaning out existing vaults to bury the recent dead caused a long period of retribution called the Cursed Decade. The majestic quality of coal mined here makes them suitable for temple use where incense must also be burnt.

5126 Gate of Cringing Cowards: Engraved into the gate of a crumbling citadel is a curse, turning the reader into a cringing coward. A creature reading the engraved runes must succeed at a Will save (DC 15) or be affected permanently by a *fear* spell that manifests itself at each encounter.

CHAPTER EIGHTEEN
SOUTHERN REACHES

The Southern Reaches have become reasonably peaceful during the last century, as there have not been raids from the Demon Empires for some time—perhaps because there are few settlements of note here worth raiding. Two important passes connect the uplands with the plains below. Marshes and jungles in the north force caravans to journey south before turning toward their destinations. The River Quicksake is the principal highway of the region, widening into the Goldeham Estuary at its terminus. The forbidding Bendarloin Mountains are rich in metals and gemstones, but the humanoids and monsters living amidst the black peaks make mining a most perilous undertaking. Dwarves control the highlands to the west, while the eastern seacoast has a considerable elven influence. There is also Tula to the north, although it cares little about these lands. Much of the rest is independent; the small towns and villages lack the power to become serious political entities. Finally, there is a vast and untouched wilderness in the region, not yet settled by prospective inhabitants.

The region is hot, and much of it is subject to heavy rains. South of the Quicksake, rainfall is somewhat less, but the region is still just as warm. Summers are particularly difficult; the two large swamps in the north — the Penance and the Fordback — are the breeding ground for millions of disease-bearing mosquitoes and other insects.

The Southern Reaches are dominated by the Ghinorans, descendants of the race that once dominated the region. Though many remain savage and warlike, in the Southern Reaches there is a growing number of Ghinorans who are beginning to discover the benefits of civilization — founding settlements, engaging in trade and even setting sail as mariners, carrying cargoes to distant ports.

GEOGRAPHIC FEATURES

Unless otherwise noted, all features north of the River Quicksake are Hot, Wet. All regions south of the Quicksake are Hot with normal precipitation unless otherwise noted.

Arrisfforn Hills (Gentle Hills, EL 7): Dropping away to the southeast into the Lighthedge canyon, the Arrisfforn Hills house tribes of filthy humans and hobgoblins working and raiding together. The hills are shallow, and only rise a few hundred feet at most. The dwarves mine gold from the southern hills, and return it to Silverhall (0424). **Encounters:** hobgoblin and bandit warbands, dwarven patrols to the south

Bendarloin Mountains (Rugged Mountains, low peak/high pass, Giant): Filled with semi-dormant volcanoes, the Bendarloin range is home to a dozen clans of dwarves and many families of gnomes. Both races have mounted war parties to drive away the elves of the nearby Bridgeflower Timber, with little success. Gnome and dwarf settlements are all found in the underworld and their well-hidden gates are always heavily defended. These mountains are also teaming with orcs under the control of an evil adventuring party that has built a castle in the center of the range and subjugated two orc settlements after a destructive civil war in the area. The orcs mine marble and coal.

Bless Roof Forest (Dense Forest, Wet, EL 5): A hidden city of grey elves is located in this forest. Tall evergreens block out much of the light above, although the forest does not seem frightening to travel through. **Encounters:** shimmering colors, incorporeal warriors, melancholic singing

Braehill River (Calm Aquatic): The eastern border of the Pearl Tower Forest, the Braehill is the main water for the wildlife of the area.

Bridgeflower Timber (Medium Forest, Wet, EL 10): Exotic flowers of strange varieties grow in the depths of these woods. Once a year there is an expedition of students from Tula to collect and categorize the various species and genera, especially white lotus, a valuable alchemical component. The Bridgeflower range is the home of wicked wood elves. The xenophobic elves try to capture and enslave any human that enters the woods. Other races are killed outright. The elves have attempted to war with the dwarves and gnomes of the Bendarloins, but were not successful. **Encounters:** wood elves, giant slugs

Dark Castle Marsh (Moor): Named for the ruins of a keep found in the center of the area, Darkcastle Marsh is home of swamp orcs and goblins riding giant lizards. A lich rules the swampland.

Dark Voice Cave: Tempting voices, whispering about power and wealth issue from this den of evil. Fortunately, most travelers know of its ill reputation.

Don Jackal River (Calm Aquatic, Hot): Flowing from Kingssun Tower all the way to the northwest coast, the Don Jackal River meanders through the Penance Swamp on its way north. Bugbear tribes are common near the river.

Druid's Shrine: A small cavern beyond a calm pond leads to a deep and silent grotto sacred to druids. Visitors must cast down their eyes when they venture here, for it is said the beauty of the underground shrine can blind someone who is unaccustomed to it.

Dryrod Islands: These distant islands are often visited by passing merchant vessels.

Ellision Jungle (Dense Forest, Hot, Wet, Giant): Northeast of the Penance Swamp, Ellison Jungle is a hive for giant insects. All manner of huge insects can be found here. Students from Tula hunt exotic species for potions and spell components. **Encounters:** dinosaurs, giant insects, especially giant mosquitoes

Elvensiege Ford: The site of a famous battle between elves and dwarves, the Ford was a major turning point in the conflict. A monument to both races has been erected here.

Enchanted Walk Hills (Gentle Hills, Warm): Barbarous humans keep their tribal holdings here. A few of the tribes have founded small villages and some barter goes on between the clans.

Fallgon Forest (Sparse Forest, Warm, Giant): A large stand of enormous ancient pines, the Fallgon is home of all types of sylvan beings. During the full moon, non-native trespassers are captured by the inhabitants to join in their revelry. It is often fatal. Explorers often find pieces of crystallized amber at the base of the great trees. An ancient druid shrine is located deep inside the forest.

Feldnick's Ford (Calm Aquatic, Busy): An excellent fishing area, the ford is a small but sturdy 2-cart overbridge. A small, abandoned guard tower, inhabited by giant ravens, stands on the eastern shore.

Fire Bar River (Calm Aquatic, EL 8): The Fire Bar runs red with iron ore along its southern reaches, into the Quickfellow stream. Ruins of prehistoric stone huts line the shores. **Encounters:** rust monsters, swerting tribes

Fire Tee River (Calm Aquatic): Breaking from the Quicksake just east of Winterton Ford, the Fire Tee river flows south down to feed the Dark Castle Marsh.

Fordback Marshes (Swamp, Hot, EL 13): Occupying the northeastern corner of the Southern Reaches, the Marshes are home to pilgrims searching for a "dark god." The pilgrims are highly dangerous, and treat all outsiders as enemies. The marshes are also infested with snakes, crocodiles and an occasional troll, many of the giant variety. A hamlet of lizardmen is located in its northern reaches. **Encounters:** pilgrims, lizardmen, catoblepas

Gold Covet Ford (Calm Aquatic, Busy): Built by dwarves from Silverhall (0424), the Gold Covet Ford is a massive stone bridge fortified against attack from the humanoids of the Arrisfforn Hills.

Goldcham Estuary (Calm Aquatic, Busy, Underwater): Named for a captain of the Overlord's fleet that found the inlet, this Estuary is a wide and deep waterway leading to the Quicksake and to the lands beyond. A garrison of the Overlord's men has traditionally held the Silvership Castle, although being so far removed they have become very lax and casual about their duty. The depths of the Estuary are home to aquatic elves and giant clams. **Encounters:** merchant barges, sharks, warships from Sacred Rock

Harrim's Pass (Rugged Hills): The northern border of the orc lands, the Pass is home to a family of stone giants that trade with the mountainfolk.

Kingssun Ford (Calm Aquatic): Named for the tower of rock to the southwest, Kingssun Ford is a quicker route to the Ghinor Lowlands for the people of the Enchanted Walk Hills. Bugbears raiders are common here.

Kingssun Tower: A spire of solid granite, the Kingssun Tower is topped by a huge crystal geode that reflects light in all directions. The crystals are so clear and polished that any amount of light is reflected many times over. Only on heavily clouded nights is the area ever fully in darkness.

Lighthedge Canyon (Rugged Mountains/Rough Aquatic, Wet): This deep rift in the Ghinor Highlands is full of treacherous natural obstacles. Nevertheless, the Falls of Song at the west end of the canyon makes a beautiful melody as it crashes onto the rocks below. Entrances to caverns under the Highlands riddle the lowlands along the River Quicksake. Some contain polished bits of mountain crystal. Overlooking the Canyon and the Quicksake, the Lighthedge Ridge on the south side of the canyon is a nesting area for wyverns. **Encounters:** wyverns, cavemen, wraiths

Lighthedge Ridge (Rugged Hills): Overlooking the Canyon and the Quicksake, the Lighthedge Ridge is a nesting area for wyverns. The dwarves of Dragonsaddle (1023) guard the canyon against hostile hobgoblins, cavemen and orcs.

Longknot River (Calm Aquatic): Branching off the Quicksake near the end of the Straight line forest, the Longknot keeps much of the salt from the Quicksake flowing through its channel. Occasionally, sharks make it this far upriver.

Manor Night Cave: Located near a crumbling manor house, this cave system is very expansive vertically, with many waterfalls, underground pools and treacherous pits.

Melingtongue Stream (Calm Aquatic): This mountain stream is wide but shallow, often splitting into multiple branches just to join again downstream. Wild grapes grow on the shores.

Moonsong Rapids (Stormy Aquatic, Perilous): A violent stretch of the river, the Moonsong accounts for 5 miles of churning rocky waterway. Many have drowned in its treacherous whirlpools.

Old Shroud Temple (Grasslands): The eastern lay of the Wandbury plains. The dervishes of the area tell of an ancient black pyramid that once stood in the region. No sign of the pyramid or any ruins have ever been found. **Encounters:** axe beaks, dervishes

Orcbait Pass (Rugged Mountains, low pass): Named by the peoples of Dragonsaddle (1023) after the many skirmishes over the years, Orcbait Pass is troubled by humanoid raiders along the eastern lowlands.

Pearl Tower Forest (Medium Forest): Excellent quality hardwood, Pearl Tower timber is highly sought after in many regions and is logged by locals for craft and trade.

Penance Swamp (Swamp, Warm): A wretched and disease infested swamp. Bugbear tribes live along the edges of the Penance, while lizardmen and giant eels make their homes farther towards the center.

Quick Fellow Stream (Rough Aquatic): Another iron rich stream, the Quickfellow emerges from the caverns under the mountain range. A clan of deep dwarves divert the stream for their own purposes. Their city is guarded by troll and swerting slaves. **Encounters:** wild swerting, deep dwarf expeditions, rocs

Quicksake, River (Calm Aquatic, Busy): This wide and deep river is the main merchant route in the region. Water traffic can be found from the coastline all the way west to the town of Bridshin south of the Pearl Tower forest. Past Bridshin, the river is treacherous, filled with falls and canyons. Rafting here without a guide is suicidal. **Encounters:** merchant barges, giant catfish, rafter reavers (bandits)

Sacred Lock Forest (Medium Forest): The home of the Archdruid, the Sacred Lock is an almost sentient stand of trees. Treants and fey creature frolic through the underbrush, and are all but invisible to non-natives. Rainbow flowers, renowned for their great beauty and mirth-inducing nectar, grow in secluded glades. **Encounters:** fey, treants, medium earth elementals

Salteye stream (Calm Aquatic, Hot, Dry): The southern branch of the Longknot, the Salteye has deposits of salt that crystallize along the stream banks. The salt collects sunlight which often heats up the area considerably. At night, the shores glow with an eldritch light. Nothing lives here.

Searwing Hills (Rugged Hills, Wet): Dire wolves are known to lair in and around these misty hills. A cave known as Dark Voice Cave can be found just to the northwest. The highest hilltop is home to a family of rocs. They roam the length and breadth of the Southern Reaches for food. **Encounters:** dire wolves, vampiric vultures

Sighing Stones, Pass of the (Rugged Mountains, low pass): A very unstable and rocky trail, the Pass of the Sighing Stones is a difficult and dangerous road up to the Highlands. Boulder monsters and stone giants demand toll for safe passage. On either side of the pass are rock formations that resemble faces. The faces have sad expressions on them as if they know something about the end of the world. The breeze often sounds like sighing noises. **Encounters:** boulder monsters, stone giants

Song, Falls of (EL 8): As the Quicksake drops into Lighthedge Canyon, the Falls of Song reverberate and echo to such a degree as to create a beautiful melody of sounds. Bards often come here to sit and listen to the flow of the river, and so do harpies whose enchanting song has lead many of them into an early grave. **Encounters:** harpies

Straight Line Forest (Dense Forest): Overlooking the deep waters of the Quicksake, the Straight Line timber is a hearty forest of pine and oak. Little timber is taken from the forest, so some of the trees are hundreds of years old. Trees 20 ft.- 30 ft. in diameter have been found within. **Encounters:** forest scorpions, wild elves

Vasthedge stream (Calm Aquatic): A tributary of the Longknot, the Vasthedge flows from the northern Windlow Mounds.

Wandbury Plains (Grasslands): In the shadow of the Ghinor Highlands, the Wandbury Plains are relatively peaceful, with gentle rolling plains and wild ponies. Dervishes travel the plains trading and domesticating the local ponies. Wizards often journey here to purchase material for wands from a master craftsman that dwells in this region. **Encounters:** wandering dervishes, shepherds

Weststad River (Rough Aquatic, EL 8): The feeder river for the eastern Bendarloins. Highly stocked with salmon, the river is a major source of food. **Encounters:** orc tribes, river trolls

Winding, Cape of (Rough Aquatic, Perilous): The whirlpools near this outcropping are cause of many ships smashing themselves to pieces along the rocky coast. Few travel this far south, and those that do are rarely heard from again. **Encounters:** orc scavenger bands on the shores

Windlow Mounds (Gentle Hills): These mounds are rich in marble. Rumors are that they are haunted. A ruined manor sits in the center of the mounds with a cave complex nearby. Said to be the sacred burial grounds for ancient titans, the caves are avoided by most common folk.

Winterton Ford: The northern overland trade route for the people of Bridshin (1523), the Ford is a massive suspension bridge allowing river traffic to pass unmolested.

Specific Locations

0104 The Pillar of Lightning (EL 4): A 25-foot high dark gray stone pillar, which if touched hurls lightning bolts into the sky. Any flying creatures nearby must succeed at a Reflex save or be struck by a bolt (5d6 electricity damage).

0206 Badquen (Village): Conventional; AL LE; TL 2; 200 gp Limit; Assets 8,450 gp; Population 1352 (Able bodied 338); Mixed (human 55% [mostly Ghinoran], orc 32%, half-orc 10%, halfling 3%); Resources: Salt. *Authority Figure:* Packtain, male Ghinoran CE Ftr6. *Important Characters:* Dabnehan, male half-orc CE Ftr3 (slave driver); Marzak of Claycat, male half-orc CE Ftr3 (miller).

Badquen has huge salt deposits from some prehistoric sea. Even the drinking water tastes salty, thus those who can drink wine and ale. Orc, human and half-orc slaves work on the "Flats" under brutal conditions. The salt is taken to Marzak's mill, which is even worse than the mines. Tula's authorities have been thinking about replacing Packtain, but are afraid of an uprising or an intervention from Arquay.

Badquen has a dwindling halfling population, whose burrows were recently converted to barracks and holding cells.

0210 Hobgoblin Den (EL 8): A small encampment of **25 hobgoblins** (CR 1/2; hp 5 each) wait here for the return of their leader. Little do they know that he has deserted them and their tribe. Among them, they have 1,300 sp, a piece of amber (140 gp) and a bloodstone (50 gp).

0232 The Talking Fountain: An ancient, non-functional bronze fountain, hidden in a grove, is actually a wizard *polymorphed* by a god he angered three centuries before. He is able to speak using the mouth of one of the figures on the fountain, but all his words come out backwards. Since he can't hear, he is unaware of this problem.

0302 Arquay (Village): Nonstandard; AL CE; TL 6; 200 gp limit; Assets 7,700 gp; Population 1232 (Able bodied 308); Mixed (human 66% [some Ghinoran], orc 20%, half-orc 14%); Resources: Market. *Authority Figure:* Rollswardstone, Incadescent Light of Pasperus, male Astari (disguised as a Ghinoran, though rarely seen in public) CE Clr9 (Pasperus, God of the Southern Stars). *Important Characters:* Redlon, male Ghinoran NE Ftr3 (captain of the guard, mayor); Domagan the Oil-eye, male Ghinoran CE Ftr9 (slaver); Rutek Ragback, male half-orc CN Rog6 (Thieves Guild); Lady Hiyessa, female elf [high] CE Sor4 (Palace of Prime Pleasures).

An oligarchy, composed of Rollwardstone, Domagan, Rutek and three merchants, makes all important decisions in Arquay. Law enforcement is random but extremely brutal. Criminals are immediately executed or sent to Badquen's salt mines by Domagan. Another source of slaves is Lady Hiyessa's fine establishment, which specializes in the abduction of handsome male patrons. Ancient walls surround the city, which was built within this thick protective barrier. Dire bats live in its abandoned towers.

0306 Giant Lizard (EL 2): A path leads to an abandoned halfling hole that has been taken over by a **giant lizard** (CR 2; hp 22). Various halfling goods have been pushed into the remains of the kitchen where the lizard has made her nest and laid her eggs.

0415 Den of Bears (EL 6): Lairing among the trees, **four black bears** (CR 2; hp 19 each) roam the forest searching for food. They rarely molest those passing through the area as food is plenty.

0416 The Old Monastery (EL 4): The ruins of an old monastery have become overrun with **green slime** (CR 4; hazard). Only a lone bastion in the gardens remains untouched.

0424 Silverhall (Village): Conventional; AL N; TL 6; 200 gp limit; Assets 4,650 gp; Population 744 (Able bodied 186); Isolated (dwarf 100% [mountain]); Resources: Silver. *Authority Figure:* Transt Argent, male dwarf [mountain] LG Ftr3. *Important Characters:* Frandal the Ox, male dwarf [mountain] N Ftr5 (foreman of the mines); Navri Solsdottir, female dwarf [mountain] LN Ftr4 (leader of the cavalry); Gelron, male Ghinoran LG Sag6; Undir, male dwarf [mountain] N Clr5 (Kazadarum).

Close to the Lighthedge Canyon, Silverhall is named after the metal that is mined here. It also has a strong cavalry, which is fairly rare in dwarven lands. These outriders regularly patrol the southern reaches of the Arrisforn Hills. Gelron, a sage well versed in mineralogy, is a visiting dignitary from Tula. He is investigating a new section of the mines where a so far unknown metal was found. It is rumored that his silver staff is a *staff of conjuration*.

0509 Estlark (Village): Magical; AL N; TL 6; 200 gp limit; Assets 5,350 gp; Population 856 (Able bodied 214); Mixed (human 88% [mostly Ghinoran], dwarf 6%, gnome 3%, halfling 3%); Resources: Copper. *Authority Figure:* Wilkendrone, male Ghinoran N Wiz9. *Important Characters:* Lionmane, male Ghinoran CG Bbn4 (captain of the guard); Recknard Hafnogg, male Ghinoran LN Wiz4 (Enchanter, apprentice); Bodolin Ullor, male Ghinoran CN Exp7 (sculptor); Kesatral Khel, male human LE Rog 2 (innkeeper, Comfortable Saddle).

Estlark pays its tribute to Tula in refined copper. Fine dwarven weaponsmiths and armorers create arrowheads and fine alloys. Bodolin Ullor, a demented sculptor, is working on a Colossus, a 60' statue made of seven different metals. Kesatral Khel's inn also sells fine horses and pack mules. Treacherous sinkholes are located all around the village – abandoned mine shafts, where nocturnal predators lurk.

0519 Stonehold Citadel (Citadel): Conventional, AL N; TL 6; 100 gp limit; Assets 625 gp; Population 200 (40 dwarf Ftr3s and 10 dwarf Ftr4s guard the citadel; the rest, also dwarves, are War1-3s); Isolated (dwarf 100% [mountain]). *Authority Figure*: Andilor, male dwarf [mountain] N Ftr5. *Important Characters*: Donner the Majestic, male dwarf [mountain] N Ftr4 (captain, the sole survivor of an expedition to the peaks of Overdoom Mountains); Ormohir, male dwarf [mountain] N Clr3 (Kazadarum); Enilor the Elder, male dwarf [mountain] LG Sag3.

Seven stone chairs and a stone table, crisscrossed with veins of quartz stand in the courtyard of the citadel. A honor guard is posted beside it, and woe be to those who would dare to touch such a relic! Andilor's father, Enilor, a venerable and decrepit dwarf can tell many a tale about the Highlands: tales of the Gemstone Glacier, the Sundering of the Dust Riders and the Chronicles of King Nach-Bendalm.

0704 Ghoul Lair (EL 6): A half-sunken temple juts from the swamp. All that remains of this holy place are the acolytes that served their deity here. They have since been transformed into **7 ghouls** (CR 1; hp 13 each; flail) but remain in the area performing their daily rituals and prayers. Seven copper vials of sacred vinegar lay before the altar. Used as an ointment, they *cure disease* as the spell.

0713 Khallordain (Village): Conventional; AL N; TL 5; 200 gp limit; Assets 6,525 gp; Population 1044 (Able bodied 261); Isolated (dwarf 100% [mountain]); Resources: Iron. *Authority Figure:* Dran Morgos, male dwarf [mountain] N Ftr5. *Important Characters:* Hirlad, male dwarf [mountain] N Ftr5 (foreman of the mines); Zardon Rundell, male dwarf [mountain] LG Ftr4 (armorer); Khalas Wend, male dwarf [mountain] N Clr2 (Kazadarum, Keeper of the Stones).

The iron mines here are very deep, first used during the times of King Nach-Bendalm and extended over many generations. Khallordain is a source of chainmail and well-balanced axes, not to mention ceremonial daggers popular with mages and high priests. Most are sold in Dragonsaddle. Khallordain's dwarves are buried under the city streets, and

stone bas-reliefs are erected in their honor. These carvings are said to watch over the work of the living and provide aid in case of some great peril.

0722 Map of the Ancients: Inside the rotten trunk of a fallen tree is the knapsack of an adventurer of long ago. It is crammed with old exploring equipment, and a map of an ancient temple in the Valley of the Ancients.

0905 Citadel of the Blade (Citadel): Magical, AL N6; TL 6; 100 gp limit; Assets 500 gp; Population 160 (20 Clr2s, 20 Clr2/Ftr2 warrior-priests; as well as Clr1 acolytes and Com1-3 servants live in this citadel); Mixed (human 80% [some Ghinoran], half-orc 20%). *Authority Figure*: Lord Shimeril, male human N Clr8 (Bondorr). *Important Characters:* Stefladd Mansha, male Ghinoran N Ftr7 (the Sword); Deadr Mhyorr, female Ghinoran N Ftr5 (the Shield).

Bondorr's fanatical warrior-priests inhabit the fortified monastery below Kingssun Tower. Every day, they engage in mock combat to show devotion to Bondorr, and every week, a special duel is staged between the two most skilled combatants. Lower levels exist under the citadel, the remnant of sunken fortifications, but they are flooded with swamp water and perilous.

0930 Stone Prison (EL 3): A perfectly spherical stone, 12 feet in diameter, fills the mouth of a rocky cave. It is easily rolled away, but once started rolling, it is very difficult to stop (Strength DC 25), inflicting 8d6 crushing damage (Reflex DC 15 avoids). In the back of the cave lie the bones of an elf chained to the wall. He wears the remnants of once-fine silk clothes whose designs indicate that he was from Whitehaven.

0930 Stirge Nest (EL 5): A large pack of **8 stirges** (CR 1/2; hp 5 each) haunts the area here. Their nest is deep underground, accessible only through a stirge-size tunnel (Search DC 18 to notice it). Bones and rotted clothing litter the area. Scattered among the remains of a rotted corpse are 3,000 sp, a masterwork battleaxe, and 2 flasks of holy water.

1008 Bugbear Expedition (EL 5): Several sets of archaic chainmail have been found by **three bugbears** (CR 2; hp 22 each) exploring a set of small caverns.

1023 Dragonsaddle (Village): Conventional; AL LG; TL 8; 200 gp limit; Assets 7,775 gp; Population 1,244 (Able bodied 311); Isolated (dwarf 94% [mountain], gnome 6%); Resources: Weapons. *Authority Figure:* Pottellamose, male dwarf [mountain] LG Ftr5. *Important Characters:* Zitran the Just, male dwarf [mountain] LG Ftr5 (captain of the guard); Urmech, male dwarf [mountain] LN Exp8 (clockworks); Rallnar Tinhelm, male dwarf [mountain] N Rgr3 (Orcfellers).

Dragonsaddle is the "Gate of the Highlands", the place where lowland merchants come to buy dwarven weapons and goods, including Urmech's strange mechanical guardians, Grand Granite Gin (a concoction that inebriates dwarves and may kill or incapacitate others), gnomish jewelry and more. Rallnar's special forces, the Orcfellers protect the eastern pass and watch for orc raiders.

1111 Giant Toadies (EL 9): Eight giant toads (see below) move through the area. They strike with their prehensile tongues at living creatures moving through the area.

Giant Toad: CR 3; SZ M Animal; HD 3d10+6; hp 22; Init +0; Spd 20 ft; AC 14 (+4 natural), touch 10, flat-footed 14; BAB +2; Grap +4; Atk bite +4 melee (1d6+3) or tongue +2 ranged (grapple, tongue, see SA); Full Atk +4 melee (1d6+3, bite) or +2 ranged (grapple, tongue, see SA); Space/Reach 5 ft./5 ft. (10 ft. with tongue); SA adhesive tongue; swallow whole (grapple bonus +4); leap (20 ft. horizontally, 8 ft. vertical as charge attack); SQ darkvision (60 ft.); AL N; SV Fort +5, Ref +3, Will +2; Str 14, Dex 11, Con 15, Int 1, Wis 12, Cha 4.

Skills: Hide +6, Spot +4.

1312 The Charred House: The charred remains of a small house lie in a grove of elm trees. Buried in the dirt under the burned floor is a small pouch full of copper coins, which upon closer inspection turn out to be quite old, and worth a total of 350 gp.

1323 Burial Vaults of the Kings (EL 7 each): A group of six buried vaults are hidden in a secluded area. Each contains the **skeleton** (CR 7; hp 104 each; AL N; Str 14, Dex 15, Con -, Int -, Wis 10, Cha 11; banded mail, large metal shield, masterwork longsword) of a long dead king, and if any are disturbed, they animate until the violators are dead or run away. Each king wears archaic banded mail and wields a rusty long sword. The kings' eyes burn with an alien intelligence and they fight as Ftr12s.

1327 Wolf Den (EL 7): A ravenous pack of **7 wolves** (CR 2; hp 25 each; 5 HD) roams about an old oak tree. Eight human corpses hang from the branches.

1405 The Winged God: A hammered bronze idol of a three-headed winged god sticks slightly out of the earth. The work is very crude, but it covers a finely crafted silver figurine worth 750 gp.

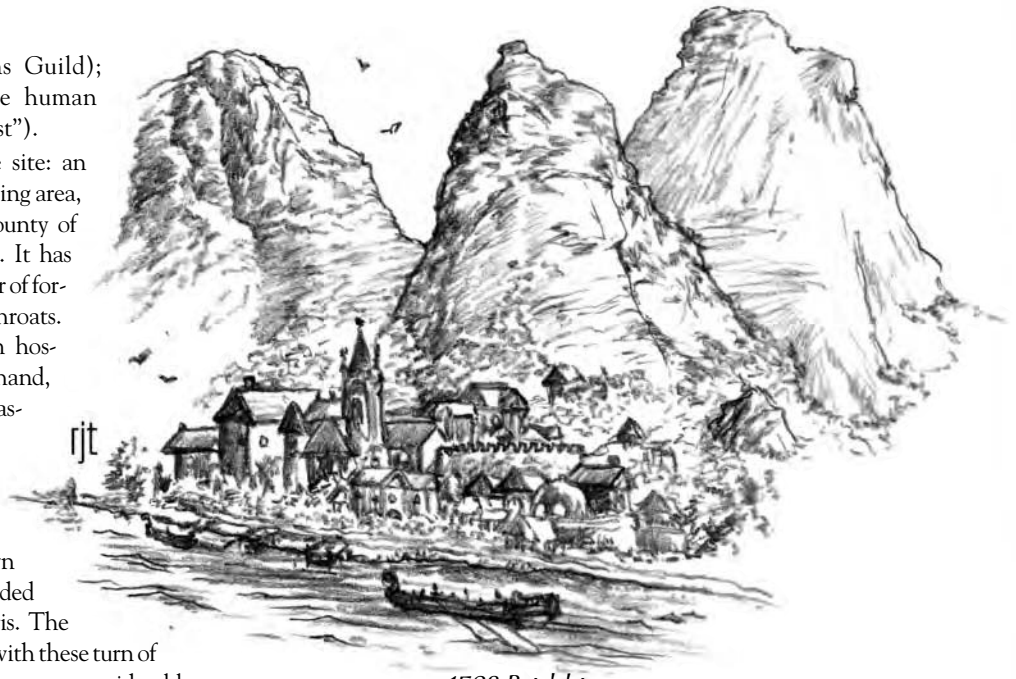
1408 O'ercland (Village): Nonstandard; AL CG; TL 3; 200 gp limit; Assets 5,100 gp; Population 816 (Able bodied 204); Mixed (halfling 86% , human 14%); Resources: Pelts. *Authority Figure:* Klingdoor Hopfen, male halfling CG Ftr7 (brewer). *Important Characters:* Dill Sourface, male halfling CG, Ftr 2 (slingers); Rumpold Lightstep, male halfling CG Rgr3 (slingers); Viola Hoddypeak, female halfling CG Exp6 (barkeep).

O'ercland is a halfling's dream: it is far from dangerous beasts and ravaging monsters, it is ruled by a local brewer who regularly gives away free mead and the nearby plains have a never ending supply of dire squirrels. Since squirrel pelts are in great demand and sell well, Klingdoor has contemplated building a lookout tower and hiring some mercenaries to replace the ineffective slingers.

1414 Fairwatch (Hamlet): Conventional; AL LE; TL 9; 100 gp limit; Assets 1,450 gp; Population 464 (Able bodied 116); Mixed (human 79% [some Ghinoran], half-orc 19%, dwarf 2%); Resources: Gold. *Authority Figure:* Brasttongue, male Ghinoran LE Ftr7. *Important Characters:* Ugumni Ehb Languor, male human CN Wiz3 (foreman of the prospectors); Slick Silkie, female human CE Rog3 (bookkeeper); Kaylo Mendehin, male human CE Rog2 (village clerk); Osgal Marashnak, LE, male Ghinoran

Rog6/Asn1 (Assassins Guild); Dau-al-Makhan, male human CN Rog4 ("High Priest").

Fairwatch is a mine site: an extremely rich prospecting area, not to mention the bounty of the underground veins. It has attracted a great number of fortune-seekers and cutthroats. Brasttongue puts down hostilities with an iron hand, relying on spies and assassins. He is slightly unhinged and already fancies himself as a god – he has erected a small temple with his very own high priest and a secluded suite with temple houris. The underlings are content with these turn of events, as they can siphon away considerable sums while their master sinks ever deeper into dementia. A few miners have found chunks of a gold-like metal that has a strange indigo tint – these findings are always considered the sign of good luck.



1523 Bridshin

1433 Grinding Wheel (EL 5): A set of grinding wheels, buried in a mud bank of a small brook, have attracted the attention of a band of **5 gnolls** (CR 1; hp 11 each; halberds) who have tunneled out the area beneath them for a lair.

1502 Gelsford (Hamlet): Magical; AL CE; TL 6; 100 gp limit; Assets 1,550gp; Population 496 (Able bodied 124); Mixed (human 78% [some Ghinoran], half-orc 15%, orc 7%); Resources: Market. *Authority Figure:* Handringlost, male human CE Clr6 (Feninva). *Important Characters*: Master Pangloss, male Ghinoran LG Mnk1 (village elder); Salu Medin, male human N Ftr5 (merchant); Badr l'Brudur, male Altanian CE Bbn2 (mercenary leader).

Gelsford is an agricultural market, also known for glassblowers. Salu Medin is the most skilled of them, but he has recently become a merchant and works only for well-paying patrons. The official leader is the elderly and naive Master Pangloss, but real power is in the hands of Hardinglost and his Evil Ecclesiasts. "Badr l'Brudur's Mangy Curs" are simple thugs who can be hired by anyone foolish enough to pay them. They live in rugged tents outside the hamlet.

1512 Dwarven Runes (EL 0): An ancient silvered helmet lying in the underbrush has been taken over by a dangerous looking **non-poisonous snake** (CR 0; hp 2; as per small viper but totally harmless, as strange as this sounds in the Wilderlands). The helmet bears Dwarven runes indicating that its owner was a fierce killer of Ores serving under Waldill the Mad, who lived three centuries previous.

1523 Bridshin (Small Town): Magical; AL N; TL 7; 800 gp limit; Assets 39,200 gp; Population 1568 (Able bodied 392); Mixed (human 65% [mostly Ghinoran], half-orc 13%, dwarf 11%, orc 7%, gnome 4%); Resources: Market. *Authority Figure:* Flameth Franticious, male Ghinoran, N Wiz13. *Important Characters:* Master Melchiades, male Ghinoran LE Wiz9 (archives); Gobruas, male Ghinoran CG Brd4 (archives); Somn of Agh, male Ghinoran LN Clr3 (Seker); Levius Mul, male Ghinoran CN Clr4 (Braz-Kazon); Bangor Dotlam, male Karakhan N Ftr9 (academy); Midh Carnacillea, female Amazon LE Amz4 (city hall Amazon); Skrigg No-nose, male half-orc LE Rog6/Asn1 (assassins guild).

Three huge rock formations mark the end of the navigable portion of Quicksake River – Bridshin, in the shadows of said rocks, is the furthest merchant town barges and ships can visit. A coven of wizards and sorcerers makes important decisions. The order owns a vast collection of maps, from geographical to decorative and useless to extremely valuable. Any given geographical location, dungeon or important building is 25% likely to have a fairly accurate map buried in one of the lead-lined vaults (no admission, but generous contributions can go a long way). Bridshin offers a multitude of services, including a marketplace under an amberglass-studded cupola, an Academy for fighters and a City Hall where citizens can debate politics or philosophy. To prevent fistfights, a contingent of Amazons is stationed here. Below the City Hall, one could find a series of cellars and dungeons, but all known entrances were magically sealed by Franticious.

1529 Wizard's Grave: A *permanent image* (18th caster level) spell causes lights to flitter about a small copse of trees, convincing the locals that the area is haunted. The spell was placed there to safeguard the grave of a young wizard buried in the grove.

1604 Ogre Lair (EL 5): Within the Enchanted Walk Hills, a log cabin offers shelter and home to a family of **ogres** (CR 2; hp 26 each, align N). They are a peaceful lot and often trade and barter with travelers. 400 gp and 2 *potions of cure moderate wounds* are contained in a small iron chest.

1617 Brond's Citadel (Citadel): Magical; AL N; TL 4; 100 gp limit; Assets 1000 gp; Population 320 (65 Ftr2 swordsmen, 5 Ftr3 sergeants, 2 Ftr5 captains, 4 Wiz1

apprentices and 4 Rog3 jailers live here); Mixed (human 80% [some Ghinoran], half-orc 12%, dwarf 8%). *Authority Figure:* Brond, male Ghinoran N Wiz7. *Important Characters:* Dishop, male Ghinoran N Ftr7 (captain of the watch); Tunaras, male human N Wiz3 (apprentice); Sir Ordrag Frostbite, male human LE ex-Pal6/Blackguard 3 (prisoner).

Brond, the master of this stronghold, has fallen ill with a mysterious malady. No curative magic will work, and he exists in a state of half-life. Tunaras runs his errands and consults sages through messengers, while trying to keep away the gathering vultures. He captured Ordrag Frostbite when he tried to scale the walls with a few of his men – the good knight and his company are awaiting execution in the dungeon. This citadel is also renowned for its little garden, said to contain more than fifty different types of roses.

1624 Armorscape Palace (Castle): Conventional; AL LG; TL 6; 100 gp limit; Assets 2000 gp; Population 640 (90 Ftr2 infantry, 40 Ftr3 heavy cavalry, 15 dwarven Ftr4s, 5 Clr3s, 8 Ftr4 sergeants and 2 Ftr5 lieutenants; the rest being War1-3 or Com1-3 menial servants and miscellaneous castlefolk); Mixed (human 85% [mixed], dwarf 12%, halfling 3%). *Authority Figure*: Djarhair, Son of Turann, male Dorin LG Ftr12. *Important Characters:* Mal Arijdan, male Dorin LG Ftr7 (Djarhair's son, captain of the watch); Birudun, male human LN Clr6 (Bukera); Masshaela, female human LN Clr6 (Bukera); Anzahan, male Dorin LN Wiz6/Clr6/Mystic Theurge 2 (Bukera); Dankana, male Ghinoran LG Wiz4; Starburst, male Ghinoran LG Wiz2.

Turann, exiled from the Desert Lands, guided his followers to the Southern Reaches, where they established a small fiefdom. Djarhair continues his work – he has surrounded himself with clerical and wizard advisors and extended the old keep. Strangers aren't allowed to trade with his protégés, but he himself may be interested in purchasing various odd items. The wizards, however, travel freely to Bridshin or Tula for equipment. Two giant iron plates or carapaces, both shiny black and completely rustproof, are displayed in the castle's trophy room. These were found during the castle's construction and are reputed to have belonged to ancient scorpions.

1633 Naglonther's Hold (Castle): Conventional; AL CG; TL 5; 100 gp limit; Assets 1625 gp; Population 520 (100 Ftr2 footmen, 15 Ftr3 archers, 10 Ftr4 elites and 5 Ftr5 lieutenants; the rest are War2-3s, also battleworthy); Isolated (human 96% [mostly Ghinoran, a few Altanian], dwarf 4%). *Authority Figure*: Naglonther the Doubter, male Altanian CG Ftr7. *Important Characters*: Ornilius, male Ghinoran LN Wiz5 (castellan); Gray Baltec, male Ghinoran CG Rgr4 (scout).

Naglonther built this castle with dwarven aid after he single-handedly saved one of their leaders from a band of ogres. He is presently clearing out the surrounding wilderness. Ornilius, an architect-mage, is his castellan – he has several contacts in southern kingdoms. With Baltec and Naglonther, they have discovered a secluded valley where cyclopean pillars and feline statues lie in ruin.

1701 Castle Waterwell (Castle): Conventional; AL LE; TL 4; 100 gp limit; Assets 1875 gp; Population 600 (120 Ftr2s, 10 Clr3s, 10 Ftr4 sergeants, 3 Ftr5 captains and 7 Rog3s; the rest are War1-2 or Com1-2 slaves and worshippers); Mixed (human 80% [mostly Ghinoran, some Skandik], half-orc 10%, orc 10%). *Authority Figure*: Bascore Bruan, male human [Ghinoran] LE Ftr9. *Important Characters:* Alvestrus the Elevated, male Ghinoran LE Clr6 (Margonne, God of Evil Schemes); Idvan, female half-elf LE Rog5 (thief).

The clerics of Margonne have used lies, madness-inducing philters and magic to turn Bascore Bruan into their ally. His best soldiers were silently disposed of, save for a few, who were more faithful to Alvestrus. The townsfolk know little of this, and it is assumed that their lord is still in charge. The evil clerics have thus gained a whole lot of wealth in the form of Waterplace's marble and the castle's treasures. Idvan and two associates are most often away in Tula, where they ambush weak-looking mages and steal their belongings.

1701 Waterplace (Hamlet): Magical; AL N4; TL 4; 100 gp limit; Assets 1,550 gp; Population 496 (Able bodied 124); Mixed (human 77% [mostly Ghinoran], half-orc 15%, orc 8%); Resources: Marble. *Authority Figure:* Nalingthang, male human LE Clr6 (Margonne). *Important Characters:* Rudenz Reding Ytell of Harras, male Ghinoran N Ftr 3 (militia).

Waterplace's marble is popular in Tula. Aside from the mines in the hills, there is little of note found here, save for the small shrine dedicated to Margonne in an abandoned mine. Naturally, the shrine is quite active and the priests have a great deal of influence.

1710 Map and Dagger: A bronze dagger, with several notches in it, is jammed in a 6-inch crevice. The hilt is hollow, and inside is a small piece of paper with tiny undecipherable lines on it. If the paper is enlarged, the paper is revealed as a map of a dragon's lair in Altanis.

1812 Presbain (Village): Magical; AL N; TL 5; 200 gp limit; Assets 8,675 gp; Population 1388 (Able bodied 347); Mixed (human 86% [mostly Ghinoran], halfling 10%, half-orc 4%); Resources: Marble. *Authority Figure:* Vartreen Quintulus, male True Viridian LE Clr12/Wiz5 (Armadad Bog). *Important Characters*: Sri Nisir Dehlir, male Ghinoran LE Clr3; Radomix the Ravager, male Ghinoran CN Ftr4 (former mayor); Tigranes, male orc CE Bbn4 (mercenary thug).

Presbain used to have a large marble mine, among the richest in the region. Seven months ago, a company of orcs, lead by Vartreen Quintulus (yet another True Viridian who had long since fled Viridistan and lived in exile), stormed the village, flooded the mine and deposed the mayor who is still held incarcerated. Orc thugs patrol the streets and rough up anyone who complains. Repeated offenders are sacrificed by drowning. Cartreen is presently building a fortified temple to consolidate his reign – there have been rumors of a third party moving in to "save the village".

1819 Black Pudding (EL 7): Just at the edge of the Pearl Tower Forest, a **black pudding** (CR 7; hp 115) oozes its way across the land, devouring whatever it encounters.

1917 Charming Lyre: A lyre, still playable after years of exposure to the elements, lies in the crumbling ruins of a hut set in a large copse of woods. Its wooden surfaces are covered with intricately carved scenes of centaurs and satyrs. If the instrument is strummed, any centaurs or satyrs within 300 feet

must save versus magic or be *charmed*. This *charm* only lasts for one day and a creature *charmed* once cannot be charmed again by that lyre in the hands of that person (though another person playing the same lyre could charm them).

2032 Jackals (EL 8): A pack of **12 jackals** (as hyena; CR 1; hp 13 each) hunts and lairs here. They live in the ruins of a large, ancient kiln.

2105 Elmhalls (Small Town): Magical; AL N; TL 2; 800 gp limit; Assets 42,400 gp; Population 1,696 (Able bodied 424); Mixed (half-elf 73%, elf 18%, human 9%); Resources: Spices. *Authority Figure:* Astallain of the Cerulean Gown, male half-elf N Ill7. *Important Characters:* Indorea, female elf [wood] LG Ill4 (apprentice), Miragon Threehands, male half-elf NG Rgr7 (archers); Doom-drake, male Elritorn N Drd8 (hermit).

Elmhalls is not much of a town, more like a huge village amidst the hills. Dozens of spices and herbs are grown in secluded, well-tended gardens (Rust Pepper, Burgundy Bagleaf, Croaking Cumen and Scrump). If the town is attacked, Astallain conjures a veritable army of illusionary monsters to scare off or destroy invaders (said to resemble the decorative patterns of his gown). Miragon's archers deal with lesser menaces. The faith of the inhabitants is druidical in nature – Doom-drake's advice and religious teaching is the closest the half-elves have to laws.

2124 The Tale of Howill the Avenger: An ancient bronze cuirass covers the body of a recently slain mercenary. On the inside of the breast plate is engraved the tale of Howill the Avenger, and the story of his final fight with 40 ogres.

2210 Cockatrices (EL 7): Four cockatrices (CR 3; hp 27 each) live in a rocky crag. Numerous bones and half-rotted and eaten corpses lie strewn about. There is nothing of value in this area.

2222 The Ghost Castle (EL 7): A crumbling castle overlooks the river. On stormy nights the **ghost** (CR 7; hp 32) of its commander is rumored to walk the ramparts, hurling large stones at intruders.

2308 Shield and Map: An iron shield has blocked up a small stream. The shield reveals an intricate design if the rust is cleaned off, and hidden in the design is a map to the tomb of Whilestone Ogrekiller.

2320 Red Scales (EL 9): Under the cover of the trees, a small band of **27 kobolds** (CR 1/6; hp 2 each) spend their time raiding and attacking passersby in the area. They possess a bag of red dragon scales. Each kobold wears one as a badge, the remaining 20 are hidden in their lair, which also has 1,100 gp and a *divine scroll of raise dead*. They are led by **2 kobold warriors** (Male Kobold, War3; CR 2; hp 12; leather armor, halfspear, light crossbow, 20 bolts).

2402 Rand (Village): Nonstandard; AL CG; TL 7; 200 gp limit; Assets 8,075 gp; Population 1292 (Able bodied 323); Mixed (human 76% [mostly Ghinoran], half-elf 15%, dwarf 7%, elf 2%); Resources: Iron. *Authority Figure:* Lametath, male human CG Ftr5 (head of the Council). *Important Characters:* Mircraine, female Amazon CG Amz7 (Amazon, guard captain); Father Balthus, male Ghinoran CG Clr5 (Mesha); Tedin Trinnig, male Ghinoran LG Pal8 (nobleman).

Though the iron found in its mines lacks the quality of good Highland ore, Lametath's village is nevertheless thriving. He heads the Elder's Council, a body composed of older miners and farmers. The village guards are Amazons from the Ebony Coast. Tedin Trinnig, a humble paladin, has a large herd of feral swine, the profits going towards various noble goals.

2409 Far Seeing Halfling (EL 1/2): A 4x telescope has been found by a **halfling** (CR 1/2; hp 4) while digging out a new pantry. He uses it to examine strangers from long distance, giving him a chance to decide whether to hide or not.

2418 Brantelm (Village): Conventional; AL LG; TL 5; 200 gp limit; Assets 6,625 gp; Population 1,060 (Able bodied 265); Mixed (human 84% [mostly Ghinoran], dwarf 7%, half-elf 5%, half-elf 4%); Resources: Timber. *Authority Figure:* Nasterdoom the Falconer, male Ghinoran LG Ftr6. *Important Characters:* Gorin, male human CG Bbn6 (wall captain); Oleander, female half-elf LG Clr4 (Mitra); Lan-yaar, male Ghinoran LN Wiz5 (taxman).

Logging is the primary income of Brantelm's inhabitants, supplemented by exotic wood carvings inspired by the tales of the strange whispering voices that speak every tenth night. Brantelm pays an annual tribute to Bridshin. In exchange, Lan-yaar, the tax collector aids the community with his fearsome *staff of fire*. The defenses are strong enough to keep orcs away, and there are four lookout towers to spot evildoers from a distance.

2525 Fangrim Citadel (Citadel): Magical; AL CE; TL 0; 100 gp limit; Assets 875 gp; Population 280 (40 orc War3s, 20 trolls, 7 troll Bbn1 sergeants and 3 troll Clr2 clerics; the rest are common orcs and half-orcs); Mixed (orc 76%, half-orc 13%, troll 10%, human 1%); Resources: Trolls! *Authority Figure*: Pratak the Stone-cold, male troll CE Clr9 (Kolrak Mar). *Important Characters:* Pangu Dennh, male troll CE Bbn3 (prison pit keeper).

This thoroughly unpleasant and run-down citadel was overrun by trolls. The trolls often eat dissenters, or just about anyone they please. Prisoners are kept in a watery pit. A few could escape through an underground stream and wound up in a grotto with steel walls and an exit to the surface. They are currently hiding in the surrounding countryside.

2527 The Crystal Ball: In a small underground room is a wooden table with a *crystal ball* resting on it. The ball responds to one question per person, usually with a long monologue on some totally irrelevant subject. One time in six it responds with a simple answer which is always false.

2606 Altar of the Nature God: In the center of a grove of oaks is a wooden altar dedicated to some nature god. It is covered with moss, and obviously has not been used in some time.

2619 Pantagg Citadel (Citadel): Conventional; AL CG; TL 5; 40 gp limit; Assets 375 gp; Population 120 (15 Ftr1 spearmen and 15 Ftr1 archers; as well as Com2-3s and War1-2s live here); Mixed (human 78%, half-elf 13%, elf 9%). *Authority Figure*: Atradesh, male Ghinoran CG Ftr3. *Important Characters*: Marah Nesmar, male human LG Ftr3 (wall captain); Soldik the Bull, male Ghinoran LG Ftr4 (archer captain); Ortell Rubinius, male human CG Brd2 (minstrel).

Atradesh's small tower-fort stands on the Windborn Hill with an accompanying thorp, overlooking the Quicksake River. His forces are disorganized and unkempt, drunken and ineffective. Atradesh spends all his days

drinking and hunting, and can't keep a single gold piece, even though he has a considerable income from passing ships and merchants.

2626 Mummy Barge (EL 3): An ancient funerary barge lies crumbled here. Beside it lies a broken and shattered sarcophagus. Its occupant, a **mummy** (CR 3; hp 42) now roams the area, having killed those that would bury him in the earth. Stuffed inside the mummy are 2 green jaspers (80 gp each).

2632 The Painting: A fine painting on a small brooch has many small, barely discernible lines in it which if enlarged will reveal a map of the western Ghinor Lowlands.

2703 The Ogre with the Brass Scepter (EL 2): A brass scepter with a bronze snake wrapped around its shaft has become the toy of a slightly demented **ogre** (CR2; hp 26). The ogre lives in the buried tomb where he found the scepter. Everything else he found there was stolen from him by a band of goblins.

2805 Owlbears (EL 7): An old ruined cabin seated in the trees here serves as a base of operations for a family of **3 owlbears** (CR 4; hp 47 each). The cabin is obscured by the thickness of the trees and is often hard to spot (Spot check DC 20).

2810 Death Seeds: A 5-foot tall pile of various types of old seeds lies in the forest. Although they seem to be in per feet condition, no animal comes near them, and the plant growth has died within a 6-foot radius of the pile.

2811 Bethplane (Village): Conventional; AL CG; TL 2; 200 gp limit; Assets 7,325 gp; Population 1,172 (Able bodied 293); Mixed (human 64% [mostly Ghinoran], elf 18%, half-elf 20%); Resources: Horses. *Authority Figure:* Frostword, male human CG Rgr6. *Important Characters:* Silanariel, female elf [wood] CG Rgr3; Loris Avathis, male Elritorn NG Drd8; Evenasther, male Ghinoran CG Ftr10; Rumpis Dor, male Ghinoran CG Rog8; Deradacil Patrias, male Ghinoran N Wiz14.

It is said that the fine quality of Bethplane's horses can only be explained by pegasus or even unicorn blood – these noble steeds are always good natured and abhor riders who entertain evil thoughts. The villagers hold druids in respect and consider them holy men. A group of adventurers, the Companions of the Green Banner (Evenasther, Rumpis Dor, Deradacil Patrias and twelve lesser henchmen) is also present, searching for a legendary treasure horde said to exist in a deep and dangerous cave system. Little do they know that the merchant who sold them their map has already helped himself to the cache, leaving only 20 cp for discovery.

2825 Castle Bendarstor (Castle): Conventional; AL CE; TL 4; 100 gp limit; Assets 625 gp; Population 200 (30 ogres, 10 ogre Bbn1s and 10 orc Ftr3s are the main forces; the rest are common orcs and slaves); Mixed (orc 60%, half-orc 15%, ogre 20%, human 5%). *Authority Figure*: Rivemes the Crow, male human CE Ftr8. *Important Characters*: Bruttock 'Nosepicker,' male troll CE (bodyguard); Slythe, male orc LE Clr4 (Midor); Salvagorte, male Ghinoran CE Rog6 (merchant); Buruna, female Ghinoran NE Rog2 (dancer).

Rivemes, a grim and cowardly little man, is the fourth to be given command over the stronghold. All his predecessors were executed when Claycat's lords grew dissatisfied with them for one reason or another. The forces of the castle aren't numerous, but many of them are ogres. Salvagorte's merchants buy and sell slaves, stolen goods and deadly poisons from the south. A band of dancers follows them everywhere – these are all highly skilled pickpockets and murderesses, who prefer to practice their trade on inebriated patrons.

2913 The Fallen House: A tumbled down picket fence is the only sign of a house which once stood, disappearing entirely 150 years ago. Its location is now overgrown with thick briars.

3003 Ravenslair (Village): Magical; AL CG; TL 6; 200 gp limit; Assets 8,825 gp; Population 1412 (Able bodied 353); Isolated (human 95% [Ghinoran], half-orc 5%); Resources: Sulfur. *Authority Figure:* Billethosman of Tula, male Ghinoran CG Wiz7 (Governor). *Important Characters:* Limodothus, male Ghinoran LG Ftr3 (pikemen); Lannarg, male human LN Ftr5 (archers).

The fetid waters of the Fordback Marshes hide sulphurous mud. This material is of so much use to mages that Tula appointed a Governor to take care of it, with a group of pikemen and accompanying archers. The two companies often bicker and squabble among each other due to some petty rivalry, and this occupies too much of Bilethosman's precious time. Another menace is Skretty Svensson (male Skandik LE Bbn10) and his ruffians, who live in the marsh and kill workers and soldiers, who later return as mindless, disease-ridden zombies.

3005 Throne of Magic Mouths: A large throne in a small rocky cavern resounds with booming laughter should anyone touch it. Hundreds of *magic mouths* also begin laughing, varying from giggles and chuckles to demonic laughter.

3018 Ruined Gear: The remains of a badly rent suit of leather armor are hanging from a limb high in an old birch. A dagger and a backpack are stuffed into the hollow trunk closer to the ground.

3018 Peacock Citadel (Citadel): Conventional, AL LG; TL 5; 800 gp limit; Assets 4,500 gp; Population 270 (90 half-elf Ftr3 archers, 70 half-elf Ftr3 light cavalry, 10 elf Ftr4 sergeants on pegasi and 10 Rgr4 scouts; the rest are of all kinds); Mixed (half-elf 76%, elf 12%, human 12%). *Authority Figure*: Irbael, female half-elf LG Ftr6. *Important Characters*: Sulensor, male elf [high] LG Clr5 (Cilborith); Ermead the Merry, male half-elf LG Exp4 (incense maker); Camandra, male elf [high] CG Wiz3; Brandirin, male Orichalan NE Wiz9/Sag5/Alc6 (navigator).

A small but magnificent palace built by elves watches the ford to the south. Beyond its defensive role, its location also made it a perfect spot for an outdoor market, where practitioners of the magical arts gather. Among the various wares, one can find the tent of Ermead, whose incense brings pleasant dreams and keeps away nightmares, Camandra, who sells Carmin Rosebud Tea (a strong tea that can sustain a man for a week without food), or Brandirin, who can calculate the most favorable dates to embark on a journey, as well as the best and safest route to any destination in the Wilderlands (60% accurate).

3027 Claycat (Small Town): Nonstandard; AL CE; TL 8; 800 gp limit; Assets 43600gp; Population 1744 (Able bodied 436); Mixed (orc 78%, half-orc 18%, human 4%); Resources: Marble. *Authority Figure:* Vantrelliam, wielder of Infinity, male human CE Ftr9 (Aldebaran's Avengers). *Important Characters:*

Dauth Brondir, male human CE Ftr12 (AA); Gisith Garstang, male half-orc CE Rog5/Asn5 (AA); Ellinger the Sage, male human CN Wiz14 (AA); Gran Liecus, male Tharbrian CE ex-Pal8/Blackguard 2 (Galoppers of the Icy Wastes); Similis Simile Gaudat, female Ghinoran NE Wiz11 (GIW).

Claycat's marble is milky white and translucent – hard to extract but worth a fortune. Twenty years ago, two rival adventurer groups (Aldebaran's Avengers and the Galoppers of the Icy Wastes) waged a small-scale war over this treasure. Multiple orc tribes, various demons, monsters and a company of frost giants were involved and eight adventurers (including the renowned barbarian, Aldebaran) completely and irrevocably destroyed. The war resulted in an armistice, in which the two groups agreed to divide the spoils and important positions. Since then, their common interests have quelled hostilities and forged a lasting alliance. Claycat has become a rich and booming place, with plans to expand to the north and establish a lasting empire. Vantrelliam is the current holder of Infinity, the sword signifying power that changes hands every year. Dauth and Gran oversee the army, while Ellinger and Similis run the mines and build the underground dungeon. Gisith Garstang is the Governor Castellan, supervising the evil citadels in the Bendarloin Mountains. The adventurers are increasingly more often worshipped as deities by the superstitious orcs, which no doubt sits well with their schemes.

3121 Werewolf in Wilderlands (EL 9): Roaming the area, and attacking quietly and quickly from ambush, a large family of **8 werewolves** (CR 3; hp 13 each; one has a *ring of protection +1)* terrorizes the area.

3126 Old Fort (EL 11): A Roman paved road has become almost totally hidden in the undergrowth. It can still be followed to an old fort which has been recently reoccupied by **80 orcs** (CR 1/2; hp 7 each).

3225 The Orcs and the Bridge (EL 3): A wooden bridge over the stream has been converted into a trap by **5 orcs** (CR 1/2; hp 5 each) who have replaced the flooring with rotten boards hoping to waylay passing individuals when they fall into the water.

3229 Citadel of Crowns (Citadel): Conventional; AL CE; TL 5; 100 gp limit; Assets 625 gp; Population 200 (40 Ftr2s, 5 Ftr3 sergeants and 5 evil stone giants oversee the construction); Mixed (orc 64%, half-orc 16%, human 16%, ogre 6%). *Authority Figure*: Coronae Borealis, male Ghinoran CE Ftr8 (Galoppers of the Icy Wastes). *Important Characters*: Captain Bantor Blackshield, male Ghinoran CE Ftr6 (cavalry); Captain Habeskar, male human LE Ftr5 (infantry); Akeer, male human LN Ftr4/Exp2 (architect).

The Citadel of Crowns (as Coronae calls it) is still under construction. Once completed, it will guard the treacherous mountain pass between Claycat and Rast Peak. The smooth, polished rocks are extracted from an abandoned ruin. Akeer himself investigated the site, and gave orders to avoid a certain beehive-shaped dome. This sealed section bears a partial carved inscription – "...hin bound is he who roams the starless wastes." Needless to say, some slaves whisper that a great treasure is to be found and the architect's warnings were tall tales.

3231 Fort of the Frozen Faces: A small fort built into a cliff face is still very intact. The perfectly preserved bodies of defenders are at their posts on the walls, apparently frozen while awaiting some onslaught.

3307 Harpy Nest (EL 7): Three harpies (CR 4; hp 31 each) mill about the area, searching for food and travelers. They do not attack if outnumbered or if they think they are outmatched. Attacked foes are dragged to a hidden cave in the area (Search DC 18) and devoured. Their treasure, 1,100 gp, 2 black pearls (500 gp each), *potion of cure moderate wounds*, and a *+2 light mace,* is stored in the cave.

3310 Morgon (Hamlet): Conventional; AL CE; TL 3; 100 gp limit; Assets 15,375 gp; Population 492 (Able bodied 123); Mixed (human 66% [mostly Ghinoran], half-orc 31%, orc 3%); Resources: Gems. *Authority Figure:* Quintus Tullius, male human CE Ftr6. *Important Characters:* Bigsby, male human CE Wiz3/Rog3 ("grain merchant"); Thumper, male half-orc CE Rog4 (oil miller); Taghtur, male half-orc CE Clr2 (Midor).

Quintus Tullius and his brother Bigsby are both exiles from the City State. Quintus had to leave because of taking bribes (and refusing his superiors their due share), Bigsby impersonated a greater magic-user and was almost assassinated before he fled. The two found a map to a gem mine under Morgon, offed the old tyrant of the village and started digging under their house. The uncovered gems (which are merely a shadow of what is to be found deeper) are smuggled out in oil amphorae and sold to various merchants. Unfortunately, Thumper discovered the operation and is currently fermenting unrest among the half-orcs (all the while keeping the secret to himself).

3313 Hiling Place (Hamlet): Magical; AL CG; TL 2; 100 gp limit; Assets 16,625 gp; Population 532 (Able bodied 133); Isolated (human 94% [mostly Ghinoran], half-elf 6%); Resources: Granite. *Authority Figure:* Slavorthought, male Ghinoran CG Wiz7. *Important Characters:* Sartorius, male Ghinoran LG Wiz6; Gibarian, male Ghinoran N Wiz5; Snaut, male Ghinoran N Wiz2, Lem, male human LN Wiz 10; Kaldor Scitov, male Ghinoran CG Ftr2 (guards).

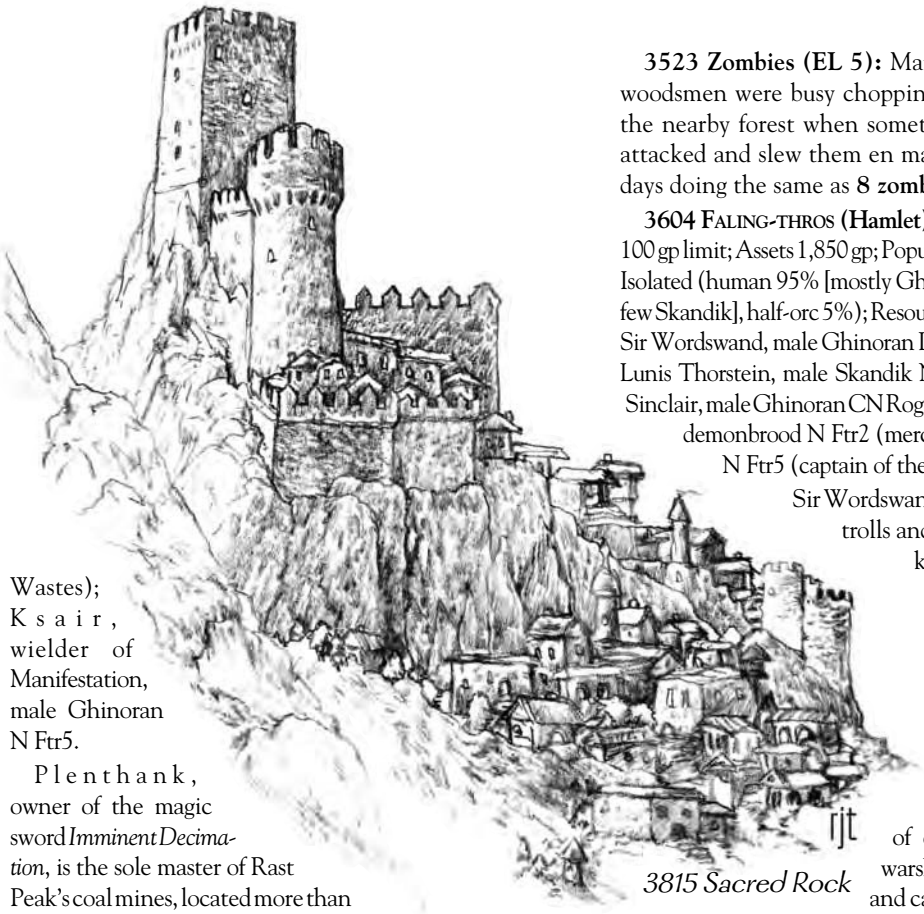
Hiling Place is the domain of The Order of Solaris, a company of wizards dedicated to research and study. Their eldest, Lem, is no longer involved in day to day affairs – all of his time is spent deciphering the writing on certain metal plates found under their manor.

3316 Marble Pedestal: A marble pedestal in the center of a deep wood has a granite eye on top which cannot be removed. The eye follows anyone it can "see", but has a preference for watching dwarves.

3408 Teleporting Idol: A 10-foot stone idol is facing a huge oak tree. Once per year, the statue teleports to a different side of the oak.

3419 Battle Scars: Engraved in the walls of a thin tunnel is a depiction of a titanic battle between dwarves and orcs.

3430 Rast Peak (Small Town): Nonstandard; AL CE; TL 4; 800 gp limit; Assets 42,100 gp; Population 1684 (Able bodied 421); Mixed (orc 84%, half-orc 8%, human 4%, dwarf 4%); Resources: Coal. *Authority Figure:* Plenthank, wielder of Imminent Decimation, male human CE Ftr9 (Aldebaran's Avengers). *Important Characters:* Skrigg Death-dealer, male human LE Rog6/Asn3 (tax collector); Grimbush Stonefist, male dwarf [hill] CE Ftr7 (mine foreman and armorer, Galoppers of the Icy



3815 Sacred Rock

Wastes); Ksair, wielder of Manifestation, male Ghinoran N Ftr5.

Plenthank, owner of the magic sword *Imminent Decimation*, is the sole master of Rast Peak's coal mines, located more than 6800 feet above sea level. His rule is extremely ruthless, and he needs a constant stream of new slaves to work the treacherous passages. His son, Ksair, is a faithful heir (he inherited the battle axe *Manifestation*, once possessed by the fallen Lord Arius), though maybe a bit softer than his father. The mined coal is used to forge weapons and armor – this is done by a group of dwarves, who all wear coal-black uniforms and silver helmets befitting their station. The coal mines contain strange diamonds, which are extremely beautiful but crumble into shards as soon as touched.

3505 Standing Ovation: A long tunnel, set with a series of non-fatal traps leads to a large carved out chamber where 12 sets of animated iron gauntlets applaud anyone who makes it in. The applause is accompanied by magic mouths shouting "Bravo", "Encore", "Do it again", etc.

3521 The Berserker Hammer: Eight feet down in a 2-foot diameter hole covered with underbrush is jammed a once fine dwarven hammer. Any magic it may once have had, is now faded except for its ability to make the wielder berserk at the sight of orcs attacking until all within sight are slain. Whenever the wielder spots an orc, he must succeed at a Will save (DC 15) or enter a berserk rage gaining a +4 bonus to Strength and -2 AC. This lasts until all orcs in view are slain, the wielder is slain, or the orcs flee from view.

3521 Elven weaver: In a solitary stone house well hidden in a large grove of elms, a loom is busily operated by an invisible Elven maiden. She turns out many yards of fine cloth, but it disappears if it is taken 100 feet away from the house. She cannot be seen by non-elves under any circumstances and will ignore any comments directed at her from non-elves.

3523 Zombies (EL 5): Many years ago a workforce of woodsmen were busy chopping and hacking the trees in the nearby forest when something, no one knows what, attacked and slew them en masse. They now spend their days doing the same as **8 zombies** (CR 1/2; hp 16 each).

3604 Faling-thros (Hamlet): Conventional; AL N; TL 8; 100 gp limit; Assets 1,850 gp; Population 592 (Able bodied 148); Isolated (human 95% [mostly Ghinoran, some Karakhan and a few Skandik], half-orc 5%); Resources: Market. *Authority Figure:* Sir Wordswand, male Ghinoran LG Pal6. *Important Characters:* Lunis Thorstein, male Skandik NE Ftr2 (merchant); Sir Vile Sinclair, male Ghinoran CN Rog2 (merchant); Ligblattes, male demonbrood N Ftr2 (merchant); Josvebset, male Dorin N Ftr5 (captain of the *Belladonna*).

Sir Wordswand, the old aristocrat (slayer of trolls and ogres) rules this small marketplace. Wares sold are fish, grain, wine and garum, a sort of oily fish-pulp popular with rich gourmets. The competition among merchants is ruthless, and if it weren't for the elderly hero, blood would flow. The hamlet has an extraordinary form of defense – a fully equipped warship with ballistae, fire-spitters and catapults. The *Belladonna* isn't safe for sailing anymore, but the siege engines on board can decimate incoming pirates.

3608 The Bronze Balance: Inside an old wooden building, hidden in a dark grove is a gigantic bronze balance, its pans large enough to hold a man. If a person of good alignment sits in it, they are raised to the ceiling where they receive a *bless* spell (lasts a full week). If a person of evil alignment sits in the pan, they are lowered through a trap door towards a pit of searing flames, but are pulled out before any damage is taken.

3717 Animated Torch: An animated lit torch leads anyone who cares to follow down a short tunnel, attempting to lead them into one of several cleverly concealed pits in the floor. The torch does not allow anyone to approach within 10 feet of it, always flying away.

3814 Silvership Castle (Castle): Conventional; AL N; TL 5; 100 gp limit; Assets 875 gp; Population 280 (70 Ftr3s, all Alryans, maintain the guard; the rest are Com1-3, Ari1-3 or Exp1-3); Mixed (human 70% [mostly Alryan], half-elf 20%, elf 8%). *Authority Figure*: Mandorallen, male Alryan N Ftr8. *Important Characters*: Haidor Morre, male half-elf N Clr3 (Manannan); Scandara, female Amazon CN Amz6; Thuune Fogcaller, male elf [high] LG, Ftr4 (captain).

Silvership Castle is the smaller counterpart of the castle that eventually became Sacred Rock. Its six towers are each fashioned from a different stone, and their top levels are constructed to emit a sorrowful noise when the wind blows through them. It was established by the Overlord's men, who maintain a garrison and an incomplete throng here. They have grown lax in their duties, since there is no one to inspect their conduct. The guards include Scandara, an Amazon, and Thuune, a sea captain searching for the Island of Spices.

3815 Sacred Rock (Small Town): Conventional; AL N; TL 5; 800 gp limit; Assets 43,900 gp; Population 1756 (Able bodied 439); Integrated (elf 44% [mostly high and wood], half-elf 21%, human 21% [mostly Ghinoran], dwarf 10%, half-orc 4%); Resources: Ships. *Authority Figure:* Granilane, male elf N Wiz5 (diviner). *Important Characters:* Dormail Glibtongue, male half-elf CG Brd5 (Bard's Hall); Bashanka, female Ghinoran N Ftr6 (city guard); Dulith, male elf [high] N Clr5 (Manannan); Skrigg Foultouch, male Ghinoran LE Rog5/Asn3 (Assassins Guild).

Sacred Rock is an extremely crowded town. Since it was built on rocky terrain and originally served as a companion fortress to Silvership Castle across the Goldcham Estuary, there is little room for construction. Houses are often built atop each other, or into the side of the mountain, creating treacherous terraces and serpentine streets. All manner of goods are sold and bought, and all manner of races found (if nowhere else, they are present in the underground dungeons). Gramilane and a sizable group of lesser mages guarantee order. Judgments are derived from the deeds of ancient heroes (therefore, bards are held in high esteem). The town has two faces: one that is clean and safe; and one filled with lowlifes, drug dens, bordellos and secret slaver rings. These two faces seem to coexist with little difficulty.

3817 Wine and Moles (EL 2+): Six bottles of fine wine are well hidden in the cellar of an abandoned house. Several **dire moles** have tunneled through the cellar, and there is a 40% chance per round that one will return.

> **Dire Mole:** CR 2; M Animal; HD 3d8+6; hp 19; Init +2; Spd 20 ft., burrow 20 ft.; AC 15 (+2 Dex, +3 natural), touch 12, flat-footed 13; BAB +2; Grap +2; Atk/Full Atk bite +2 melee (2d4); Space/Reach 5 ft./ 5 ft.; AL N; SV Fort +5, Ref +3, Will +2; Str 10, Dex 14, Con 14, Int 2, Wis 12, Cha 6.

3829 Elven Ring: A gem-encrusted ring worth 75 gp adorns the skeleton of an elf hidden in the center of a thicket. His right leg bone is broken, and his dagger is lodged between his ribs.

3831 Fortress Gruengard (Citadel): Magical; AL LE; TL 4; 100 gp limit; Assets 1000 gp; Population 320 (45 Ftr2s, 20 Clr1s, 10 Ftr3s and 5 Ftr4 sergeants; the rest are Com1-3 humans or common orcs and half-orcs); Mixed (orc 54%, half-orc 36%, human 10%). *Authority Figure:* Al' Raune, male Ghinoran LE Clr6 (Mondorent). *Important Characters:* Rashtun, male human LE Ftr6 (captain of the watch); Drasworth, male Ghinoran LE Clr4; Erran, male human LE Clr3; Amalaric, male human [Ghinoran] LE Clr3; Oleg Vasilievich Gontar, male human [genetically engineered human] CN Bbn10 (prisoner); Charmaine, female human [genetically engineered human] LG Clr4 (prisoner, no clerical powers); Vax, male human [genetically engineered human] N Ftr5 (prisoner).

This is an evil monastery, surrounded by high peaks of the Bendarloin Mountains. The evil clerics of Mondorent guard a labyrinth of crypts, tombs and burial vaults, believing them to be sacred to their deity. Many of them date back hundreds, some thousands of years. The digging orc workers found an intact crypt with several copper sepulchers, which, to their surprise, contained bodies who were merely sleeping. All seemed to be perfectly built humans. Three of them are kept in captivity until they decide whether these people are blessed by Mondorent or abominations who should be destroyed.

3919 Dire Wolves' Pack (EL 7): Just outside the hills, a pack of **5 dire wolves** (CR 3; hp 45) roams. They do not hesitate to attack anyone.

4121 Mor Dan (Small Town): Conventional; AL CE7; TL 7; 800 gp limit; Assets 45,700 gp; Population 1,828 (Able bodied 457); Mixed (orc 64%, human 22% [mostly Ghinoran], half-orc 14%); Resources: Hides. *Authority Figure:* Morrowdank, male Ghinoran CE Ftr6. *Important Characters:* Lunnuz, male orc CE Bbn4 (bodyguard); Sugnakk, male orc CE Bbn3 (bodyguard); Grinmal, male wererat LE Rog8 (Thieves Guild); Mick the Pick, male wererat LE Rog3 (Thieves Guild); Ratsputin, male wererat LE Rog3 (Thieves Guild).

Morrowdank, a petty warlord, is in the service of Claycat's lords. He made Mor Dan a haven for lawless folk, while strengthening his own rule by playing the rival orc factions against each other. The slave market always has fresh wares from lowly orcs to houris and Amazons. It is run by the Thieves Guild, which, in turn, is controlled by wererats. The wererats have tried to poison Morrowdank eight times, but the plan always failed. Mor Dan has seven temples, all dedicated to minor evil deities, and large burial vaults (formerly the destroyed archives of an extinct race), conveniently located near said temples.

4125 Dwarven Sword: The broken longsword of a long dead fighter lies 60 feet from his body. The sword was of Dwarven manufacture, and can easily be repaired.

4203 Mer-Elves (EL 8): A deep underground sea cave serves as the current home for this nomadic group of **19 mer-elves** (CR 1/2; hp 4 each). They are friendly to ships and seafarers in the area. They are led by **Aquantis** (Male Mer-Elf War5; CR 4; hp 29; AL CG; Str 18, Dex 15, Con 15, Int 11, Wis 13, Cha 11; *+2 longspear*).

4429 Acid Lab: A small glass vial containing extremely concentrated sulfuric acid (12d6 points of acid damage) lies partially covered in the ashes of an alchemist's lab.

4533 The Whispering Lance: A rusty lance is imbedded deep in an oak tree. Anyone nearing the tree will hear a whispered plea to remove the lance. The lance is an ordinary heavy lance.

4616 Broken Arrow Orcs (EL 7): A small unmapped island is the home of the **14 orcs** (CR 1/2; hp 4 each) of the Broken Arrow Tribe. Their leader is **Balrock** (Male Orc War3; CR 2; hp 13; AL LE; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; battleaxe, scale mail, 2 javelins). Recently they ran afoul of some wandering pirates who sunk their ship. The orcs are now attempting to build a new one from the resources on the island. They have 1,200 gp and a silver-plated crown (470 gp).

4727 The Hammer and the Anvil: A pile of rusty nails lies in the ruins of a blacksmith's shop. The anvil and hammer are the only other indications of the building's previous use.

4826 Belweif (Small Town): Magical; AL N; TL 5; 800 gp limit; Assets 49,700 gp; Population 1,988 (Able bodied 497); Mixed (human 74% [mostly Ghinoran], orc 17%, half-orc 9%); Resources: Fish. *Authority Figure:* Everin

Ramnash, male Ghinoran N Clr5 (Poseidon). *Important Characters:* Megin Pallides, male human LE Exp5 (merchant); Vorwin Lictor, male human CN Ftr7 ("mercenary captain"); Mern-al-Asred of Vardane, male Dorin vampire CE Sor18 (cult leader); Narcamous, male Ghinoran CE Bbn4/Sor6 (cult sub-leader "Wise Man").

Strange dreams disturb the fine fisherman folk of Belweif at night – these visions of dead gods and lost underwater cities give Everin a headache, for no exorcism works against them. Moreover, the bitter war between the moneylender Pallides and Lictor, the buccaneer has escalated to almost open fighting on the streets. Brave adventurers are surely in demand – undersea monsters have been awakened and it will take steel, sorcery and sufficient wits to lay them to sleep once more!

4831 Monastery of the Blind Moon (Citadel): Conventional; AL LE; TL 4; 100 gp limit; Assets 500 gp; Population 160 (20 crazed Bbn2s, 10 Clr1s and 10 Clr1/Ftr1s; the rest are Com1-2 or War1-2 supplicants); Isolated (100% human [Ghinoran]). *Authority Figure*: Ra'sep Re-tep, male Ghinoran LE Clr6 (Kuvartma). *Important Characters*: Bellek'tar, male Ghinoran LE Ftr5 (captain of the watch); Yahoor, male Ghinoran LE Clr3; Vinnid, female Ghinoran LE Clr3; Brindar, male Ghinoran LE Ftr3 (Captain and Treasurer); Zatarnak, male vampire LE Ftr8/Clr8 (Shrieker in the Depths).

Ra'sep Re-tep took great pains to conceal his holding from the eye of mere mortals, since he hates interference and fears the insatiable treasure-lust of explorers and adventurers. The citadel is a temple, surrounded by a dark copse and only present in the real world at night. Kuvartma's treasures and sacred scrolls are ritually counted and offered up every week, so that he has mercy and doesn't unleash the dreaded Zatarnak from whatever netherworld he resides in. Just to be on the safe side, the blood of a virgin is spilled as well. Should Zatarnak be loosed, he will definitely be a threat, first and foremost to clerics, and secondly to anybody else. However, he can only stay in this world as long as moonlight is present.

4916 Palerain Island: The rocky hills of this island are made of an unusual stone which imparts a blue tint to small pools of water. The mineral content of the strange stone is such that soaking in the waters relieves all bodily tensions as if the individual had rested for a full day. The effects of the mineral bath work once per week. PCs attempting to use the soothing waters more than once per week must make a successful Fortitude save (DC 20) or take 1d4 points of temporary Constitution damage, and find their hair and skin have turned a bright robin's egg blue.

5005 Whitehaven (Small Town): Magical; AL LG; TL 9; 800 gp limit; Assets 47,900 gp; Population 1916(Able bodied 479); Isolated (elf 100% [mer-elves]); Resources: Jewelry. *Authority Figure:* Onilius, male mer-elf LG Wiz7 (Enchanter). *Important Characters:* Ter-haelabus, female mer-elf LG Wiz7; Lily, female mer-elf NG Brd6; Siliastra, female mer-elf LG Ftr4 (guards); Anhaelus, male mer-elf LG Ftr7 (pegasus riders); Ino, female mer-elf LG Clr5 (Vala Tar).

It is said that Whitehaven's elves are descended from aquatic stock – indeed, scales are still common at young age, and, for a limited time, even adults can breathe water. Humans and even other elves aren't permitted inside the city, and aren't received well outside, either. This town is content to enjoy the riches it possesses (mainly pearls and mother-of-pearl jewelry). Not even the logging operation on Dryrod Island bothers them – unlike other elves, they have no love for forests, reserving such for corals and aquatic creatures.

5013 The Skeletal Giant: A small stone foot bridge crosses a dried up stream-bed. Sticking out of the dirt under the bridge are the bones of an 11-foot humanoid in chain armor.

5031 Bandit Lair (EL 8): A small cave in the hills hides a mid-size group of **11 bandits** (male Ghinoran Rog1/War1; CR 1; hp 10; AL N; Str 12, Dex 15, Con 10, Int 13, Wis 10, Cha 13; 3 masterwork daggers, leather armor, masterwork thieves' tools, pouch with 2d10 gp). Their leader, **Jonquian** (male Ghinoran Rog3/War2; CR 4; hp 28; AL N; Str 13, Dex 17, Con 12, Int 15, Wis 10, Cha 14; *+1 shortsword*, 3 masterwork daggers, masterwork leather armor, masterwork thieves' tools, *potion of hiding*, *potion of cure moderate wounds*, pouch with 4d20 gp), hopes to form a Thieves Guild one day and is always recruiting and interviewing potential members. The bandits' loot consists of 800 gp, a white emerald (1,600 gp), a fire opal (1,100 gp), 3 clear quartz (55 gp each), and a *ring of the ram* (1 charge).

5104 Northrod Island (EL 6): This island is the site of a small logging operation that has had several members of its work force disappear in the last four weeks. The loggers were all last seen in a relatively un-charted portion of the island, where while feasting, or relieving themselves they were unwittingly and savagely attacked by a maddened **shambling mound** (CR 6; hp 60). There are about 40 gp and a *+1 dagger* tucked within the shambling mound's core.

5105 Fang Ape Island (EL 12): This island is overrun with bands of vicious **30 dire baboons (apes)** (CR 3; hp 30). Their insatiable appetite for human flesh has discouraged any landings on the island for four years.

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Book Two of Two
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Map One: Elphand Lands, Damkina, and the Irminsul Forest

Scale: Five miles per hex, eleven miles per inch

Land of Beasts
Castell
Treebattle
Stonewater
Prominence River
Narvonshire
Stourhead
Guarding Range
Bawar
Greatstone
Parijata Forest
Shopshire
Talisman Point
Mistaken Pass
Haunrat River
Ranges of Dissension
Kolpia
Red River
Haskridge
Whitecrag
Wildrider Pass
Victory Bow Stream
Belial
Windguard
Gushing River
Hetep
Spinster Stream
Elvasar River
Aztlan
Jutting Peak
Qarar Hills
Scarlet Forest
Falias
Kukulcan River
Al Tamlain Marshes
Nizir Hills
Oxhorn
Final Pass
Swamp of the Red Ferns
Swarga
Damkina
Vast Lake
Duat
Glazed Lake
Aelon Mountains
Ottestan River
Adar
Stream of Rolling Stones
Torn River
Blackpit
Blackspring River
Lords Mountains
Obstruction Peak
Aelfheim
Quill Lake
Sirat
Rising Point
Sikasain River
Frikka
Fairfields
Wanter Peak
Westrim
Kahrl
Turnkeep
Blacksheep
Snake River
Lost River
Deeprock Lake
Kelpie River
Norgood
Wanglor
Gwaelod
Holle Stream
Forbidden Forest
Oakseer Stream
Havamal
Oak Brooks
Honeywax
Northwatch
Firbolg
Kailasa
Greatflood River
Hydodoraun River
Puffer Stream
Ailill
Folkvangir Forest
Bighsdale
Eagle Point
Hvergelmir River
Taunting
Quinden
Tamesis River
Lightning Peak
Amarre Range
Khaled
Sulfur Bog of Wilsat
Tehant
Aratar
Adoulbra Stream
Elfwine
Sidhe Hills
Quickstep
Archfield
Sekhet
Plain of Lethe
Murias
Ridgewell
Greencastle
Wildflower
Tarsa
Bress
Irminsul Forest
Sibar
Wilderdale River
Kalastar
Blackspell
Leechfields
Hillcrest

Map Two: Valon and the Isles of Pokrantil

Scale: Five miles per hex, eleven miles per inch

The Great Forest
Fountain Hills
Wilderland Mountains
Hills of Eyes
Aldebaren
Finnaer Thicket
Northbridge Stream
Rover River
Tilleasy
Valon
Ninuflan Bay
Freeman's Fen
Moskill
Ironholm
Roversport
Tower Mountain
Hally Ridge
Bludeon Peak
Doomsford
Warlock's Bane
Vorsteria
Listen Vale
Fomaland
Dancing Dain Valley
Hearing Hills
Onslaught Stream
Cuthfell Stream
Zindar
Sanctuary River
Strongplank Woods
Oakenclear
East River
Uther Pentwegern Sea
Berclazan
Stumpy Point
Wane River
Heathill Stream
Winding River
River Goldhraun
Oberford Bay
Mithrth
Forest of Valdoren
Marshes of Rarezac
Canopusar
Sotur
River Landsfech
Harrowdale
Amearon
Downland Plain
Darkling Stream
Fethegg River
Grawaste
Wolf Point
Faring Stream
River Apsar
Bay of Cayerva
Delivan
Forsooth Forest
Lith Maven
Silent River
Shimmering Stream
Pinewalk Stream
Klanith
Elysian Reaches
Ered Mar
Hills of Fire
Changeling Forest
Mistwood Marshes
River Erath
Brendare
Hollygrove
Tirthsen
Dempsar
Etlanna
Raucous Isle
Isles of Pokrantil
Astomi Isle
Heatherdale
Gadiera Isle
Orinco Dier
Thrinakia Isle
Norodom
Arcturan
Mallkarr
Ogygia Isle
Hallhaven
Shredding Mountains
Urlah Kazar
Neang Kazar
Golden Hills
Nimbortan
Blazing Stream
Kurildth
Brazen Hills
Glittering Peak
Fairway
Ruinfell River
Tarlisen Marshes
Shadow Valley
River Greencourse
Garthain
River Bily
Stream
Shardwood
Riddick
Zubardor
Torgress
Dark Woods
Breem
Gnomestead
Igomar Hills
River Nenus
Fairles
Orad Mountain
Cidin Kazar
Dragon Wood
Orcholding

Map Three: Valley of the Ancients and the Glow Worm Steppes

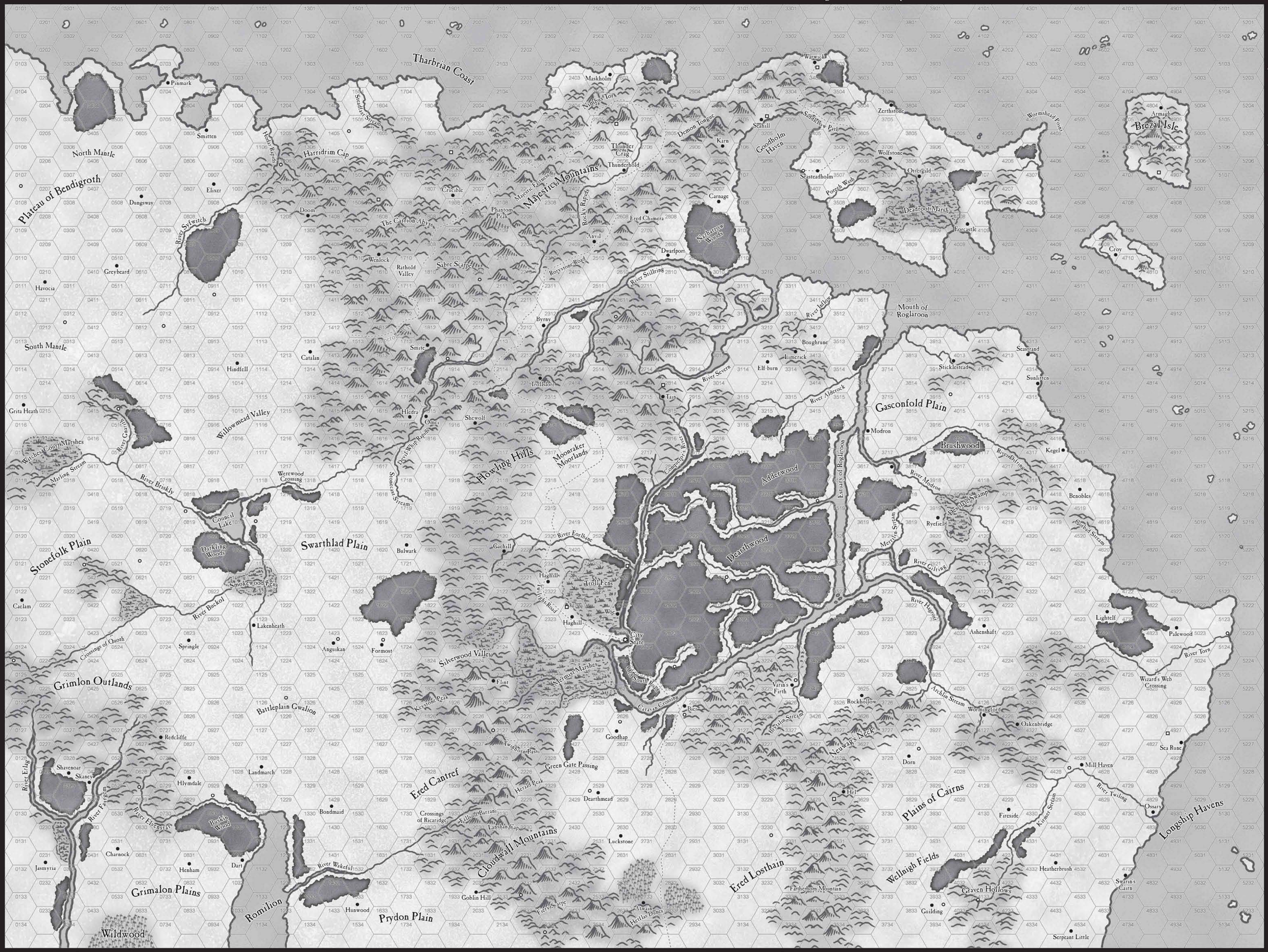
Map Four: City State of the World Emperor and Trident Gulf

Scale: Five miles per hex, eleven miles per inch

Neapolis
Pac Cave
Eleph Territories
Ot Caves
Eo Caves
Jes
Adder Copse
Irenth
Kevalla
Iso Monster Lake
Bone Hollow
Horse Caverns
Hyvaa
Lalyn Estuary
Aves Sanctuary
North Mantle
Talaway
Plateau of Bendigroth
Erbe Alba
Zirzus Plain
Whan
River Mush
Sharrya River
Quiff
Feigh
Feather Shoals
Groth
Lake Pernicus
Stuk Wrak
Delcan
Lair of the Three Witches of Marmon
Marmon Mist
River Shuttle
Nathal Obelisk of Feigh
Lake Pitts
Pinnacle Mountains
Sharrya River
Egol Ruins
Tanngrisner
Oonsla
Pebble Straits
Quassen River
Glint Valley
Demon Valley
Spurgar
Nurn River
Tak Shire
Rakshasas
Rappin Athuk
Yahg Khosha
Shimmertree Vale
Dacil Vonidar
Stay Falls
Giabolt Mountains
Druid Hold
Tell Oz
South Mantle
Happy Scarp
Fagamuc
Bilicur Crossing
Upper Stickthorn
Anme Caphri
Yakin Ley
Eddyroll Spout
Brigand Hills
River Flec
Brotbuckle Briars
Lower Stickthorn
Hyando River
Smitch Chasm
Ramarche
Ming River
Billow Torrent
Misanta
Thistledown Forest
Gesta Heath
Valley of the Dead Queens
Starreach Mountains
Ghan River
Rock Falls
Ladd River
Stickthorn River
Smale
Dyerdale
Ukrak Morfut
Sprinkle Creek
Headspring
Mishell
Targnol Port
Augge
Barradine Ruins
Pamak Illip
Obsidian Citadel
Quickbog
Kendras River
Targnol Plains
Glass Mountain
Griffon Rock
Serd Worms
Shelter Haven
Missing Memory Marshes
Munj
Grimlon
Crystal Lake
Spire Falls
Rock Haven
Elsenwood
Hradd Ruins
Cape Salmo
Village of Shar
Holly Mounds
Caelon
Silver Cove
Shor Camp
Hoary Mountains
Dwarf Buckol
Amber Ford
Stony Slip
Moon Tower
Midwall
Serf Terrace
Chekulon River
Cheulost Island
Berserker Wilds
Selisengard
Emperor Farmlands
Trident Gulf
Bitter Ridge
Lake Stiffin
Slyhytove
Crown Knoll
Celedorinlin
Ulseur Bogs
Vapor Hills
Gashmu
City State of the World Emperor
Salmon
Phouth Bogs
Villaine Cliff
Nest of Vipers
Cessprin Bogs
Freeman Fields
Nereus Firth
River Leander
Nho River
Soppy Hills
Short River
Braddol
Nho
Bitter End
Bestial Barrens
Mack Bourne
Kingdom of Sae Laamer
Trac
Dead City of Harkatrim
Berahadden
Plain of Eba Aba
Mille Fortress
Dankbark Forest
Calah
Recre

Map Five: City State of the Invincible Overlord and the Roglaroon

Scale: Five miles per hex, eleven miles per inch



Map Six: Tarantis and the Jarmeer Plain

Scale: Five miles per hex, eleven miles per inch

Seraphine
Kanakis
Aelfstead
Nergol
Bastinadi
Sangorn
Avaris
Bethan
Dagon
Shadowmirk
Silverlily Stream
Délos
Lake of the Crown Beast
Fanne
Lithvan
Nisan-Moot
River Illysha
Lyonlily Stream
Drakevein
Sinacherib
Bubbling Stream
River Eldhraun
Firewine Wood
Borsippa
River Barguzet
Megidolar
Ford of Gywain
River Khagar
Mooren Falls
Bulash
Blackroot
Foothills of Cragsen
Shillelah Isle
Dark Odyssey
Andalusia
Westvale Stream
Pikewild Stream
Wise Pillar Forest
Arrowdale
River Redstone
Dier
Jarmeer Plain
Taphos Isle
Regina Far
Wolfskin
Ashkelon
Wayfaring Stream
The Plain of Ten Battles
Hykos Faring
River Astorin
Nuriodidin
Necregis Stream
Lakhish
Tallulah
Tlavallis Woods
Hadramawti
Dobbin Stream
Rebattles River
Bizet Stream
Bokozia
Starfalls Stream
Aversfield Stream
Remainstart River
Urillus-Elos
Deercreek Stream
Magain Flats
Forest of Crying Wood
Willowsfen
Bastet
Bearskin Stream
Galway Stream
River Nordale
Sintar
Bluestone River
River Azurstrain
Surintal
Dyrfirwall Wood
Gishmesh
Stonebridge Stream
River Atgeven
Caldia
Soma
Lealand Scarpe
Shadow Lake
River Dashiell
Paldorius
Tarantis
Belir Road
River Crowrun
Redharm
Bridgefields
Dahute Bay
Piglord Stream
Merl Ainon
Hills of Filthenor
Anshar Forest
Pantera River
Redflood
Stonebow
Blackpit
Ganzin-Galad
White Peak
Terad Range
River Trollbraun
River Bushkell
Brath Wood
Marshes of Rust
Fenshaft
Brazlook Hills
Burnface Volcano
Garzan
Algiran
Alder Thicket
Tashmetun

Map Seven: Desert Lands and the Holy Cities of Mycr

Scale: Five miles per hex, eleven miles per inch

Cabral Jungle
Cabral Jungle
Somnimorta Caves
Dyta
Doughty
Athelsward
Ihnnyas
Match
Forsaken Bridge
Tazim
Unneffer
Wortess
Cleft Road
Stonewright
Elemair River
Rimaforo
Fangridge
Grand Fordway
Plain of Reeds
Sussa Gales
River Maldev
Dagonsharp
Pendate Stream
Cording Stream
Dier
Begrown Vale
Gadorsalt
Westlands
Moramines
Snarl
Gristly Jungle
Vardane
Belitsward
Ellesara Creek
Holdsforth Stream
Kestoril River
Cape Kumari
Quitzas
Trailmain River
Wadsums Stream
Scythe Pass
Laudenesh
Abdu-Kab
Stoning Valley
Desert of Blood
Nashurpalseiddes
Dimark
Kapatron Summit
Haunting Range
Ajjihawn
Ordurt
Hollowcaste Moors
Smoulder Hills
Fire-emerald Grotto
Arramas
Rowan
Nydad
Hothme
Jarab
Blustering Dunes
Kodd
Alas
Medrepone River
Underwing Jungle
Valley-Villa
Tathmor River
Grindwell
Hills of Naught
Valley of Repose
Lifchane River
Silmet
Craghrob
Fercch Idu
Anquet Cataract
Weaving Streamlet
Efferan Rain River
Morands Stream
Laudehesh
The Holy Cities
Ell Bastis
Zakuta
Inferna Wells
Shealoh
Birjani
Nabi Nagiah
Shiktat
Silverhorn Ford
Cestmath River
Narrowridge
Parapet Scarpe
Weldands Passing
Redsands Stream
Davinotern
Gall
Patchwort Desert
Fred Demiand
Blackmarsh
Questravale
Tuirem River
Bushmaster Jungle
Frasket
Redshaft Fens
Bassam
Phialfon
Opressing Sands
Larif
Olgerd
Melasures
Lasthill
Lost Island
Varnage

Map Eight: Barbarian Atlantis and the Pazidan Peninsula

Scale: Five miles per hex, eleven miles per inch

Cladald Wood
Plyohen
Algesar
Romillion Sea
Little Kor
Everlasting Stream
Queans Waste
Owl's Head Peak
Britis
Whetwyd Timber
Kauran
Dolphin Bay
River Carvirron
Jarmoco
Strantath
Palen Spring
Black Baron Pass
River Llobmeather
Sykmet
Lake of the Temple Deeps
Shodan
River Leyata
Horaja
Old South Road
Elder Stream
River Greyrush
Stigrix
Kukul
Star-jewel Stream
Turtle Beach
Actun
Bellystone Ford
Vikram Stream
Straits of Clashing Rocks
Ered Perack
River Magenta
Murmuring Stream
Antril
Selget Haven
Chacban
Rillcur Stream
Arthiop Mud Flats
Halkmenan
Kestrar
Lagoldurma Jungle
Zothay
River Highcourse
Windgod Hills
Tenoch
Halafis
Anatal
Leagh Angon
Whitecrown Stream
River Lael
Onhir
Damkina Bay
Quatzit
Matmata Cavers
Fogbound Forest
River Angor
Gulf of Pinnacles
Valera
River Glorbon
Lemur Peak
Pazidan Penninsula
Dalria Hill
River Alyesh
Taud
Kolda
Shedezar Bay of Trespasses
Knashrud Highlands
Carnelian Plains
River Whitestorm
Nippuri
River Nippuri
Eyestones Jungle
Bisitun
Tristor
Besgar
Pivramys
Blazing Stream
Colisth
Skullholm Stream
Tritonis Marsh
Skull-Rack Hills
Renth
Bludgeon Peak
Simhain Stream
Straits of Macrstag
Ucatanis
River Endgate
Midnight Goddess Hills
Vigil Sound
Ketche
Bisgen
Isle of Ethereal Bells
Mysk
Madcan Mountain
River Fathilk
Antillian Peninsula
Brafylia
Onslaught Stream
Castellan Mountains
Mara
Doratis
Mengeber Bay
Stream of Shrouds
Ractuan
Ahyf
Cape of No Return
River Cedarwode
Labyrinth River
Ghinarian Hills
Bistan
Derkhalf Wood
Carchimish
Barath
Xochete

Map Nine: Ebony Coast

Scale: Five miles per hex, eleven miles per inch

Tashmetun
Stonepeak
Highlandar
Onestone
Buckhorn River
Arroworth
Popinjay
Finsbury Fields
Thunder River
Shimmersink Marsh
Gyleswood
Arunalisa
Sand Creek
Revelshire
Starlight River
Questing Pass
Matansar
Livanonia
Sulet Port
Landhaven
Retrashell
Larkshire
Little Vardane
Billingdoor
Dragon Dome
Lady Rose
Edomar
Greywraith
Yoickshire
Moonstone Isle
Bubbagar
Henslowe
Blackwell Isle
Wayfair
Blackfriars

Map Ten: Lenap and the Keys of Shadow

Scale: Five miles per hex, eleven miles per inch

Infinite Desert
Tumatul Oasis
Tuftipsy
Wovenmist
Sledgetower
Rovertop
Nettle
Hrgesveglur Pass
Windless
Tupimare Hills
Swanrill
Gravel Gate
Govannon Scarpe
Winmoot
Hewn Dell
Menuquet Plains
Princeling
Ameretat Forest
Valley of Vitiation
West Ford
Vex Ford
Didgewater River
Amgold Quay
Amasis Hills
Bootleg Bay
Goldfall
River Gahzelbahi
Manrith Forest
Cherindan Forest
Willowithy
Lindenstrand
Jungle of the Sweet Smelling Death
Rushkindle
Flamgard
Molting Mountains
Maiden Peak
Great Roaring Jungle
Astuack Jungle
Reek Hill
Hobnob Hills
Everglom
Wondernesse
Turgid Hills
Dangerous Jungle
Delan
Chirpp River
Forsaken
Hutamah Jungle
Ashwood
Boghra Little
Dirk River
Bay of Danger
Lenap
Ament Horn
Isles of Flame
Churning Sea
Redwraith
Cower
Iffing
Sunrale River
Weeping Forest
Eldma-Vilyet
Endless River
Woodken
Hurricane Hills
Cloven
Beacon
Valeyard
Mangania Isle
Keys of Shadow
Bahister
Knoll
Bouyan Isle

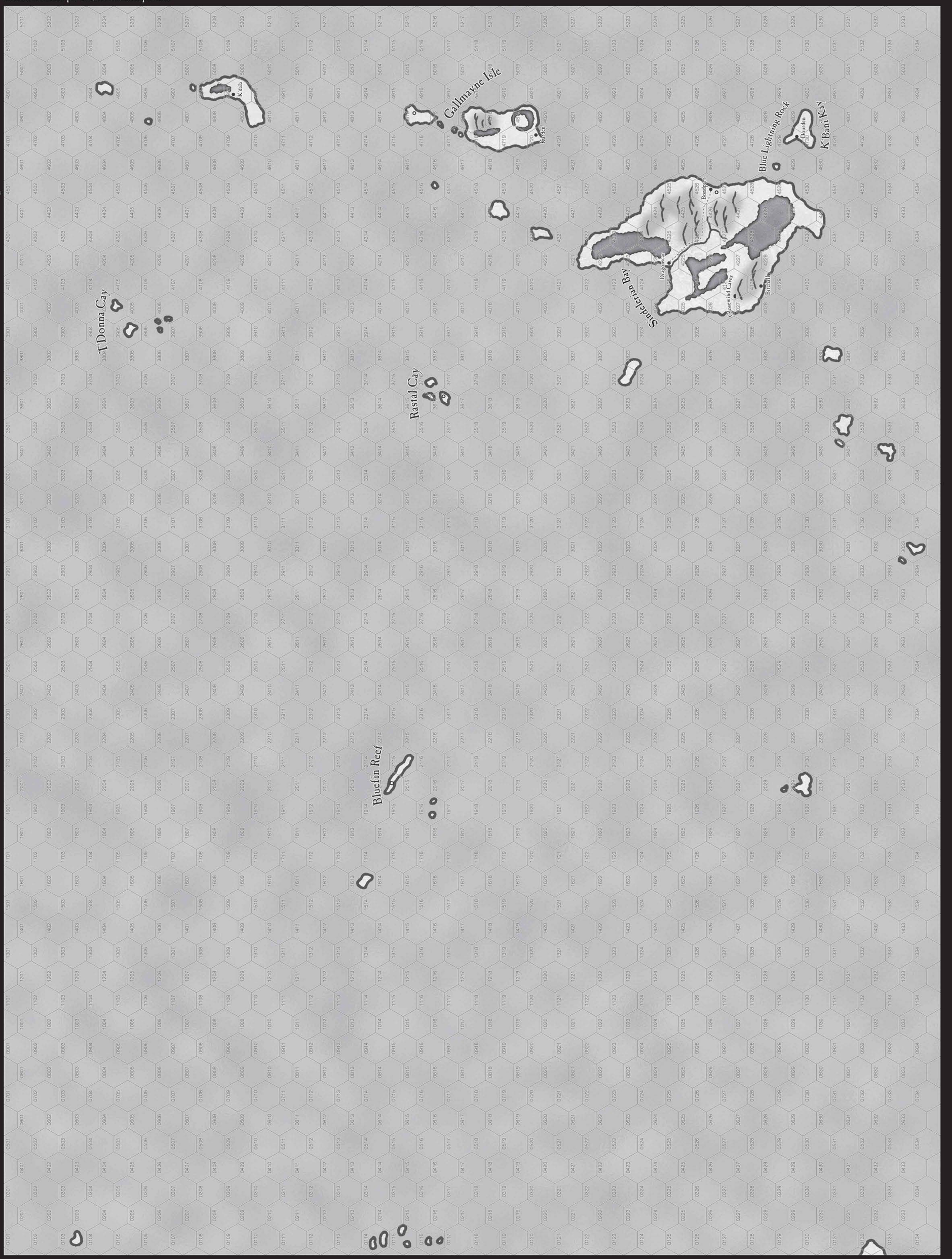
Map Eleven: Isles of the Blest

Scale: Five miles per hex, eleven miles per inch

Xochete
Holy Forest
Middle Forest
Palsaith Forest
Barrier Swamp
Red Bull
Felmire River
Mad Devil Jungle
Astlar River
Greenwas
Harpstring
White Elk
Mistwood Swamp
Dremel River
Castellan Mountains
Lake of Visions
Caprica
River Northwatch
River of Spine
Faux Pass
Dragon's Crown
River Alsa
Scalea River
Diancecht
Crimson Serpent Jungle
Oricha
Iceni Road Jungle
Maidstone
Snake Hill
Dragon Lord Hills
Koradin
Blackarrow
Black Crow River
Relkos Bay
Basilisk Jungle
River of Swords
Iron-shod
Marduck Bay
Covertling
Ramjhas River
Heir Helm
South Reach Forest
River Eagle
Flaking
Stasiswells
Kentashar
Great Fish Shoals
Blue Scale Inlet
Curtain Wall Jungle
Ashwood
River Eagle
Howling Winds
Godtalker's Swamp
Xastus Forest
Klerkenwell
Ilus Inlet
Ludgates
Cheapside
"The Fingers"
Cruaich Mountains
Alba River
Abject
Lake Erylosk
Beckah River
Left Hand Stream
Merkab
Lanax
Lake of the Gods
Ring-Tail
Stark Rock Stream
Jocois River
Foundation
Little Birch Jungle
Entenwold
Practor
Gormcairn

Map Twelve: Isles of the Dawn

Scale: Five miles per hex, eleven miles per inch



Map Thirteen: Sea of Five Winds and Tlan

Scale: Five miles per hex, eleven miles per inch

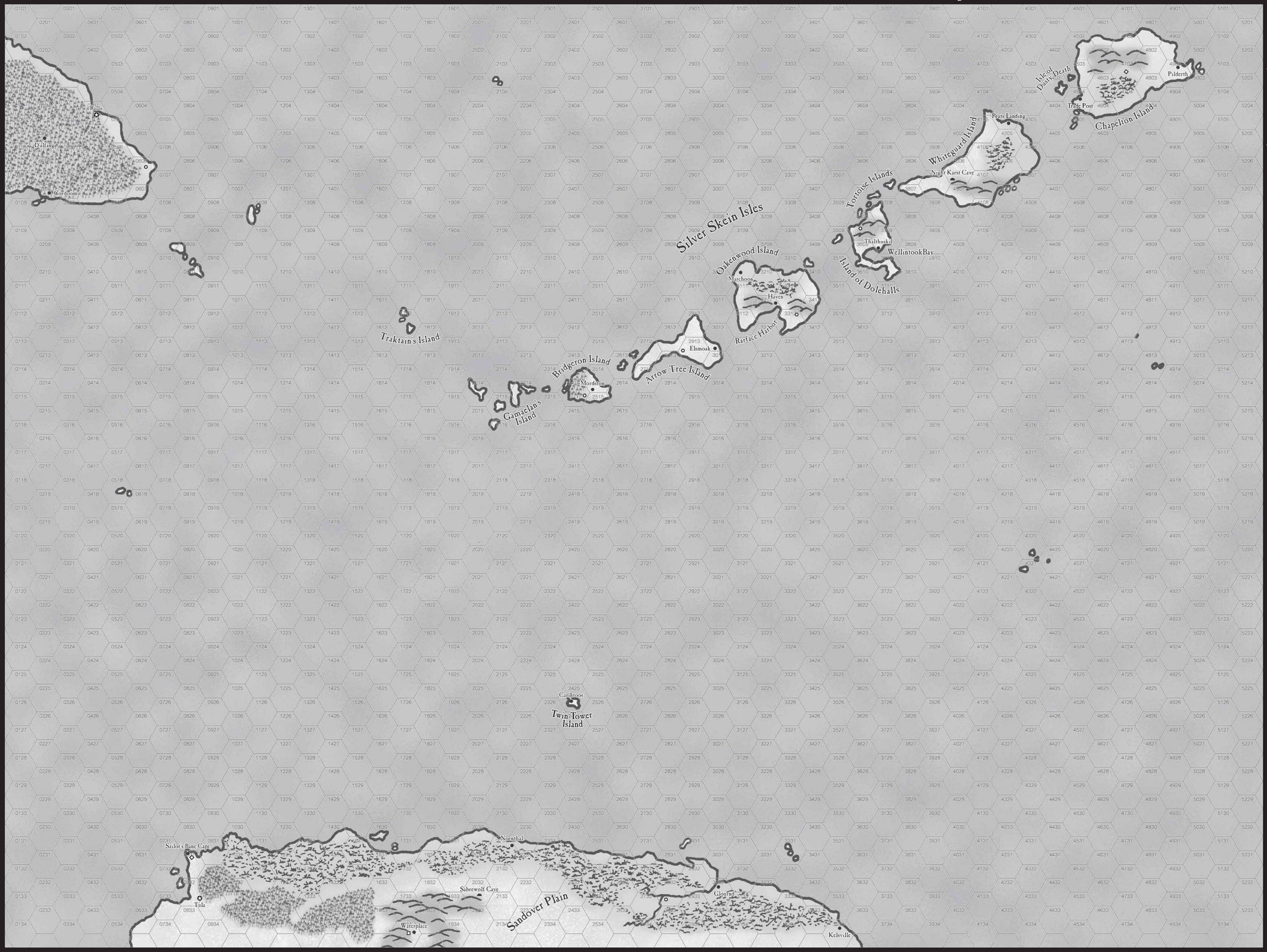
Buto Butte
Marcantine
Ochida
Serpeant Tail
Vastern Canyon
Mimic
Kaliciman
Spicebush Stream
Samlain River
Halfling
Wardholm
Bentbriar Gulch
Carrion
Tamewood
Saddle-Back Mountains
Sunny Bank
Sekmet River
Folkswealth Stream
Patter Grove
Encircle
Loger River
Vigil Sound
Halgorn Hold
Elveskeep
Loregirt
Scarlet Forest
Looming Pass
Gerd River
Hekaloth Stream
Pillage
Goldenshorn Peak
Gerfalcon River
Ophirtong Stream
Seithor Gulf
Longbottle
Oathcoomb
Ladenhollow
Dunghill
Greydowns
Pale Gourge
Tlan
Windwall Bluff
Tethered Dale
Pacari Ridge
Sithum River
Kabera
Thistlefield
Fallowfield
Dragonspate Geyser
Miarseld
Smokevelt Forest
Semele Streamlet
Errand Row
River of Prosperity
Zamilak Jungle
Viceroy Mountains
Cougar Stream
Ganesa
Frogbourn
Kerealia
Pallid Cliffes
Eye Ring Stream
Muster
Hutamah Jungle
Dotard
Grimwood End
Treeslayer
Forfold
Rmoahals Reaches
Sea of Five Winds
Andaman Isles
Insfaile Isle
Windward Peninsula
Tirnanog Isle
Calfat
Dilmarie
Kailasa
Talimanor
Heratus
Marechal
Needles Peak
Lanka
Pardolock Jungle

Map Fourteen: Ghinor

Scale: Five miles per hex, eleven miles per inch

Isle of the Blest
Cruiach Mountains
Deer River
Ashwood River
Mantero Isle
Suncy
Pantagent Isle
Yolin
Devilstongue Peninsula
Chim
Autron
Ravensdeath Swamp
Dantell
Shady Hills
Lofton
Great Unctious Swamp

Map Fifteen: Silver Skein Isles, Rallu, and Tula



Map Sixteen: Ament Tundra

Scale: Five miles per hex, eleven miles per inch

Lormur
Cadsandria
Viceroy Mountains
Chamfly Forest
Dorel
Sascat Forest
Jharkor
Falling Way River
Riganarion
Monday Isles
Bakshan
Racari Ridge
Thokora
Trepesay
Old Hvolmor
Grinshatter River
Nadsokor
Vilmir
Gromooman
Rufee
Tarkesh
Jadnar
Raschil
Visick Plain
Watchtower Forest
Dooming Rise River
Illmar
Andlemaingе
Josay
Ament Tundra
Banarua
Asimor
Skymidden Forest
Kanakak
Org
Ilmora
Pikarud
Dhakos
Skywall Ridge
Ranasay
Sequaloris
Lasimar
Filkhar
Sheagoth
Kren
Maidahr
Ohoy-Kan
Nargissor

Map Seventeen: Ghinor Highlands

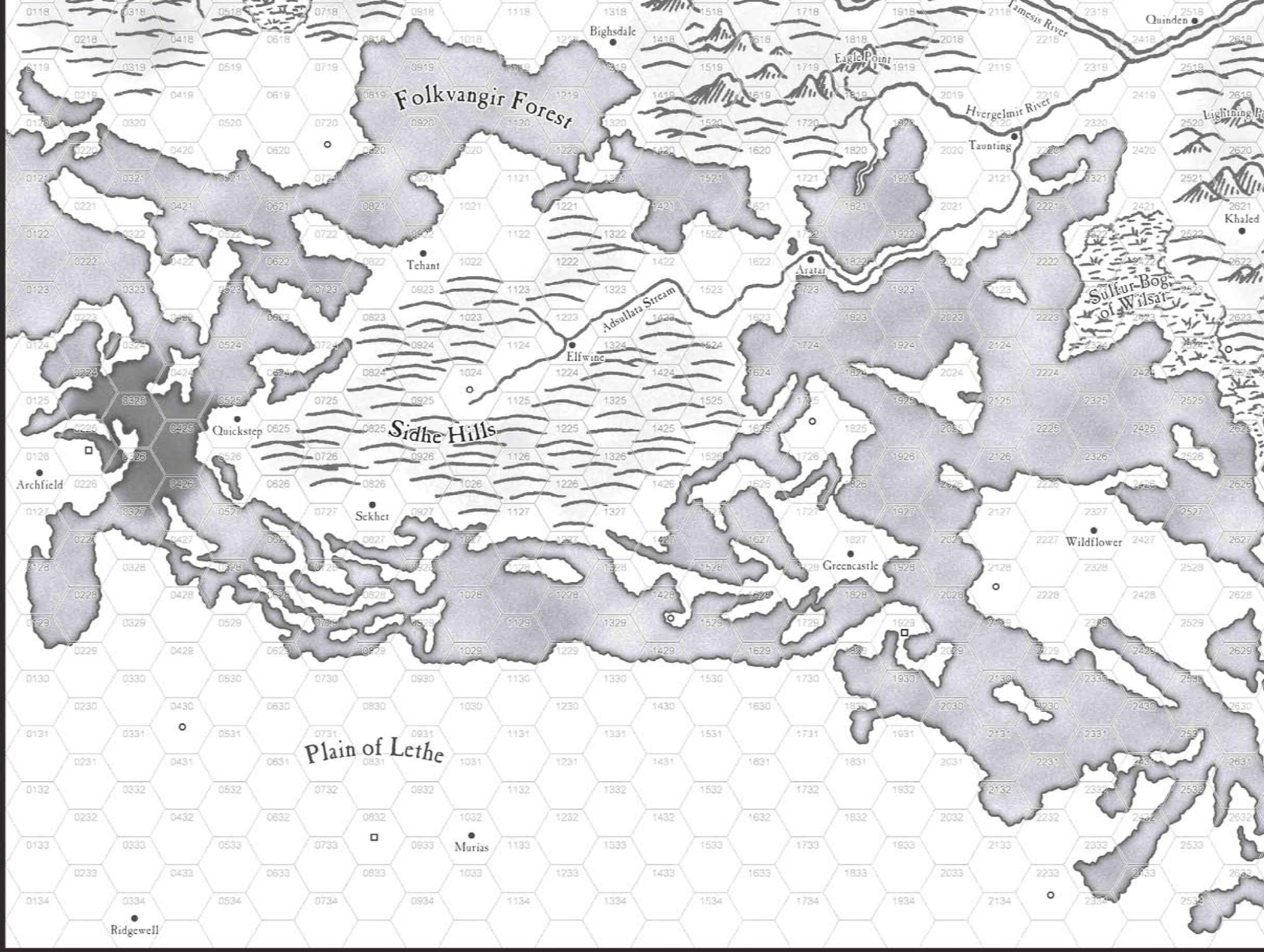
Scale: Five miles per hex, eleven miles per inch

Island of Blessed Sleep
Brestalein's Island
Screaming Hyena Jungle
Eldiston
Jaliquenta
Fathme
Swamp of Many Eyes
Wolsdag
Olgenstone
Loktole
Westford Creek
Thrush
Duncliffon River
Faneton
Wooling Lake
Rastingdrung
Joyful Demon Hills
Elven Laugh Cave
Elmwood
Singtrellian River
Agrim
Blueramp Ruins
Underleaf
Pass of the Ram
Ten Elms
Shadow Castle Rise
Topaine
Bloodseep
Delshome
Galentleaf Swamp
Lizard Mane Swamp
Nestaril
Forest of the Deaf
Dienstall Hills
Frosthedge Rise
Murrsburg
Nurenthane
Fumoza River
Wandjoust Castle
Pranstongue
Fall City
Treebreath
Lak
Bramly
Beldenwood
Pellin Run
Sylvan Well
Ploontrep
Abbots Quest Hills
Blue Arbor Cliff
Brownhorn Peak
Prim
River of Golden Song
Ivy Bill Ford
Saltorous
Rising Say Forest
Fullerin's Pass
Deerplace
Silverholm Ford
Wellring Castle
Cliffbottom Marsh
Pass of Jovthang
Mist
Zanda
Dristhane
Over-Doom Mountains
Doomall Lake
Arstonally
Briarbrush
Morkymirth Hills
Vastoniat
Candle Doom Wood
Overmist Wood
Kef Nal
Halingsbranc
Legiongate Pit

Map Eighteen: Southern Reaches

Scale: Five miles per hex, eleven miles per inch

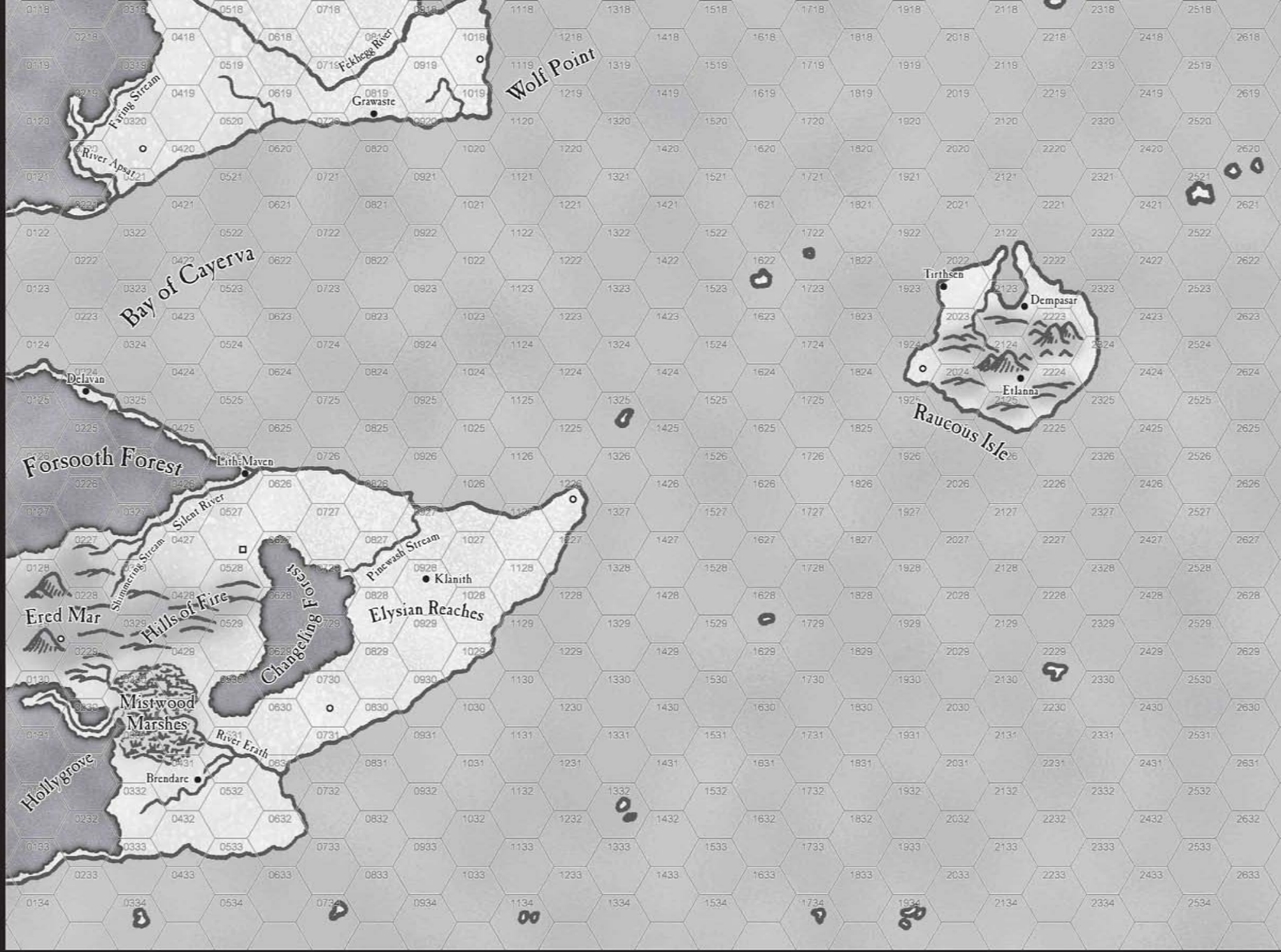
Ellission Jungle
Waterplace
Gelsford
Arquay
Don Jackal River
Rand
Fordback Marshes
Ravenslair
Faling-thros
Penance Swamp
Kingssun Ford
Kingssun Tower
Enchanted Walk Hills
Elmhalls
Fallgon Forest
Druids Shrine
Dryrod Islands
Whitehaven
Badquen
O'ercland
Estlark
Old Shroud Temple
Morgon
Wandbury Plains
Bethplane
Pass of the Sighing Stones
Presbain
Manor Night cave
Hiling PLace
Khallordain
Fairwatch
Windlow Mounds
Valdeje Stream
Silvership Castle
Goldcham Estuary
Straight Line Forest
Sacred Rock
Saltcye Stream
River Quicksake
Longknot River
Brantelm
Dark Voice Cave
Arrisfform Hills
Searwing Hills
Mor Dan
Pearl Tower Forest
Boekill River
Elvensiege Ford
Westrad River
Feldnick's Ford
Winterton Ford
Bridshin
Lighthedge Canyon
Lighthedge Ridge
Gold Covet Ford
Falls of Song
Dragonsaddle
Moonsong Rapids
Silverhall
Orchait Pass
Armor Scape Palace
Bridgeflower Timber
Cape of Winding
Belweif
Fire Tee River
Fire Bat River
Melungroque Stream
Harrim's Pass
Claycat
Bless Roof Forest
Bendarloin Mountains
Quick Fellow Stream
Rast Peak
Dark Castle Marsh
Sacred Lock Forest


Folkvangir Forest
Bighsdale
Eagle Point
Thames River
Quinden
Hvergelmir River
Taunting
Lightning Pa
Khaled
Tehant
Aratar
Sulfur Bog of Wilsar
Adsullata Stream
Elfwine
Sidhe Hills
Quickstep
Archfield
Sekhet
Wildflower
Greencastle
Plain of Lethe
Murias
Ridgewell

Land of Beasts
Castell
Treebattle
Narvonshire
Greatstone
Prominence River
Stourhead
Guarding Range
Shopshire
Talisman Point
Mistaken Pass
Range of Dissens
Stonewater
Bawar
Haurvatat River
Kolpia
Hawksridge
Red River
Whitepeak
Wildrider Pass
Victory Bow Stream
Belial
Jutting Peak
Qarar Hills
Windguard
Gushing River
Aztlan
Hetep
Spinster Stream
Elvagar River
Scarlet Forest
Falias
Kukulcan River
Al-Tamlain Marshes
Final Pass
Nizir Hills
Swamp of the Red Ferns
Oxhorn
Swarga

Northwaith
Kailasa
Firhölg
Greatflood River
Oak Brook
Honeywax
Hydodoraun River
Amarre Range
Puffer Stream
Ailill
Wilderdale River
Kallastar
Blackspell
Sibâr
Tarsa
Irminsul Forest
Leechfields
Bress
Hillcrest

Map One: Elphand Lands, Damkina, and the Irminsul Forest


Wolf Point
Grawaste
Fekhegg River
Faring Stream
River Apsat
Bay of Cayerva
Tirthsen
Dempasar
Etlanna
Raucous Isle
Delavan
Forsooth Forest
Lith Maven
Silent River
Shimmering Stream
Pinewash Stream
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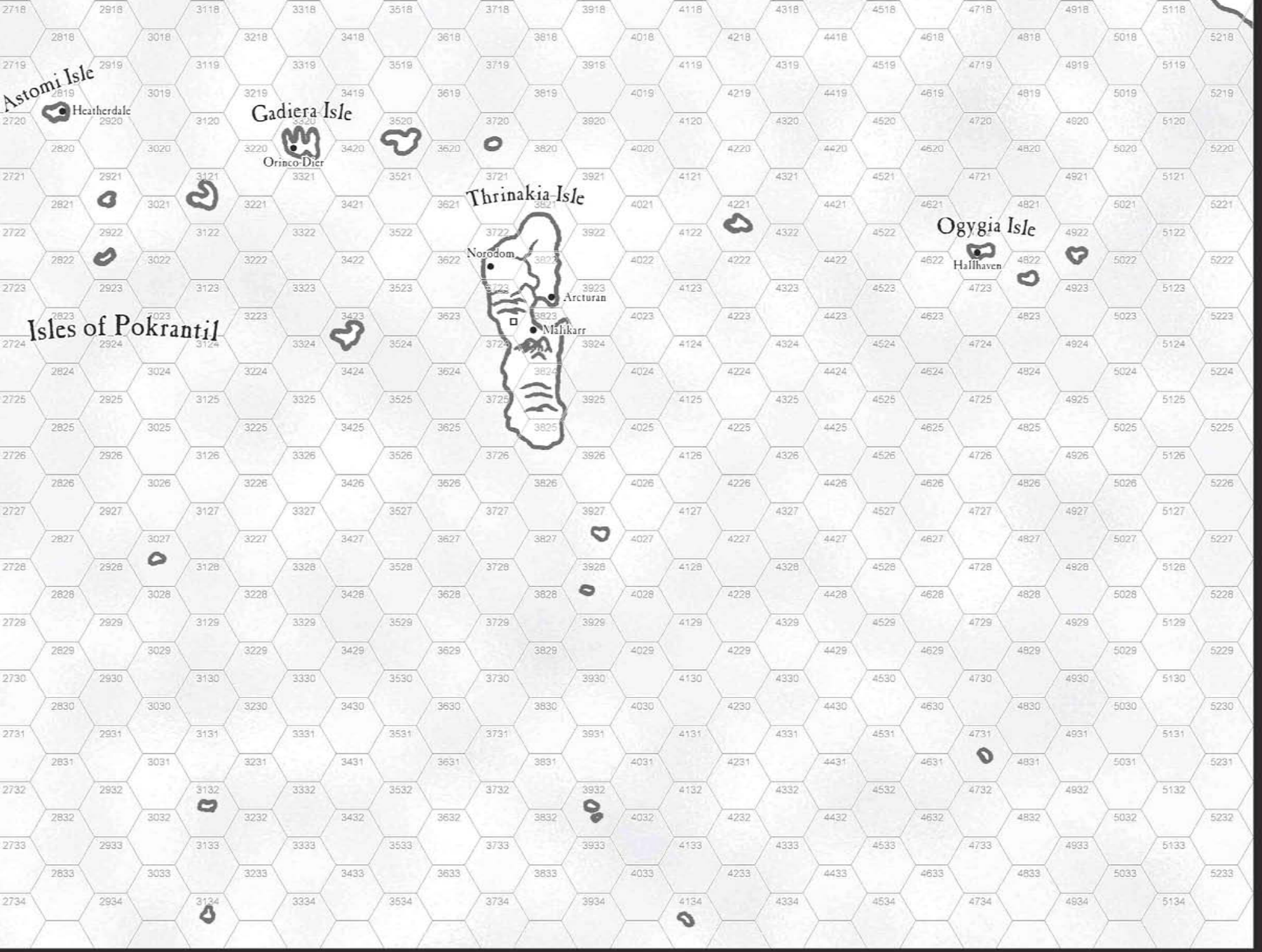
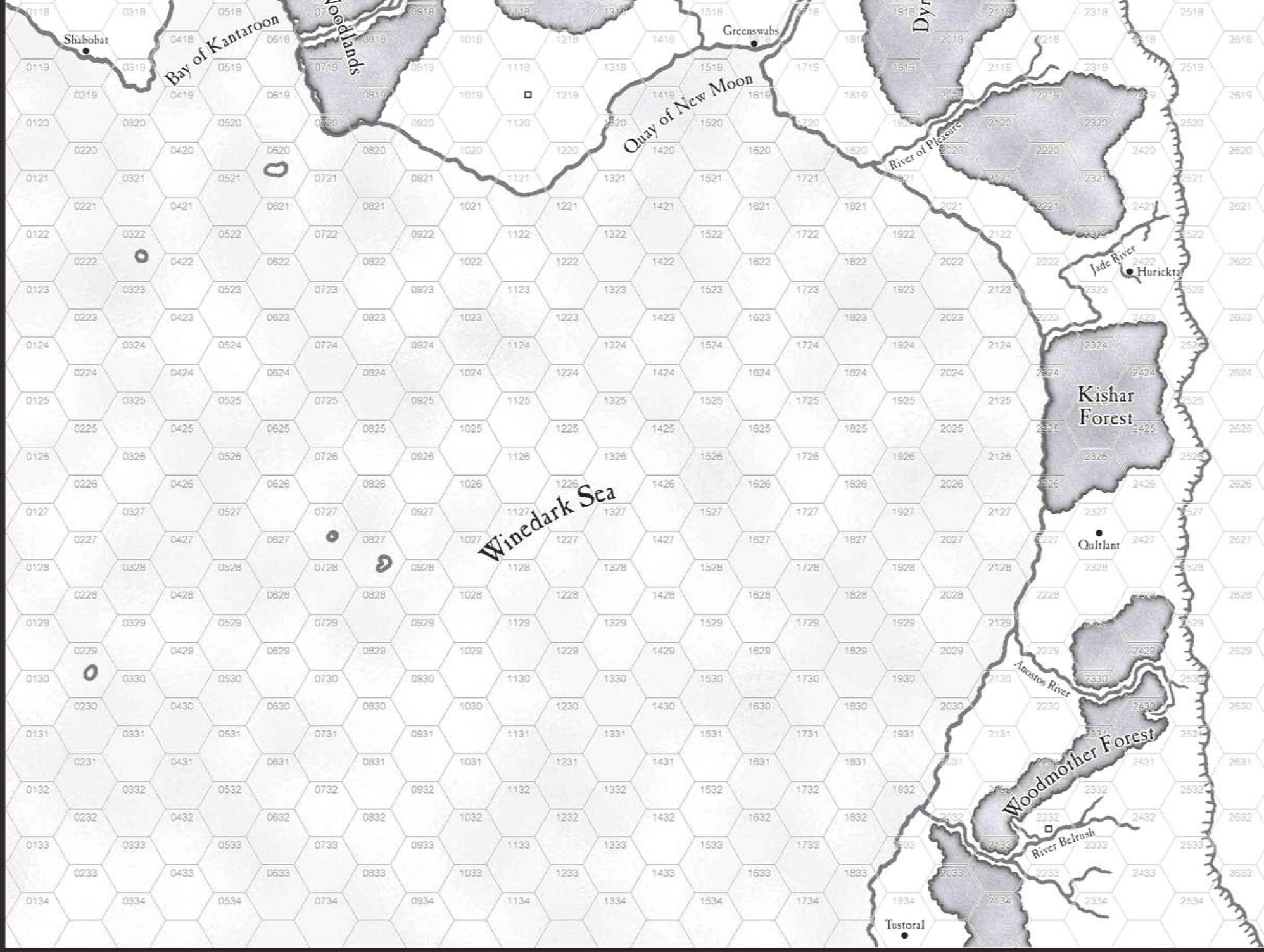
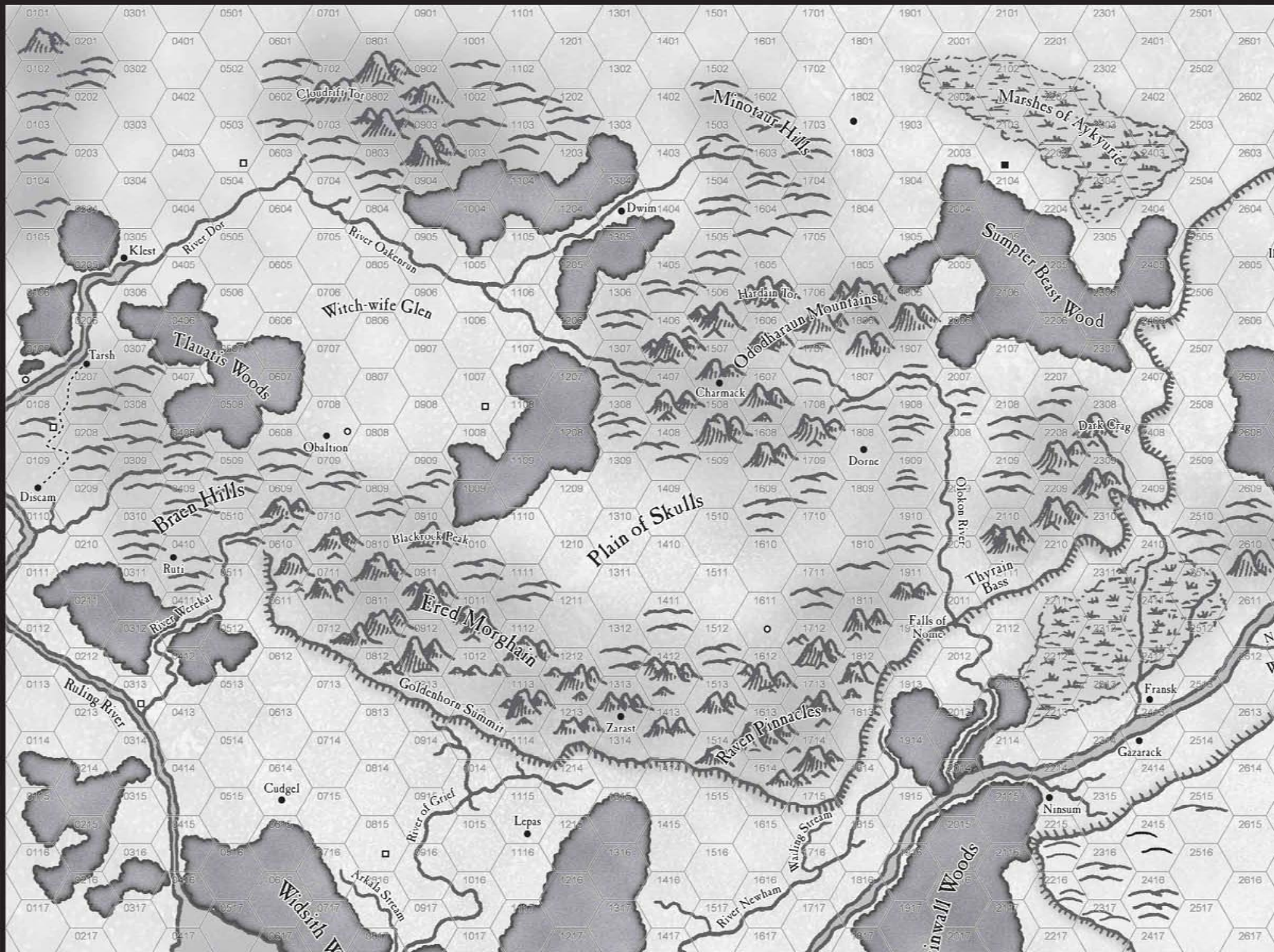
Bludgeon Peak
Holly Ridge
Doomsford
Vorsteria
Warlock's Banc
Listen Vale
Fomaland
Dancing Dain Valley
Hearing Hills
Cliffwall Stream
Sanctuary River
Zindar
Onslaught Stream
Strongplank Woods
Oakencleat
Tarnt River
Berclazan
Wane River
Harthill Stream
Winding River
River Geldhraun
Stumpy Point
Oberford Bay
Milirth
Forest of Valdoren
Marshes of Rarezac
Canopusar
Sotur
River Landsfech
Harrowdale
Amearon
Downland Plain
Darkling Stream


Astomi Isle
Heatherdale
Gadiera Isle
Orinco Dier
Thrinakia Isle
Norodom
Arcturan
Malikarr
Ogygia Isle
Hallhaven
Isles of Pokrantil

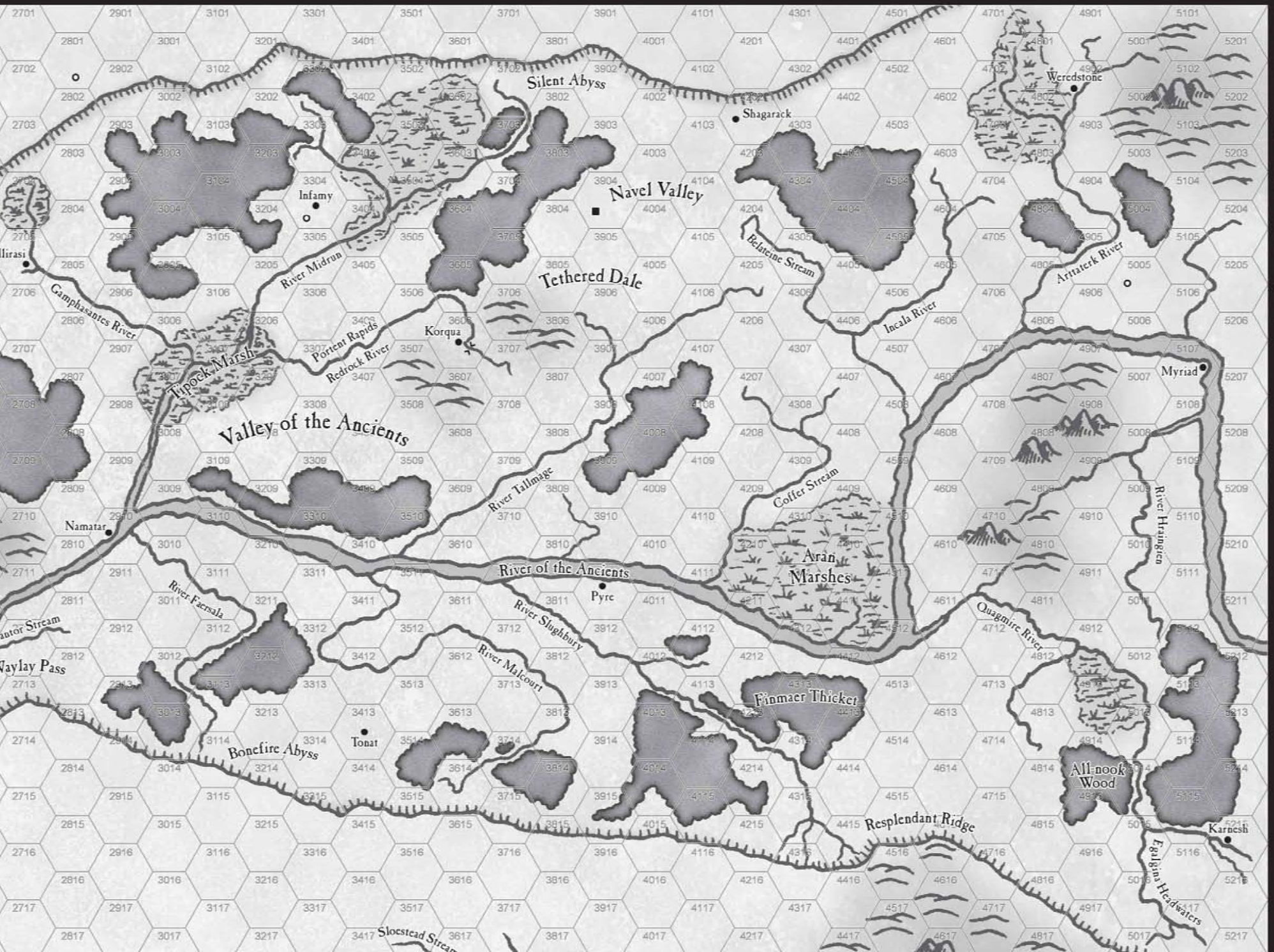
Map Two: Valon and the Isles of Pokrantil

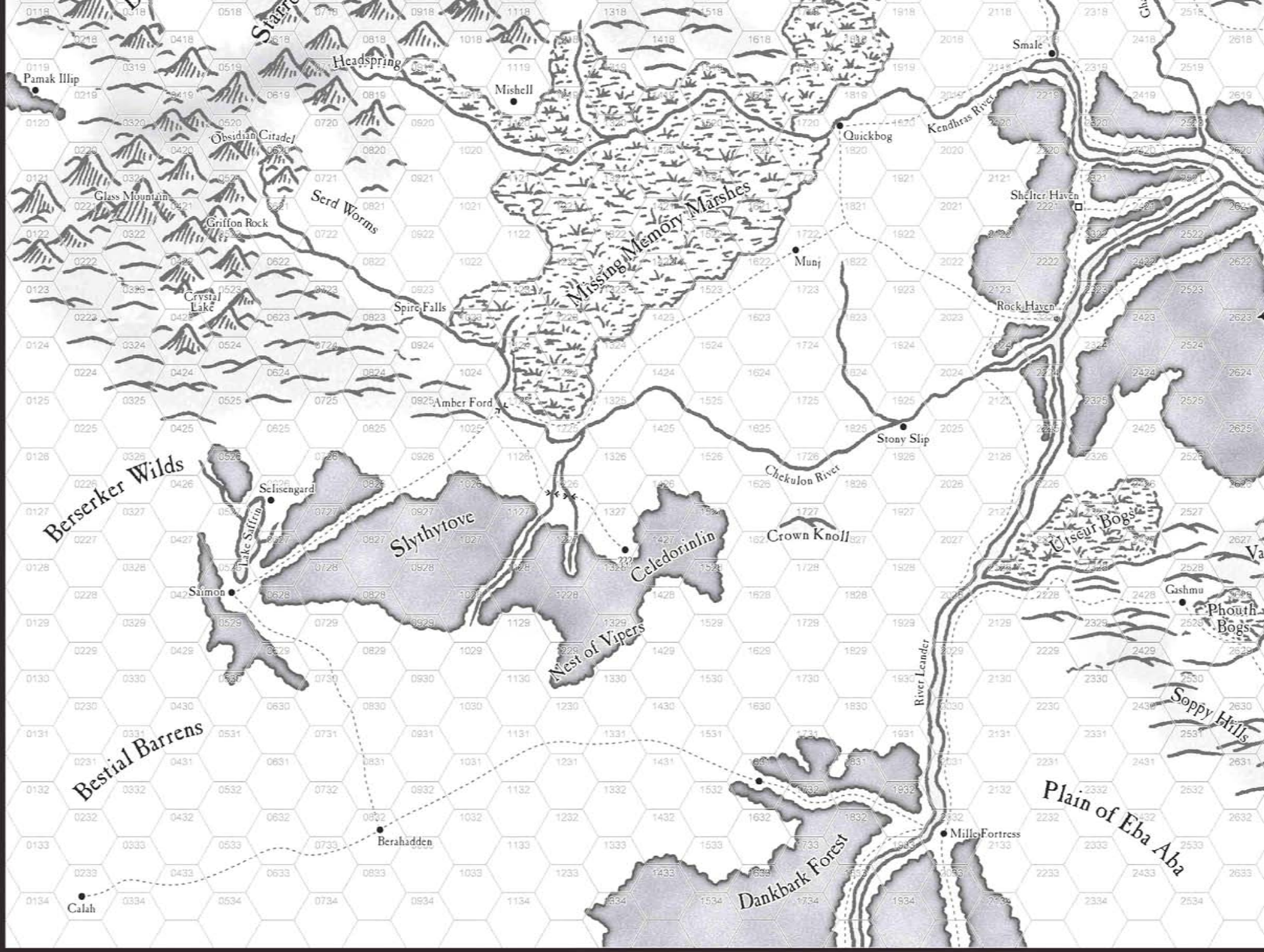

Shabobat
Bay of Kantaroon
Greenswabs
Quay of New Moon
River of Pleasure
Jade River
Hurickta
Kishar Forest
Winedark Sea
Qultlant
Anostos River
Woodmother Forest
River Belrush
Tustoral

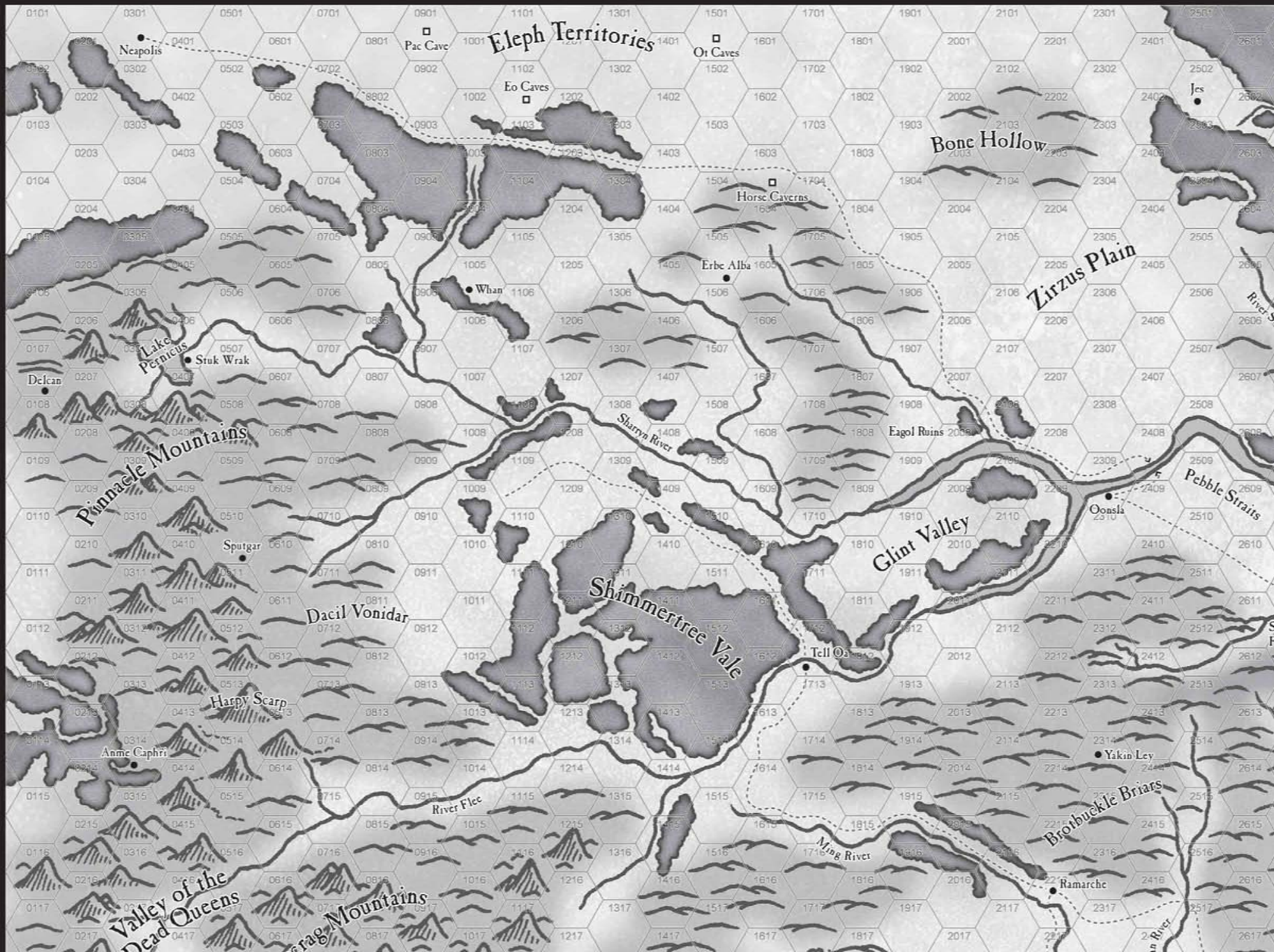

Cloudrift Tor
Minotaur Hills
Marshes of Aykyurie
Dwim
Klest
River Dor
River Oakenrun
Witch-wife Glen
Sumpter Beast Wood
Hardain Tor
Ododharaun Mountains
Tlauatis Woods
Tarsh
Charmack
Obaltion
Dark Crag
Dorne
Discam
Braen Hills
Blackrock Peak
Plain of Skulls
Olokon River
Ruti
Thyrain Bass
River Werekat
Falls of Nome
Ered Morghain
Ruling River
Goldenhorn Summit
Fransk
Zarast
Raven Pinnacles
Gazarack
Cudgel
River of Grief
Lepas
Ninsum
Wailing Stream
Arkala Stream
River Newham
Widsith Woods

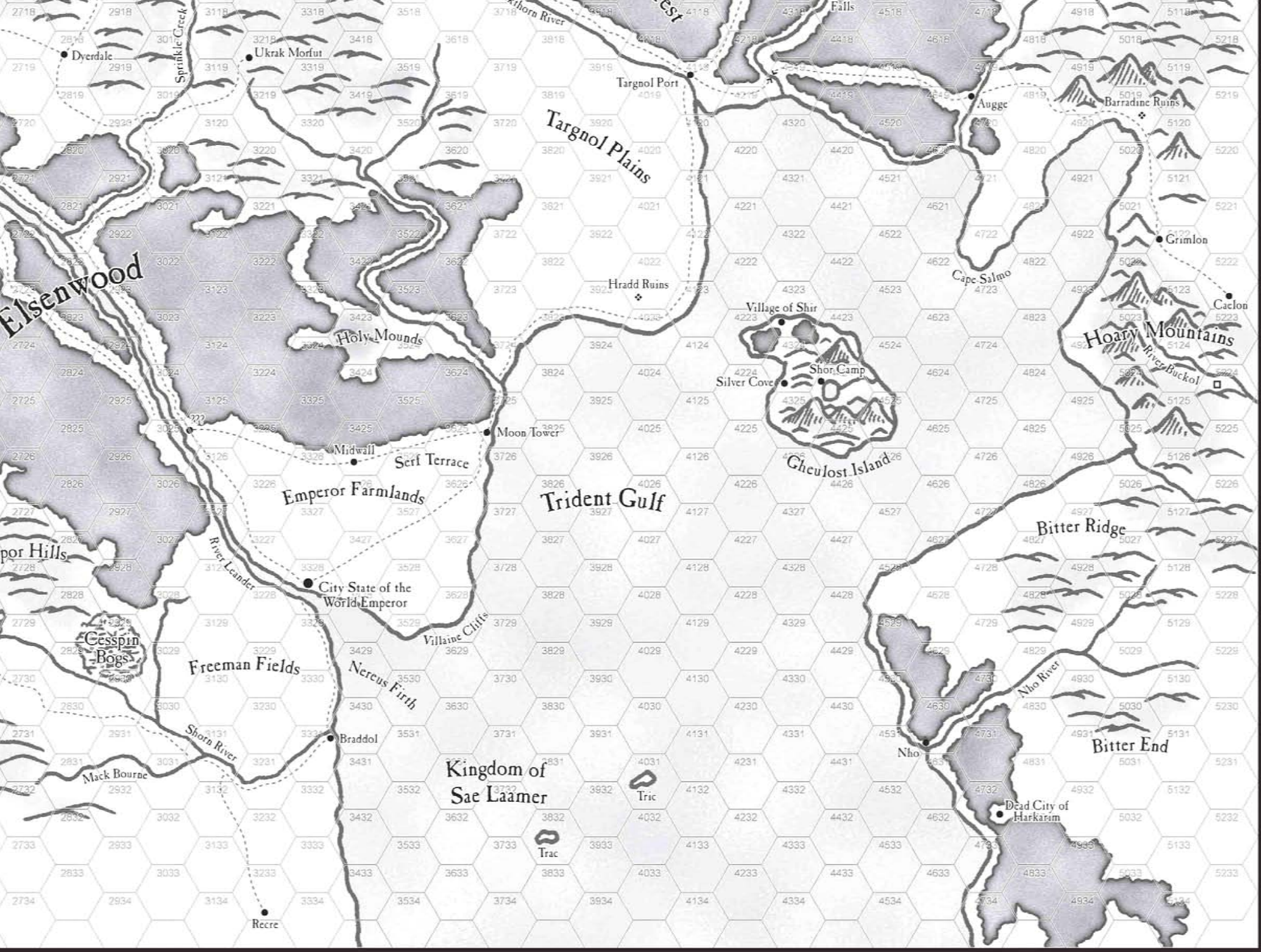
Vaughor Ford
Windstorm
Salyzar
Lake Dundain
Zyengatorian Mountains
Suitizor
River Maerplain
River Rummagel
Glow-worm Steppes
Veshnar
Chumner
Ember Hills
Dar Undine Desert
Arkat
Jackal
Djutu Waste
Mitlakarn
Glackin

Map Three: Valley of the Ancients and the Glow Worm Steppes



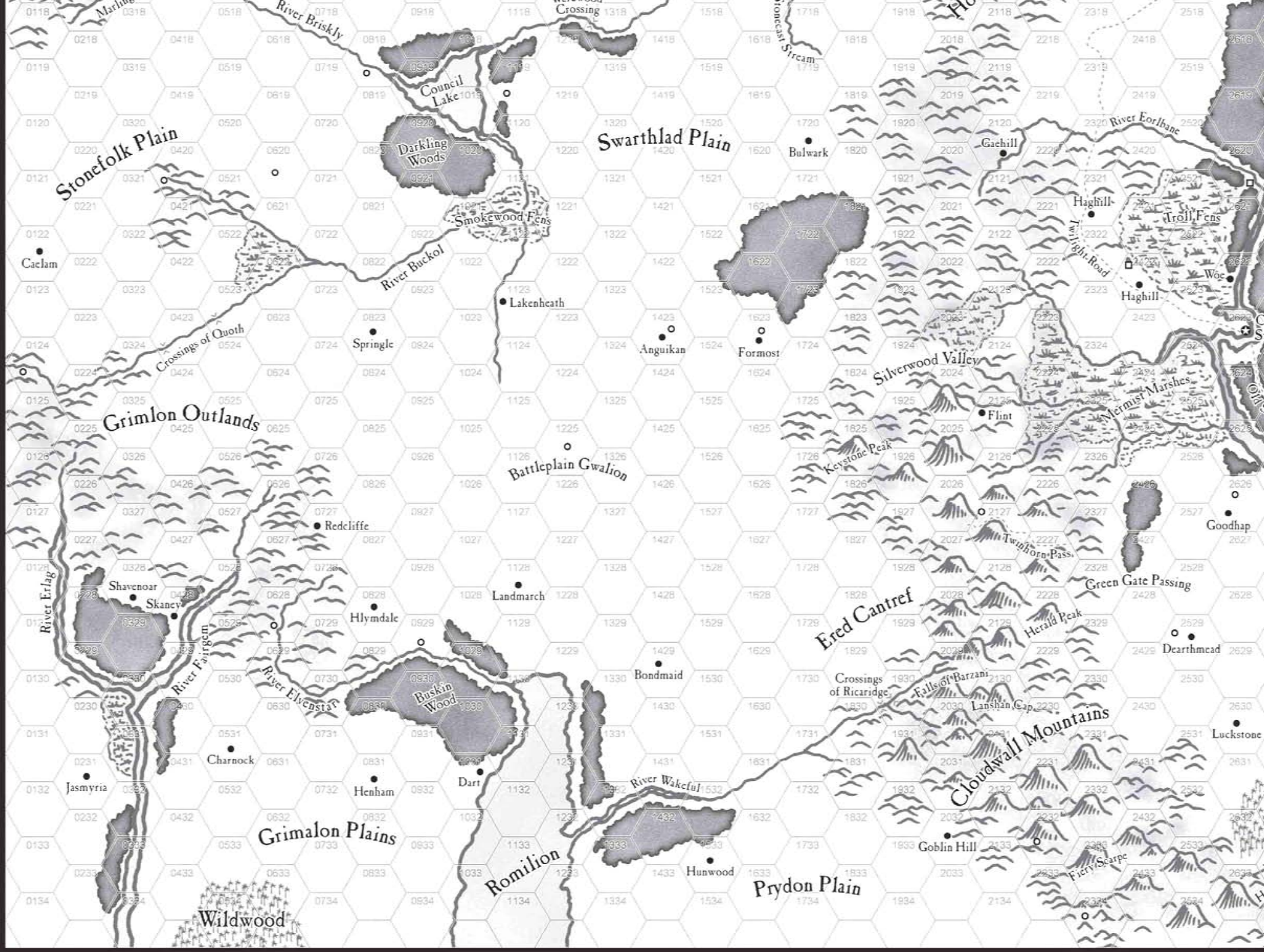

Pamak Illip
Headspring
Mishell
Smale
Obsidian Citadel
Quickbog
Kendhras River
Glass Mountain
Griffon Rock
Serd Worms
Missing Memory Marshes
Shelter Haven
Munj
Crystal Lake
Spire Falls
Rock Haven
Amber Ford
Stony Slip
Berserker Wilds
Selisengard
Chekulon River
Lake Saffrin
Slythytove
Celedorinlin
Crown Knoll
Utseur Bogs
Salmon
Gashmu
Phouth Bogs
Nest of Vipers
River Leander
Soppy Hills
Bestial Barrens
Plain of Eba Aba
Berahadden
Mill Fortress
Dankbark Forest
Calah

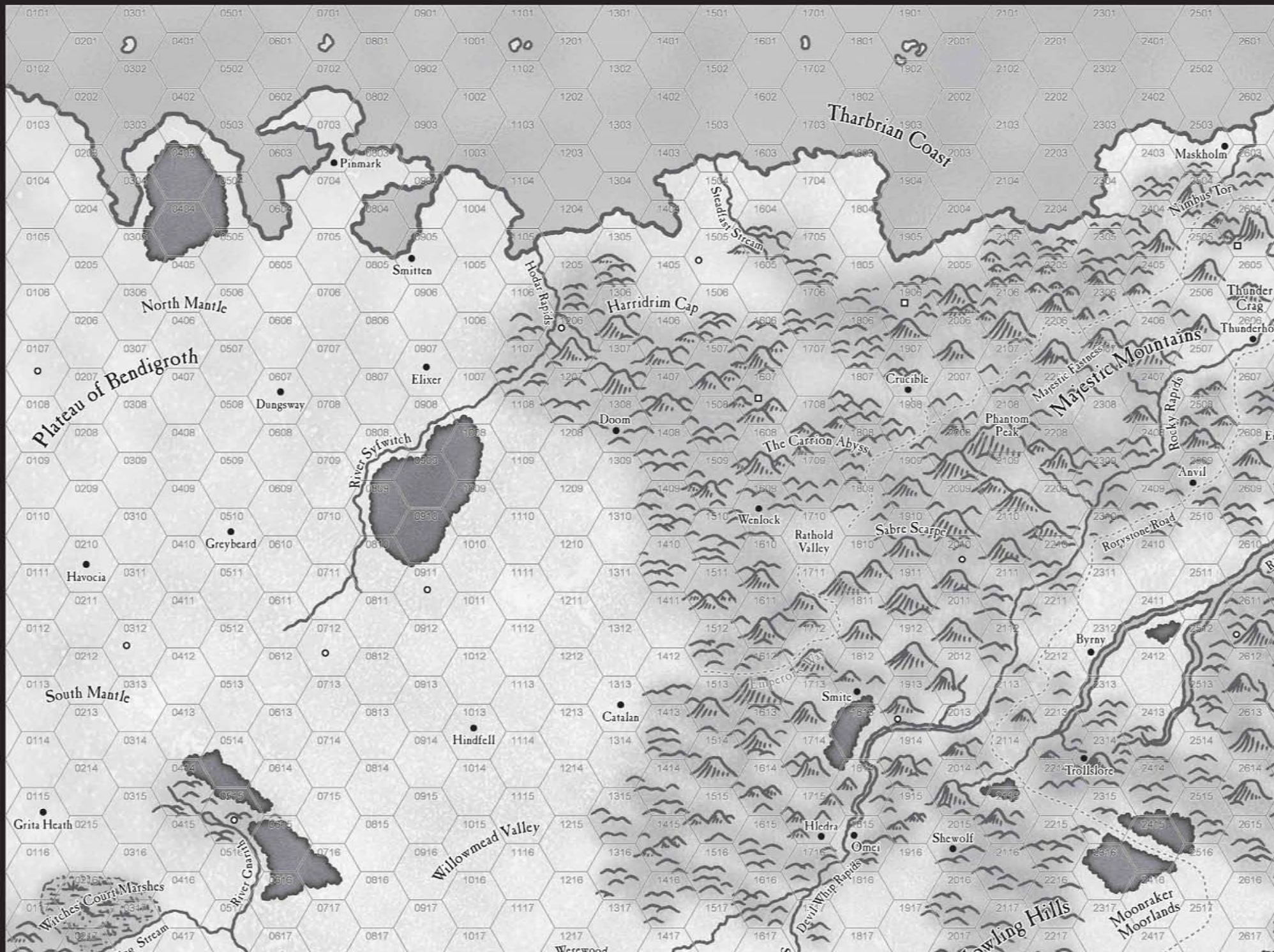

Eleph Territories
Neapolis
Pac Cave
Ot Caves
Eo Caves
Jes
Bone Hollow
Horse Caverns
Erbe Alba
Whan
Zirzus Plain
Lake Pernicus
Stuk Wrak
Delcan
Pinnacle Mountains
Sharryn River
Eagol Ruins
Pebble Straits
Oonsla
Glint Valley
Sputgar
Shimmertree Vale
Dacil Vonidar
Tell Oa
Harpy Scarp
Anme Caphri
Yakin Ley
River Flee
Ming River
Brotbuckle Briars
Ramarche
Valley of the Dead Queens
Crag Mountains

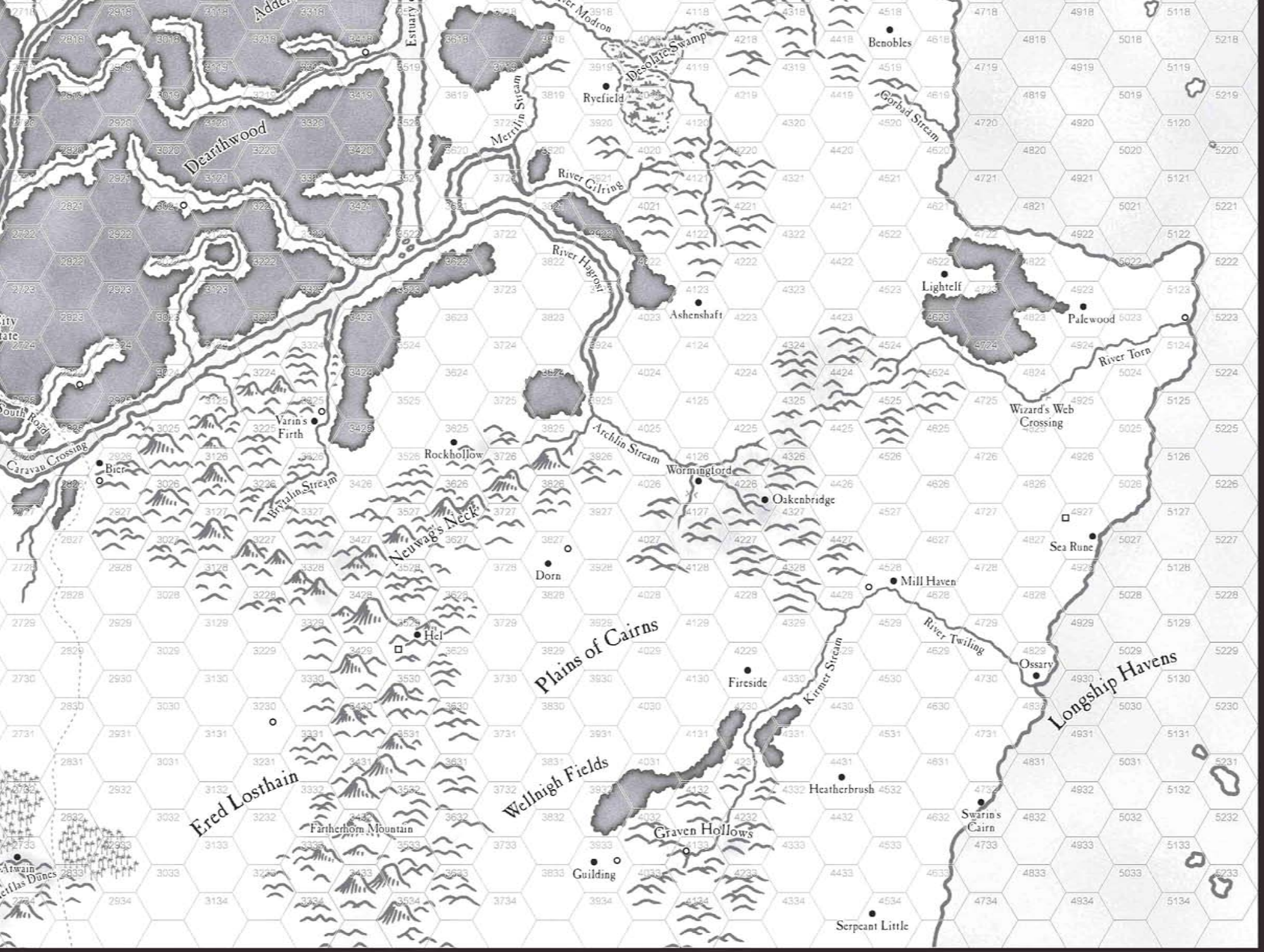

Dyerdale
Sprinkle Creek
Ukrak Morfut
Targnol Port
Falls
Augge
Barradine Ruins
Targnol Plains
Grimlon
Cape Salmo
Caelon
Elsenwood
Hradd Ruins
Village of Shir
Holy Mounds
Hoary Mountains
Shor Camp
Silver Cove
River Buckol
Moon Tower
Midwall
Serf Terrace
Gheulost Island
Emperor Farmlands
Trident Gulf
Bitter Ridge
River Leander
City State of the World Emperor
Villaine Cliffs
Gesspin Bogs
Freeman Fields
Nereus Firth
Nho River
Shorn River
Braddol
Mack Bourne
Kingdom of Sae Laamer
Tric
Nho
Bitter End
Dead City of Harkarim
Trac
Recre

Map Four: City State of the World Emperor and Trident Gulf

Scale: Five miles per hex, eleven miles per inch

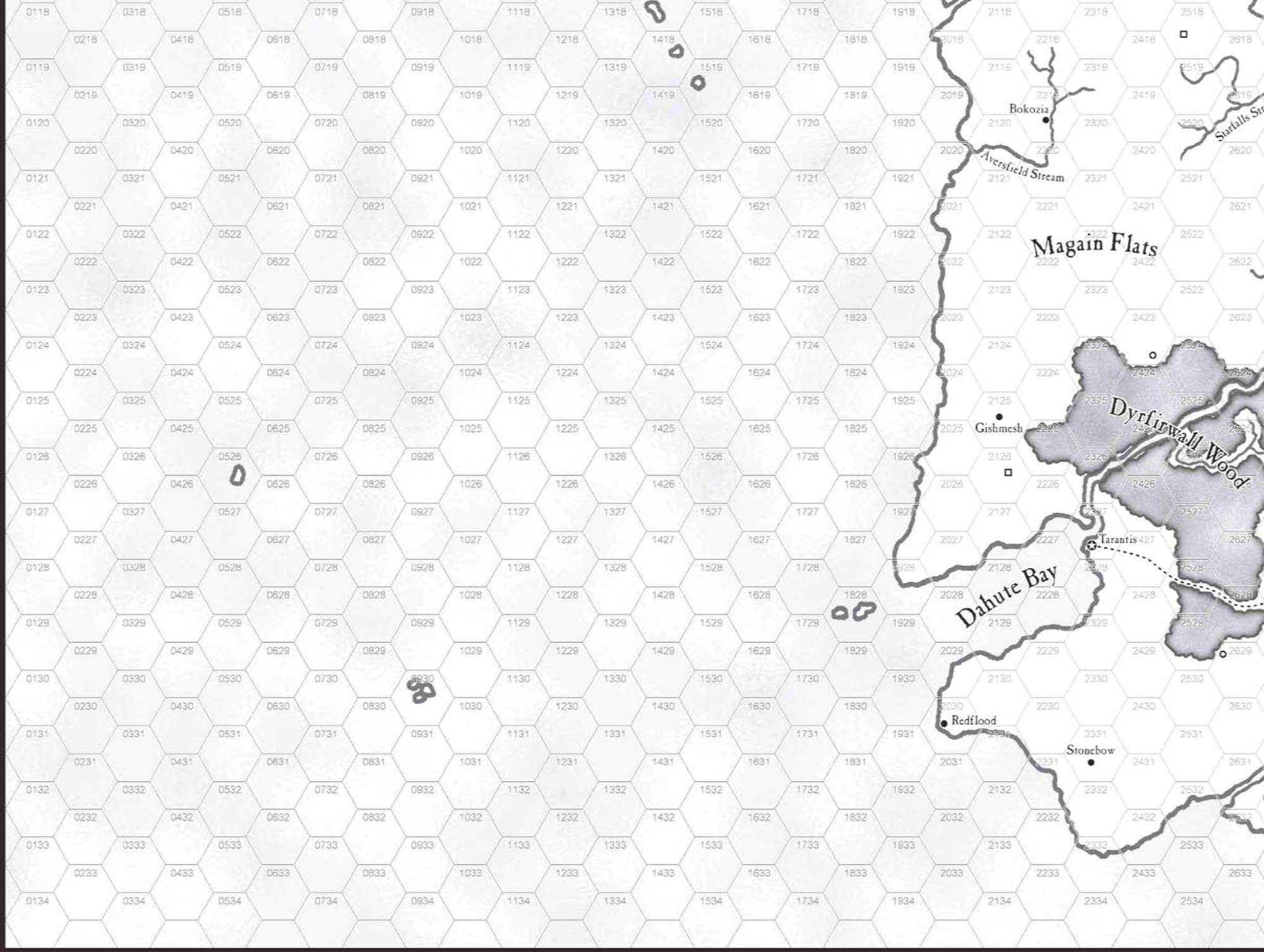

Stonefolk Plain
Swarthlad Plain
Grimlon Outlands
Grimalon Plains
Romilion
Prydon Plain
Ered Cantref
Cloudwall Mountains
Wildwood
Darkling Woods
Buskin Wood
Council Lake
Smokewood Fens
Troll Fens
Mermist Marshes
Silverwood Valley
Twilight Road
River Briskly
River Buckol
River Eorlbane
River Erlag
River Fairgem
River Elvenstar
River Wakeful
Crossings of Quoth
Crossings of Ricaridge
Falls of Barzani
Twinhorn Pass
Green Gate Passing
Keystone Peak
Herald Peak
Lanshan Cap
Fiery Scarpe
Battleplain Gwalion
Caelam
Springle
Lakenheath
Anguikan
Formost
Bulwark
Gaehill
Haghill
Woe
Flint
Goodhap
Redcliffe
Shavenoar
Skaney
Hlymdale
Landmarch
Bondmaid
Dearthmead
Luckstone
Charnock
Jasmyria
Henham
Dart
Goblin Hill
Hunwood


Tharbrian Coast
Pinmark
Maskholm
Nimbus Tor
Steadfast Stream
Smitten
Hodar Rapids
Harridrim Cap
North Mantle
Plateau of Bendigroth
Elixer
Dungsway
Thunder Crag
Thunderho
Majestic Mountains
Majestic Fastness
Crucible
Rocky Rapids
Doom
Phantom Peak
The Carrion Abyss
River Syfwitch
Anvil
Wenlock
Rathold Valley
Sabre Scarpe
Rorystone Road
Greybeard
Havocia
Byrny
South Mantle
Catalan
Smite
Hindfell
Trollslore
Grita Heath
Willowmead Valley
Hledra
Omei
Shewolf
River Gnarl
Devil Whip Rapids
Witches Court Marshes
Moonraker Moorlands
Howling Hills

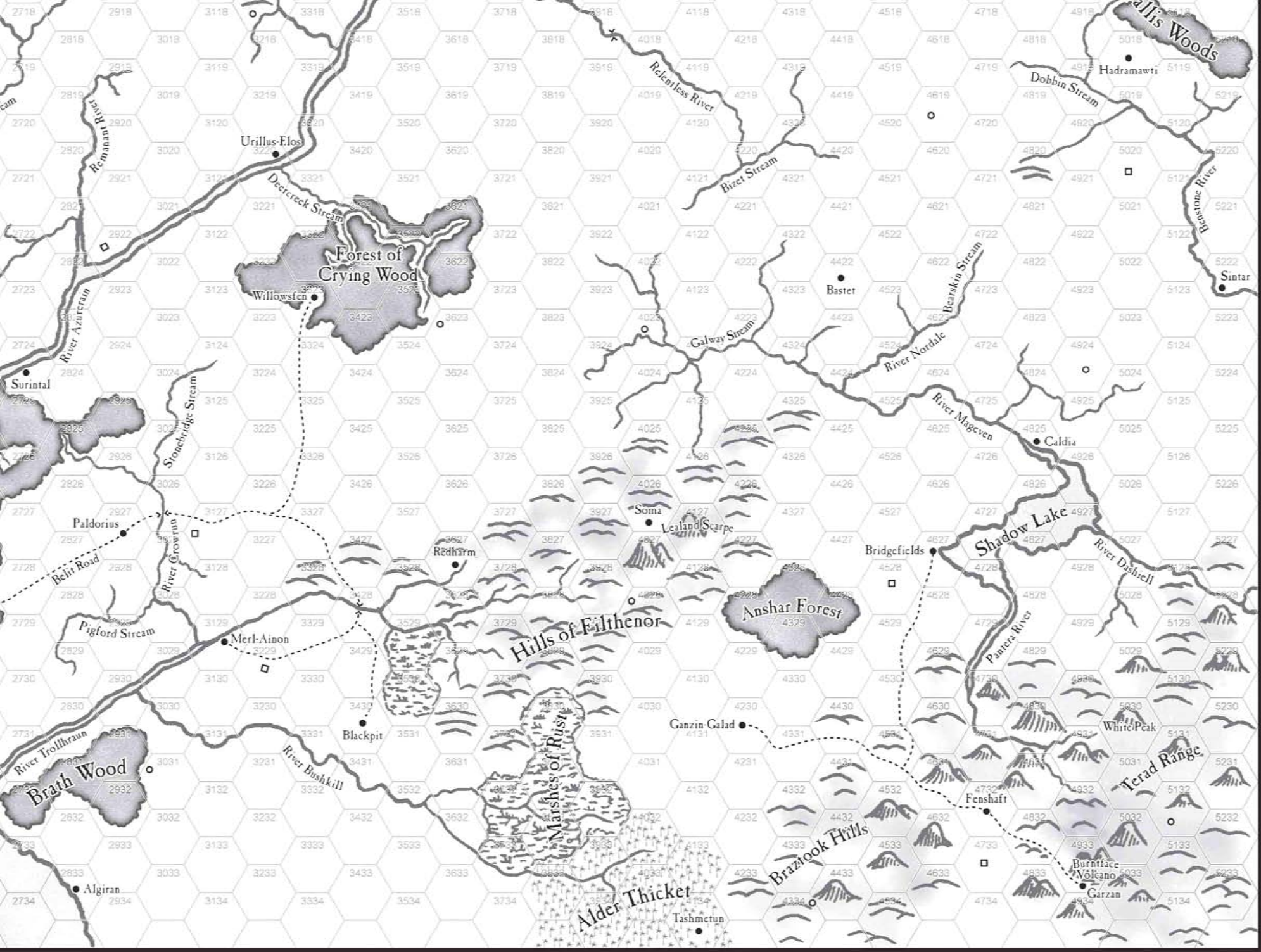

Dearthwood
Estuary
River Modron
Desolate Swamp
Benobles
Ryefield
Merrilin Stream
Gorbad Stream
River Gilring
River Hagrost
Lightelf
Palewood
Ashenshaft
River Torn
Wizard's Web Crossing
South Road
Varin's Firth
Caravan Crossing
Archlin Stream
Rockhollow
Bier
Wormingford
Oakenbridge
Brytalin Stream
Neuwag's Neck
Sea Rune
Dorn
Mill Haven
Hel
Plains of Cairns
River Twiling
Kirmer Stream
Ossary
Longship Havens
Fireside
Ered Losthain
Wellnigh Fields
Heatherbrush
Swarin's Cairn
Farthenhorn Mountain
Graven Hollows
Guilding
Serpeant Little

Map Five: City State of the Invincible Overlord and the Roglaroon

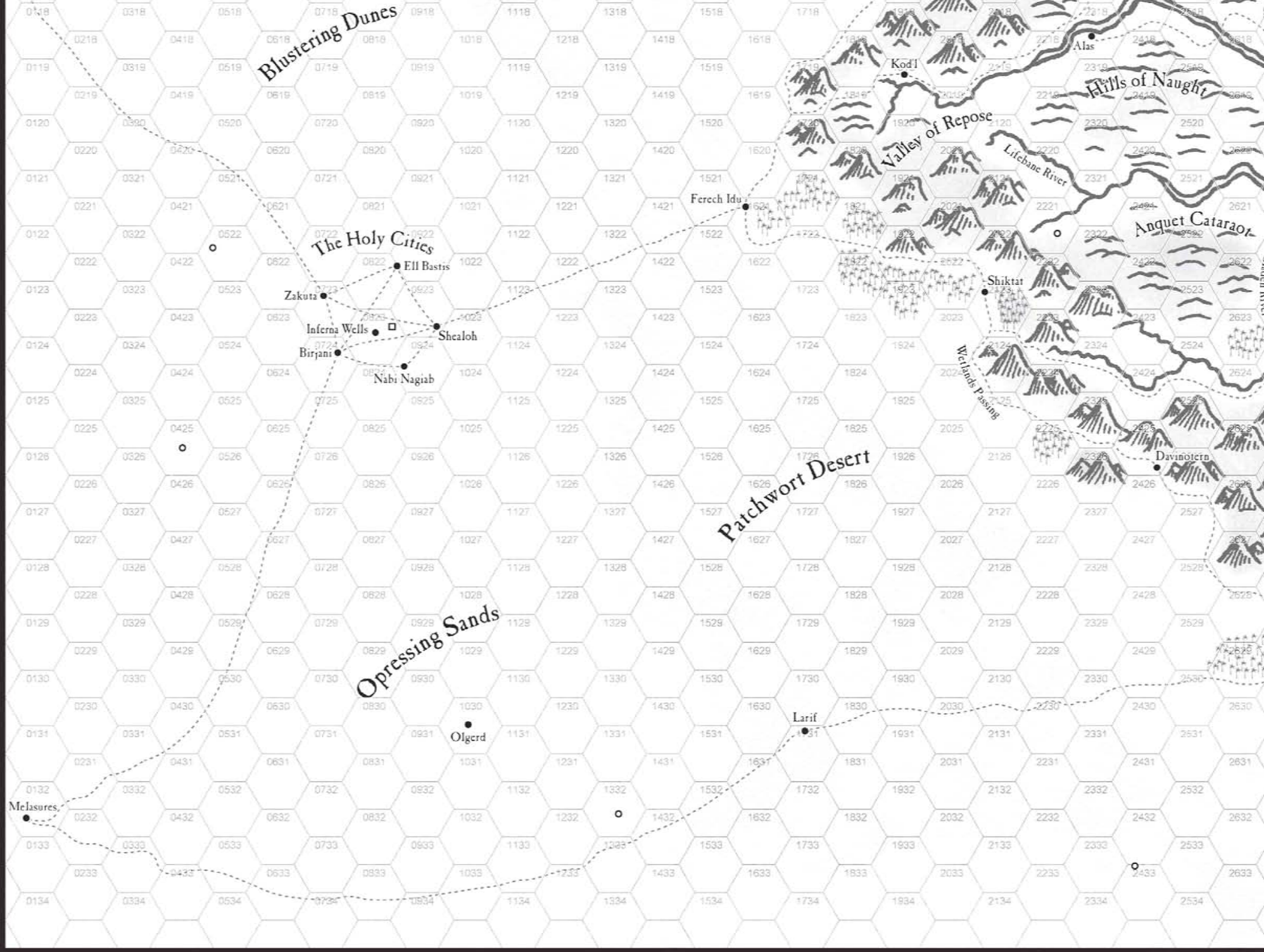
Scale: Five miles per hex, eleven miles per inch


Bokozia
Aversfield Stream
Starfalls Str
Magain Flats
Dyrfirwall Wood
Gishmesh
Tarantis
Dahute Bay
Redflood
Stonebow

Seraphine
Kanakis
Aelfstead
Vernal Stream
Bastinadi
Nerg
Firewine Wood
River Elthraun
Borsippa
Andalusia
Westvale Stre
Shillelah Isle
Dark Odyssey
River Redstone
Taphos Isle
Regina-Far
Wolfskin
Hykos-Faring
River Astor
Tallulah


Hadramawti
Dobbin Stream
Relentless River
Remanan River
Urillus-Elos
Deercreek Stream
Bizet Stream
Forest of Crying Wood
Willowsfen
Bastet
Bearskin Stream
Sintar
River Azurcream
Galway Stream
River Nordale
Surintal
Stonebridge Stream
River Mageven
Caldia
Soma
Lealand Scarpe
Paldorius
Redharm
Bridgefields
Shadow Lake
River Dashiell
Belit Road
River Crowrun
Anshar Forest
Pigford Stream
Merl-Ainon
Hills of Filthenor
Panera River
Blackpit
Ganzin-Galad
White Peak
River Trollhraun
Brath Wood
River Bushkill
Marshes of Rust
Terad Range
Fenshaft
Braztook Hills
Burntface Volcano
Algiran
Alder Thicket
Tashmetun
Garzan

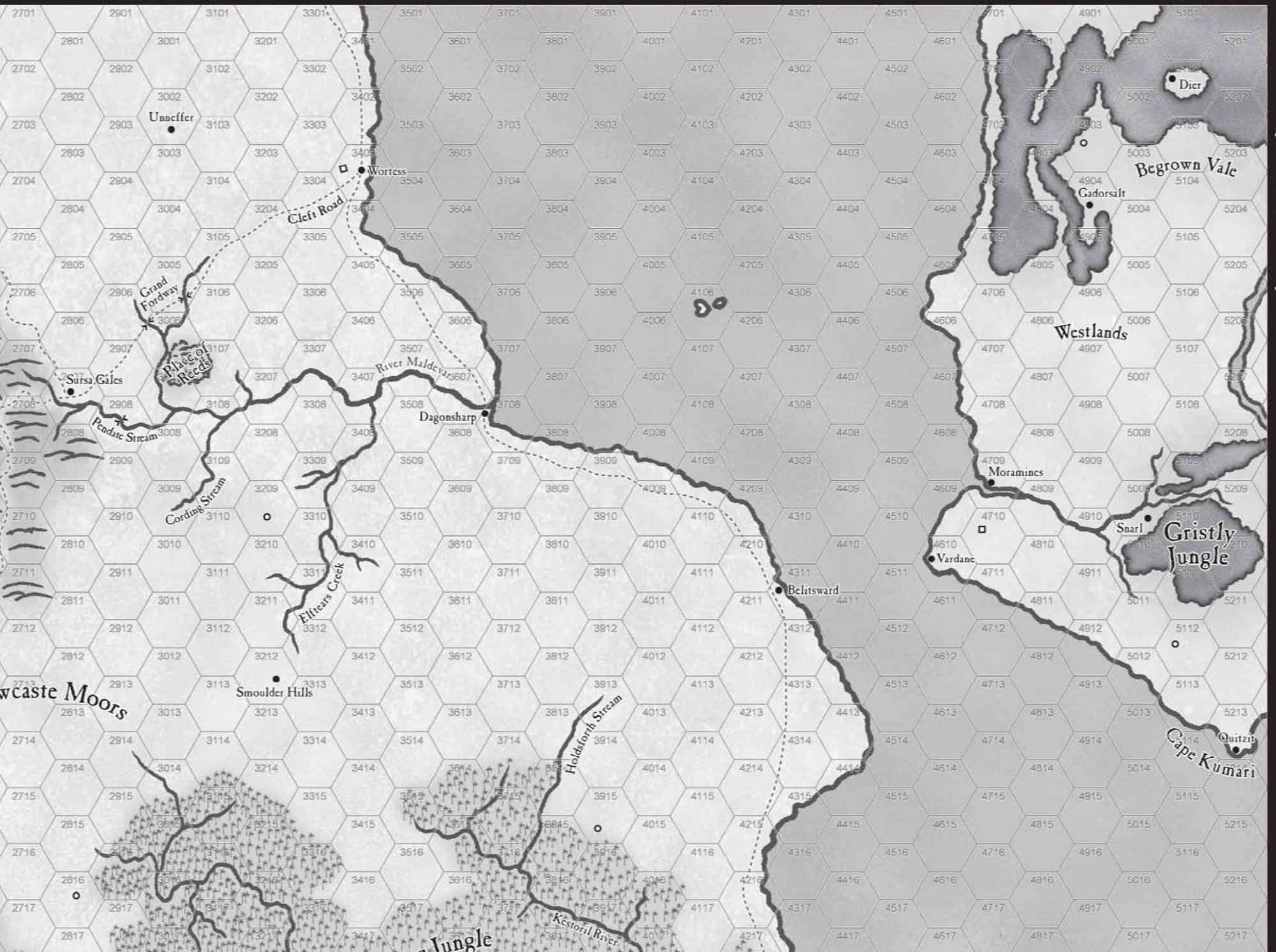
Map Six: Tarantis and the Jarmeer Plain


Blustering Dunes
Alas
Kod'l
Hills of Naught
Valley of Repose
Lifebane River
Ferech Idu
Anquet Cataraot
The Holy Cities
Ell Bastis
Zakuta
Inferna Wells
Shealoh
Birjani
Nabi Nagiab
Shiktat
Wetlands Passing
Davinotern
Patchwort Desert
Opressing Sands
Olgerd
Larif
Melasures

Cabral Jungle
Cabral Jungle
Somnimorta Caves
Dyta
Doughty
Ihnnyas
Mateh
Forsaken Bridge
Tazim
Stonewright
Athelsward
Elemair River
Rimaforc
Turinian River
Fangridge
Scouts Pass
Wandering Stream
Laudenesh
Abdu-Kab
Stoning Valley
Desert of Blood
Nashurpalseiddes
Dimark
Kantaron Summit
Haunting Range
Ajjihawn
Ordurt
Fire-emerald Grotto
Arramas
Rowan
Nydad
Hothme
Jarab

Underwing
Valley Villa
Madrepone River
Silmet
Heithour River
Grindwell
Cragthrob
Weaving Streamlet
Moranda Stream
Laudehesh
Silverhorn Ford
Cestmash River
Narrowridge
Redsands Stream
Parapet Scarpe
Gall
Ered Demivand
Bushmaster Jungle
Blackmarsh
Frasket
Redshaft Fens
Bassam
Questravale
Turenn River
Phialfon
Lost Island
Varnage
Lasthill

Map Seven: Desert Lands and the Holy Cities of Mycr



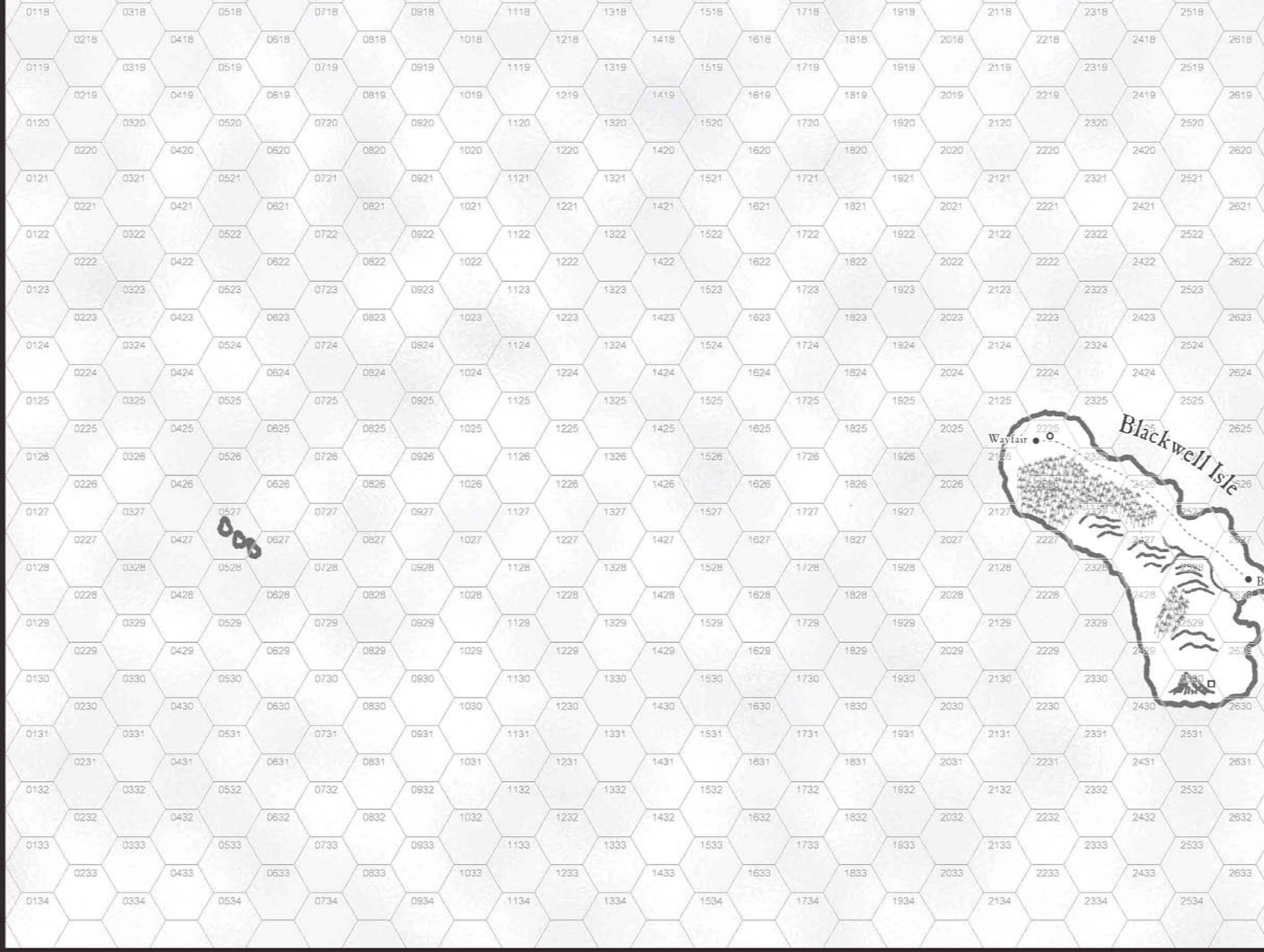
Taud
Carnelian Plains
Knash'rud Highlands
River Whitewyrm
Besgar
Pivramys
Tritonis Marsh
Blazing Stream
Colisth
Skull-Rack Hills
Renth
Ucatanis
Straits of Maerstag
Samhain Stream
River Endgate
Bisgen
Mysk
Madcat Mountain
Antillian Peninsula
Brafylia
Stream of Shrouds
Onslaught Stream
Castellan Moun
Ractuan
Labyrinth River
Derkhalf Wood
Barath
Xochete

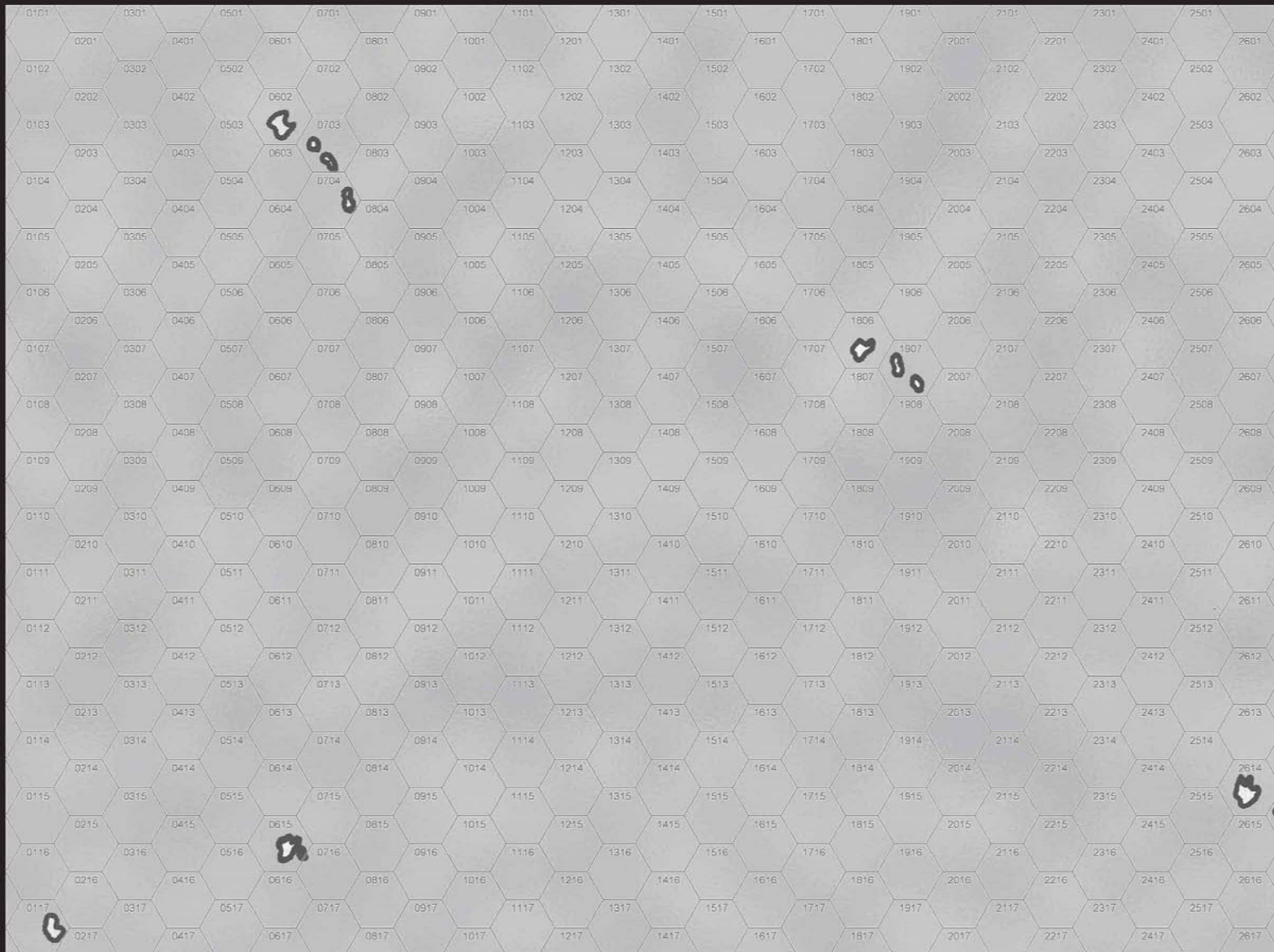
Cladald Wood
Plyohen
Algesar
Romillion Sea
Little Kor
Everlasting Stream
River Carv
Strantath
Palen Spring
Elder Stre
River Greyrush
Stigrix
Kukul
Actun
Straits of Clashing Rocks
Antil
Selget Haven
Chacban
Kestizar
Rillcut S
Lagoldurma Jungle
River Highcourse
Windgod Hills
Tenoch
Halafic
Iagh Anon
Whitecrown Stream
Quitzit
River Angor
River Gho
Gulf of Pinnacles
Valera
Daitia Hill
River Ayesha

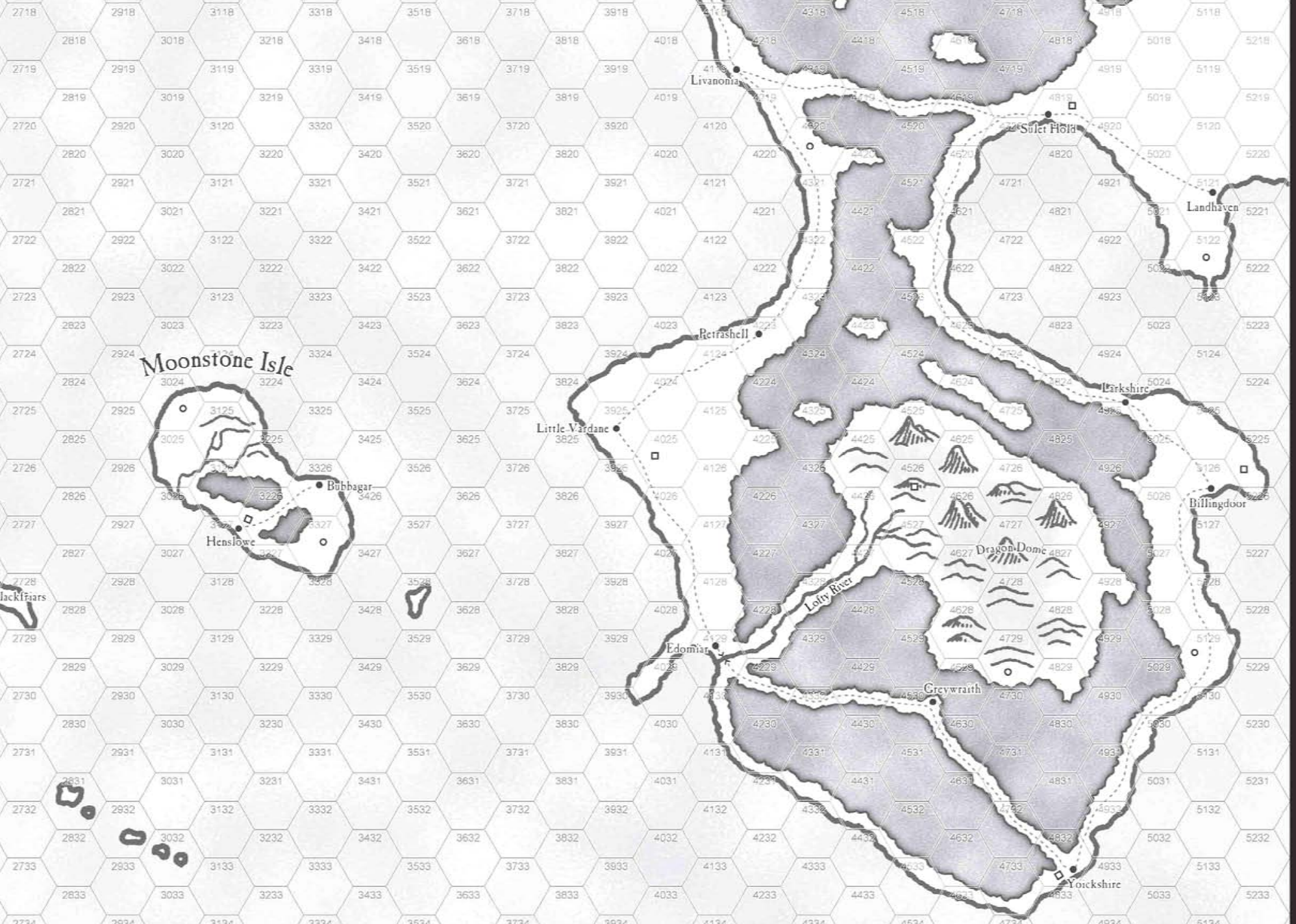
Kolda
Shedezar
Bay of Trespasses
Nippuri
River Nippuri
Eyestones Jungle
Tristor
Midnight Goddess Hills
Vigil Sound
Ketche
River Farhills
Mara
Isle of Ethereal Bells
Doratis
Mengebet Bay
Bistan
Ahyf
River Cedarwide
Cape of No Return
Ghinarian Hills
Carchimish

Map Eight: Barbarian Atlantis and the Pazidan Peninsula

Scale: Five miles per hex, eleven miles per inch

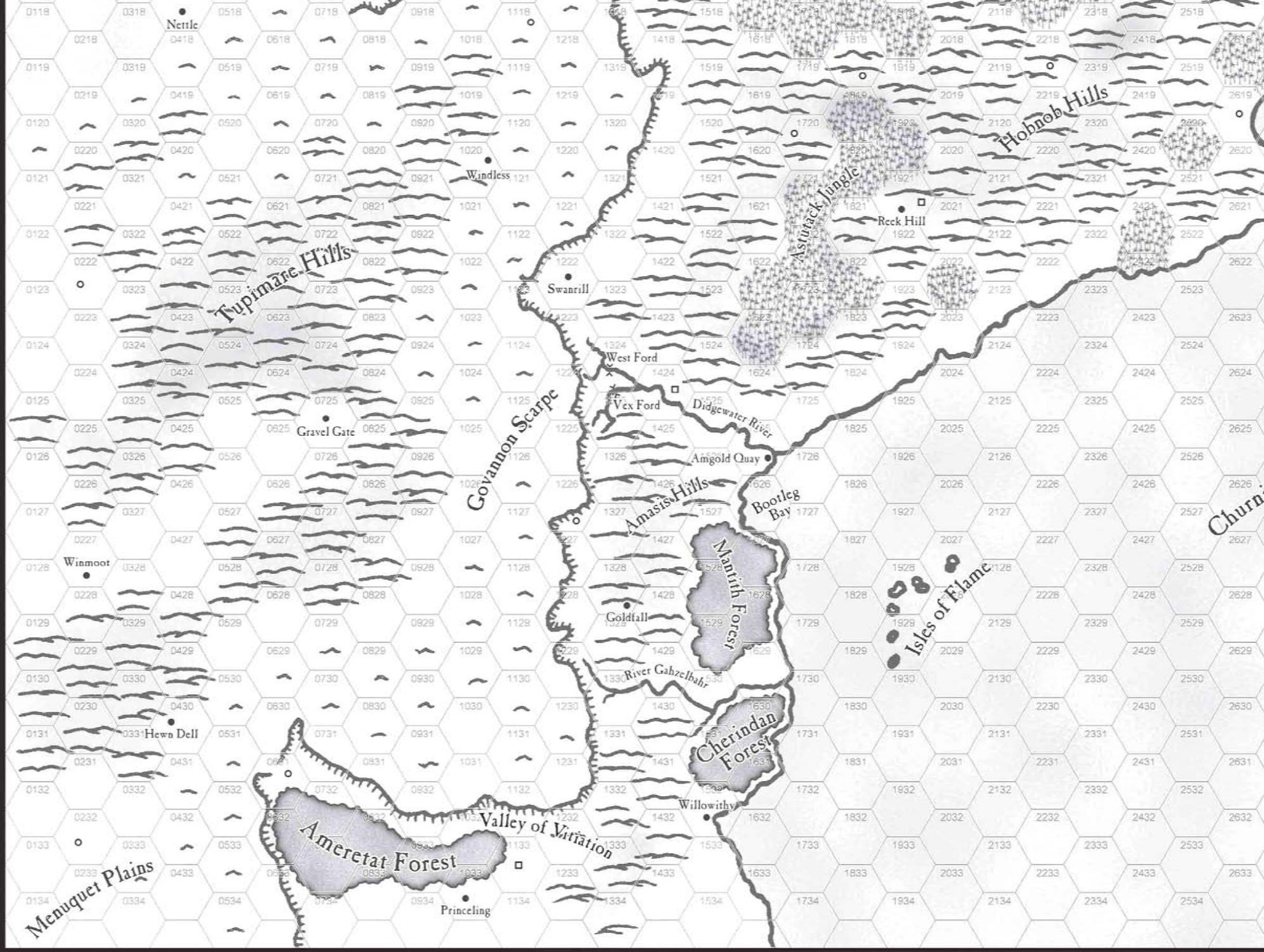

Wayfair
Blackwell Isle



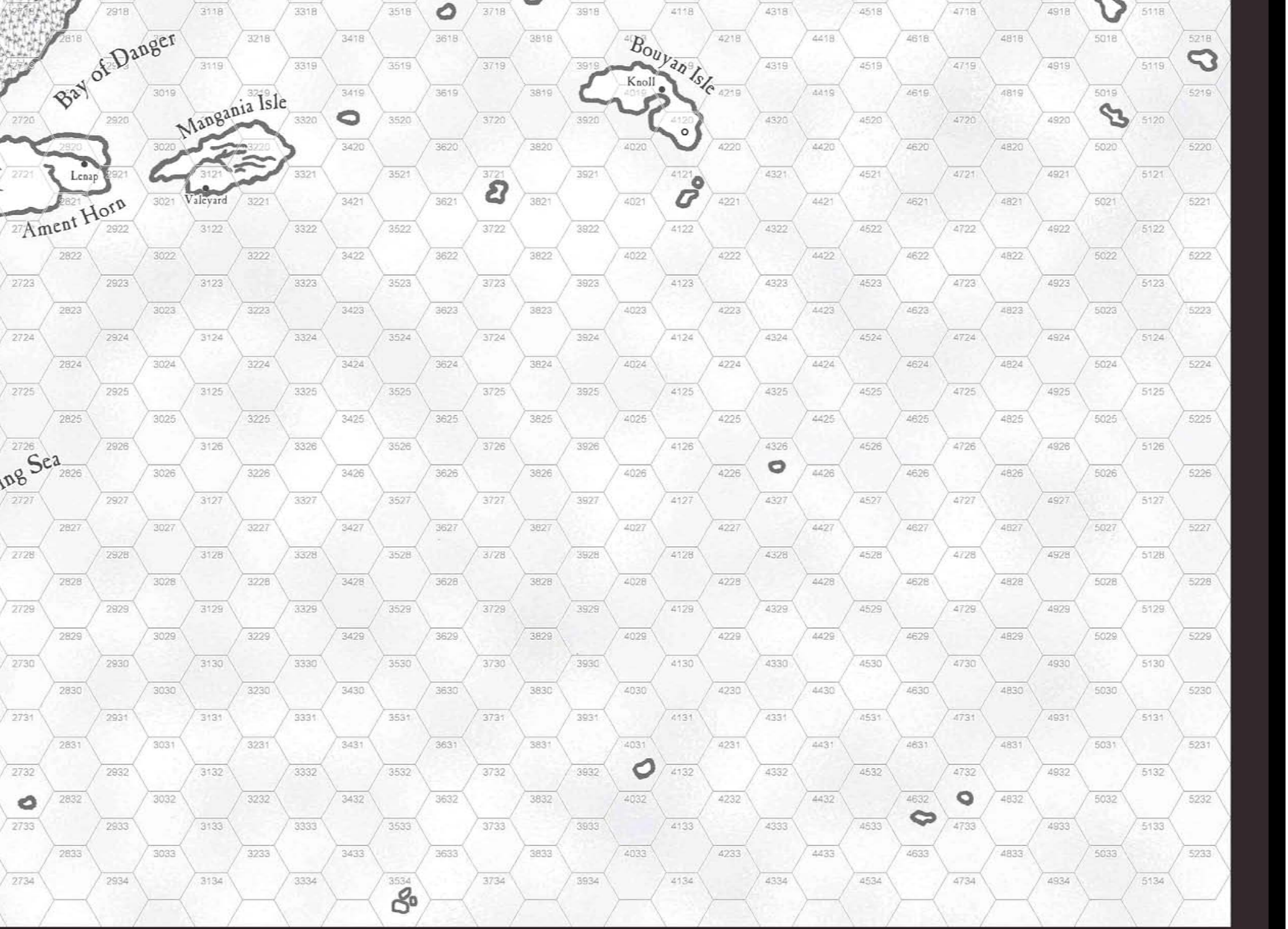

Moonstone Isle
Bubbagar
Henslowe
Livanonia
Sulet Hold
Landhaven
Petrashell
Little Vardane
Larkshire
Billingdoor
Dragon Dome
Lofty River
Edomiar
Greywraith
Yorckshire

Map Nine: Ebony Coast

Scale: Five miles per hex, eleven miles per inch

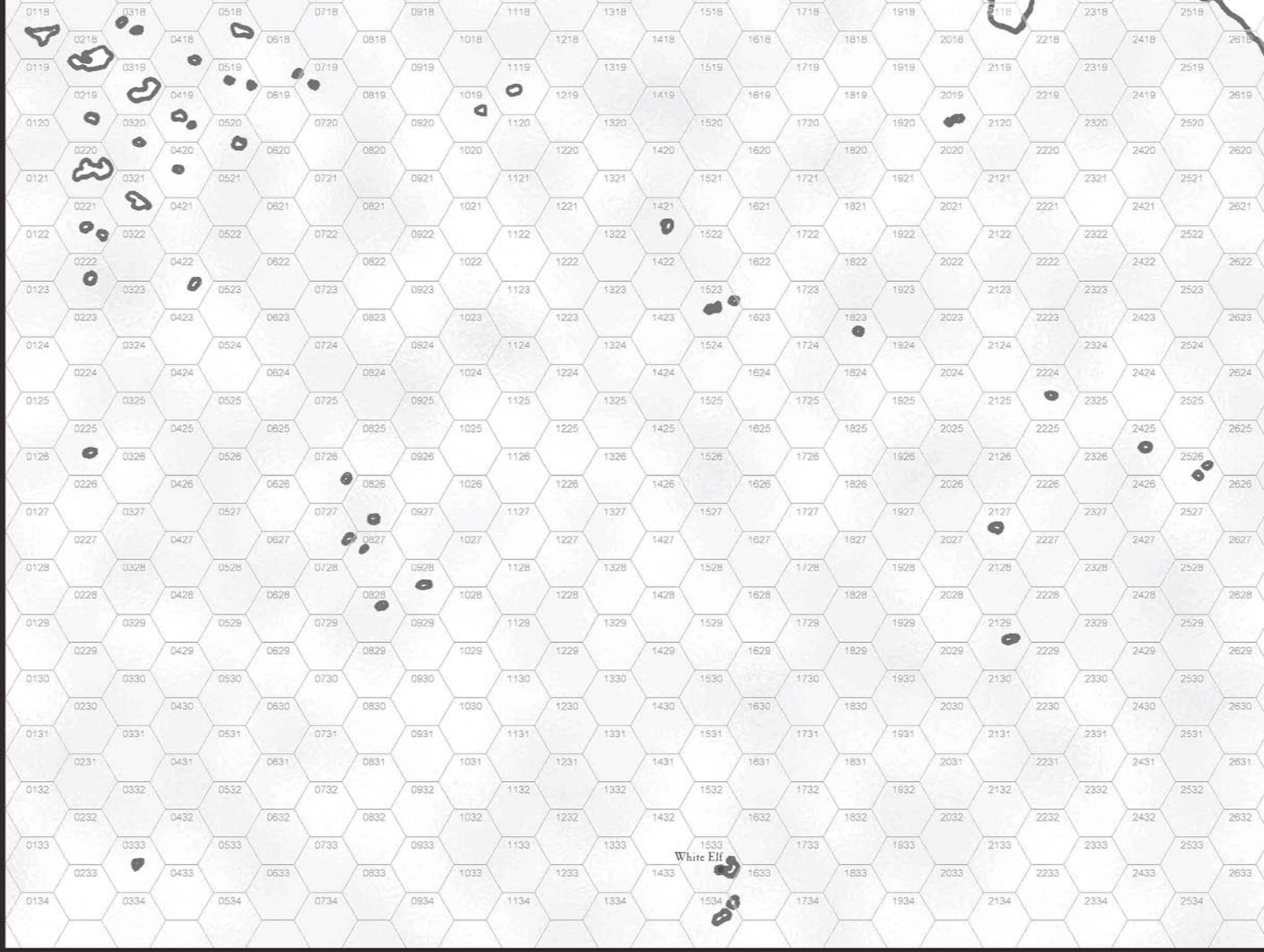

Nettle
Windless
Tupimare Hills
Swanrill
Reek Hill
Asturack Jungle
Hobnob Hills
West Ford
Vex Ford
Didgewater River
Govannon Scarpe
Gravel Gate
Amgold Quay
Amasis Hills
Bootleg Bay
Winmoot
Mantith Forest
Goldfall
Isles of Flame
River Gahzelbahr
Cherindan Forest
Hewn Dell
Willowithy
Valley of Vitiation
Ameretat Forest
Menuquet Plains
Princeling

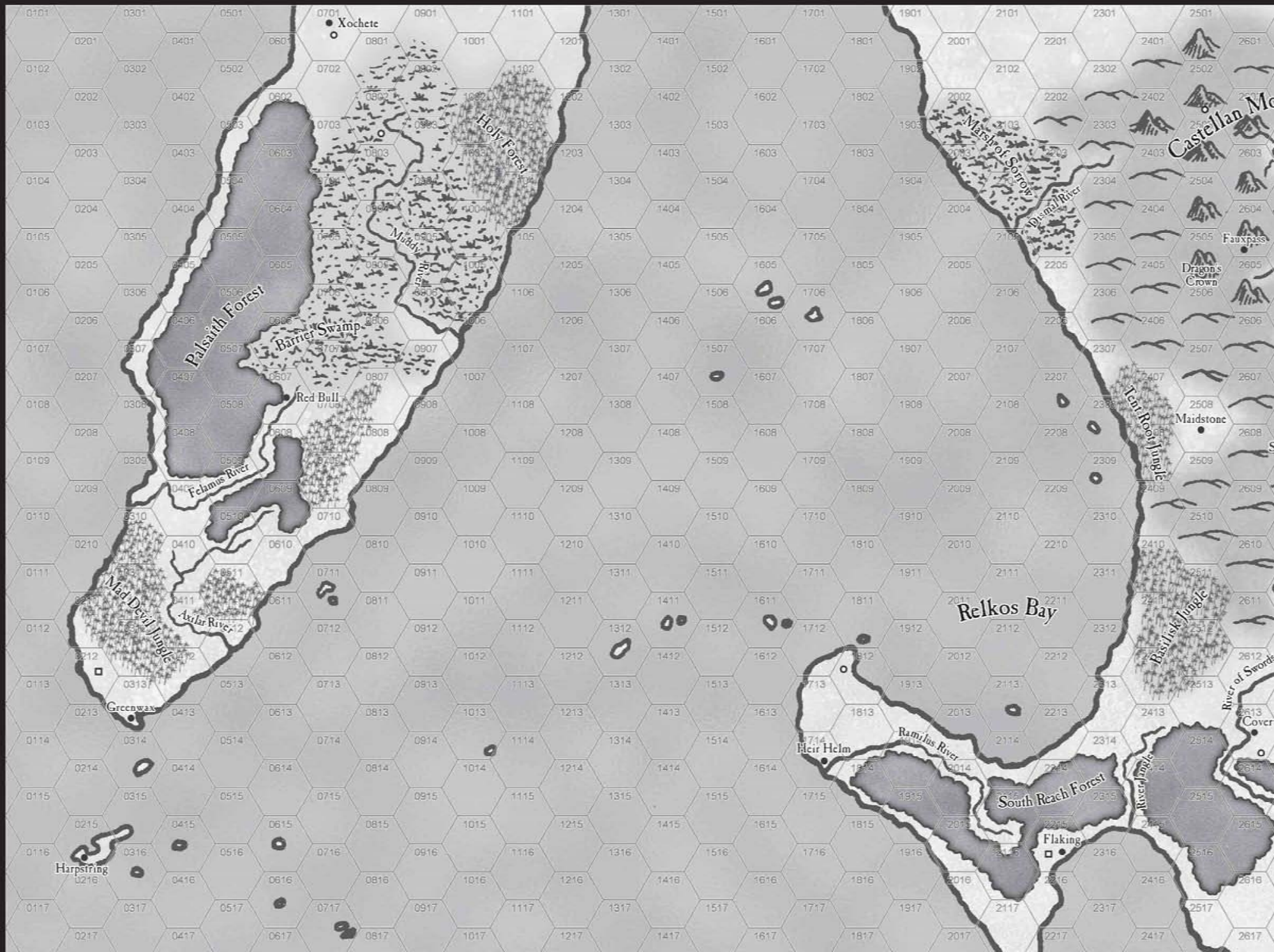
Tumatul Oasis
Infinite Desert
Tuftipsy
Forsaken
Wovenmist
Evergloom
Wondernesse
Turgid Hills
Maiden Peak
Molting Mountains
Hutam
Rovertop
Flamgard
Sledgetower
Lindenstrand
Great Roaring Jungle
Dangerous Jungle
Jungle of the Sweet Smelling Death
Delan
Boghra-Little
Rushkindle
Hrgesveglur Pass
Charging River


Bay of Danger
Mangania Isle
Bouyan Isle
Knoll
Lenap
Valeyard
Ament Horn
ng Sea

Map Ten: Lenap and the Keys of Shadow

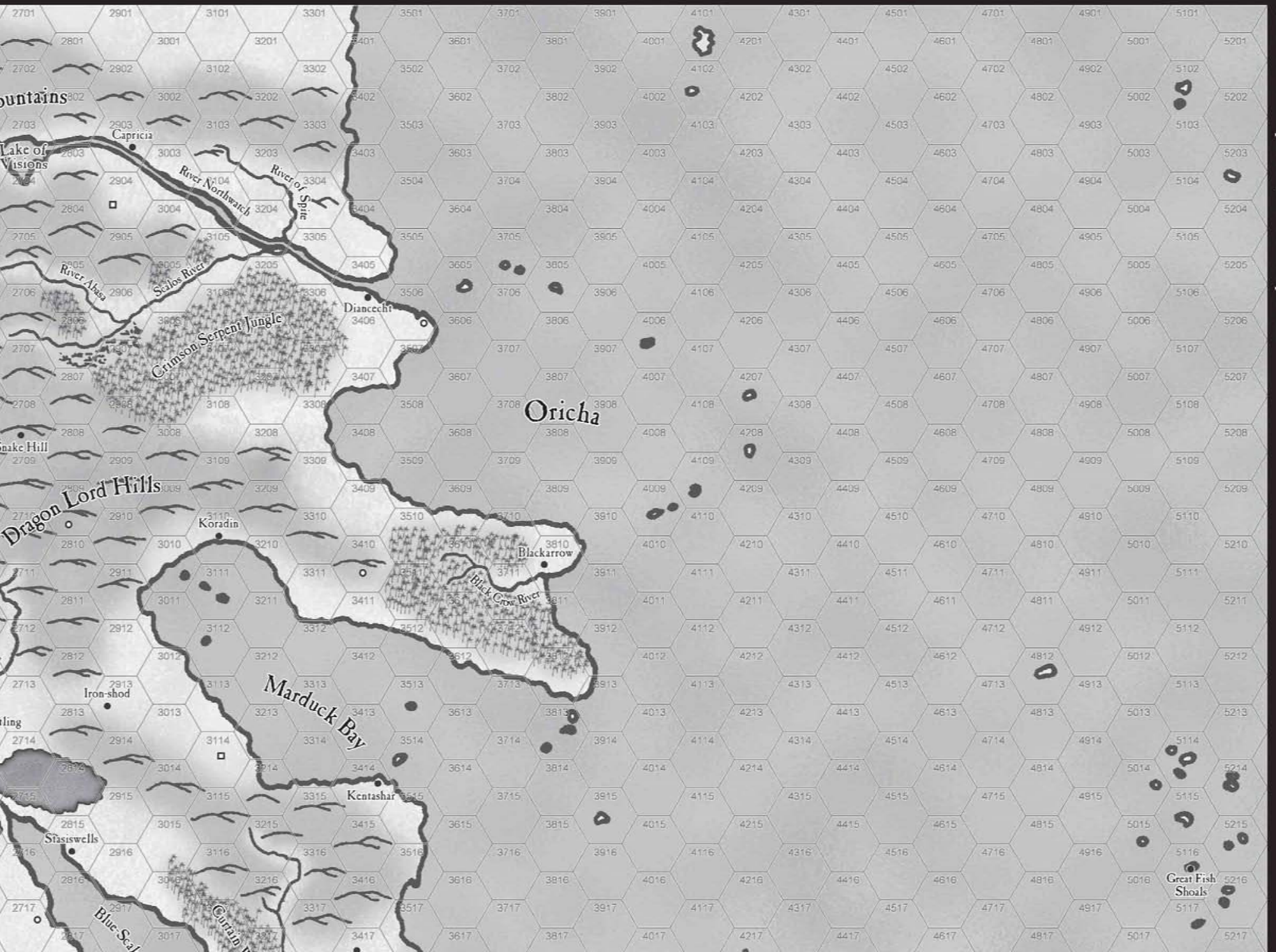
Scale: Five miles per hex, eleven miles per inch


White Elf

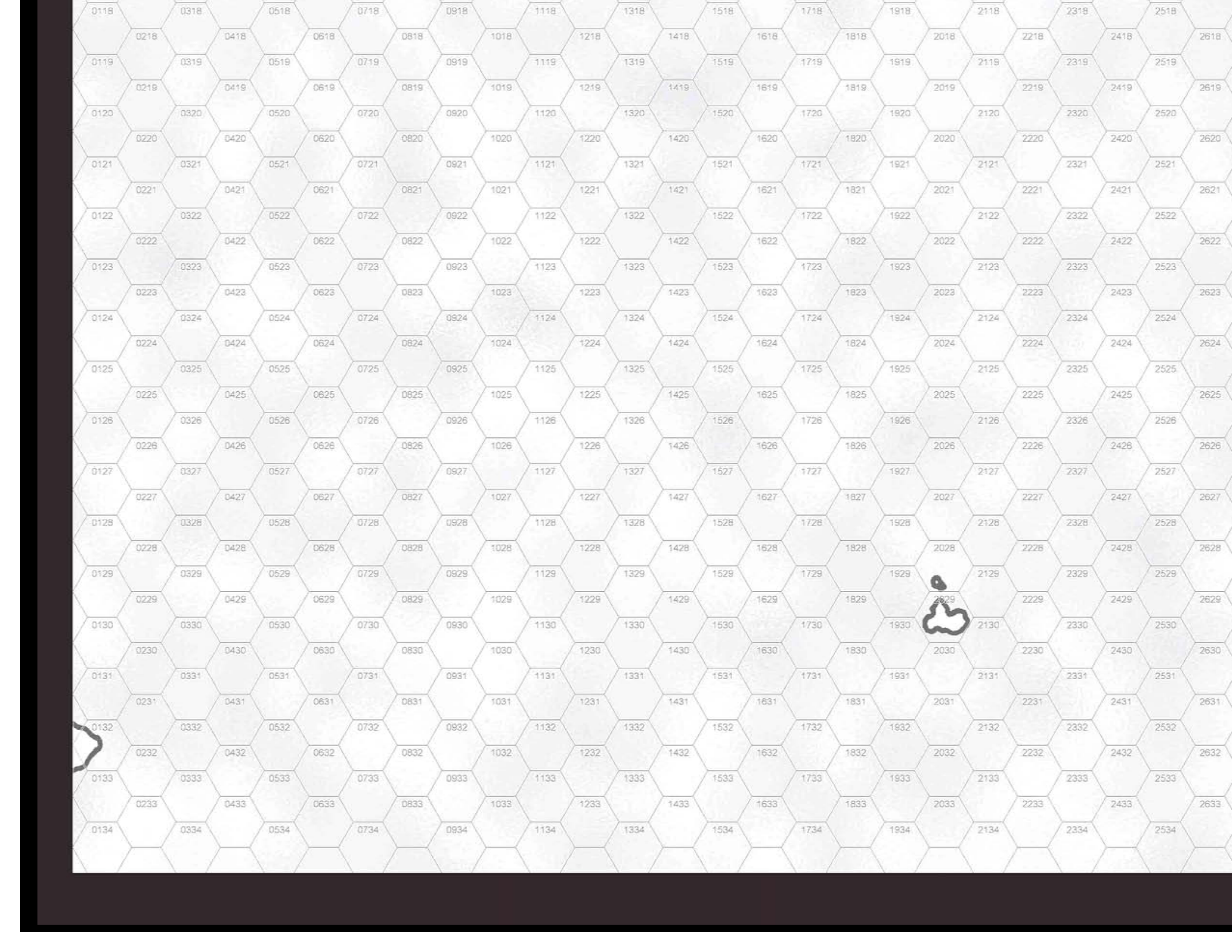

Xochete
Holy Forest
Muddy River
Palsarith Forest
Barrier Swamp
Red Bull
Felamus River
Mad Devil Jungle
Axilar River
Greenwax
Harpstring
Marsh of Sorrow
Dismal River
Castellan Mo
Fauxpass
Dragon's Crown
Tenr Root Jungle
Maidstone
Relkos Bay
Basilisk Jungle
River of Swords
Cover
Ramjus River
Heir Helm
South Reach Forest
River Jungle
Flaking

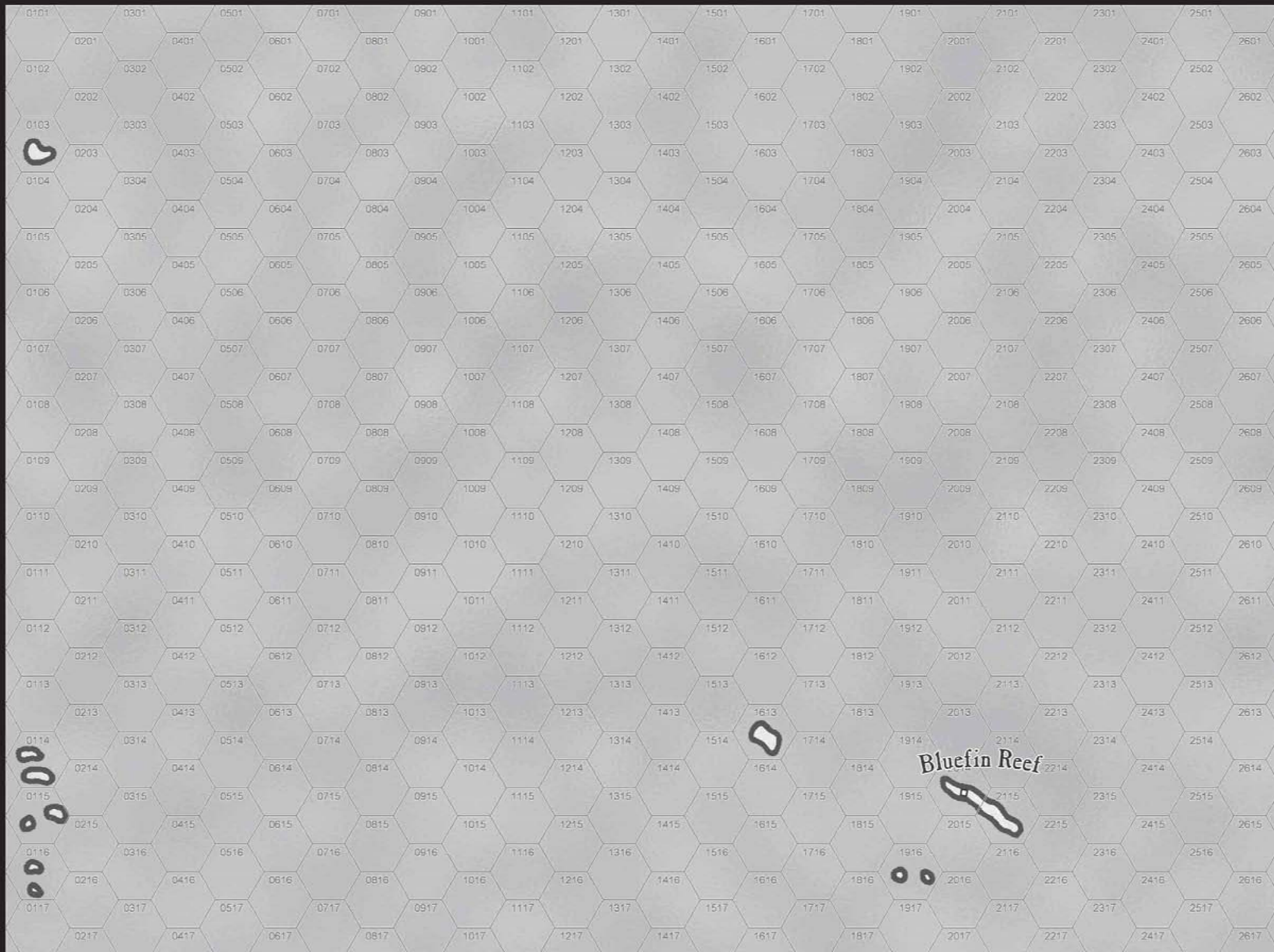
Ashwood
Klerkenwell
Howling Winds
Xastus Forest
Godstalker Swamp
River Enders
Ilus Inlet
Ludgates
Cheapside
"The Fingers"
Cruaich Mountains
Mala River
Abject
Lake Frylock
Rechur River
Left Hand Stream
Lanax
Merkab
Lake of the Gods
Ring-Tail
Stark Rock Stream
Joyous River
Foundation
Entenwold
Gormcairn
Practor
Lumbering Jungle

Map Eleven: Isles of the Blest



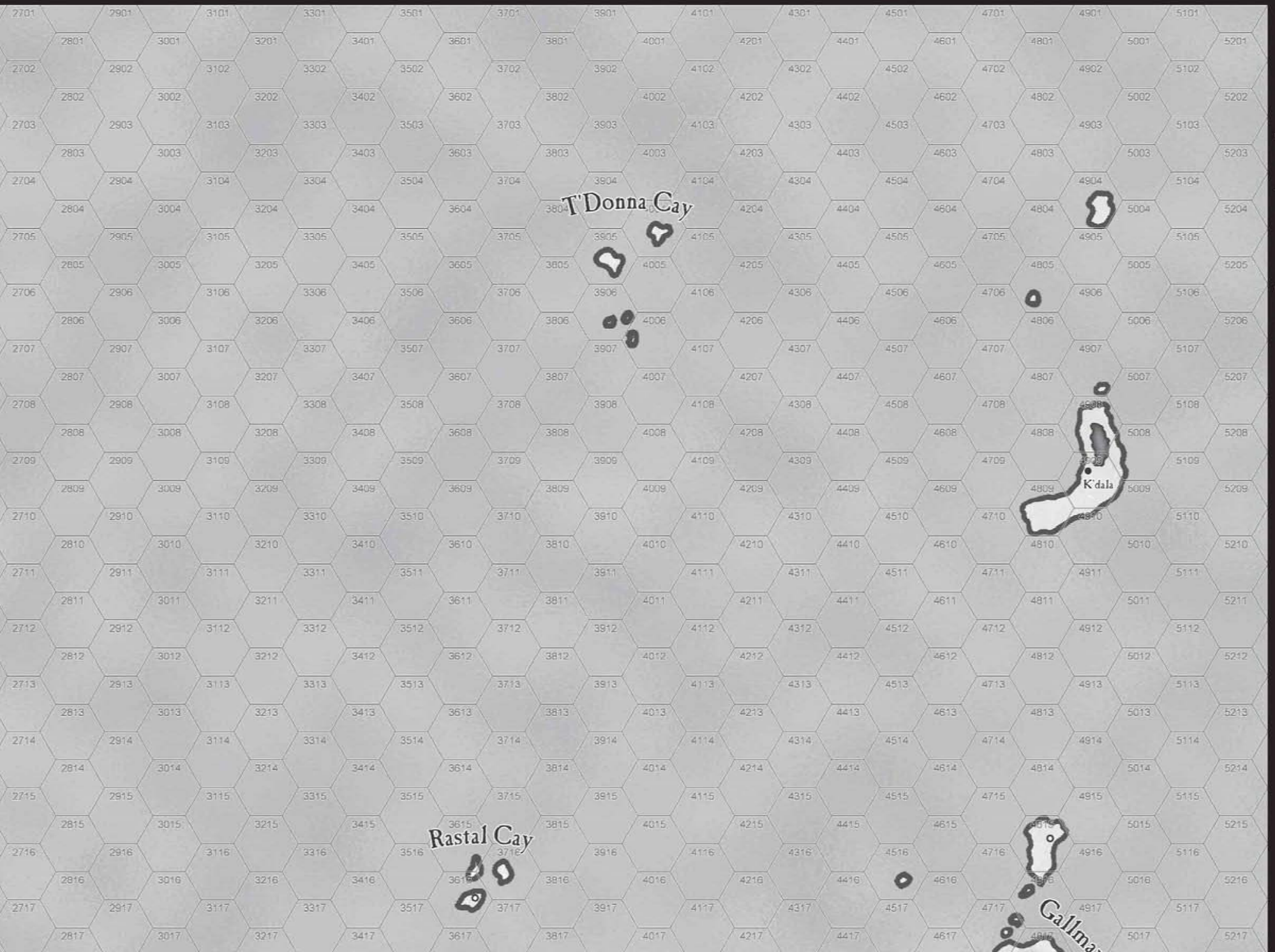
Scale: Five miles per hex, eleven miles per inch



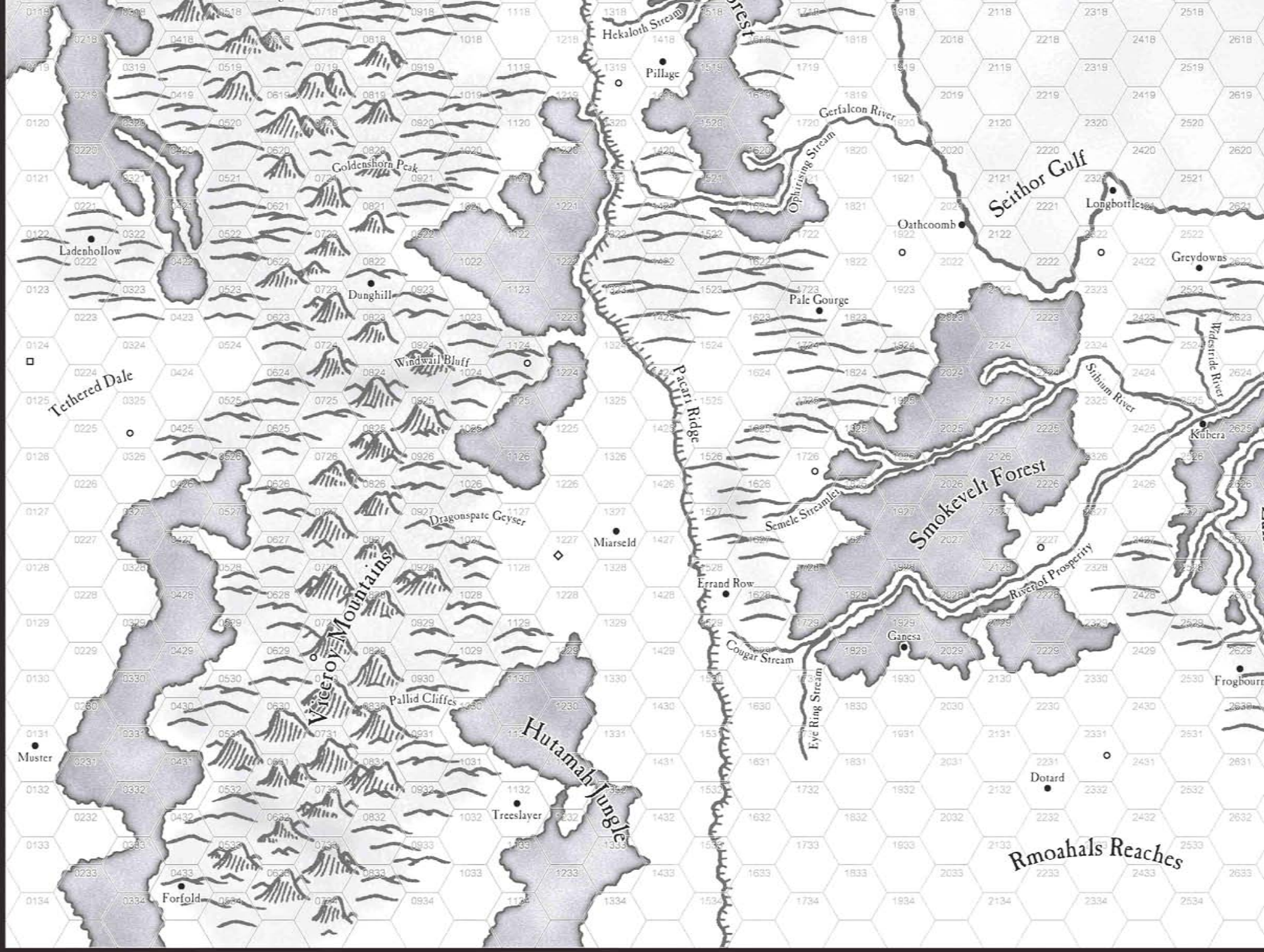

Bluefin Reef

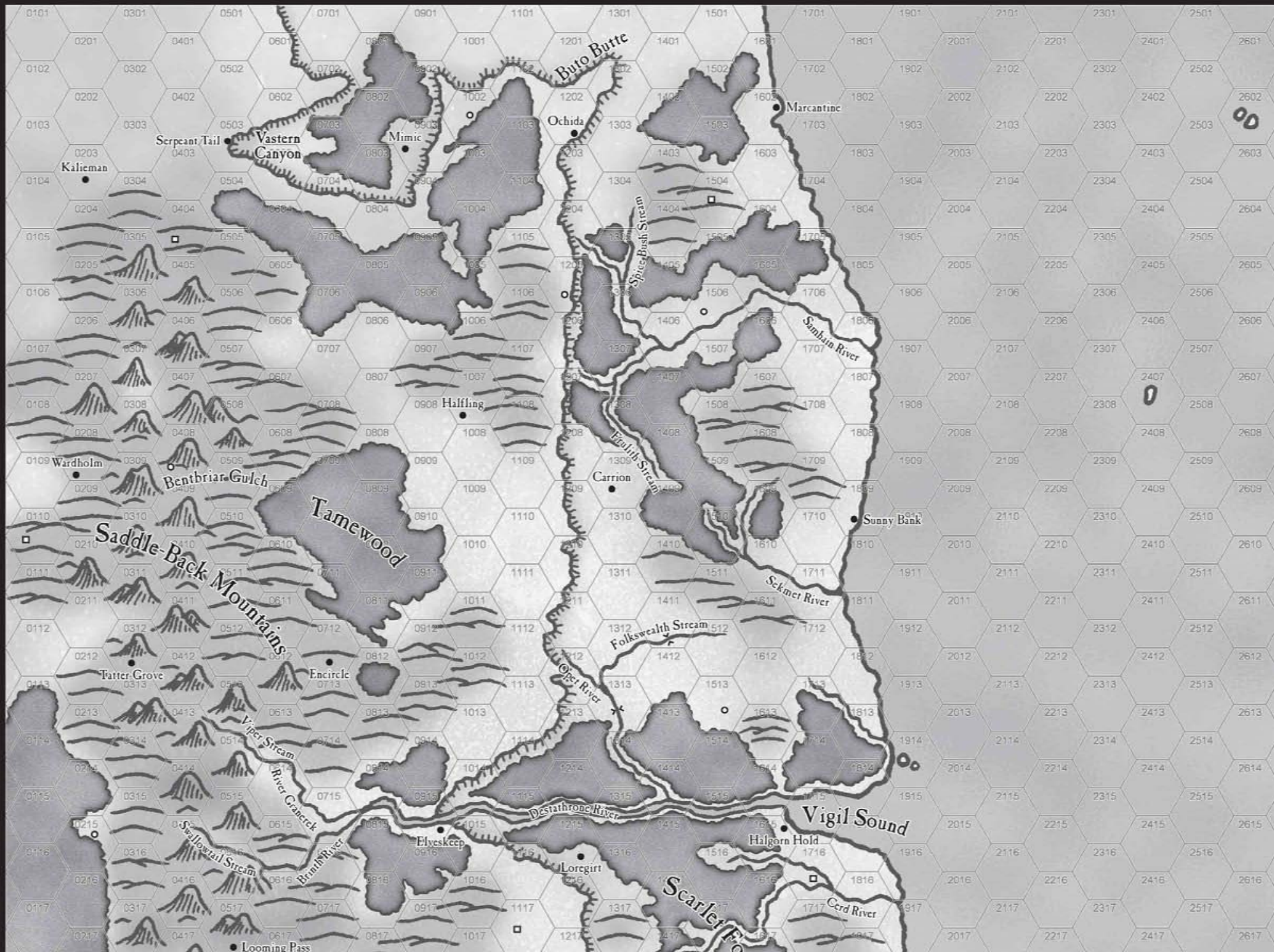
Karden
Sindelerian Bay
Dragonscar
Bondpart
Glosewind Caves
Birchall
Blue Lightning Rock
Dourden
K'Bani Kay

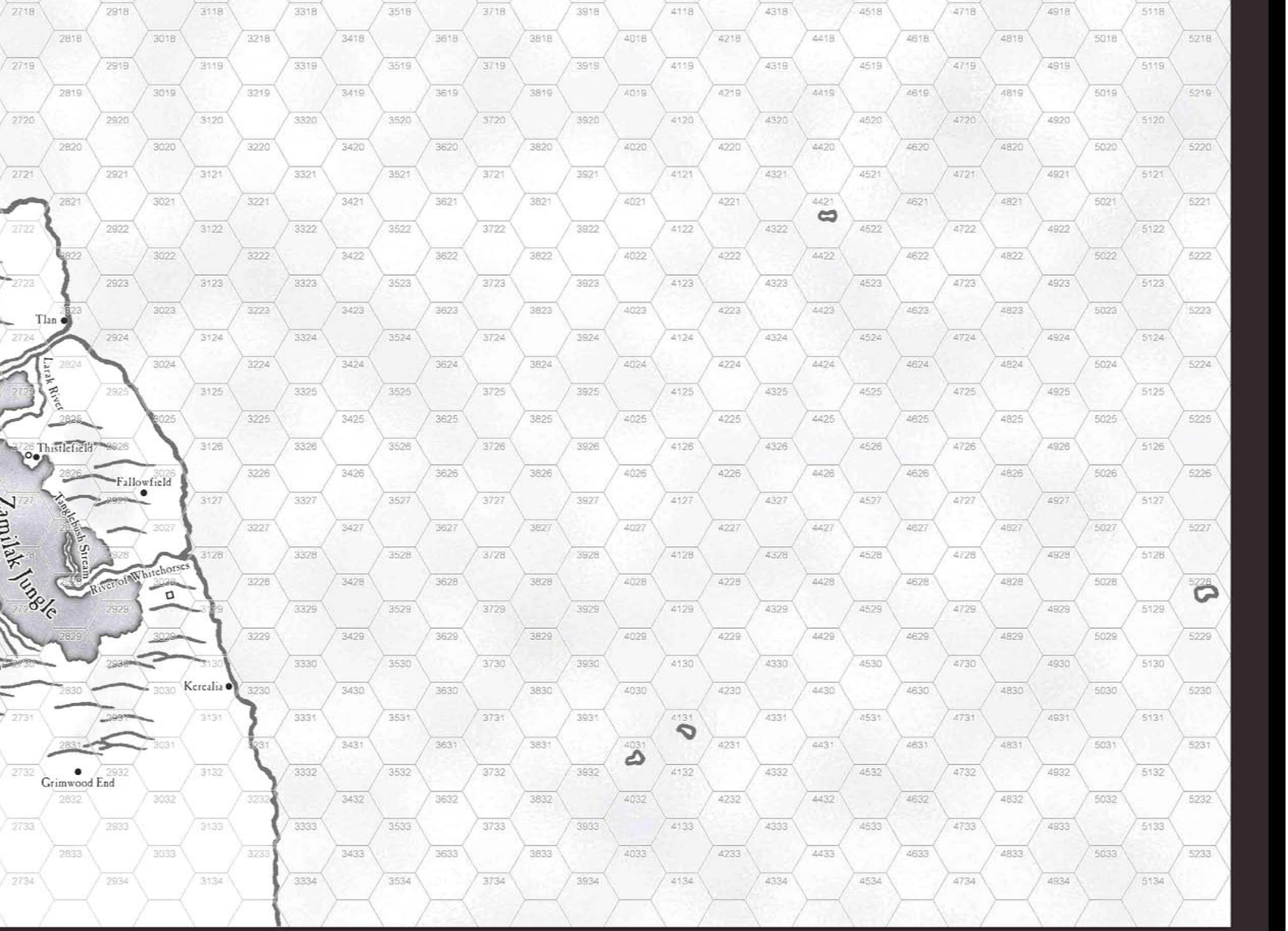
Map Twelve: Isles of the Dawn



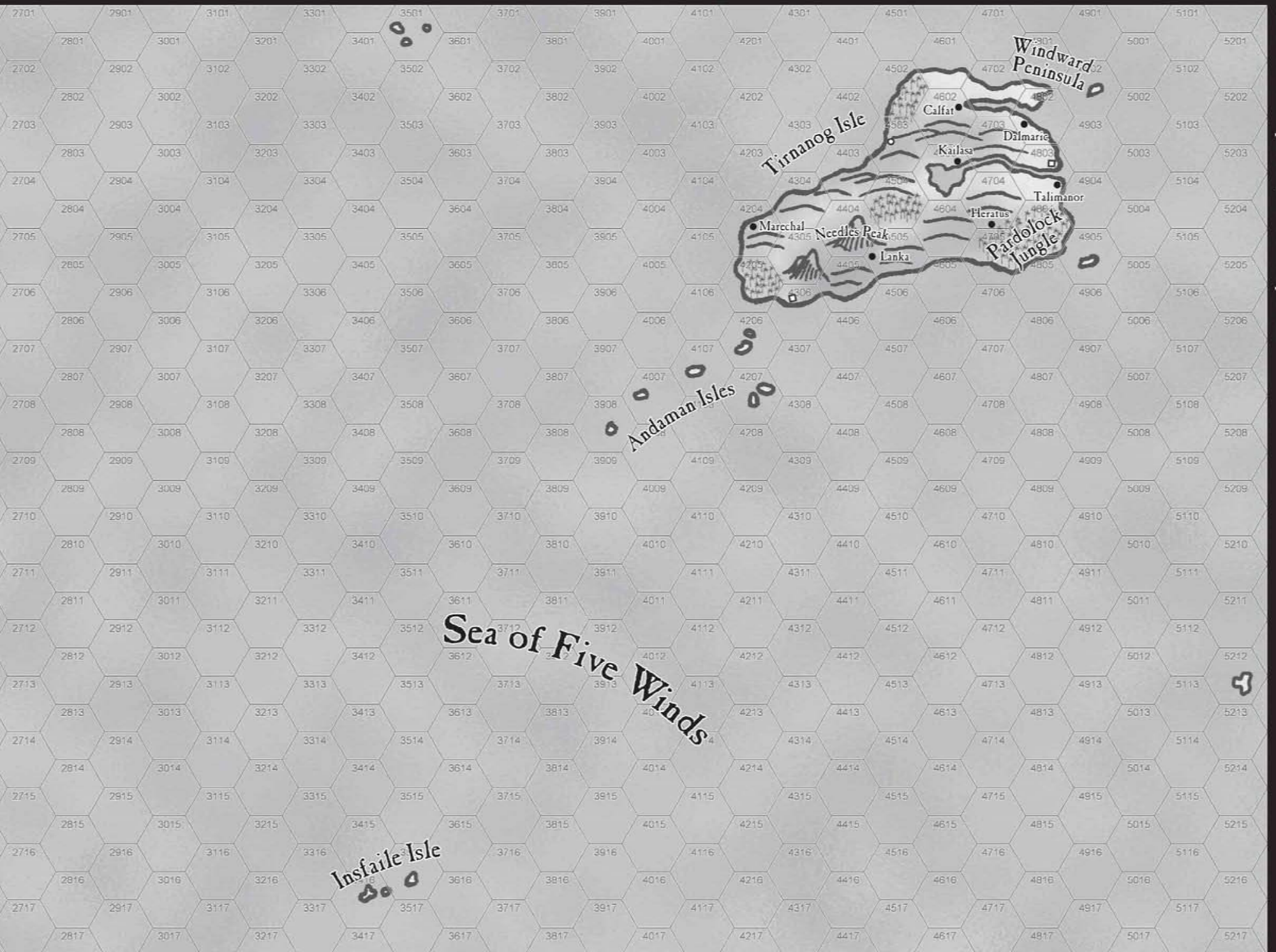
Scale: Five miles per hex, eleven miles per inch


Hekaloth Stream
Pillage
Gerfalcon River
Ophirsing Stream
Seithor Gulf
Longbottle
Oathcoomb
Greydowns
Goldenshorn Peak
Ladenhollow
Dunghill
Pale Gourge
Windwail Bluff
Tethered Dale
Pacari Ridge
Sithum River
Waderide River
Kubera
Smokevelt Forest
Semele Streamlet
Dragonspate Geyser
Miarseld
Errand Row
River of Prosperity
Viceroy Mountains
Ganesa
Cougar Stream
Eye Ring Stream
Frogbourn
Pallid Cliffes
Hutamah Jungle
Muster
Treeslayer
Dotard
Forfold
Rmoahals Reaches

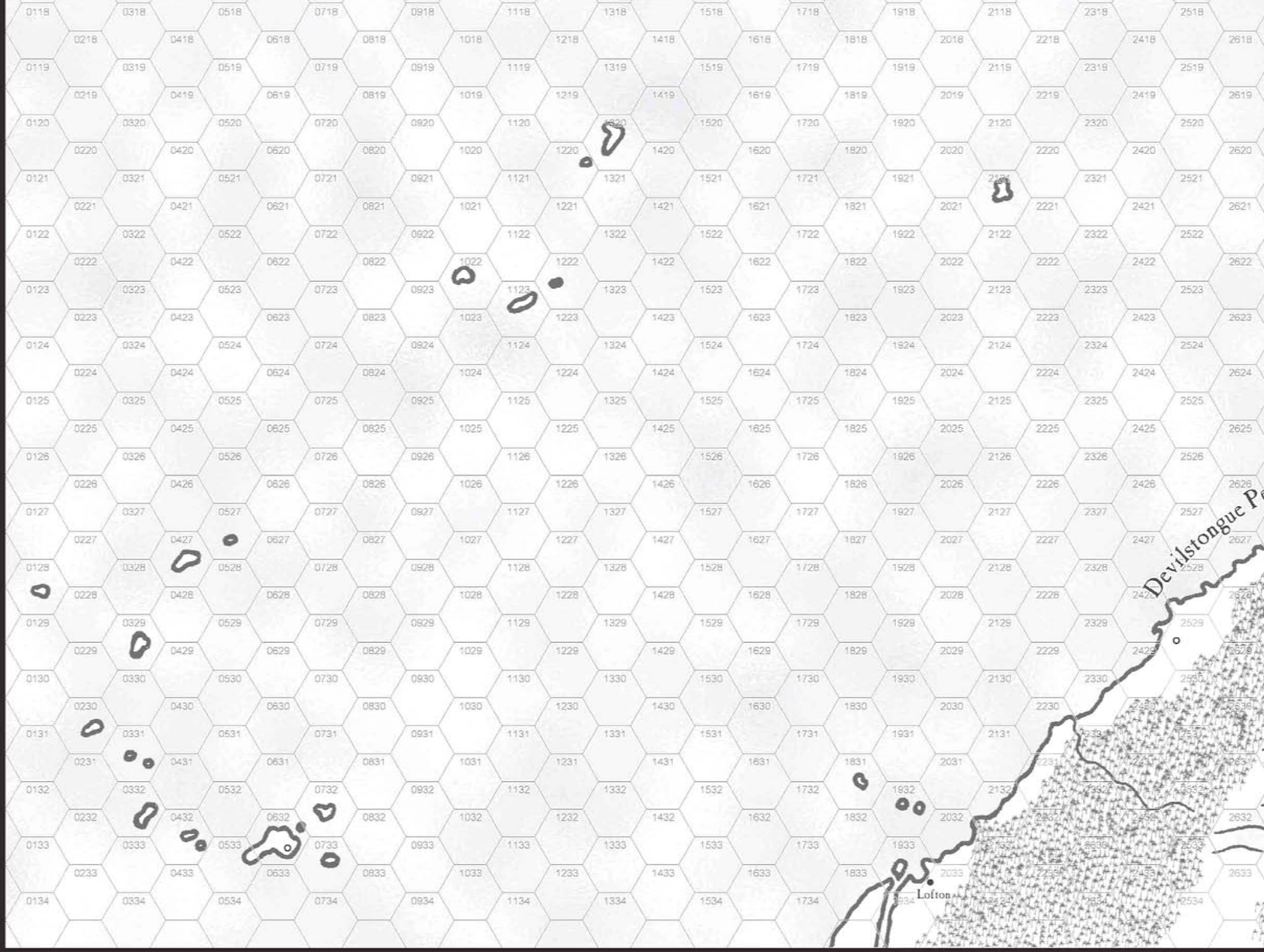

Buto Butte
Marcantine
Ochida
Serpeant Tail
Vastern Canyon
Mimic
Kalieman
Spice Bush Stream
Sunbain River
Halfling
Wardholm
Bentbriar Gulch
Tamewood
Carrion
Foulith Stream
Sunny Bank
Saddle-Back Mountains
Sckmet River
Folkswealth Stream
Tatter Grove
Encircle
Oper River
Viper Stream
River Granerck
Destathrone River
Vigil Sound
Elyeskeep
Halgorn Hold
Swallowtail Stream
Brinth River
Loregirt
Scarlet Fo
Cerd River
Looming Pass

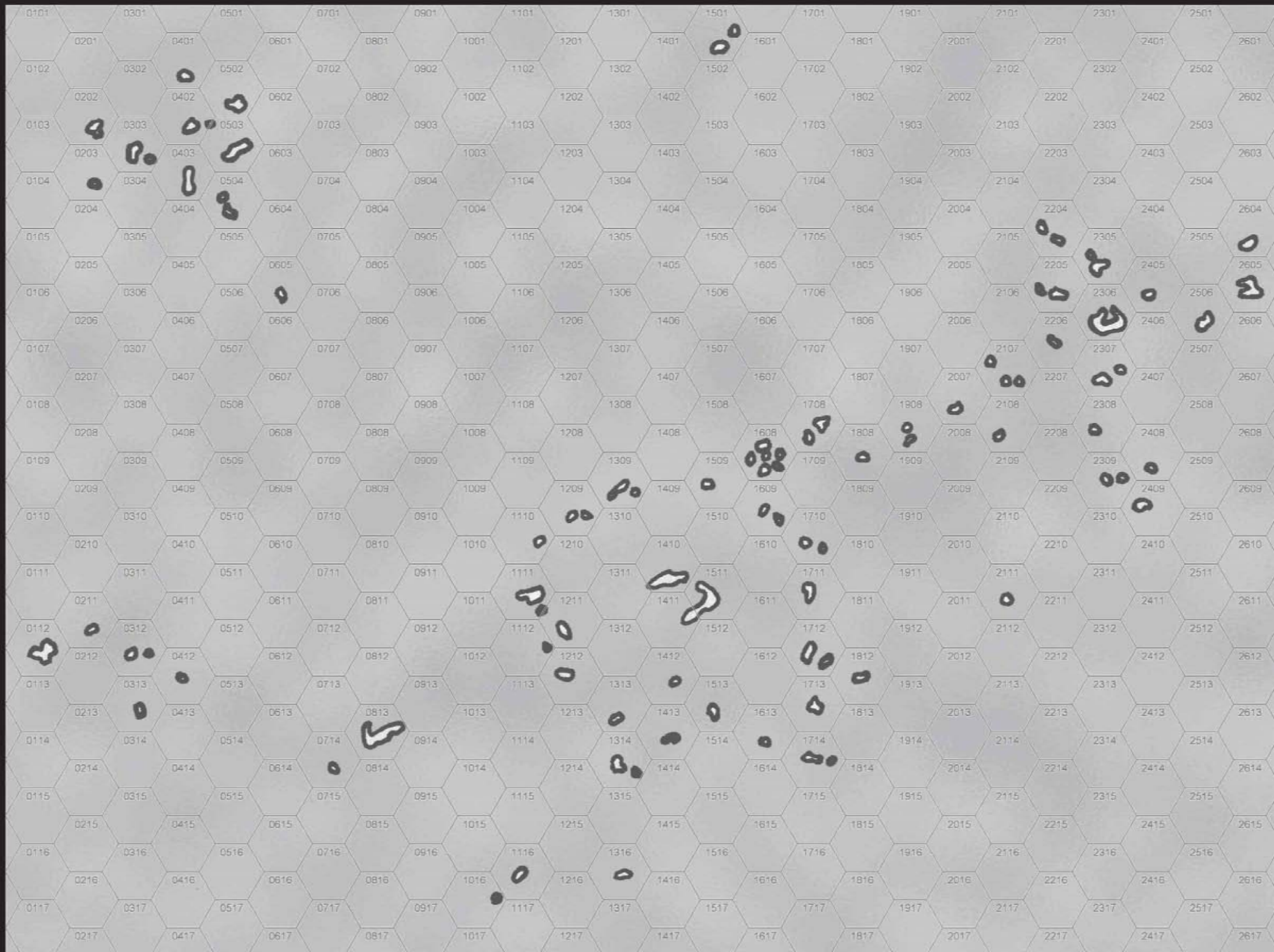

Tlan
Larak River
Thistlefield
Fallowfield
Tanglebush Stream
River of Whitehorses
Zamilak Jungle
Kerealia
Grimwood End

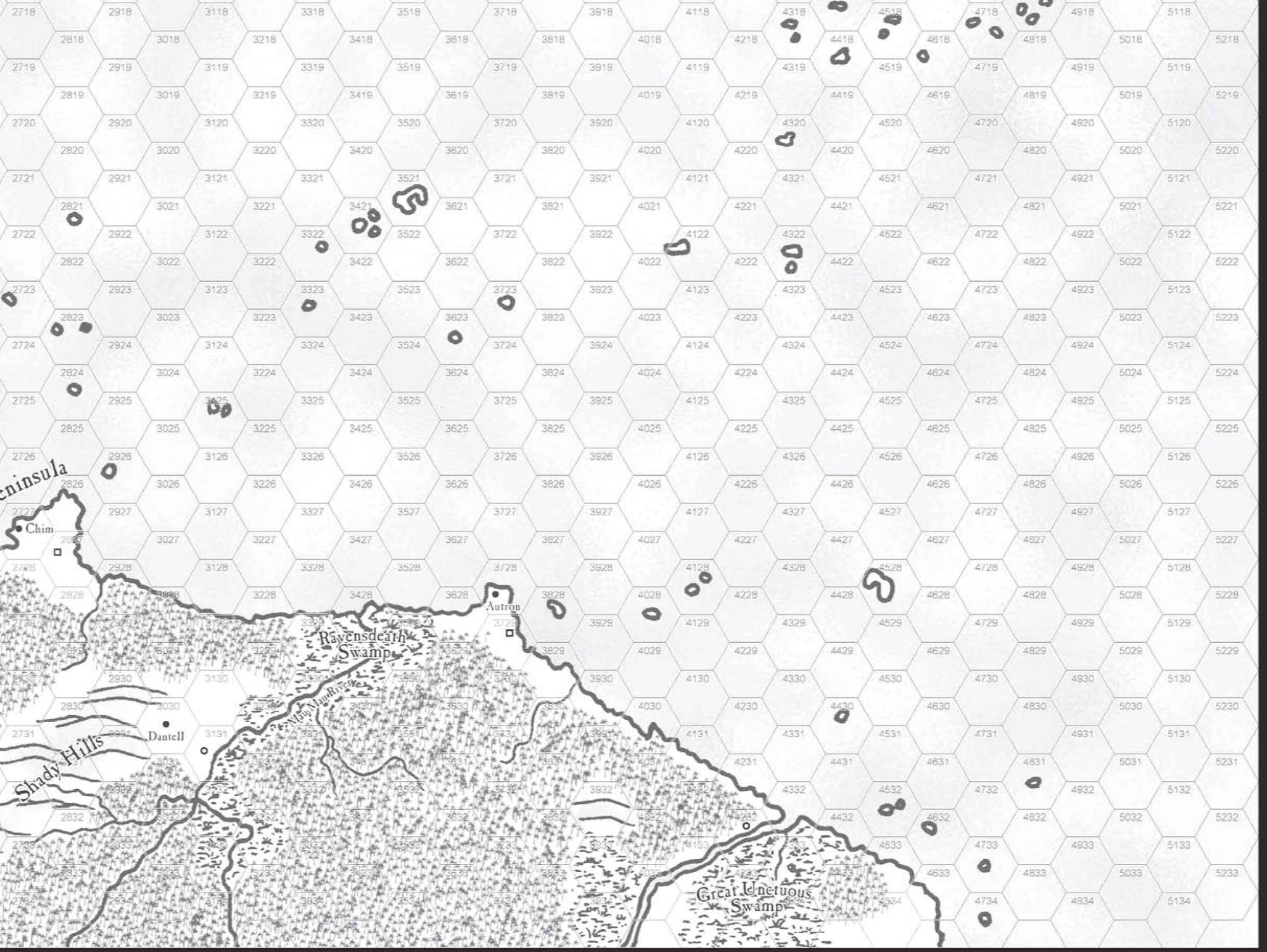
Map Thirteen: Sea of Five Winds and Tlan



Scale: Five miles per hex, eleven miles per inch

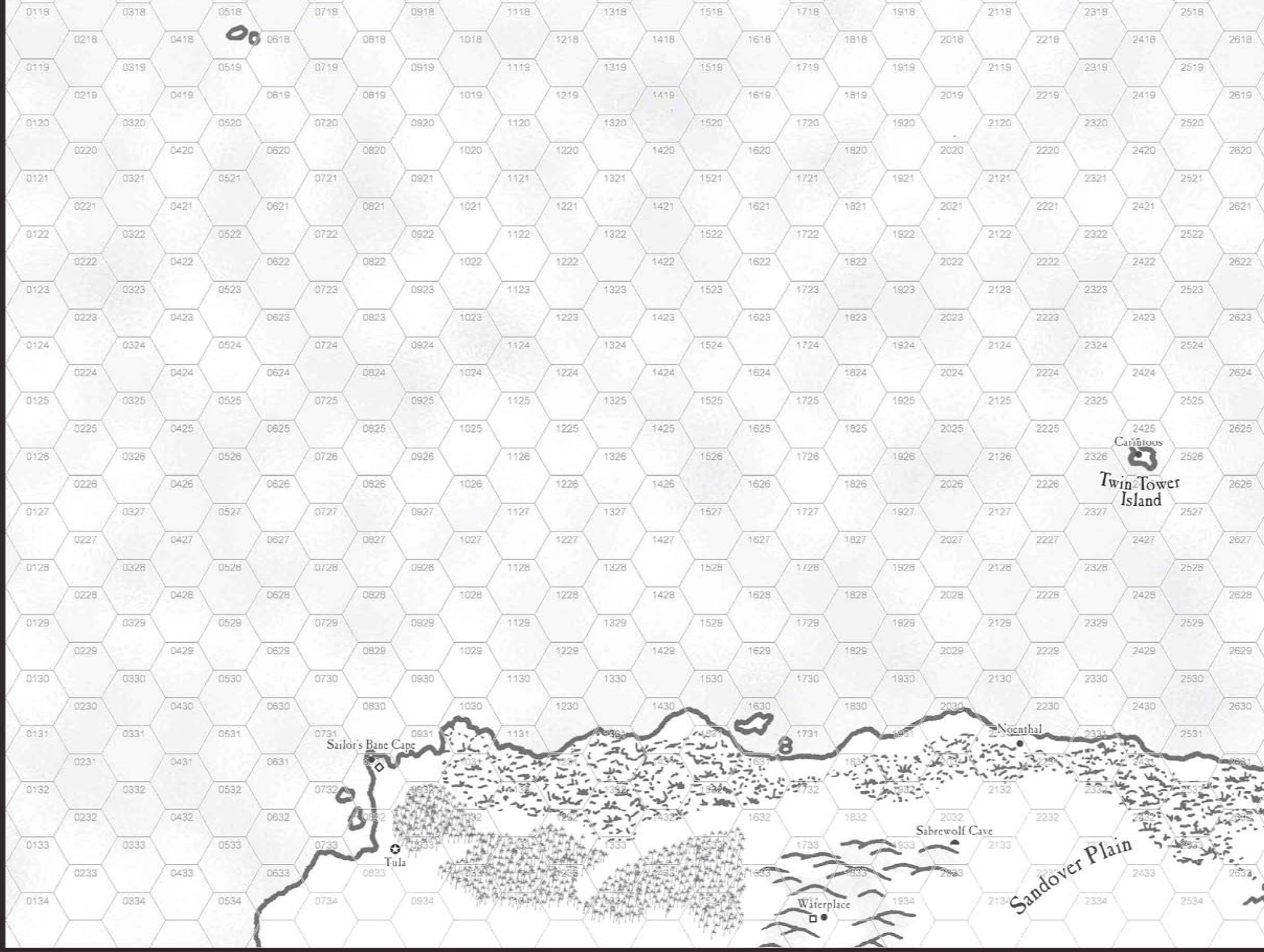

Devilstongue Pe
Lofton

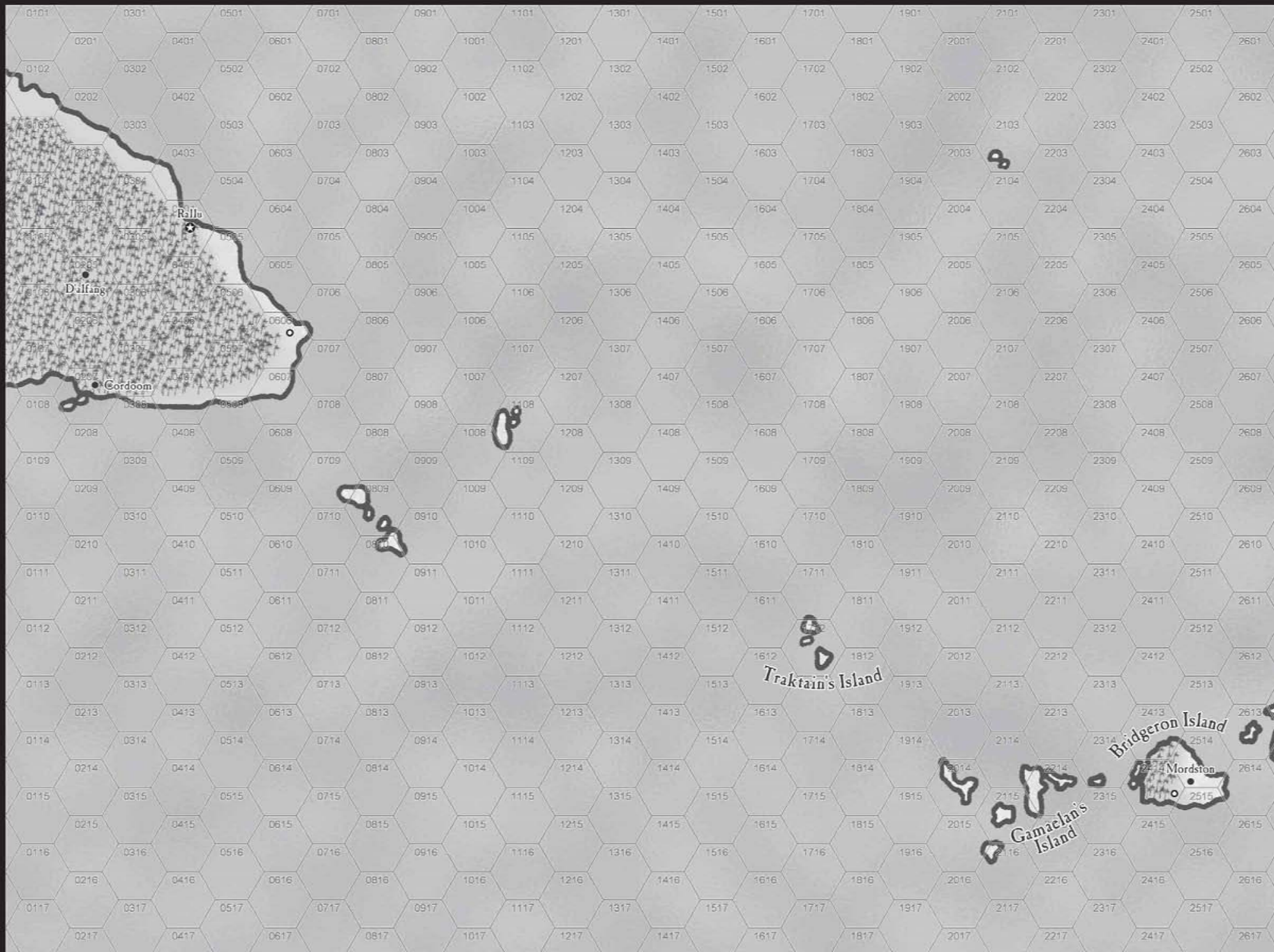


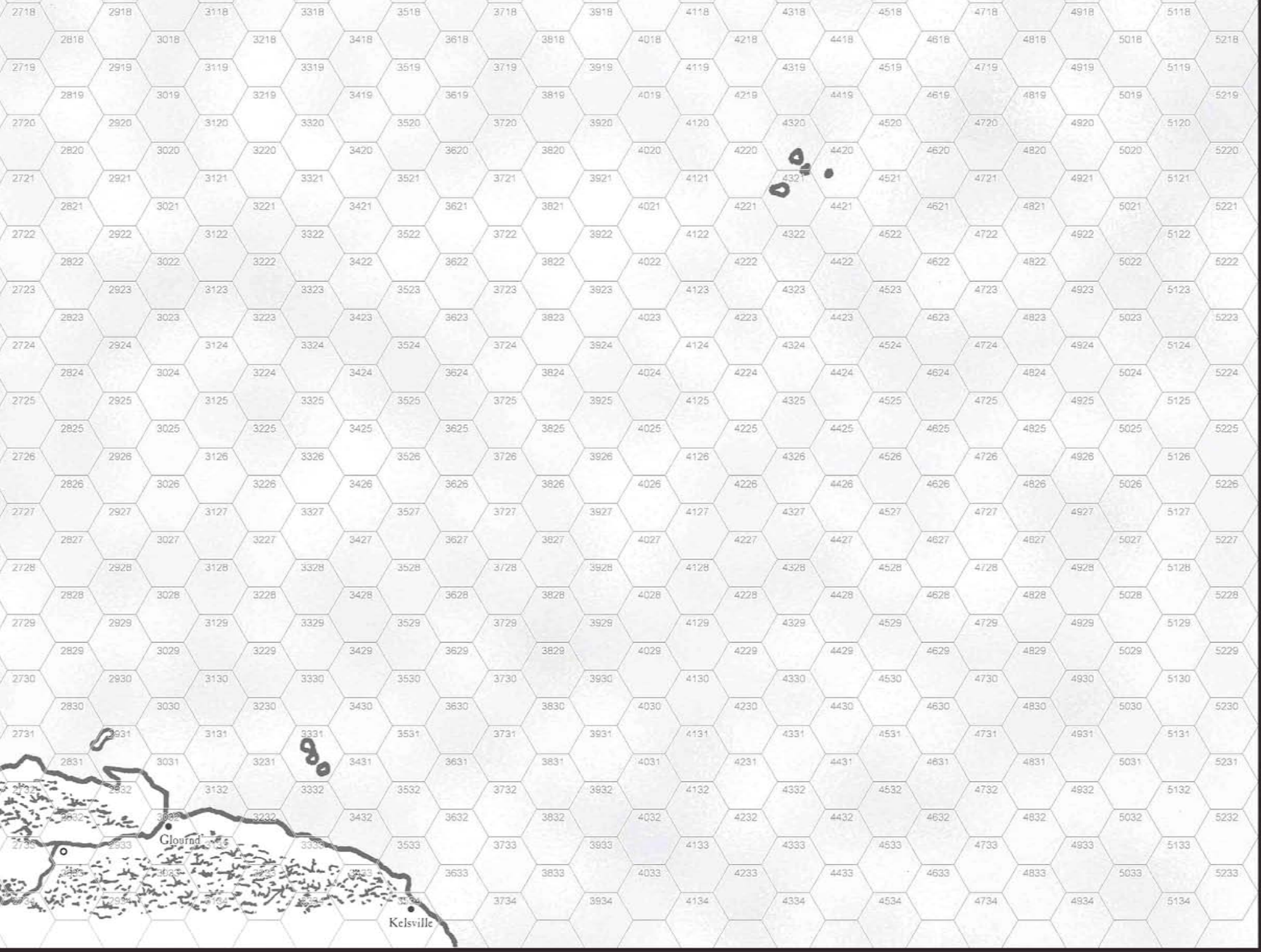

eninsula
Chim
Autron
Ravensdeath Swamp
Misty Maud River
Dantell
Shady Hills
Great Unctuous Swamp

Map Fourteen: Ghinor

Scale: Five miles per hex, eleven miles per inch

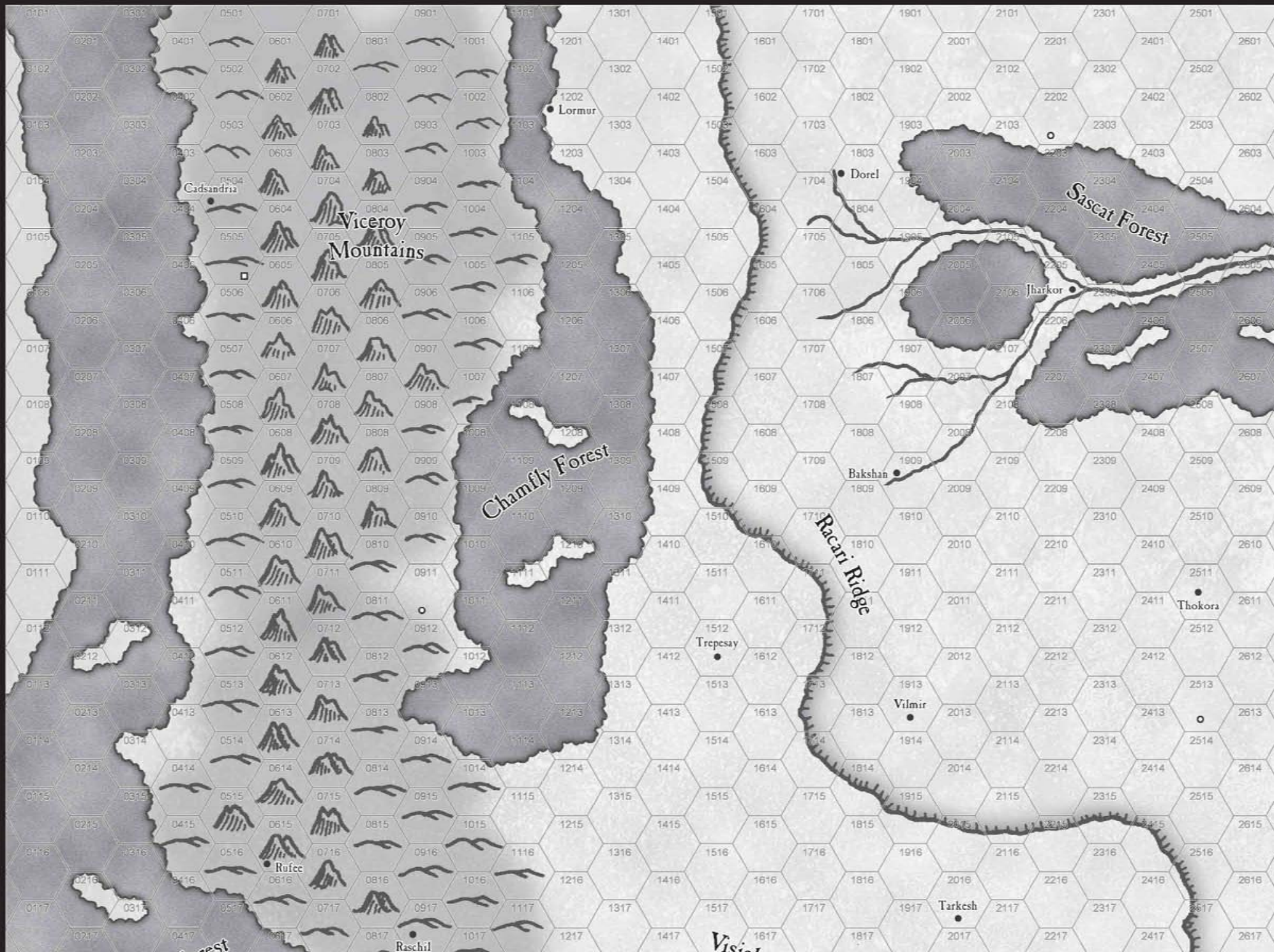

Carintoos
Twin Tower Island
Nocnthal
Sailor's Bane Cape
Sabrewolf Cave
Tula
Waterplace
Sandover Plain

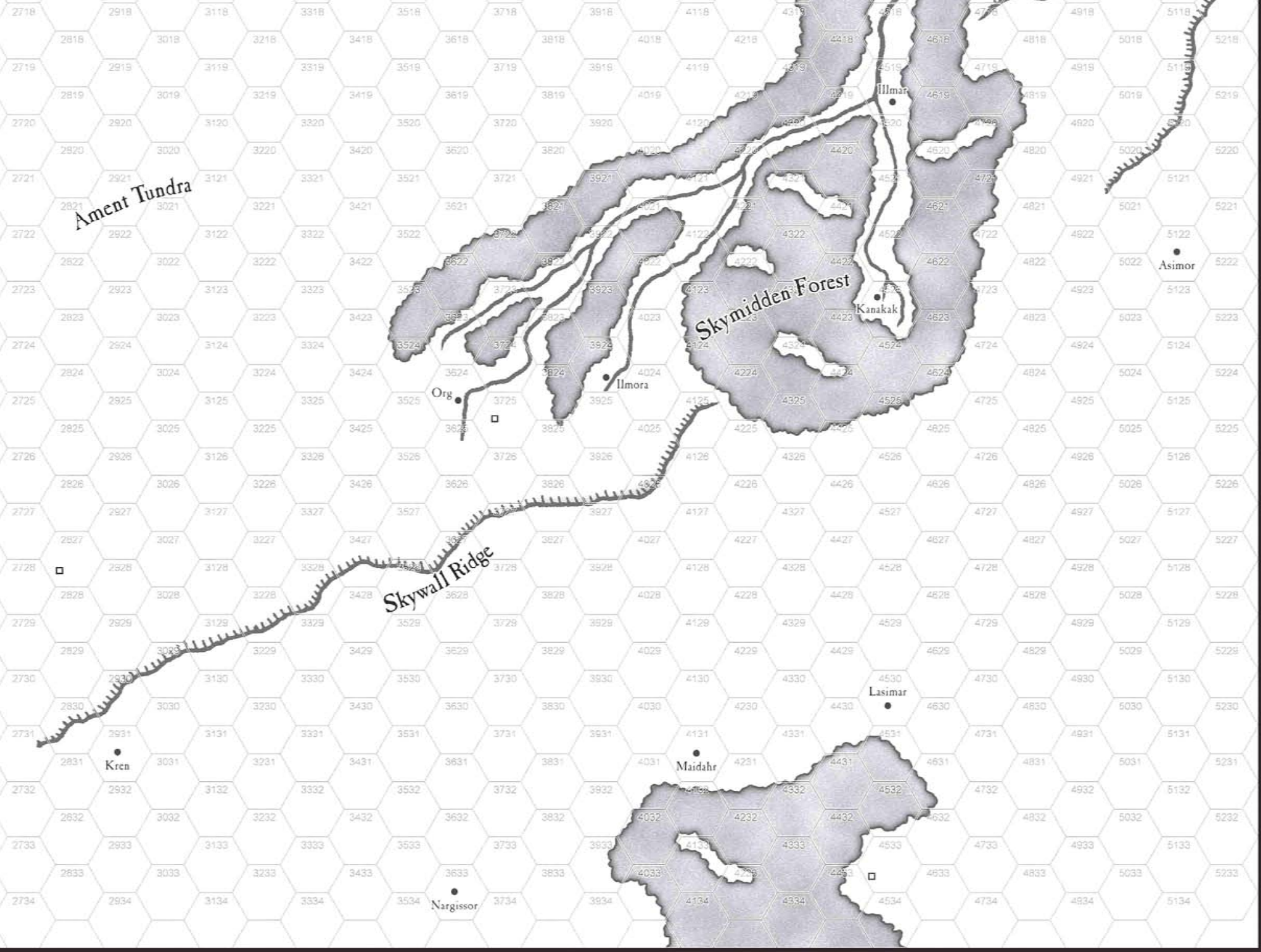

Ralla
Dalfang
Cordoom
Traktain's Island
Bridgeron Island
Mordston
Gamaelan's Island


Glourna
Kelsville

Map Fifteen: Silver Skein Isles, Rallu, and Tula

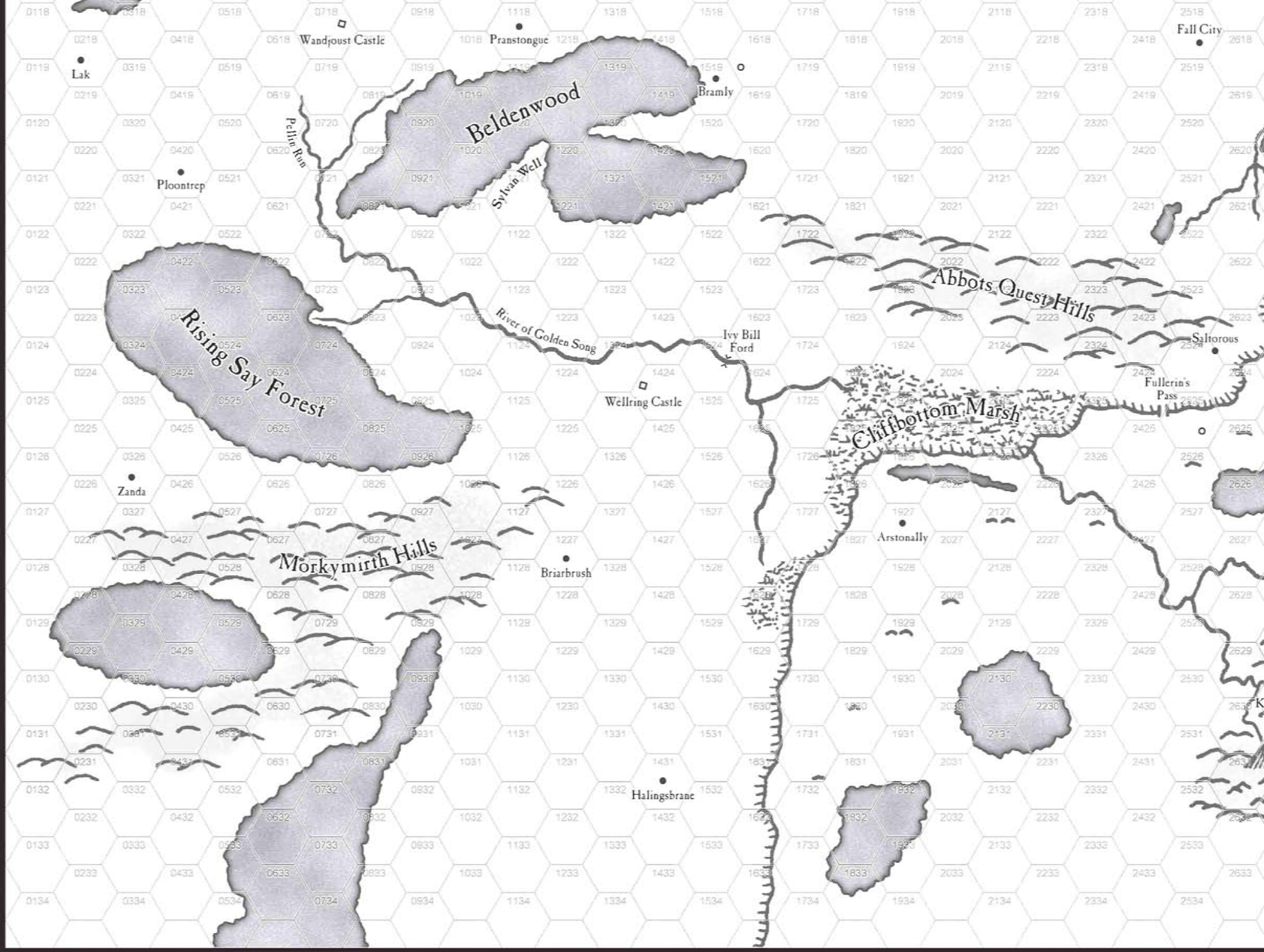
Watchtower Foo
Andlemainge
Pikarud
Sheagoth
Filkhar
Josay
Ranasay
Ohoy-Kan
Banarua
Sequaloris
Dhakos


Lormur
Cadsandria
Viceroy Mountains
Dorel
Sascat Forest
Jharkor
Chamfly Forest
Bakshan
Racari Ridge
Thokora
Trepesay
Vilmir
Rufee
Tarkesh
Raschil

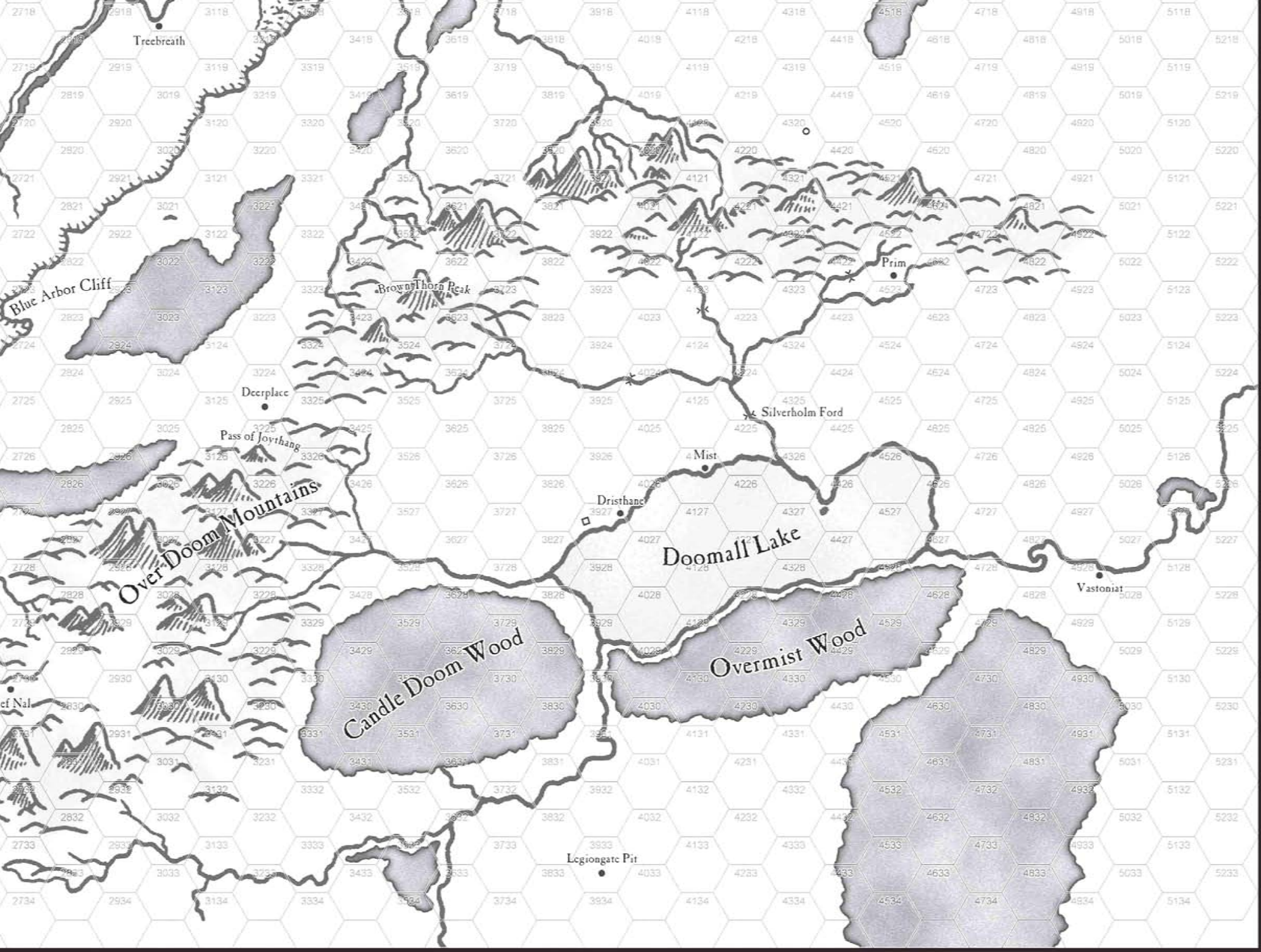

Ament Tundra
Illmar
Asimor
Skymidden Forest
Kanakak
Org
Illmora
Skywall Ridge
Lasimar
Kren
Maidahr
Nargissor

Map Sixteen: Ament Tundra

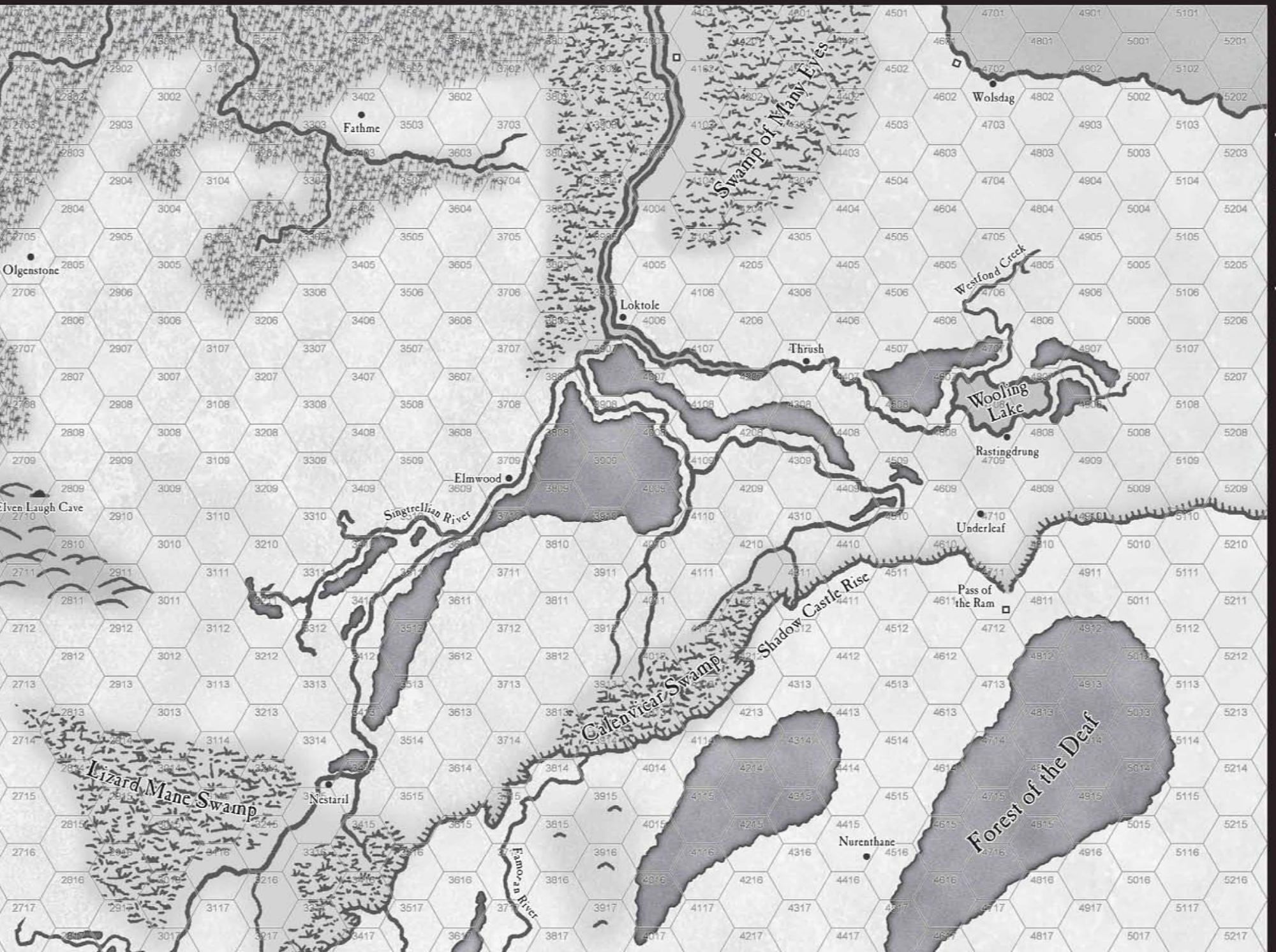
Scale: Five miles per hex, eleven miles per inch

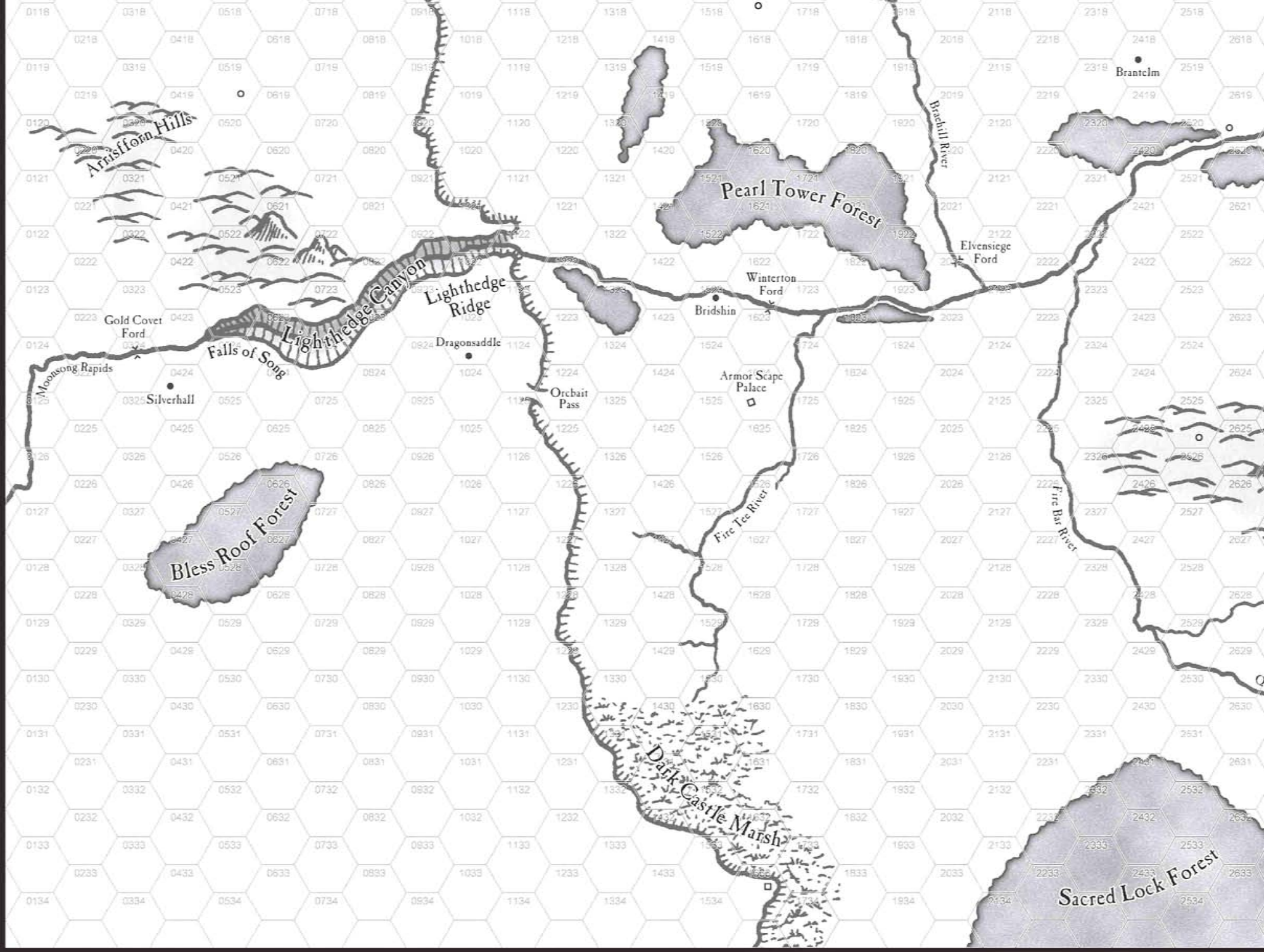

Wandjoust Castle
Pranstongue
Fall City
Lak
Bramly
Beldenwood
Pellin Run
Sylvan Well
Ploontrep
Abbots Quest Hills
Rising Say Forest
River of Golden Song
Ivy Bill Ford
Saltorous
Wellring Castle
Fullerin's Pass
Cliffbottom Marsh
Zanda
Arstonally
Morkymirth Hills
Briarbrush
Halingsbrane

Island of Blessed Sleep
Brestalein's Island
Screaming Hyena Jungle
Eldiston
Jaliquenta
Danellion River
Faneton
Joyful Demon Hills
Agrim
Blucramp Ruins
Ten Elms
Topaine
Bloodscep
Delshome
Frosthedge Rise
Dienstall Hills
Murrsburg

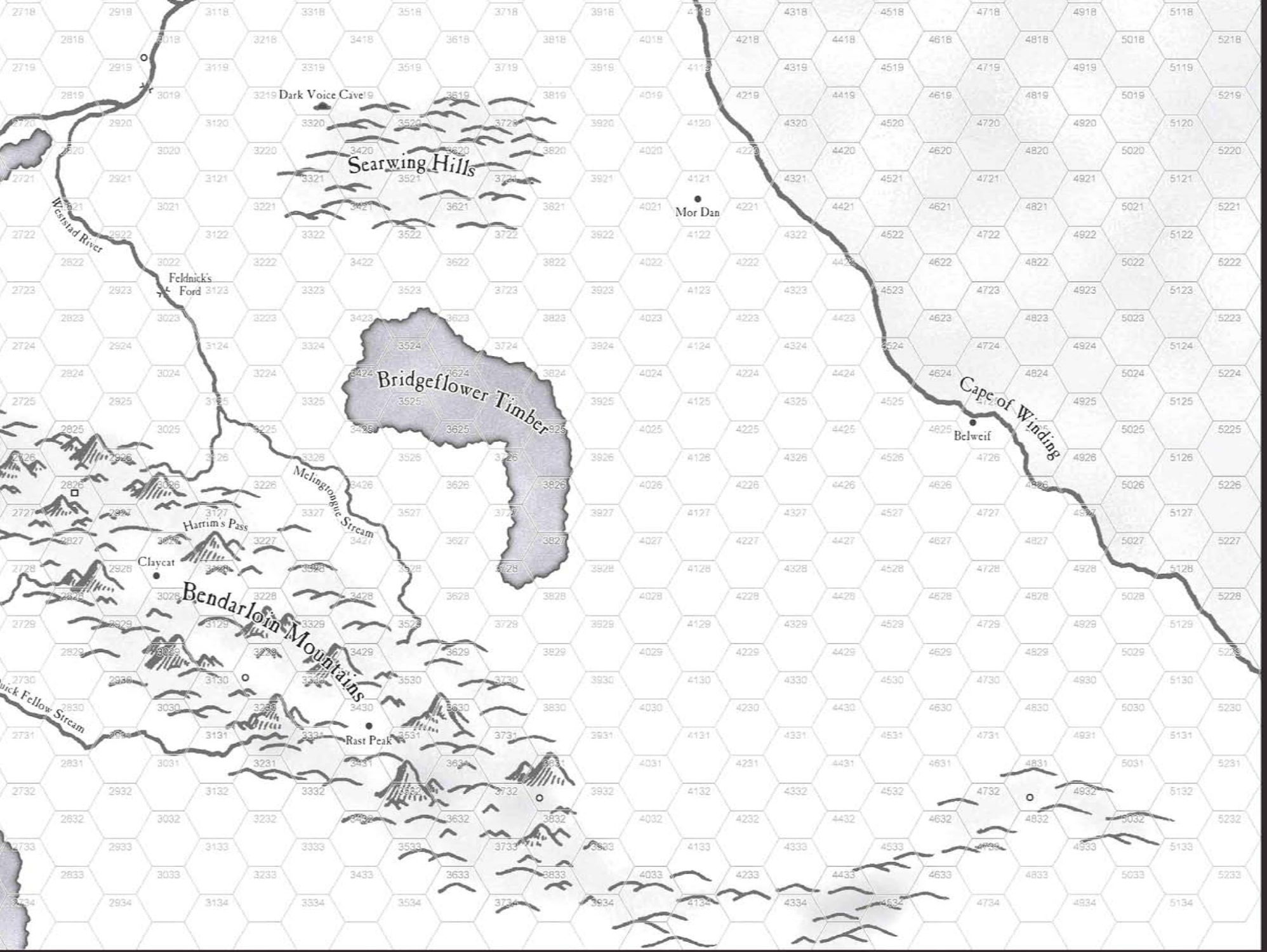

Treebreath
Blue Arbor Cliff
Brown Thorn Peak
Prim
Deerplace
Silverholm Ford
Pass of Joythang
Mist
Over Doom Mountains
Dristhane
Doomall Lake
Vastoniat
Candle Doom Wood
Overmist Wood
Legiongate Pit

Map Seventeen: Ghinor Highlands

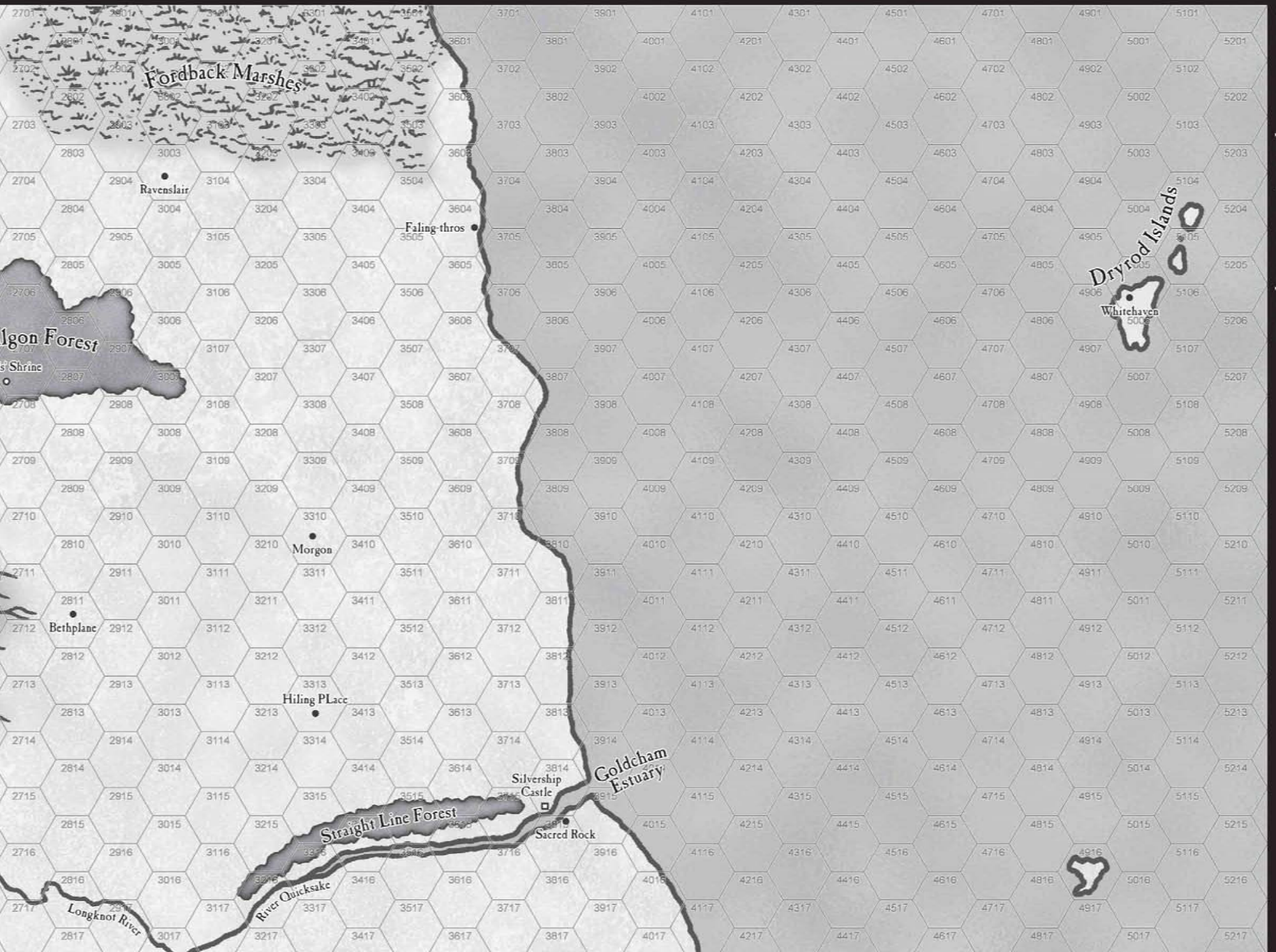



Brantelm
Braehill River
Arrisfforn Hills
Pearl Tower Forest
Elvensiege Ford
Winterton Ford
Bridshin
Lighthedge Canyon
Lighthedge Ridge
Gold Covet Ford
Falls of Song
Dragonsaddle
Moonsong Rapids
Silverhall
Orcbait Pass
Armor Scape Palace
Fire Tee River
Fire Bar River
Bless Roof Forest
Dark Castle Marsh
Sacred Lock Forest

Ellission Jungle
Waterplace
Gelsford
Rand
Arquay
Don Jackal River
Penance Swamp
Kingssun Ford
Kingssun Tower
Enchanted Walk Hills
Elmhalls
Badquen
Estlark
O'ercland
Old Shroud Temple
Wandbury Plains
Pass of the Sighing Stones
Presbain
Manor Night cave
Khallordain
Fairwatch
Windlow Mounds
Vanthedge Stream
Salteye Stream


Dark Voice Cave
Searwing Hills
Mor Dan
Weststad River
Feldnick's Ford
Bridgeflower Timber
Cape of Winding
Belweif
Melingtongue Stream
Harrim's Pass
Claycat
Bendarloin Mountains
Rast Peak

Map Eighteen: Southern Reaches



Scale: Five miles per hex, eleven miles per inch

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