WILDERLANDS OF THE MAGIC REALM

FOUR 17" x 22" CAMPAIGN MAPS
COMPLETE 32 PAGE GUIDEBOOK
TOWNS, MONSTERS, TREASURES, & RUINS

Judges Guild

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WILDERLANDS OF THE MAGIC REALM

By Mark Holmer

Judges Guild

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WILDERLANDS OF THE MAGIC REALM

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GHINOR CAMPAIGN MAP 11

Ghinor - Campaign Map Eleven

Villages

Hex No.	Name	Pop	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resourses
2033	Lofton	212	H-Elf	3	N	Glorendil, 9, LG, MU, H-Elf	Timber
2727	Chim	332	Dwarf	5	N	Funglamir, 3, N, Ftr, Dwarf	Market
3030	Dantell	296	Men	7	N	Manneth, 5, N, Monk, Man	Coal
3728	Autron	406	Orc	4	LE	Crondor, 7, LG, Bard, Man	Fish
4209	Sunev	518	H-Elf	4	CG	Carrond, 4, CG, Cl, H-Elf	Market
4713	Yolin	490	Men	7	CE	Danild IX, 6, CE, As, Man	Market

Castles and Citadels

Hex No.	Type	Class	Level	Align	Men
0632	Cit	MU	4	N	46
2529	Cit	Ftr	7	CE	30
2827	Cas	Cl	5	N	91
3131	Cit	Rgr	4	LG	39
3729	Cas	MU	6	LE	87
4232	Cit	Cl	7	LG	79
4313	Cit	Cl	3	N	89
4612	Cas	MU	4	CG	119
4802	Cit	Ftr	5	LE	109
4814	Cit	Asn	7	LG	70

Lurid Lairs

Hex No.	Animals	HexNo.	Animal
0427	Unicorn – 4	3529	Efreet – 3
1119	Aquatic Elves – 17	3703	Water Elemental – 1
1815	Dragon Turtle – 1	4031	Blink Dog – 10
2121	Ogre – 10	4210	Troll – 7
2332	Wight – 12	4805	Anhkheg – 4
2715	Giant Snakes – 7	4819	Lizardmen – 10
2930	Ent – 3	5107	Druid – 2
3208	Sea Monster – 1		

0112 **Isle of Gorefury** - A small island that flourishes with vegetation where blood whas spilled onto the ground ages ago. It was a battle ground for settling arguments and differences by sword and other sharp weapons.

0128 **Scimitar Cay** - A small low grassy island with a large rock on the eastern side. A magic scimitar is stuck into the top of the rock (+1 N sword, Locating Objects ability). Anyone drawing forth the sword (18 00 Strength) will be immediately attacked by sixteen Stirges.

0202 **Star Gazer Islet** - This very small island has rocky bared terrain and shaped megalithic stones that make it easy for one to observe the stars positions by sighting along the rocks points.

0203 **Isles of the Philosopher** - A group of small islands that have a magical effect on visitors. The visitors are able to investigate through meditation the truths and principles of being, Knowledge and conduct in the guidance of practical affairs. Everything you need is there and each isle is complete within itself. One of the after effects of leaving the isles is the deep feeling of being homesick. If one leaves the isles and looks back and sees a mist arise from the isles, this person will never get back to them.

0211 **Makara Worm Island** - This island is a swampy morass with very few trees. At high noon all the Makara worms crawl out of their burrows and sleep on their backs. 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 paranha fish and will viciously attack and eat any living creature. The only safe place for other creatures is at the seashore edge. Salt water repels the worms.

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.

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 surfaces. This is true whether one attempts to swim in toward them or to go ashore by boat.

0312 **Isles of the Gold Flame** - The larger of these two islands has over 700 small volcanic-type 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 the cone. The smaller island has about 300 cones. At night, the gold flames shooting into the air gives the two isles an eerie, wierd appearance.

0313 **Windborne Island** - An island that has good fertile soil for farming and several groves of different type trees. The mysterious sudden changes of weather conditions are caused by the 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. The West wind with it's dry gentle breeze is brought about by keeping cheerful and happy thoughts.

0331 **Rumbling Isles** - Two large isles with hills and rich vegetation. When it starts to thunder, the sound echos and echoes continuously through out the isles for hours and hours even when it stops thundering.

0332 **Topay Island** - An island that is rich in vegetation and potable springs of water. The fierce Topay tribe of cannibals live inland and can't be seen from the shores. They always have many warriors well hidden, just waiting to ambush landing parties.

0401 **Haldor Cay** - A ridge of rock end sand that juts just above the waterline. No vegetation except for seaweed that grows underwater at the base of the ridge.

0402 **Stealth Lord Islands** - These two islands have fertile soil and thick vegetation. A pirate was given the title of "Stealth Lord". Supposedly, there is buried treasure on each of these islands. Each island's trees are worth between 15,000 - 35,000 GP's.

0403 **Great Troll Rock** - Legend claims this rock was a giant troll stranded on a coral reef at night, and when the sun came up in the morning it was turned to stone.

0412 **Firedhor Isle** - A small island of jungle-type terrain discovered by Lushar Firedhor, an adventurer-explorer, who mapped its terrain. Supposedly, diamonds exist on the isle but location is unknown.

0427 **Laurel Island** - An island that is hilly and thick with evergreens and shrubs. Several flocks of doves fly in daily and rest before resuming their flight.

0432 **Isles of Grandeur** - Each of these two isles have a group of mountains and cliffs rich with foliage and trees. But, in spite of this beauty, a hidden force causes each member to go through delusions of grandeur. This spell wears off in about 6 hours.

0502 **Poverty Islet** - 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 it's surface to dissolve and seep into the ground within ten minutes.

0503 **Nyletiel Island** - An island of rolling hills and thick woods. A band of woodland Elves live and serve their Overlord, who is Princess Nyletiel. They are helpful to castaways if the castaways are friendly and do not try to do harm.

0504 **The Kingly Isles** - 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.

0527 **Emanation Island** - An island that has a 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 only temporary in any case and will vanish within 2 - 8 days.

0605 **Changing Island** - A flat island with sparse vegetation and a wooded area. There is a small stream of water that heals wounds and skin diseases instantly. Water taken from the stream is simply pure water and has no healing effect.

0632 **Isles of the Skull** - 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 & crossbones flags waving at the top of each ship's mast.

0714 **Litany Cay** - A small low island that is barren of vegetation except for a few flowers that grow out of the rocky terrain. The monotonous sound of the waves slapping against the rocks remind one of a liturgy.

0732 **Tomb-damp Island** - A heavy fog constantly engulfs this island, so that the sun is never seen. All the trees and green vegetation is stunted in growth. Extremely high humidity and the cold breezes makes living there unbearable.

0733 **Tomb-breathe Island** - A flat land with jungle-type vegetation and high humidity. No birds exist on this island which makes one feel uneasy with the silence. The two deep caverns beneath this island is filled with carbon nomoxide.

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 it's skeletal crew. No valueable items can be found.

1016 **Isle of the Turquoise Pylon** - An island with 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 **Hy-Brazil Island** - A mountainous island with moderate vegetation. A hidden cove protects the ships from the stormy weather of the high seas. A legend relates that this is all that remains of an ancient continent.

1110 **Earthquake Island** - This barren and rocky island has no vegetation growing on it except one olive tree in the center.

1111 **Irreality Isles** - Two small islands that are very similiar in hilly terrain and moderate vegetation. A small grove of trees are on each island. The unreal beauty of the terrain makes on feel its just a dream. Ill weather never touches these island.

1112 **Enraptured Island** - An island of many palm trees and coconut trees. The white sandy beach surrounds the island. A village of friendly natives is located on the west side of the island. The women are beautiful and the men are handsome beyond belief.

1116 **Famished Cay** - A small coral reef that doesn't have any edible vegetation on it or around it. If one is looking for food, he or she best look elsewhere.

1123 **Sky-Sphere Island** - 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** - 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 have the trapper monsters.

1211 **Untrodden Isle** - 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** - If any or all the landing party has any hostilities or hatred when they first come ashore, the feelings will discipate and harmony will prevail while on this island.

1220 **Growling Islet** - A very small island with a rocky shoreline, sparse vegetation and a few trees scattered across its sandy surface. The islet seems to attract debris of all types and this scraping of the debris against the rocks makes the growling sound unnerving.

1222 **Kittle Isle** - A small island that has many different types of vegetation. The trees, if touched, will cause one to feel tickled and will continue for half a day before the tickling feeling will disappear.

1309 **Firefly Cay** - A very small island with thick vegetation and low level terrain. The only living creatures are the 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** - A small island that has rocky terrain and thick vegetation. The island had all its occupants killed in a surprise raid because they couldn't see the invaders from the sea.

1314 **Steed-binder Isles** - Two small islands that have sandy and flat terrain. It has sparse vegetation. The beaches are ideal for horseback riding and racing. There are many wild palaminos which can be tamed.

1316 **Shakar Island** - An island with many high cliffs and steep mountains. A Sylph lives at the cliff tops, and very rarely comes down to the sea shore.

1320 **Procession Cay** - A coral reef ridge that rises above and falls below the surface making it appear to be a group of stepping stones.

1410 **Isle of the Dismemberer** - A mad high-level Magic User created a Flesh Golem that patrols the beach area and rips apart the castaways and visitors as they try to come ashore.

1412 **Sighing Island** - Even though the island has a nice white sandy sea shore, moderate vegetation and trees, the spell of the beauty causes one to yearn, long or pine for things not there. When one leaves the island the weariness is left behind.

1413 **Sunboat Island** - A rocky terrain island with very scanty vegetation. The rocks glisten like gold in the sun. An old dwarf 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. Castaways and visitors are not welcome, but the other island does permit castaways and visitors to come ashore.

1509 **Vogul Cay** - This isle is inhabited by ten giant ants that guard a cave that has a treasure worth 5000 GP. There is a rumor that a trapper monster also guards the cave.

1511 **Timber Oaks Isle** - An island densely covered with oak trees and shrubs. Many dryads live there and are friendly only if they know the person or party mean them no harm.

1513 **Cobra Cay** - A small island with many different types of cobras. One species that is dark green with orange stripes carries a type four poison.

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 the path picks up on the next island, etc.. It is thought that maybe these islands were really one large island that sunk 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.

1609 **The Shrouded Isles** - Two islands that are protected from view by a veil of fog. The fog usually stays off shore 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.

1708 **Twry Tree-battle Isles** - Several bands of woodland Elves fought and slaughtered all the pirates who raided these two islands. If one is a pirate or the like, then it is advised not to go near these islands, because these bands of Elves are still there.

1710 **Echoing Island** - An island 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 will be 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. Seaweed grows quite thick around at shoreline. Many schools of fish can be seen swimming around this island.

1712 **The Raging Isles of the Visage** - The larger of the two islands has a rocky pile of stones that resemble a face of a man in violent anger. Ont the south side of the smaller island is a cave. A hermit guards a small treasure worth 25,000 gold pieces. For 40% of the treasure value he will tell you where and how to get it. The catch is he wants 10,000 gold pieces in advance.

1713 **Victorious Isle** - An island that won't allow anyone beyond its beaches if one has not been victorious or triumphant recently over an evil force. An invisible wall restricts a loser from touching anything beyon the sandy beach.

1714 **Isle of the Pillar** - An island that has an upright shaft of stone with an inscription in an ancient elvish rune about a secret location of treasure worth 30,00 gold pieces hidden somewhere on the island. The wooded area has a band of fierce fighting elves.

1808 **Islet of the Horrid** - A small island whose terrain, weather, and vegetation presents the most unpleasant and disagreeable living conditions for a being to encounter.

1812 **Windstone Island** - An island of very rocky terrain and very little vegetation. A wind is constantly blowing around the large rocks and stones and create sounds that are similair to musical instruments– but off key.

1831 **Fire-opal Island** - An island that 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, the strength level will increase 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** - A small island that has sparse vegetation and a couple of tropical trees. After being on this island for an hour, one starts to spout poetry and talk in ryhme. This spell wears off only after one leaves the island and have been gone for two days.

2107 **The Everlasting Islands** - Those three islands have groves of trees and moderate vegetation. Several bands of friendly elves live on these islands and will help strangers in distress. If one remains on one of these islands for ten years or longer, he or she will live forever as long as he or she doesn't leave permanently.

2108 **Solitude Rock** - A large monolithre 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 **Rotbog Island** - An island that has a wet spongy ground and the vegetation's decay gives off a terrible stench. You can detect this island by it's smell long before you 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.

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 Barrier Beasts** - Packs of displacer beasts hunt for blink dogs which roam these two isles. On a roll of 1 on a 20-sided die a party will encounter two packs warring with each other. Check every turn on the island.

2206 **Loneliness Rock** - This rock has a magic spell that causes one to feel lonely even when others are around. 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.

2306 **Phantasm Island** - A dark, murky island that has a jungle-type vegetation and terrain. Whatever a person fears will appear as an apparition on this island. If one loses his fear the ghostly appearance will disappear.

2307 **Effluvium Crown Rocks** - From a distance, this pile of rocks resembles the headgear of royalty. But– as one comes closer to it, an invisible disagreeable vapor penetrates one's nostrils and causes one to vomit.

2308 **Archmage Cay** - A small island that one had a grand wizard. Some say he is still there, but in another demension.

2309 **Firestorm Islands** - Each of the 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.

2405 **Starflacon Rock** - A flock of falcons inhabit this mountainous rock. The leader of the birds has a white star on each of it's wings. If anyone in a landing party hates birds, the flock will attack that being.

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.

2409 **Crystal Sword Rock** - The island has a large cave. A crystal sword of magic is inside this cave but one has to answer five riddles correctly. An old Elf is the guardian of the cave. No one has ever answered all five riddles correctly.

2506 **Were-Damsel Cay** - This female turns into a were-wolf and roams this small island looking for hir mate. He was killed a long time ago, but she can't believe he's dead. A landing party is taking a great risk stopping at this small cay.

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 will overcome them. Their tiredness will be lifted from them.

2605 **Sindrek Island** - On this island resides several villages of halflings. They are wary of visitors and castaways but will give aid when needed. They are most helpful when the castaways and visitors are seeking ways of leaving the island.

2704 **Sea Hold Isle** - This small island seems to draw all debris, boats and ships towards it's beaches. A landing party will find it will be quite difficult to get away from this island.

2705 **The Flying Isles** - A very strange and unexplainable phenomemon occurs on both these islands. Whenever a landing party 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 last from several minutes to several hours.

2706 **Livingbone Island** - This dark and dismal island is inhabited by a tribe of goblins. 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.

2716 **Catwoman Cay** - This small island is inhabited by a wild woman who has complete control over the jaguars, tigers, lions and leopards. She is friendly to visitors and castaways that love animals.

2723 **Eidolon Islet** - This very small island is inhabited by a phantom. He doesn't try to scare anybody unless they fear him. If anyone is friendly to him, he will give a map of secret information about the different islands in the area.

2804 **Paean Torque Islands** - The larger of the two islands has a clan of dwarves who make fine ornamental jewelry of precious metals and gems. The other island has a band of elves that are friendly to the dwarves. 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.

2810 **Isles of the Barghest** - The Barghest Clan of fighting dwarves live on these two rocky hill islands. They are of the higher level fighters and fighter/clerics and do have magic armor and weapons. Goblins, Orcs, and Hobgoblins beware.

2821 **Isle of the Dancing Frogs** - The village on this island has several special event festivals. An old wizard, befriended by the natives, entertains the village by casting his dancing spell on all of the frogs caught for these happy occasions. A roll of on a six-sided die allows the landing party to arrive at on of these festivals.

2823 **Isles of the Reincarnator** - A high level druid 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 visitor 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.

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.

2926 **Wraithelm Island** - 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. Visitors and castaways feel it is just the opposite, when they find out that wraiths inhabit this island.

3002 **Isles of the Rising Realm** - This two island domain is the growing kingdom of an exiled Orc leader. He has recruited many Orcs and Goblins 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 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 animal control.

3101 **Magikfire Islands** - Volcanic action on these islands light up the sky day and night. The islands are nothing by rubble and volcanic ash.

3102 **Skymetal Rock** - A huge grove of apple trees lie in the center of the island. What appears to be the frame of a building is standing. The framework is steel girders.

3103 **Refuge Cay** - This small island has many hidden shelters built by dwarves. The shelters, if they can be found, are complete as to fulfilling one's needs if one is a castaway or a visitor seeking protection.

3108 **Sea-Soveriegn Island** - The natives 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.

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 will become enslaved to an unknown force. He or she will become a guardian of both islands–permanently.

3207 **Step Spectre Island** - This dark and obscure island is the home of several terrifying and dreadful spectres. The steps to the bluff when walked upon causes the spectres to terrify and prevent all users of the steps to advance.

3307 **Shadow-Mage Rock** - In a stone hut in the center of this island lives an old mage. He makes his living by teaching the art of magic. He is always accompanied by 1 - 3 apprentices.

3322 **Verminrex Island** - This swampy island is the home of the most noxious or objectionable animals and insects. Giant rats and giant mesquitoes partol the beach areas.

3323 **Wehr Rock** - This island is a rock fortress for a clan of fierce-fighting gnomes. Visitors and castaways will be treated very hospitable–except for Kobolds and Goblins.

3406 **Tantalum Island** - An island where strong winds blow and a sheltered cave houses two Elven Princesses. The two were shipwrecked 2 years ago and wish to return to their homeland.

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 (Prob. 20% of Shipwreck per turn).

3507 **Isles of the Damned** - Ghouls and zombies now roam these isles which were once the sacred burial grounds of an ancient seafaring race forgotten in the mists of time. They are the subject of many crumbling treasure maps but no adventureres have ever returned from their eternal quests. . . .and the once sought-after parchments are no longer considered valuable to any but the extremely gullible.

3521 **Festival Cay** - 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 and cities with decorations for rites. A multi-hued snake with charm person ability is rumored to frequent the rocky beach.

3607 **Isle of the Learned Wanderer** - An aged sage lives quitely within an ancient ruin. The sage will answer simple questions in exchange for provisions unobtainable on the island but will become invisible if threatened in any manner. The ruins are built into a mountainside and connects with talus caves running ½ mile beneath the surface.

3608 **Isle of the Mace-Visious** - A reclusive EHP of Set; 11th level, 45 HP, AC 3, armed with a golden mace worth 1460 GP; inhabits a fortified manor concealed from the coast. His pack of four Hell Hounds patrol the island searching for intruders. The priest is served by three goblins and a troll of demented dispostion. The manor is well protected with alarms and traps (although they frequently misfire due to lack of competent maintenance). The library is fill with ancient works.

3623 **Scorn Island** - Filled with game and clear streams, this isle is avoided none-the-less due to Killer Vines which strike as a 6 HD monster and choke their victims in three to eighteen rounds.

3708 **Isle of Halrus** - This island is the site of a ritual performed by seafarers passing within ten miles on any odd day of the week. Legend says that failure to observe the rite results in the derelict ship's destruction within ten days. The travellers must dance in a 40' diameter vat filled with yellow grapes situated above a small reservoir and leave the island before dusk.

3723 **Token Island** - A large iron ring embedded in a mountain slope must be pulled by a total strength of 48 to open a concealed door leading to an abandoned dwarvish stronghold of great extent. The carved chambers and corridors are now inhabited by Hobgoblins and Wights deep below the ground level.

3808 **Isles of Manore-Bluing** - These two islands have no materials suitable for fashioning rafts or vessels and eatable roots which makes them ideal sites for the trading of contraband and slaves between normally hostile nations. The slaves or exchanged prisoners are left on the islands to await their new masters or old comrades-at-arms.

3811 **Cut-throat Island** - A hidden cove is the lair of a free-booting band of pirates led by an Amazon. The island is also inhabited by a near-starving band of shipwrecked merchants and slaves which insanely attack any living creature not swift enough to evade them. Neither party is aware of the other.

3813 **Mute Rock** -Pleasant smelling red flowers render anyone speechless for 2 - 12 days that approach within 30'. The small pride of lions living high in the rocky caves roar silently at passing ships. Few provisions can be found here except small game and berries.

3828 **Agony Island** - A series of fetters embedded in a rocky mountain slope is the form of execution used on nobility by one mainland country. The helpless victim is attacked by four foot ravens which live on the island. Only fire will keep these ferocious winged terrors away. There is a 10% chance that a noble will be chained to the rocks upon any landing at this island.

4013 **Roister Island** - Female castaways sun themselves on the sandy beach while only a few feet away a tamed Giant Cobra coils about a large tree. The females have heard repeated drumming coming from an inland cave which they have never ventured into during the two years of their captivity.

4028 **Scunner Island** - A troll rules a small tribe of goblins from a fortified cave within a small crater. The troll has amassed a hoard of 1,420 GP, 675 SP, and several tools from a wrecked ship on the northern coast. The goblins have come to hate their master and could easily be induced to reveal his lair in exchange for their own freedom. Watersprays along the beach make landings precarious.

4110 **Isle of the Scroll-Maker** - The ruins of a once proud citadel stands on the headland of this small island. Myths state that it was once the stronghold of a Mystic Guild which manufactured scrolls for trade with the powerful and wealthy of the Sea Peoples of Yore. Little of value can be found unless tons of stone can be moved to uncover the underground dungeon laboratories of the forgotten wizards.

4114 **Reclusive Islands** - Barren rocks and reefs make these isles a worthless stopover.

4122 **Scuttle-Nook Rock** - Five Elves and two female Elves live in an abandoned village and light daily bonfires to signal passing ships. They offer a small reward to obtain passage to their homeland.

4128 **Isles of Metallantor** - Barbaric tribes hunt large bands of caribou-like creatures and shape megalithic statues to their earth-mother goddess. The tribesmen are hideously ugly and are wont to stand upon their heads when approached by strangers. The females are quite beautiful until seventeen years of age when they become more hideous than their husbands. The sight of one of these females has been known to age a seafarer 1 - 6 years and turn his hair completely white.

4216 **Isles of Hant** - More tribes similiar to those on the Isles of Metallantor worship an aged female tribal Chieftain-Great Mother which lives in a huge sea cavern.

4318 **Isles of Qualm** - A female Dragon and her two young live on the largest island. Gases released from fumeroles along the rocky coast cause an uneasy dread to fall upon sailors and other mariners passing too close to these islands.

4320 **Mesicmist Island** - This large island is very verdant and populated with three tribes of Pixies ruled by a Queen Chiquian of the Silver Septre. The Pixies remain well hidden when landings are made here but will defend the sacred groves inland with very effective snares and pits. Ambushes are well planned so they are never surprised by any normal party of men.

4322 **Islands of the Slime Swamps** - Both these islands are very swampy and heavily populated with crocodiles, giant snakes, bats, and winged reptiles with beaks. The central portion of each island is the haven for multitudes of monkies, apes, orangutans, and sloths.

4412 **Penumbra Island** - A giant's castle stands deserted upon a volcanic cone. The castle is filled with giant spider webs and three Giant Spiders within the great hall. Nothing of value beyond carved giant furniture can be found. Shadows on this island seem to take on a life of their own but never attack their caster even though they threaten to choke or strike them.

4417 **Eaves Little Island** - This lush island is the location of an abandoned village and ruined brewry. Signs of a struggle which crushed whole buildings abound. The skeletal remains of a dinosaur lie just west of the village.

4418 **Cat-Head Island** - The home of a Pseudo-Dragon, this small island is reputed to be a store of minerals and tar pits. Giant Sumatran Rats swarm through the many tunnels beneath the central hill.

4513 **Buccaneer's Haven Island** - Ruthless Captain Blanor No-Tongue leads 259 sea-rovers from his lair on Blood River. The band boasts a fully armed War Galley and two small sloops. Exiled members of the brotherhood roam the wilderness and maintain a signal fire for meagre provisions doled out at the pallisade stronghold.

4518 **Isle of the Lost Halfling** - Landing parties upon this island who partake of the food there, suffer a total lapse of memory for 1 - 6 days due to a fungus which coats all fruit and vegetables to be found on this island. Wild animals are unaffected by the fungus. The nearby island of Lack-Luster is desolate and sparcely vegetated.

4528 **Crescive Rock** - Persons landing on this island grow 2 - 12" per day for 1 - 6 days and all the animal life encountered is of the giant class. The growth will reverse itself at the same rate it began upon leaving the island.

4532 **Isles of the Prism** - In the center of each of these islands is a pedestal with a five foot prism standing upon it. The prisms permit audio and visual communications between them. A huge cistern is the home of a yellowish Ogre on the southern most island.

4618 **Isles of Prig Shertak** - These islands provide a verdant retreat for vacationing nobles and plantations dot both islands. Each plantation has a fortified manor, 3 - 18 servants, 2 - 12 guards, and 1 - 3 retainers. There is a 50% probability that the owner will be present at any one time. Each island will have 1 - 6 ships of various size anchored at small docks on the south coast.

4632 **Wamble Parados Isle** - This island has four small hillocks which have outcroppings of semiprecious gems. Should anyone pick up one of these stones, three to eighteen Skeletons will claw themselves out of the ground and attack the transgressor.

4718 **Island of the Black Mammoth** - Peaceful Elves live in tree homes on this lush island. The remains of many mammoths provide the elves with tusks to trade friendly merchants which visit this quiet paradise. The elves are very independent and only come together for defensive measures.

4733 **Throe Low Island** - The statue of a winged stallion stands beside the trail leading northwards to an abandoned villa. The lush underbrush abound with small game.

4817 **The Brownie Islands** - Bands of Brownies populate these islands and their small farms filled with pipe-weed can be easily seen upon well tended terraces. The little folk are deathly afraid of wolves which roam the higher reaches.

4831 **Shamblinground Cay** - Three shipwrecked halflings attempt to escape Shambling mounds which amble forth from the dense forest.

4916 **Insoucient Isles** - These three islands are populated by roaming bands of carefree natives of extremely friendly disposition. They are protected by six invisible guardian mages of the fifth level which are worshipped as the Guardians of the Air. The mages secretly steal away one female from the natives every other generation to perpetuate their creed, leaving female children before the native shrines to be adapted as Gifts from the Gods.

4917 **The Turaf Isles** - The ruins of a once great naval station is now the home of an old Red Dragon upon the largest island. Volcanic activity is frequent and a burnt smell is discernable at great distance from these islands. Lush overgrown trails lead into maze-like tracks of various wild creatures and sparkling waterfalls and brooks. It is rumored that the dragon was roused from his sleep when mariners dared to fell giant cedars which line the principal volcanic cone. The balance of the islands are similiar with which prey upon herds of gazelles, panthers being the most prominent life-forms.

5012 **Shaggy Crag Rock** - Moss-covered rocks line the shore of this deserted island. A half-dead dwarf has been washed ashore on the north beach.

5111 **Jinx Island** - Visitors to this island invariably lose some item of great personal wealth here. A Leprachaun of great ability is responsible. The labyrinth of caves under this sparse island is the Leprachaun's greatest defense.

Ghinor - Ruins and Relics

0204 A Giant Turtle shell floats on the surface. An Orc is underneath using it as a crude submarine.

0212 A sunken merchant ship containing 30,000 GPs is guarded by a giant eel living in the hold.

0313 A burial mound guarded by three wights contains two gold crowns worth 6000 GPs each and 10,000 GP.

0401 The remains of a skeleton are tied to the ground. Several ant hills surround the skeleton.

0527 A sea-horse chariot drifts aimlessly across the water because it has lost it's driver.

0604 An undersea village of mermen lies at the bottom. Occasionally they will swim to the surface looking for ships to attack.

0605 The ruins of a recently burned village lie in ashes. A toucan will tell any passersby a story about who burned the village and why.

0704 A man-o-war sails silently along. There is no crew but a parrot on a perch tells a tale about the crew being killed by wights.

0714 A band of gypsies are camped for the night. Several of them are singing and dancing.

0903 A giant bed of oysters lie on a shelf. Many of them contain pearls. Many are different colors.

1104 A crop of seaweed stretches for miles and has entraped many passing ships.

1209 A marble monument to a dead Elven King has been defaced by some Orcs that live in a cave to the north.

1214 A giant manta ray attacks any ship that passes by trying to poison anything with it's tail.

1407 A strong current and a slight wind always flow northward.

1811 Schools of sharks come to breed in these waters. They are usually very bad-tempered during the spring only.

2007 A mage in a small dingy sails by very slowly. He will try to answer any questions about the surrounding isles. He is out to fulfill a quest which he can't talk about.

2133 A road overgrown with brush and vines leads to an ancient city filled with ruined buildings. Vampires, Spectres and Ghosts inhabit the ruins.

2203 An elf is lying in a small rowboat drifting endlessly. He is LG and carries a +2 bow and has not eaten for days.

2205 An old wall is standing beside a grove of trees. Two pixies are sitting on top of the wall talking.

2305 A skeleton covered by vines has a sword +2 and a bag with a medusa head inside it.

2334 An aged, absent-minded alchemist sits in a cave experimenting with new potions. His stock of potions are expensive and unlabled. Some of the potions are experimental and 50% of the time their effects will be changed or reversed.

2507 The half sunken merchant ship "The Hammer" lies on a sandy bottom with its cargo of Iron ore still in its hold.

2703 Two stories of a five story Tower reach above the waves. Inside the tower on the lowest Level is 5,000 GP and 3 sea hags.

2831 An Arms Craftsman is working on a bow in his tiny hut. He sells his weapons at an unusually high price but are really good quality.

3102 A village's inhabitants have the black plague and are slowly dying. Only one of the villagers can speak.

3108 A pirate ship will attack any ships in the area. Fifty-two men are aboard armed with swords, daggers, and bows as well and employ a small balista.

3125 Whirlpools and waterspouts make this area impassable.

3406 An underwater laboratory houses a mad scientist looking for guinea pigs for his experiments.

3631 A village of dwarves makes toys and other handicrafts to sell at a local market.

3829 An old illusionist sits in his small tower waiting for his apprentice to come back with some herbs.

4209 A blind poet sits in a stone chair selling poems to passersby for a gold piece.

4211 An old inn sits in the middle of nowhere. Occasionally a small adventuring party will sleep there for the night. The innkeeper, his wife, and their beautiful daughter all work to keep the inn very clean.

4303 A burnt palace grown over with vines and saplings. It is said to be the home of a pack of wolves.

4510 Two bronze statues of a sea king stands from the sea. Once touched they will give three different answers to each question put to them.

4614 The skeleton of a lion lies next to a human skeleton with one arm missing.

4618 Seaweed chokes the mouth of a cave that is the home of several Giant Sea Snakes.

4804 A witch is stirring her brew pot outside her hut. Many toads sit around her feet.

4816 A giant sea turtle swims silently along not paying attention to anything.

4830 A ghost ship sits dead in the water as the sails have been torn to shreds. A trunk sits in the hold and contains 1000 GP.

5005 A tribe of insane gnolls tear up and kill everything in their path.

5132 A fleet of warships, consisting of viking type longships, sails to a far off island to war with the inhabitants.

Ament Tundra - Campaign Map Fourteen

Villages

Hex No.	Name	Pop	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resourses
0119	Andlemainge	178	Men	4	CE	Aldras, 3, CE, As, Man	Timber
0331	Sheagoth	455	Elf	5	N	Amhuil, 9, N, Ftr, Elf	Ore
0424	Pikarud	221	Dwarf	4	LE	Fungurd, 6, LE, Cl, Dwarf	Coal
0504	Cadsandria	409	Men	4	LG	Mortris, 4, LG, Pal, Man	Iron
0615	Rufee	291	Orc	7	N	Kraketh, 3, N, Ftr, Orc	Silver
0917	Raschell	482	Men	6	CG	Dietcan, 5, CG, Ftr, Man	Copper
1030	Filkhar	111	Men	5	LG	Minnise, 7, LG, Monk, Man	Timber
1202	Lormur	355	Half	3	CE	Erlgulas, 7, CE, As, Half	Silk
1512	Trepesay	125	Half	3	CE	Orfast, 3, LG, Cl, Half	Copper
1620	Josay	149	Dwarf	6	N	Dvalzad, 4, N, MU, Dwarf	Marble
1629	Ranasay	136	Men	3	N	Ethelcolm, 3, N, Ftr, Man	Horses
1632	Ohoy-Kan	144	Orc	6	CG	Darzoc, 7, CG, MU, Orc	Flint
1803	Dorel	385	Dwarf	7	CG	Fungol, 7, CE, Ill, Dwarf	Ore
1909	Bakshan	188	Men	5	N	Kandrea, 9, N, Monk, Man	Pelts
1913	Vilmir	321	Half	3	LE	Samadas, 8, LE, Rgr, Man	Pipeweed
2016	Tarkesh	198	Men	4	N	Karlold, 5, N, Ill, Man	Salt
2205	Jharkor	130	Elf	4	CG	Terbrimbor, 9, CG, MU, H-Elf	Market
2322	Banarua	104	Men	4	LE	Menron, 6, LE, Ftr, Man	Granite
2330	Sequaloris	440	Men	5	N	Arrah, 9, LG, Cl, Man	Horses
2511	Thokora	241	Half	3	CE	Adelmidge, 4, CE, Ftr, Half	Sulpher
2625	Dhakos	207	Men	7	LE	Wulfcon, 10, LE, Cl, Man	Pitch
2931	Kren	343	Half	6	CE	Gorgrin, 3, CG, Ftr, Half	Gold
3117	Jadnar	230	Elf	4	CG	Lornigalcal, 7, LG, Rgr, Man	Vineyards
3305	Riganarion	225	Men	5	N	Elfried, 6, N, Ftr, Man	Market
3312	Old Hvolmar	237	Men	7	CG	Alwuth, 5, CG, Ftr, Man	Tin
3624	Org	174	Orc	3	CG	Randgor, 5, LG, Sage, Man	Pipeweed
3633	Nargissor	233	Elf	5	LE	Aerbrimbon, 6, LE, MU, Elf	Horses
3712	Nadsorkor	242	Half	6	CG	Pereadas, 3, LG, Ftr, Half	Market
3924	Ilmora	100	Dwarf	7	N	Mimdur, 9, N, Cl, Dwarf	Timber
4131	Maidahr	245	H-Elf	5	N	Edrahuin, 7, N, Ftr, Elf	Salt
4519	Illmar	241	Dwarf	3	CE	Azadur, 9, N, Bard, Man	Toys
4523	Kanakak	350	Men	7	LE	Dietron, 10, LE, Cl, Man	Timber
4530	Gromooman	277	Orc	5	LG	Zandorak, 9, LG, Pal, Man	Market
5122	Asimar	486	Elf	4	N	Edrabrimbor, 4, LG, Rgr, Elf	Fur

Castles and Citadels

Hex No.	Type	Class	Level	Align	Men
0505	Cas	Ftr	7	N	110
0911	Cit	Ftr	3	LG	92
1618	Cas	Pal	3	CG	69
2027	Cas	Sage	4	N	90
2202	Cit	Cl	6	LE	28
2513	Cit	MU	4	N	80
2827	Cas	Assa	3	N	97
3108	Cit	Ftr	7	LG	49
3614	Cit	Cl	7	LE	51
3725	Cas	Monk	4	CE	98
4533	Cas	MU	4	CG	32
4765	Cit	Ill	5	N	109
4923	Cit	MU	5	LE	50
5113	Cas	Pal	7	N	200

Lurid Lairs

Hex No.	Animal	HexNo.	Animal
0206	Hell Hounds – 5	3008	Doppelganger – 7
0413	Efreet – 1	3120	Troll – 7
0518	Horses – 8	3421	Basilisk – 1
0617	Fire Lizard – 3	3705	Lizardman – 21
0824	Shrieker – 2	3930	Brain Moles – 3
0915	Dryad – 4	4117	Shedu – 4
1411	Minotaur – 3	4304	Ogre – 5
1817	Lammasu – 3	4528	Gorgon – 3
2009	Titan – 1	4807	Yeti – 4
2510	Blink Dogs – 4	5025	Spectre – 7
2729	Gnoll – 31	5208	Bugbear – 2
2913	Aerial Servant – 1		

Ament Tundra - Ruins and Relics

0205 A large oak tree has fallen over a trail leading to a deep cave. Two trolls live 100 feet from the entrance. Within the cave is a bronze tablet covered with inscriptions giving the location of old copper mines.

0411 Part of an ancient aquaduct system stands partially covered by large trees and tangled vines.

0517 A mithril flute lies underneath a small line of shrubs. The flute is in a leather pouch and is worth 1500 GP.

0724 An engraving on a rock wall depicts an ancient battle scene. As anyone stares at the engraving they will hear the sounds of a battle in the distance.

0914 A wooden idol 20 inches high stands beside a stone throne. Two rubies worth 100 GP each, are inset in the eyes of the idol.

1129 A horned skull is partially covered by webs and dust. Two black poisonous spiders hide in the webs.

1312 Two jars containing efreets sit on a shelf inside a catacomb. Three broken jars lie on the floor.

1531 A stone bridge stands over a small creek. Man-eating nocturnal crocodiles swim in the water underneath to avoid the sun.

1614 A Temple to an ancient god is collapsed and tumbled. Poisonous snakes infest the surrounding area.

1707 The remnamts of a a tunic lie over a rock beside a harness and saddle made for a small dragon.

1818 The ruins of a huge castle stands alone. A moat containing alligators encircles the castle. The moat connects with a nearby alligator-infested marsh.

1928 The skeletal remains of a giant lie face down in a silently flowing creek. Two birds are flying in between the bones.

2110 A grinding wheel covered with ashes is lying beneath an old maple tree that is overlooking a tiny hut.

2230 A pair of gauntlets clutch a dead dwarf's neck. Only characters of 17 strength or greater can attempt to remove them. 17 strength = 50% chance, 18 strength = 75% chance. Upon removal the guantlets will animate and try to strangle that person.

2309 What appears to be a doll house is really the home of a family of very miniscule humans.

2514 A spyglass sets on a pedestle 3 feet high. The spyglass has a maximum range of 3 miles.

2722 A monastary stands on a tree covered hill. Pacifiste Monks studying the book of Sun God sometime spend day in deep meditation.

2903 A large vat of oil sits on top of a huge bonfire. Two goblins are stirring the hot oil.

3114 The ruins of a village with 12 cottages is surrounded by a palisade. Three ghouls guard a bag of gold worth 100 GP.

3334 A poisonous snake is coiled around an old sword that is lying next to an oak tree. The sword is a +2.

3404 A diving bell floats restlessly across the water on its wooden platform. Inside are two dead humans decaying badly.

3518 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 are sleeping.

3626 Freshly cut fire wood is neatly stacked on the side of a trail. A small cottage lies 100 feet away where an Elf and his wife live.

3701 A family of sparrows have built a nest in an overturned helmet. The helmet broadcasts all of the wearers thoughts to any within a 6" radius and cannot be removed without a remove curse. Once decursed, it is worth 500 GP.

3833 A charismic musician sits on a rock entertaining a group of Halfling children. He sings songs of high adventure and fighting Orcs.

3919 The crumbled and decayed ruins of an ancient citadel sits on a grassy hilltop. Rats scurry inbetween the rocks looking for food.

4007 The wreck of a merchant ship lies on the ocean floor. It contains 20,000 GP worth of jewels.

4120 Underneath a small pond of refuse containing sewage, chemicals, and oils is a gem worth 10,000 GP.

4231 A ship's figurehead has been carved into a tree. The eyes are actually two red rubies worth 500 GP each.

4317 A gold plated sceptre stands upright on a pedestle. Only a true lawful-good can remove the sceptre. It is worth 1500 GP, but selling it so that it might fall into evil hands is an unlawful good act.

4423 A fully operational hang-glider sets on a small hill. The glider is tied down to prevent it from blowing away.

4510 A dolphin pulling an elven princess is riding on a dolphin sled. She is carrying a lit torch.

4628 The water spraying from a giant fountain refreshes everybody the same as a Bless from a Cleric. The effect lasts for 1 - 3 turns.

4718 A crystal ball sits on a table inside of a small cave. It is covered with cob webs and the cave is infested with spiders.

4825 A wooden idol disfigured and defaced is covered with mold. Two holes where the eyes were indicate there were once gems inset.

4914 An ogre is carrying a flask of oil and has a scimitar +1.

5015 A crossbow hangs on the fireplace of a house that has just burned down. The crossbow is +2 but was weakened by the fire and will shatter after 2 - 12 uses.

5115 A spinning wheel lies half sunken in cinders. The wheel is fully operational and spins gold from straw, up to 50 GP's worth per day. However, at the beginning of every day of use the user must thrust his thumb upon the magic spindle suffering 2 - 8 points of damge and possibly (10% chance) falling into an enchanted sleep that can only be removed by a wish or limited wish.

5210 A giant sea smake slithers listlessly across the water searching for food.

5228 A family of five Halflings has been castaway on this desolate rock for three days without food or water.

Ament Tundra - Islands

4005 **Isle of the Worm** - An aged red dragon has inhabited this island for 200 years. 150 kobolds are his slaves, bringing him food and water. A small treasure hoard lies in an abandoned citadel to the north.

4302 **Stormy Monday Isles** - Every Monday a fierce and terrible storm assults these islands. Mariners say these islands were cursed when inhabitants refused asylum for a fleeing Sage.

4504 **Mayday Isle** - Sailors landing here will hear cries for help in the distance. Following the cries will bring them face to face with a band of Chaotic Evil Amazons.

4709 **Isle of the Magic Statue** - In the center of this island sits a pond of pale green water. The water is so clear that you can see in it. Since the pond is only 8 feet deep you see a statue standing upright in it. The first person drinking or swimming in the water will be granted a limited wish from the statue.

4809 **Isles of the Winds** - At 12:00 the 45 mile an hour winds on these islands change directions. In the A.M. it blows from the South and at 12:01 P.M. it comes from the North.

5010 **Isle of the Bore** - A young man sits in a stone chair on the northern edge of the island telling very long boring tales. So boring in fact, that anyone listening for more than 5 minutes must make their saving throw for sleep -1.

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ISLE OF THE BLEST CAMPAIGN MAP 12

Lurid Lairs

Hex No.	Animal
0204	Dragon Turtle–1
0411	Owl Bear–3
0724	Mermen–15
1112	Tritons–4
1513	Giant Clams–5
1909	Sea Monster–1
2115	Phase Spider–2
2318	Giant Sea Snakes–8
2506	Hell Hounds–5
2611	Lammasu–4
2807	Zombie–7
2828	Aquatic Elves–11
3006	Displacer Beast–3
3222	Giant Sea Horse–8
3409	Centaur–5
3711	Earth Elemental–1
3916	Giant Octopus–2
4118	Mermen–5
4227	Ogre–6
4305	Tritons–7
4332	Hydra–2
4401	Water Elemental–3
4423	Pixies–51
4508	Sharks–15
4525	Dragon–3
4534	Spectre–5
4612	Dolphins–13
4623	Wererat–7
4709	Marlins–10
4726	Troll–4
4916	Giant Fish–12
5028	Blink Dog–10
5108	Sea Turtles–2
5131	Basilisk–4
5220	Lizard Men–14

Villages

Hex No.	Name	Pop	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resources
0215	Harpstring	105	Men	6	CE	Kokelos, 3, CE, MU, Man	Silver
0313	Greenwax	345	Men	3	CG	Gwalluke, 3, N, Ftr, Man	Fish
0607	Red Bull	246	Orc	7	LG	Galpartinyk, 8, LG, CL, Orc	Furniture
1533	White Elf	198	Elf	5	N	Leptnagirs, 7, N, MU,Elf	Furs
1714	Heir Helm	320	Orc	6	CG	Halmakal, 3, CG, Ftr, Orc	Leather
2215	Flaking	484	Men	4	LE	Varesalt, 9, LE, Rgr, Man	Pitch
2508	Maidstone	470	Half.	3	LE	Cathmaric, 8, N, MU, Half.	Market
2604	Fauxpass	359	H-Elf	3	CG	Kyranuin, 9, CG, Bard, H-Elf	Copper
2613	Covertling	176	Men	6	N	Zangora, 7, N, Ill, Man	Gold
2708	Snake Hill	318	Dwarf	3	LE	Nostramra, 5, LE, MU, Dwarf	Iron
2815	Staisiswells	280	Orc	5	CG	Lordware, 4, CG, Sage, Orc	Pearls
2903	Capricia	488	Dwarf	6	N	Gotarerin, 8, N, CL, Dwarf	Fish
2913	Ironshod	267	H-Elf	6	N	Dhiiwrath, 3, N, Ftr, H-Elf	Market
3110	Koradin	153	Men	6	CE	Autinyberg, 4, CE, Ftr, Man	Market
3119	Howling Winds	315	Elf	3	N	Adhland, 9, N, Ftr, Elf	Timber
3405	Diancecht	147	H-Elf	3	LG	Kambdum, 8, LG, Pal, H-Elf	Pipeweed
3414	Kentashor	349	Orc	5	N	Sathnwn, 5, N, As, Orc	Salt
3417	Ashwood	172	Men	3	LE	Beamesh, 4, LE, MU, Man	Oil
3624	Cheapside	296	H-Elf	4	CE	Ashmnet, 9, CE, CL, H-Elf	Market
3810	Blackarrow	337	Men	5	LE	Aryltradamus, 3, LE, MU, Man	Timber
3918	Klerkenwell	124	Dwarf	5	LG	Roroen, 8, LG, Ftr, Dwarf	Spices
3923	Ludgates	360	Elf	4	CE	Pikarterlard, 3, CE, CL, Elf	Horses
4433	Gormcairn	424	Men	3	N	Mabasr, 9, N, Ftr, Man	Market
4529	Merkab	116	Men	7	LE	Ruathgoth, 6, N, Bard, Man	Flint
4532	Entenwold	305	Elf	7	CE	Tirunrelei, 8, CE, CL, Elf	Copper
4626	Abject	396	Men	5	LG	Cakjak, 9, LG, Pal, Man	Silk
4828	Lanax	150	Men	3	N	Vishantr, 9, N, Monk, Man	Market
4831	Foundation	136	H-Elf	7	CG	Nybotha, 9, LG, Ftr, H-Elf	Tin
4833	Praetor	199	Elf	4	CG	Khurdlard, 10, N, MU, Elf	Rope

Castles and Citadels

Hex No.	Type	Class	Level	Align	Men						
0212	Cas	MU	6	LE	76	2904	Cas	Ftr	5	N	82
0701	Cit	Pal	7	LE	105	3114	Cas	MU	7	CE	47
1812	Cit	Assa	3	N	96	3410	Cit	Ftr	7	LG	44
2215	Cas	Ill	4	N	24	3506	Cit	CL	4	CG	13
2502	Cit	Ftr	3	LG	58	4121	Cit	Rgr	3	CG	53
2613	Cit	Sage	7	N	94	4424	Cit	MU	6	CE	73
2717	Cit	CL	4	N	94	4731	Cas	Ftr	4	CE	104
2809	Cit	Monk	5	CG	91	4927	Cit	CL	7	LE	61
						5031	Cit	CL	6	N	44

Isles of the Blest - Ruins & Relics

0108 The sunken merchant ship "Disbelief" lies on it's side partially buried in the sandy coral strewn bottom. The cargo of thick leather and rawhide is intact.

0125 The granite statue of an eight foot scarab beetle juts from a coral bank. Attached to the rocks beneath the coral are hundreds of giant water spider eggs.

0132 Beside a broken skiff filled with mud is a +1 scimitar partially buried in the murky bottom.

0311 A twelve-foot copper diving bell attached to a broken chain is the home of a huge Cave Bear. Fifty foot west of the bell, the prow of a vessel lies upside down.

0402 A crevice in the sea-bed conceals a trunk containing an assasin's disguise kit, a +1 dagger, and a small raft with the skeletal remains of a small whale chained to it.

0418 A mirror of Life Trapping hangs on the west wall of a partially sunken stone tower. The area surrounding the tower is peppered with stone lances pointing skyward.

0421 The jagged rim of a stone wall stretches 750' 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 elvish characters. A massive bronze gate lies half-way down the slope.

0513 A mechanical man plods endlessly on a sixty foot circuit of the sea floor. The mechanism is beyond repair.

0519 A wormeaten siege tower is home for three Harpies.

0610 A giant's skull protrudes from a reed field. Ten foot north of the skull, a huge broach of bronze bearing an archaic symbol enables the wearer to summon Namtar, the Plague Demon.

0622 A buried vault contains 1,800 jars of potable wine, 70 barrels of oil, 150 rotten canvas sacks of grain, a sealed urn filled with ambergris, and 27 jars of lacquer.

0715 Within the cabin of a sunken sloop is a magic drum of silver. The Troll, Truma Rune-bone, will predict accidents for the player of the drum although he doesn't predict when they will occur. The drum is encrusted with gems worth 13,750 GP.

0716 A gold ceremonial ranseur worth 1,620 GP, a Scentillating Robe, and a Staff of Striking lie upon a partially overgrown shrine.

0811 A marble column 10' in diameter and 40' long lies on a slope.

0821 A huge temple leans out of the rocky bottom. Atop the quartz idol of a short wizard is an ornate helm which is encrusted with rubies worth a total of 14,620 GP.

0905 Amidst a dell filled with flowering weeds, a totem surmounted by a winged girl. If the totem is touched a loud chime will sound and the girl's wings will flutter briefly. The totem is a mechanical alarm.

1013 A crumbling cliff-face is carved with a poem which if memorized will cause animals to be silent one hour.

1118 An alter of the Sea-Nymphs stands atop a coral mound reached via a giant sea-shell staircase. The offering shell contains 9,890 GP in jewelry and four nymphs live within a cave complex in the coral mound.

1205 A large circular tub of rich marble worth 12,140 GP lies on a rocky slope. The tub is partially buried.

1212 The sculpted rock outcropping of a 20' lion's head overlooks a sea-bed littered with ruined wagons.

1319 Six harps made of stone and drawn copper wire ten-foot high stand in a large circle. Inside the circle is a dias four foot high and twenty foot in diameter.

1506 The illusion of a dancing girl whirls in a ten foot cauldron of bronze. The cauldron is fixed atop a tower of granite forty foot high.

1628 A partially buried aqueduct extends 340' into a rock slide. a large reservoir is filled with bones, broken statuary, and a +2 Shield.

1712 A luminous manor made of unusual quartz bricks is actually the resting place of five wights. In the upper floor, a chest contains a Staff of Wizardry. Within a desk, is a copper tube containing a +1 Dagger and a Cursed Scroll which summons a Purple Worm to attack the reader. In a cabinet, three skeletons and a bag of herbs are hung.

1810 The Magical Chariot of Mywnoadan stands beneath an undersea arch of shells. The chariot acts in all respects as a FlyingCarpet. White sharks frequent the area.

2014 In the center of a large crater is a blue glowing stone four foot in diameter carved with dwarf runes.

2102 A Nixie inhabits an abandoned tower reached via a rock bridge. The tower contains an alchemist laboratory, an armory, and dungeon unentered by the Nixie.

2212 A sea cave contains the burial grounds of a secret society. The tombs are guarded by poison traps and an Iron Golem within the largest masoleum.

2224 An opulent shrine studded with opals lies beneath a rock slide. The area is filled with pits by seekers of the shrine about 300' east of the cliff face.

2304 A collapsed cottage contains hundreds of broken or spoilt jars of organic substances covered with mold. Inside three jars are three miniature dogs which will grow to normal height if the jars are broken.

2408 Buried under a mound of sandy soil are three sealed jars containing musk, myrrh, and frankincense.

2416 A frieze of dolphins decorate ten gilded barrels filled with blood strewn on the sea-bed. The keel of a large merchant ship protrudes from a sandy bank.

2517 An ancient pillar of iron-wood is the nesting place of a sacred hawk said to answer truthfully any question paid for with ambrosia seeds.

2523 A sunken man-of-war contains forty disassembled multiple dart throwers, 578 GP, 4,320 SP, sixteen shields fitted with gold bosses worth 315 GP each, and miscellaneous arms and armor.

2619 An eroded and dangerous bridge spans a fissure 46' deep.

2702 Twenty-five huge jars are sealed behind an ancient block wall within a small cave. The jars contain various gases.

2824 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 wearing a Robe of Blending.

2907 A ten-foot diameter stone sphere stands half-buried and overgrown with vines in a thicket. The sphere acts as a Rod of Cancellation once per day within a radius of fifty feet.

2925 A sixty-foot high planetary temple pyramid is overgrown with vegetation. The building is occupied by a pride of lions and the area is considered taboo by local peasants.

3022 A collapsed stone bridge is the only monument to a forgotten battle. Buried beneath about six inches of top soil are hundreds of broken weapons and corroded armor of giant size.

3107 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.

3111 A corroded iron ring protrudes from a earth-covered wooden door. This is an entrance to an escape tunnel leading to the dungeons of a demolished keep five hundred feet north.

3120 The figurehead of an ancient royal barge protrudes from the rocky sea-bed. The mouth of the figurehead contains a gold chain worth 7,950 GP. A Giant Crab nests twenty-foot west of the site.

3204 A large paved-pavillion is concealed by tall grass. Animals avoid the pavement which raises a pyrotechnic display 2' 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 then to explode similiar to a six hit die fire ball. Portions of the pavillion are collapsed.

3227 A twelve-foot stone troll is a fountain with spouts from his ears.

3302 A carved megalithic block announces a treaty of five kingdoms.

3314 Forty-six heavily-tarred barrels of "Greek Fire" fluid lies in the hold of a large merchant ship. The ship is the lair of a Giant Squid.

3403 A mouldering battering ram made of bronze covered wood is concealed in a small pit covered with rotting planks and sod.

3420 An ornately carved marble throne of a long-dead Sea-king is hidden within a cave blocked with boulders. A secret niche within the seat contains a silver helm worth 530 GP.

3611 A long-abandoned village is the haunt of tigers by day and ghouls by night. Nothing of value remains.

3626 A colossal raft with a thirty-foot wooden castle superstructure is wedged fast in a rocky bank. Hundreds of skeletons wearing corroded chainmail tunics lie within.

3706 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 A glass sphere fifty-four foot in diameter and fitted with an airlock is chained to a rock outcropping. The sphere contains four Shadows and a +1 Trident.

3813 Five Trolls reside in a ruined mill. A cogged wheel of iron ten-foot in diameter has fallen in the basement. Many axes, hammers, scythes, and tools are strewn about.

3825 A Giant Squid 215' long sleeps comfortably in the main square of a sunken city. Within the collapsed palace is a Staff of Power, +3 Shield, and 6,740 GP.

3909 A signal brazier five-foot in diameter and eight foot high lies upside down on the sea-floor.

3914 A gigantic chain with links 24 inches across snakes across 640' of oyster bed.

4021 A signal horn chaised with silver worth 1,370 GP and four-foot long is overgrown with crustaceans.

4025 A scuttled longship contains twenty swords engraved with runes and set with zircons worth 525 GP each. A crate lashed to the stern contains a richly inlaid table worth 3,010 GP.

4131 The broken hulk of thirteen biremes and triremes dot the sandy bottom. In the smallest is a functionable optical rangefinder, ten rings worth 270 GP each and a whistle.

4219 Amidst the bones of many mammoths lies ten ornate howdahs. Lining the sides of each howdah are four shields of copper with iron bands.

4226 The bones of a dinosaur provide shoring for an ancient silver mine. A defective crawler-tractor digging machine is deep within the mine.

4230 Ten stone cottages are stacked neatly in a pyramid shape such as a child might stack blocks.

4334 A repeating crossbow with sixteen iron-tipped silver quarrels is concealed in a colossal gilded skull walled within an abandoned fortified manor.

4429 In a sealed cistern overgrown with vegetation are ten rolls of stainless steel barbed wire (40' long each). The field around the cistern is populated with Giant Ants.

2914 A bundle of fifteen battleaxes, ten maces, and thirty sets of ring-mail barding is lashed to a sunken barge.

4928 Twenty huge blocks of granite stand in a straight line with 200' 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.

5030 The cairn of a dead sorceror is concealed by an illusion of a sink hole. The secret entrance is further protected by a six-hundred pound deadfall trap. Concealed above the stone coffin is a Wand of Metal Detection. Below the coffin is access to the sorcerorer's most prized collection—one zombie of each of ten different races.

5226 An eroded sacred well of lost people provides access to a labyrinth under the sea-floor. Within one winding passage, a box containing a Ring of Spell Turning is wedged in a seam along the ceiling.

Idyllic Isles of the Blest

0118 **Drearywet Island** - This island is covered with barren rocks. A small cove is hidden on the northeast side of the island. A continuous drizzle falls on this island.

0215 **Seeking Isle** - An aged dwarf inhabits this rocky island. He wishes to have someone to find his old axe for him. He is actually blind. The axe is +3.

0218 **Tormenting Isle** - Heavy rains fall on this island between noon and late afternoon everyday. 3 Trolls (AC 4, HP 6+6) living under a small foot bridge. To cross you must answer 3 questions; What's your name?, What's your favorite color?, What's your Quest?. If you hesitate on any one of the questions, you will be thrown into the ravine the bridge crosses. 4-40 Damage points.

0219 **Isle of Waste** - This isle is used as a dump for malfunctioning magic items such as swords, amulets and other things. There is a chance of recovering an item and repairing it.

0220 **Isle of the Lost Cove** - A hidden cove contains the wreck of an old sailing ship. A few skeletons can be found on deck. Many more will be found round a small pond of green water. The water contains Type 3 poison.

0221 **Isle of the Blue Tower** - A small island with one mountain to the southwest corner. A blue tower can be seen from anywhere on the island. In it lives a lonely old mage which will try to entrap anyone that lands on the island.

0222 **Shell Isle** - This small island is covered with thousands of large shells. It is also inhabited by several giant oysters. Many contain pearls worth 100-500 GP.

0225 **Isle of the Green Plague** - Visitors of this isle will find that 2 weeks after departing they will develope a green rash that will be uncontrollably itchy whenerver the player becomes excited (i.e. Combat). The only cure is a soap made from a hippogriffs hide.

0314 **Weed Isle** - This isle is overgrown by a herb that when it is smoked produces an affect similiar to wine. The isle is farmed by a group of men known for their funny way of speech. (For example, "Far out man, groovy, and wow.) The import and export trade to and from this isle is very great (30% chance of encountering pirates when within 5 miles.

0316 **Isle of Wrack** - A small band of pirates inhabit this island. 36 of them in a medium size ship raid the island in Hex. 0314 for the herb which they grow. Twice a week they leave on raids.

0318 **Luring Isle** - As you come into throwing distance of the northern island you hear in the distance the sound of someone playing music. If you attempt to locate the music, you will find that it appears to be coming from a beautiful woman with platinum colored hair playing a lute. Actually she is a witch trying to capture young adventurers and make them slaves.

0319 **Cracking Island** - This island is inhabited by a lonely old woman. If you merely converse with her, you will be told the secret of the island in Hex. No. 0320. The secret is it has as many provisions as you can carry.

0320 **Isle of Korak** - This island is covered with small clear ponds of drinking water and trees full of Fruit. As you land on the island two dwarves greet you very graciously and will ask for 2 gold pieces for each basket of provisions taken.

0321 **Death-bird Island** - 2 Wyverns inhabit this island and attack anyone attempting to land. No provisions on this island.

0333 **Isle of Midjourney** - Noxious Vapors escape from crevices along the beach, but in the dense jungle tropical birds abound. Fresh water springs flow from a huge boulder called "Weeping Rock of the Basilisk" and 200 feet up a bluff is the "Cavern of Profoundity", where an aged Satyr (visible only to young girls) makes predictions for gifts of food.

0415 **Valiant Isle** - An old well sets in the middle of this island. The well is empty but if you climb down into it you will find a Halfling family living inside. They will provide you with food and drink.

0418 **Tortoise Isle** - This island is the annual mating ground of the giant tortoise. The island is all barren rocks.

0419 **Snowfire Isles** - These two islands have completely different climates. One of the islands is very hot and dry, the other is cold and snowy.

0420 **Isle of Terror** - As you approach this island you have a very uneasy feeling. Electrical storms always encompass the mountains in the very center. On top of one of them, you see an old castle. It is inhabited by many ghouls, goblins, and vampires.

0422 **Isle of Brass Monkeys** - The "Museum of Memorabilia", located in a hidden grove, supplees Mages with useful Knowledge of Ancient Artifacts located deep within the vaults beneath the fake museum on ground level. A lich and his two efreets administer the time capsules, charging magic items for a few minutes perusal of a genuine artifact (no touching allowed).

0518 **Danger Seeker Island** - The sea bed surrounding this isle is inhabited by Tritons (10-60) which will attack any vessel attempting to land on this island.

0519 **Isle of the Forgotten** - These islands have both been used for prisons for convicts. Long since abandoned, there are still a few prisoners which were left behind. They steal or they try to stow away on any boat landing.

0520 **Before Island** - This island hides a secret laboratory complex in a small cave in the side of a small hill. It contains parts of androids and other mechanical devices. Could be salvaged for use.

0615 **Isle of Kortha-Min** - An aged cleric desires an adventurer to lead him on his last great journey to the court of the ruler of Valon. Although blind and slightly senile, the cleric has fore-knowledge of an imminent doom which a relic owned by the ruler can eliminate.

0616 **Locust Isle** - Every 3 months locusts infest this island and eat every plant on it, but the growing season is in-between the locusts visits.

0618 **Isle of the Bloody Sword** - On a knoll there is a sword with the hilt buried in a rock. There is a message in Elvish script that says, "The time has come for you to have a mighty weapon." Reading this aloud will make the sword bleed and in your hand will appear a sword exactly the same as the one in the rock. The sword is +3.

0710 **Isles of the Wolf-Liege** - The larger of the two islands has a small walled stronghold of a pirate band ruled by Captain Black-Blood. One sailed war galley, small sloops, and 214 pirates, capture merchant ships and leave prisoners on the Isle of Grath.

0719 **Isle of Grath** - Abode of four huge Ogres which relish human flesh. Every Ogre has three eyes, and flaming red hair. A pet giant crocodile follows them to feast on their leaving.

0726 **By-Reef Island** - An insane wizard by the name of Brandorr Val lives in a hut in a very dense forest on this island. He will attack anyone landing on the island with continuous lightning bolts out of a Staff of Wizardry.

0727 **Lonesome Rock** - A young man has been a castaway on this island for 2 years. He carries a short sword with elf runes inscribed on it. He will offer you 20 GP to take him off the island.

0826 **Cay of Howling** - This island is inhabited by a fierce band of cannibals. They will immediately attack anybody landing.

0827 **Isle of the Hunted** - An island of many types of grazing animals such as antelope, gazels, deer and others. A hunters paradise.

0828 **Fire-belch Isle** - A volcano continuously erupts on the unpopulated island.

0928 **Isle of Hornwrith** - Three harpies harass 12 castaway dwarves on this rocky land fall. Unknown to all the dwarves except one, a yawning cave is the treasure trove of pirates. The three chests are guarded by 4 skeletons.

1013 **Reptile Island** - An island covered by jungle, marches, and small streams. It is populated by hundreds of crocodiles.

1019 **Witchwoman Island** - A small band of amber skinned natives plant crops and hunt grazing animals.

1312 **Isle of Reverse** - Everything on this island has to be done in reverse to work. Examples are speech, walking, and combat.

1411 **Isle of the Giant Sundial** - In the center of this island sits a gigantic sundial. Carved on a rocky knoll by some ancient civilization that has long since passed it is really a time machine guarded by an old man. He will ask anyone if they wish to go forward or backward in time. This old man can also return you in any length of time.

1421 **Isle of the Frog** - An island covered with hundreds of Frogs. Many of them are over 6 foot high. Over 50% are just regular size.

1507 **Pyramid Island** - A natural harbor is the waystation of Naval Fleets operating in this area. Supply caches are buried within 100' of the beach. Ten deserters eke out a meager existance in the marsh. One has a treasure map to a ship wreck containing 16,000 SP.

1523 **Kamoran Cay** - Both of these islands are for the most part deserted. Very few provisions can be found.

1533 **Isle of the Beacon fire** - Villages charged with an age old oath to the King of the Lost Lands, maintain an eternal bonfire atop a cray to warn ships off the hidden reef.

1534 **Hollow Knee Cays** - Both of these islands have a hill located in the center that is shaped like a knee. Under each hill is a cave where 4-20 goblins are guarding a +2 war hammer.

1605 **Discarnate Islands** - These two islands have no particular worth as they have nothing growing on them. There is nothing but barren rocks.

1611 **Creeping Islands** - The sand on these islands moves 100 feet per month. Sometimes the shifting of the sands uncovers an old wagon or a sword.

1706 **Isle of the Symbol** - A mountain in the center of this isle has a giant symbol carved into it. After sighting it roll a saving throw for fear -2.

1811 **Isle of Sagacity Unfurled** - An ancient Sage protects this island from being looted. He will allow any Lawful Good types to get provisions if needed.

1823 **Raging Rat Cay** - This isle is infested with giant rats. On the beach there is a small chest with one GP and a map of the island. The treasure is 500 GP and a golden +2 dagger, +3 against goblins and hobolds.

2019 **Stricken Isle** - The inhabitants of this isle all have the plague, but they never seem to die of it. An old witch put a curse on the inhabitants after they tried to destroy her hut. The disease is non-comunicable.

2113 **Isle of the Stonemen** - Mysterious stone statues dot this isle and a female gargoyle guards her 22 eggs in a rocky crevice.

2127 **Isle of Moak** - A green dragon with 5 female slaves from the village of Lithryan inhabits the wooded shore. Thousands of sea-gulls nest on the rocky beach.

2129 **Isle of Darkening Trees** - The central pool is surrounded by the sacred oak grove of a gregarious druid. Man-eating plants have overgrown the eastern half of the island and a pack of 17 hyenas search the white beach every morning.

2207 **Etruscan Isle** - A mighty warrior lives in self-exile on this island after accidently killing his brother in a great battle. He will merely ride up to anyone landing and tell his story and ask that you leave him alone, but you can take all the provisions you want. He carries a +3 sword and he is 11th level.

2224 **Isle of the Pyramid** - A gigantic pyramid built by a tribe of dwarves many centuries ago sits in the northeast corner of the island. It was ransacked many years ago but a secret passage leads to a small treasure room filled with gold and artifacts. If they are taken off the island, they will merely disappear.

2308 **Isle of Descales** - This island is inhabited by lizards, snakes, and other reptiles. The island is mostly covered with rocks and sand. No provisions!

2309 **Entertainment Isle** - This is the home of all retired actors, musicians, and other types of performers. At dusk every night either a concert, play, or acrobatic performance is put on and it onlt costs 1 GP.

2425 **Isle of the Three Challenges** - As the party lands on this island, an old man dressed in a grey robe asks if there is anybody that will take the three challanges. 1) Slay the dwarf of the Grig Mountain. 2) Find his treasure hourd. 3) Bring the treasure back in one trip. To accomplish bringing the treasure back, the person must evade many orcs and goblins.

2526 **Isle of Fire and Darkness** - A huge volcano continuously erupts belching forth lava and black clouds. No provisions are available.

2725 **Apprentice Islands** - Young boys wanting a shield are sent to these islands for apprenticeship. This northern isle is for boys wanting training in sorcery. The southern isle is for others wanting training in fighting or other skills.

2726 **Sky-Heir Isle** - Rocs live on a rocky ledge high in the mountains on this island. They feed on cattle living in a tiny valley. In the rocs lair is a necklace of missiles and 500-1000 GP.

2731 **Ajaganar Cay** - This island is the breeding ground of the pegasis. On a roll of a 1 or 2 on a 6-sided die the party has arrived during breeding time.

2825 **Barbarian Island** - A fierce band of barbarians inhabit this island hunting the deer and other grazing animals that abound here. They will attempt to ambush anyone landing. In the center of the island is an alter stone. Underneath it is a pearl necklace worth 2500 GP.

2925 **Beast-King Isle** - A large talking lion rules this island of jungle animals. If the lion decides he trusts a party, he will allow them to get provisions but they must leave immediately.

2926 **Fire Gun Island** - This island is inhabited by 10-20 Salamanders. They live in a lair in the base of a volcano where the temperature is about 400 degrees.

3010 **Jimatan Isle** - A deserted stone cottage stands atop a bluff facing the sheltered harbour. A talking parrot frequents the cottage and warns of storms within four hours.

3024 **Grey Cloud Islands** - Grey storm clouds continually cover these islands. A small stream runs to the north. anybody drinking of this water will automatically have their constitution 1 point for 2 hours.

3031 **Golden Crag Isle** - This island has a large tin mine which is being mined by a village of orcs. Between 100-250 orcs inhabit this island.

3032 **Ebony Isle** - Political prisoners from the Ebony Coast are sent into exile here. Many of these prisoners have found small deposits of gold on the island and are willing to pay to get off the island. Many provisions are found here.

3033 **Homeward Islands** - A tree sits in the center of the eastern island that throbs every 20 seconds. The throbs can be felt for a 2 mile radius. The other island is a barren island with just a few trees.

3111 **Realme Islands** - This island is littered with the skeletons of thousands of men. No equipment or other vestiges indicate the reason for the remains.

3112 **Sziget Island** - A dreadful wailing caused by cavernous sea-caves makes this island an avoided provisioning stop.

3126 **Falcon Cay** - A desperate shipwrecked crew and their cargo (52 slaves) light signal fires every evening.

3131 **Fair-Fool Isles** - Blood-hounds have overrun these islands having been introduced by shipwrecks in the dangerous shoals.

3132 **Hobblebalm Island** - A small band of fourteen war-like Altanians of an untouchable caste are attempting to begin a new tribe.

3134 **Griffon-Rock Keys** - A hidden outpost of the Karakan Kingdom is reached via a torturous route through dangerous reefs.

3226 **Verdure Islands** - An esteemed explorer is shipwrecked on the southernmost island. He is a qualified navigator and has first hand knowledge of 60% of all known lands.

3227 **Marblehead Isle** - An inert volcano cone predominates this isle. A retired seafarer has built a huge treehouse at the boot of the volcano.

3228 **Cosset Island** - Eleven witless mages go through absurd gestures to cast imaginary spell at imagined monsters. The magic users are hopelessly insane and powerless.

3327 **Nettle Atolls** - A tongue-tied halfling attempts to signal passing ships. His companions are being held captive by twelve large Ogres which live on the largest island.

3427 **Sentinel Keys** - These waters are particularly dangerous to navigate and avoided by most shipping. Legends state that the Sentinel of Time keeps a constant vigil upon the tides, phases of the moons, and seasons to make the necessary adjustments for the continuism should magical forces upset the cosmic balance.

3428 **Cay of Zeal** - A bedraggled unlucky dwarf ekes out a meager existance by selling iron ingots to passing merchants. Unknown to the dwarf, the small mountain possesses a mother-lode of silver.

3430 **Conundrum Cay** - A tangled forest chokes this island. By starlight the forest glows with red eyes which can be seen from several leagues. They are an illusion created by a poisonous red-leafed plant.

3513 **Firebolt Island** - A great reek and dark cloud fills the sky above this island such that it is used as a navigation guide on still days. Apes and panthers mingle in an unusually friendly coexistance here.

3514 **Millennium Rock** - A strange megalithic stone cube (150' per side) stands in the midst of this rocky isle. No sage has ever desciphered the inscriptions which cover the cube. It is unweathered.

3526 **Octroon Island** - Sweet water cataracts and waterfalls make this a favored stoppin place. The Holy Jewel of Haroth is rumored to have been lost in one of the many pools here.

3527 **Harridarn Island** - Night-flowers bloom in abundance on this peaceful island. Terrible man-eating plants and ferocious Giant Lizards make the hinterlands extermely dangerous.

3528 **Whirlwind Island** - A troll-guard maintains a close watch over an age-old ship anchored in a small cove. The ship "Starwards" awaits the return of it's missing masters and can cast up to four "charm" spells per day. The living ship has an ego of 11 and an intellegence of 10.

3605 **Grotesque Atoll** - Every living thing upon this island becomes increasingly hideous and twisted every day. (-1 Charisma each day). A beautiful statue at the center of the island becomes increasingly lovely with each lost charisma point.

3627 **Effulgent Isle** - A peal of thunder will sound and a miniature cloudburst will soak any party landing upon this isle for six minutes.

3628 **Ramblecretin Island** - A deep abyss belches sulphuric gases and hot flames twice each night. Rubber trees make this a popular stop for merchants.

3705 **Charnel Isles** - White birds flock to these isles by the thousands on their migratory flights.

3726 **Boskawen Keys** - A elf-woman warns sea-farers of barrier reefs and shoals by a high pitched song every twilight. No party has ever been able to find her upon landing.

3727 **Isles of Oblivion** - A merciless Red Dragon stalks these islands every morning. The area between the islands is especially treacherous due to a 2,600' whirlpool. An everlasting mist hangs about the isles and hidden rocks line the beaches.

3728 **Vernal Island** - This island is covered with vegatation that bears poison fruit. The poison is type 2.

3730 **Isle of the Mummer** - A tribe of Ogres inhabit this highly vegetated island. A small marsh lies to the north.

3805 **Flying Stag Island** - Deer and antelope drink from a small spring on this island inhabited by three shipwrecked dwarves.

3813 **Xanthic Keys** - Tribes of barbarian natives inhabit these three islands. Each tribe is constantly going to war with his neighbor.

3827 **Shipwrack Rocks** - Giant rats have overrun this small island. A wooden hut is home to an old witch working on new spells.

3833 **Herald-Light Isle** - An eternal fire burnt atop a mountain without anyone attending it. It was lit by ancient explorers.

3915 **Ataman Isle** - Two Warships have sunk in the bay making it impassable by ships. A hawk is spotted flying overhead.

3924 **Shadow Island** - Three Centaurs guard the entrance to an ancient citadel where an evil wizard lives.

3925 **Moron Isle** - Any party landing will each lose 2 points of intellegence for 2 hours.

3929 **Carbuncle Ait** - Two Spectres haunt an old castle that sits in a valley. In the harbour a Sea Monster waits for ships to anchor.

4006 **Mercanfar Isle** - Moss covered ruins lie in the center of this island. A secret door leads to a small dungeon underneath.

4009 **Isles of Morose** - Haflings inhabit these two forest covered islands. They raise pipeweed and ship it to many of the surrounding isles.

4024 **Killup Isles** - Turtles traveling to their breeding grounds stop here for a short rest period.

4027 **Wolf-Cove Isle** - Packs of wolves plunder and pilage the elven inhabitants. A secret door on the side of a hill leads to a treasure room of an elven king's tomb.

4029 **Ruthless Island** - Sixty mile an hour winds ravage this barren islands.

4030 **Lipariolus Isle** - Two dopplegangers will infiltrate any party landing on this sparcely populated isle.

4101 **Blue Phoenix Isle** - A small band of gnomes raise vegetables and other plants and sell them at different markets.

4102 **Rian Island** - An overconfident 4th level knight will challange all comers to a joust. Your choice of weapons.

4109 **Three-Sword Isle** - A fallen tree limb has pushed open the door of a passageway leading to a trolls treasure hoard containing three +2 flaming swords.

4122 **Sable Isle** - A large band of pixies will greet any neutrals or Lawful-goods to a fine meal and a place to sleep.

4133 **Isle of Leithanar** - A hollow tree contains 3 pieces of artwork worth 1000-3000 GP each.

4207 **Lestdoom Island** - Shadows and ghouls inhabit the many marshes found on this island.

4208 **Hallowed Isle** - Two vampires live in a deserted castle waiting for unsuspecting victims to wander by.

4232 **Baying Island** - A giant wolf bays at the moon. Anyone within a 3 mile radius has to make a saving throw for fear.

4321 **Rose-Barrier Island** - A deadly coral reef completely surrounds this island. Many wrecked ships have washed up on the shores.

4323 **Armelion Island** - Land sharks infest this sparcely populated island.

4420 **Slain Islands** - These two islands are inhabited by a band of natives that worship a god that demands human sacrifices every full moon.

4812 **Dimgirt Cay** - A beautiful witch lives in a stone hut just north of a small stream. Two white doves greet anybody landing.

4921 **Triad Island** - The scene of three terrible massacres, this island is considered a hot-bed of ghosts, wraiths, wights, and spectres by superstitious mariners.

5014 **Feyhidden Isle** - A huge water spout erupts every day at noon along the only beach approach. This island is known for it's large coconut groves.

5015 **Panhormas Isle** - A multitude of small mammals (especially bats) swarm upon this berry-laden islet. Many are rabid and attack insanely.

5024 **Sharmsmoke Rocks** - A horrifying incandescent shape hovers near the trail leading to a mountain-top. The shape will disappear if anyone approaches within three hundred feet. Fumeroles enit noxious gases amidst the rocky lowlands.

5102 **Chrysolite Isles** - Many excellent stallions and mares run the fields of this island. Quicker than normal horses, they have discovered many tricks and hiding places to avoid capture.

5114 **Taridge Islands** - Traps and snares dot this island and are tended by an ostentatious cleric which is attempting to collect the pelt or skin of every living creature to create a living image of his god. The cleric's stronghold is cavernous complex beneath the cliffs of an island hill.

5115 **Ironwood Isle** - The trees of this isle are so ancient and weatherworn that you can't cut them down with an ordinary axe.

5116 **Great Fish Island** - Great boat docks encompass this island. Many boats leave every morning and return at dusk as they fish the sea.

5117 **Brink Island** - Behind a waterfall is a cave where two shipwrecked halflings live. Drinking the water in the pool raises your strength 1 point for 2 hours.

5123 **Golden Flower Rock** - Yellow sunflowers bloom continuously on this beautiful island. Many provisions can be found here.

5203 **Eastgate Key** - Hundreds of human skeletons line the beaches of this unpopulated island.

5214 **Vingilotar Islands** - Two bands of goblins continually war with each other on these two islands.

5215 **Blackhawk Pennacle Isles** - A heavy drizzle falls on these two jungle type islands.

5216 **Waybread Islands** - Breadfruit trees give these islands their name. The verdant underbrush has grown over an oxcart wheel. A pack of wild dogs roam the islands for food.

EBONY COAST CAMPAIGN MAP 13

Ebony Coast - Campaign Map Thirteen

Hex No.	Villages Name	Pop	Type	Civ.	Align	Ruler, Level, Align, Class, Type	Resources
2225	Wayfair	499	Men	3	CG	Alwdeth, 7, CG, Ftr, Man	Timber
2627	Blackfriars	293	Men	5	CE	Koptberic, 3, CE, Ill, Man	Pearls
2803	Popinjay	162	Orc	3	CG	Uzhirkoris, 7, N, CL, Orc	Market
3004	Finsbury Fields	415	Elf	7	LE	Elriyone, 4, LE, Ftr, Elf	Fish
3127	Henslowe	103	Men	5	LE	Ganralet, 5, N, Bard, Man	Furs
3208	Arunalisia	117	Orc	7	LE	Elordhya, 5, LE, Ftr, Orc	Copper
3326	Bubbagar	245	H-Elf	6	LG	Khaisan, 7, LG, Sage, H-Elf	Hides
3808	Gyleswood	146	Half.	6	N	Jarkolb, 3, N, Ftr, Half.	Horses
3925	Little Vardane	256	Elf	5	CG	Dargon, 6, CG, Ftr, Elf	Horses
4016	Matansar	273	Men	3	LG	Froryezm, 5, LG, Ftr, Man	Silk
4129	Edominar	280	Men	7	CG	Zarkelon, 7, LG, CL, Man	Market
4218	Livanonia	117	Elf	6	CE	Fandraki, 4, CE, MU, Elf	Weapons
4223	Petrashell	475	Dwarf	4	CE	Khowdeth, 5, CE, Ftr, Dwarf	Gems
4512	Revelshire	274	H-Elf	1	LE	KomLee, 7, N, CL, H-Elf	Timber
4530	Greywraith	160	Men	7	LG	Lagchx, 3, LG, Ftr, Man	Furs
4601	Stonepeak	222	Orc	6	N	KhurdKur, 5, N, CL, Orc	Gold
4803	Highlandar	484	Men	5	CE	Stoeama, 6, CE, MU, Man	Copper
4819	Sulet Hold	343	Men	2	LE	Mencian, 6, N, Monk, Man	Salt
4832	Yoickshire	479	Men	7	CE	KambdKolder, 7, Ce, Ftr, Man	Market
4905	Onestone	208	H-Elf	2	LG	Nicstrin, 6, LG, MU, H-Elf	Silver
5024	Larkshire	494	Men	3	CE	Dethiamus, 5, CE, MU, Man	Furniture
5114	Questing Pass	379	H-Elf	3	CE	Annwkarayd, 4, CE, CL, H-Elf	Ore
5121	Landhaven	141	Men	6	N	Yrsaugirs, 6, N, Bard, Man	Market
5126	Billingdoor	373	Half.	6	CG	Byrnuzin, 4, N, MU, Half.,	Pipeweed
5206	Arroworth	363	Men	7	LG	Mencesh, 7, LG, Ftr, Man	Market

Lurid Lairs

Hex No.	Animals
0509	Giant Sea Snakes–9
1119	Giant Crabs–6
1414	Sea Turtles–10
2021	Tritons–7
2209	Dragon Turtles–3
2414	Mermen–14
2612	Giant Fish–6
2327	Wild Camels–7
2529	Shedu–2
2901	Minotaur–5
3125	Wyvern–4
3126	Lycanthropes–6
3202	Griffon–2
3305	Bugbear–6
3602	Leopards–3
3905	Fire Elemental–1
3907	Rocs–5
3911	Wolves–11
4102	Unicorn–2
4104	Bears–7
4208	Were Rats–16
4212	Pixies–20
4317	Intellect Devourer–2
4409	Bugbear–6
4420	Su Monster–7
4428	Hydra–1
4430	Cockitrice–2
4501	Air Elementals–1
4504	Ropers–11
4522	Centaur–3
4525	Horses–3
4610	Werebear–3
4613	Piercer–2
4632	Manticora–3
4704	Salamander–4
4727	Owl Bear–3
4820	Hippogriff–8
4826	Gargoyle–6
4831	Phase Spider–2
4903	Nixies–8
4916	Fire Lizard–10
5025	Bulette–1
5105	Bears–9
5111	Giant Spiders–48
5202	Centaur–5
5215	Blink Dog–4
5219	Wild Dogs–6

Castles and Citadels

Hex No.	Type	Class	Level	Align	Men
2225	Cit	CL	4	CG	61
2530	Cas	Bard	10	N	32
2803	Cit	Pal	7	LG	94
3024	Cit	Ftr	5	N	92
3226	Cas	CL	3	N	76
3308	Cit	Ftr	8	CG	57
3327	Cit	CL	10	CG	41
3503	Cas	Ftr	10	CG	36
3805	Cit	As	10	CE	86
3810	Cas	Ftr	7	LE	51
4014	Cit	Sage	3	N	19
4025	Cas	CL	6	LG	66
4116	Cit	Ill	6	LE	38
4309	Cas	CL	4	CE	45
4320	Cit	MU	4	N	21
4526	Cas	Ftr	9	CG	66
4729	Cit	MU	5	LE	45
4802	Cas	CL	6	LE	10
4819	Cas	Bard	7	CG	106
4832	Cas	Ftr	3	CG	43
4911	Cas	MU	10	LE	39
5122	Cit	MU	7	CE	97
5129	Cit	MU	6	N	65
5216	Cit	MU	4	LG	19
5225	Cas	Ftr	8	LE	79

Idyllic Isles of the Ebony Coast

0527 **Isles of the Beastiaries** - Sandy land covered mostly by moss and bushes. Many types of game birds can be found except in the central hills which contain every type of monster or beast to be found above ground. A powerful enchantment prevents them from attacking anything man-sized or larger.

0602 **Kaldrins Islands** - Cedar trees and clear running streams give the appeariance of a relatively lush island. It is overpopulated with Tigers, Giant Shrews, Pythons, Boa Constrictors, and Sumatran Rats which attack with no provocation to satiate their hunger.

0615 **Holkham Isles** - Dry tropical climate. Sandy land with deep grass and weeds, few trees. Forty-five deadly Giant Wasps swarm by day from the abandoned stockage of a desert village which forms their hive.

0704 **Fiercast Island** - Merchants frequently stop here to obtain olives, dates, and herbs which abound here. The parties are often attacked by jaguars which glow with a strange orange-red aura from devouring unusual miniature bears.

1806 **Winged Hare Island** - Rocky and mountainous island inhabited by many water foul, basically pelicans and cranes. It is the only known habitant of winged semi-intellegent hares which live in the rocky cliffs.

1907 **Isle of the Crosslets** - Overrun at night by spiders - tarantulas, bird spiders, black widows, and other insects; these islands are a rich source of various webs. Rocky reefs make landing dangerous.

2225 **Blackwell Isle** - Ruled by the Satrap - Govenor of Moonstone Island, this island provides dry-docks for the maintenance of all types of vessels. The excellent climate attracts tourists, retired military personnel, and mercenaries.

2614 **Enfield Fox Island** - The only inhabitant of this island is a hermit mage; 17th Level, 48 HP, AC 2; which lead a large pack of foxes while shapechanged in a huge red fox form.

2785 **Korporacan Cays** - The lowland area which is lush with game is also dotted with quicksand pits covered with green algae. Unintellegent and docile lizard-like gnomes roam the swamp. A crumbling lighthouse stands on the smallest island.

2831 **Demi-Sea-Hog Isle** - A recently abandoned fort used to provision ships is the testimony to the fear and repugnance of the hideous Sea-Hogs which overrun this island every evening. An amphibious tusked boar, the Sea-Hogs ravinously attack anything which moves and sweep the island similiar to a locust swarm.

2932 **Upotryll Island** - A Karakan fortress is being consturcted by three hundred workers and soldiers at the entrance to the natural harbour of this lush island.

3032 **Isles of Opinicus** - This isles are the refuge of an exiled pretender to the Karakan throne. From his stronghold in a gigantic sea-cavern, Prince Mabzevar preys on merchant ships to finance his war chest.

3125 **Moonstone Island** - This island is a navel base for the Kingdom of Karak and is ruled by a Satrap - Govenor with a small troop of mercenaries. Silks and exotic tapestries are the principal exports.

3528 **Mandorla Island** - Independant fishers and divers sell supplies to ships. Their small cottages are widely separated although they distain farming or domestic animals.

Ebony Coast - Ruins & Relics

2226 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; one foot by two foot.

2426 A partially collapsed and sunken castle juts out of a marshy glade. Three hobgoblins have occupied the damp main hall. The dungeons below are filled with water. Within the vault, beyond the dungeons, is a Helm of Chaos and +1 Chainmail tunic worn by a long dead ruler.

2628 A cairn covered by a thicket conceals the eternal resting place of three heros. Within each sepulcher is a silver dagger, scimitar, and a box filled with moldy tobacco. Three highly poisonous snakes will drop upon any intruder(s) from cracks in the arched roof.

3001 An ancient staircase is set in the side of a sixty foot hillock. Immediately upon scaling the stairs, the user (unless a Lawful Good mage) will find himself teleported to the foot of the staircase.

3025 Within an ancient 5' x 3' open sewer, is a granite idol partially buried by mud. The idol will offer 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 only 30% correct.

3226 In a crevice by a gorge is the deserted remains of a miniscule village (typical structures being around 3" high). The village is partially covered with dust and cobwebs.

3702 A partially burnt onager rests on it's side on the slope of a bluff. Fifty arrowheads, sixteen shields, and twelve spear points lie further down slope with seventy odd orc skeletons.

3905 A carved cliff containing an omen directed at every third viewer fills an area 30' by 220'. The omen will portend an event in the near future (within a week) in vague and misleading details.

4010 In a thicket stands the slime covered carriage of the High Priest of Mahabus. The carriage is gold plated and is inhabited by thousands of wasps. The huge nest conceals the bones of a halfling and two dogs. An astrolobe lies on the seat.

4024 An amethyst broach worth 2,100 GP is buried beneath the flagstone entrance of a vine covered vault. Within the vault is a Giant Snake, two swords, three gold pieces, and an empty sepulcher.

4117 A partially disfigured statue of a warrior-god stands just within the hidden entrance of a large cavern. Should the statue be touched, a giantess hidden at the rear of the cavern will challenge the toucher.

4315 A reed marsh conceals a partially sunken observatory of past cult. If waded into during the day, a huge optical glass will blind the intruder for 2-12 days. At night, alligators glide through the shallow waters.

4411 A megalithic dolmen is tumbled and the blocks of a collapsed ancient tower is the present home of old mage. The mage's pet salamander sleeps within a tamarisk grove nearby.

4506 An active laser holograph (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 artifact).

4520 A geothermal cave contains the crypt of an ancient secret cult. Within three hundred jars inside the crypt are preserved livers. A 15' pit contains the remains of a cave bear which approached the crypt.

4523 A Hill Giant uses the stainless steel rudder of an ancient ship to tend his turnip patch.

4613 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. Twelve ghouls 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.

4632 Within in a brook and partially buried by mud, is an artifact shaped like a great helm. The artifact will provide the wearer with a view from directly above him downward from a height of 100' upon command by raising the eyebrows.

4724 A lycanthrope named Trevann the Wolf-girl lives within burnt and tumbled remains of an ancient monastary. Four zombies venture forth from the graveyard and perform rites within the monastary every full moon.

4807 The skulls of four hundred 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.

4827 A ten-foot guidepost carved in common script gives opposite directions to any destination desired.

4829 An abandoned coal mine is the home of seventeen dwarves of a once-proud tribe. The dwarves possess the inate trait of 'Detect Magic' but cannot pass on this in-bred characteristic because all females of the tribe are dead.

4918 An iron ball 6' in diameter lies beneath an overhang. Any attempt to dislodge the ball will cause the overhang to collapse.

4919 An overgrown temple stands within a hidden dell. The entrance is blocked by a huge iron door covered by a thorny thicket. A gust of fresh air will cause dust to obscure vision within for six turns and awaken the three Spectre guardians within. The idol has two emeralds embedded in its' ears and a +2 shield is strapped to one of its' ten arms (the gems are worth 1,300 GP each).

5004 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 sixty hours to read at the end of which a dwarf myrmidon riding a azure giant crocodile will appear on the mound. The dwarf will serve the reader every day thereafter as long as he is presented the opportunity of personal combat six times each day. The dwarf will disappear if killed and the slayer will take his place as the Sacred Warrior of the Stone.

5027 A hot spring flows from an ancient fountain surrounded by stone birds. A pack of twelve wild dogs frequent the copse.

5028 Three Shambling Mounds inhabit the overgrown stockade of a forgotten wood-folk. The log cabin is occupied by six Moss-People; miniature elves of a peculiar greenish tint, extremely shy and ugly, although friendly and Lawful Good. The Moss-People highly value human mild as it functions the same as a healing potion for them.

5219 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 if polished. The efreet will obey the summoner every odd time he is called upon and attack the summoner every even time he is called upon.

5614 The wormeaten hovel of an insane hermit stands beside an ancient shrine to a forgotten god. A forest dryad living nearby protects the hermit and the shrine.

Ghinor Campaign Map Eleven

Judges Cartography to the Wilderlands South of the City State

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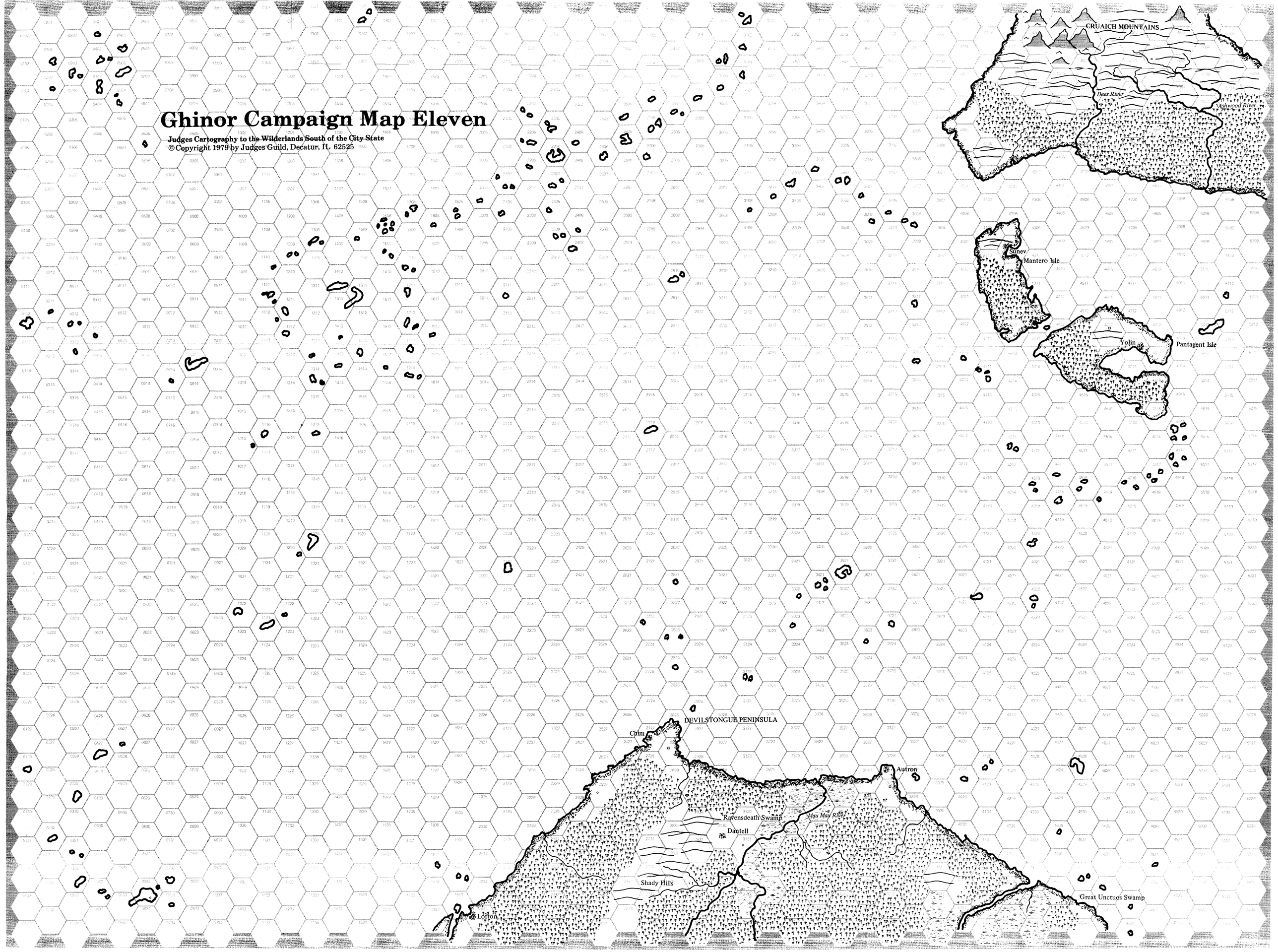

Isles of the Blest
Campaign Map Twelve

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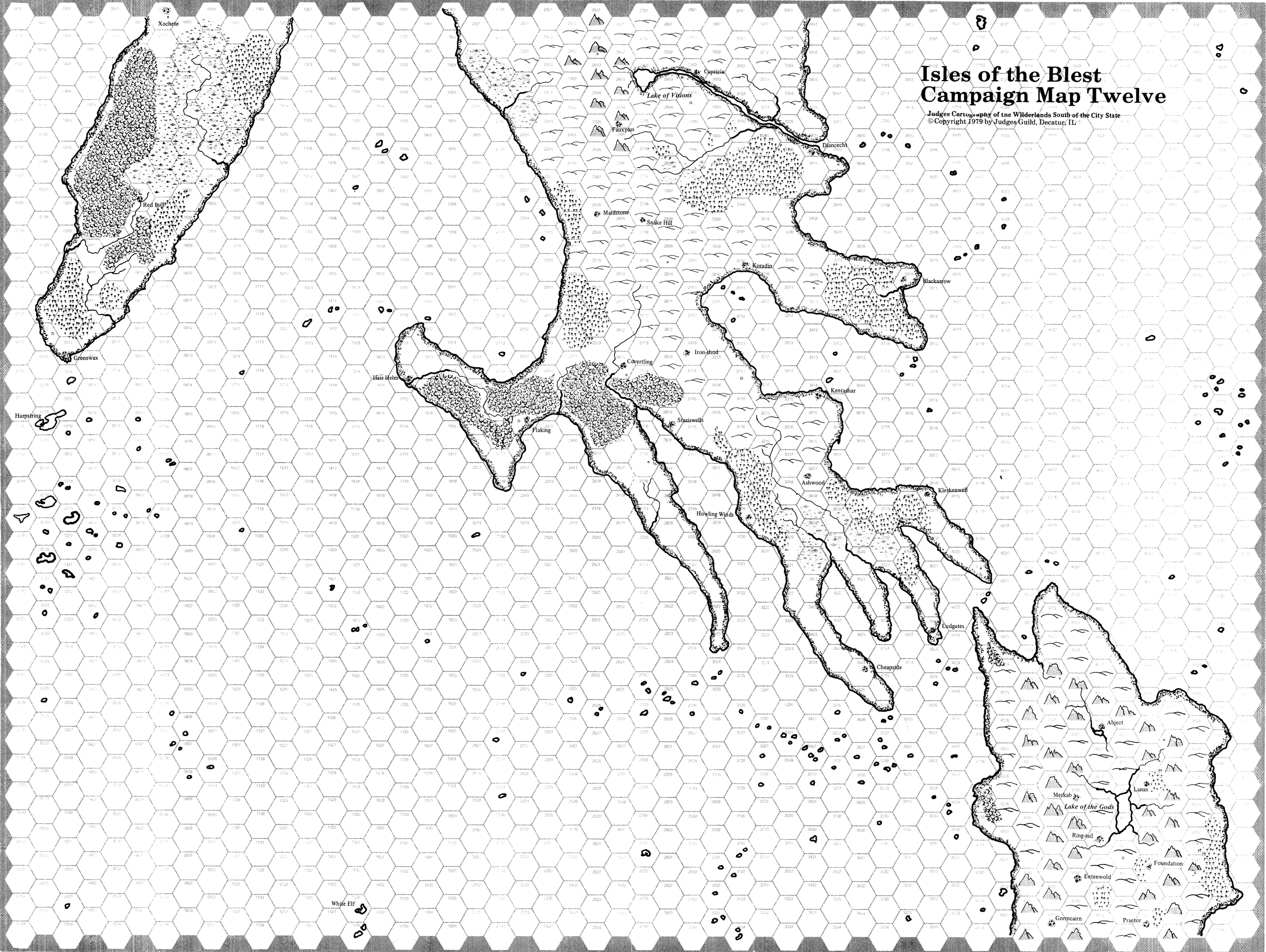

Ebony Coast
Campaign Map Thirteen

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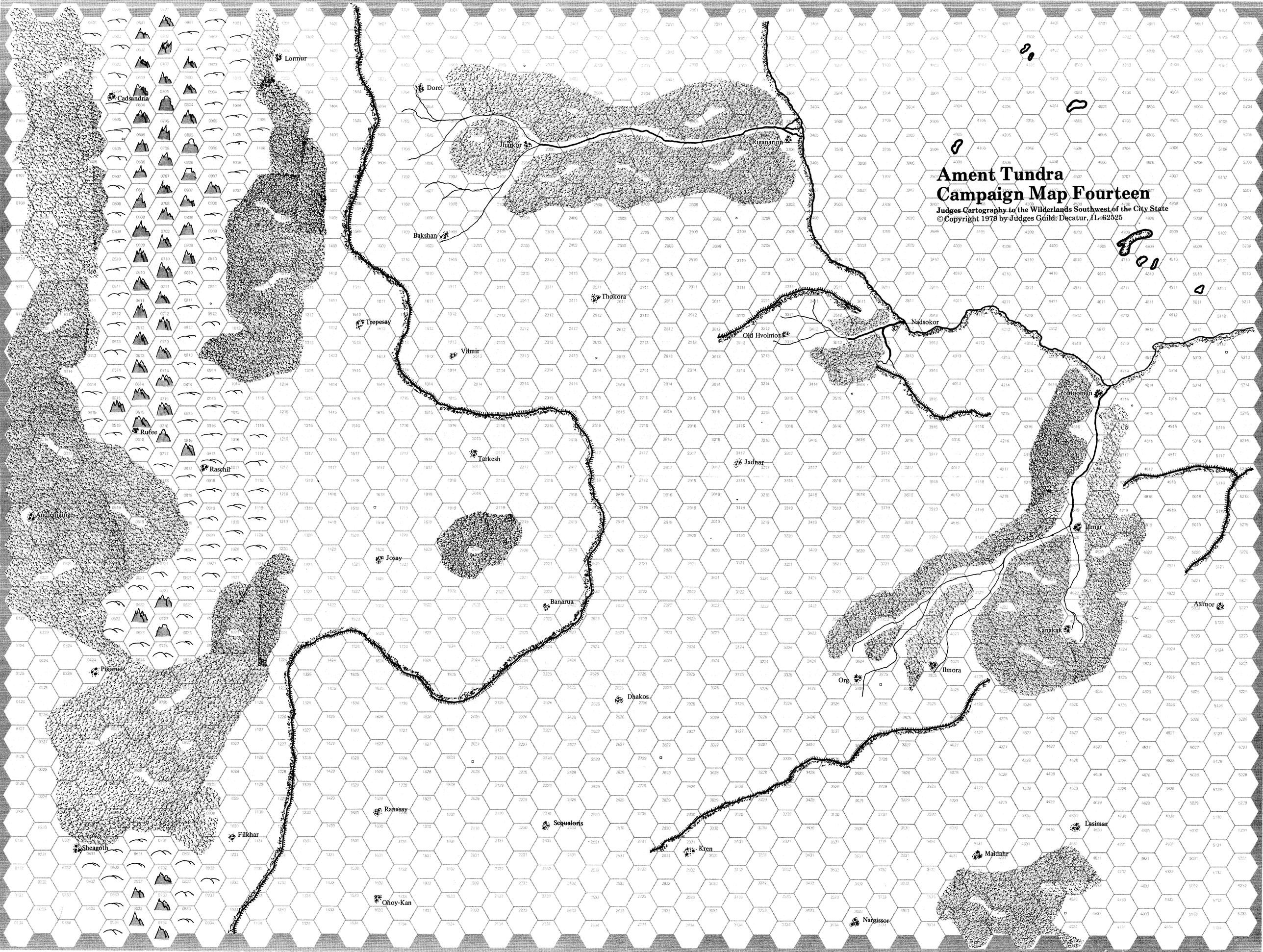
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Raschil
Tarkesh
Jadnar
Andlemainge
Illmar
Josay
Banarua
Asimor
Kanakak
Pikarud
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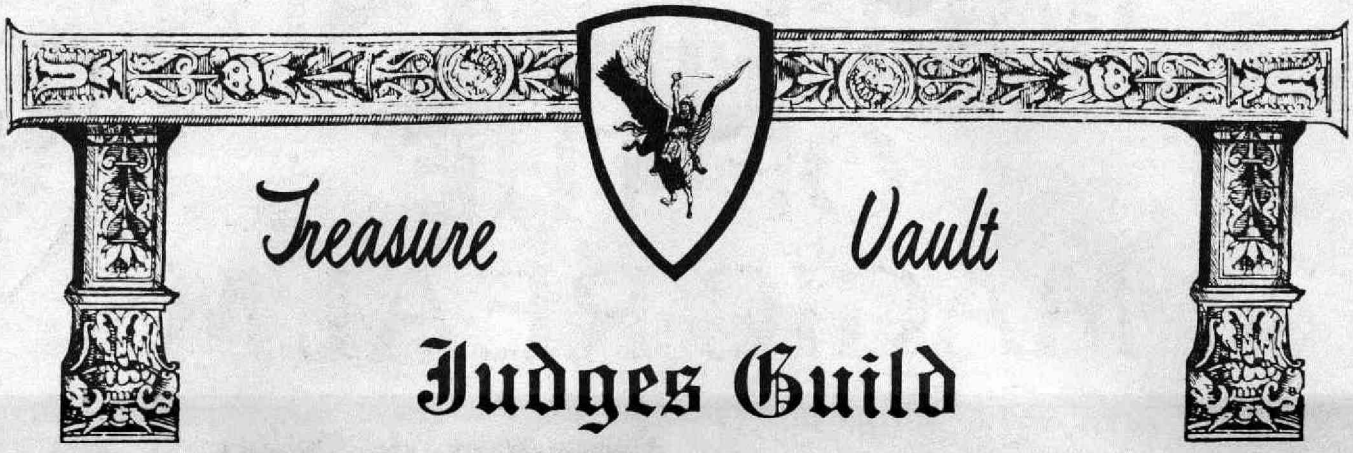

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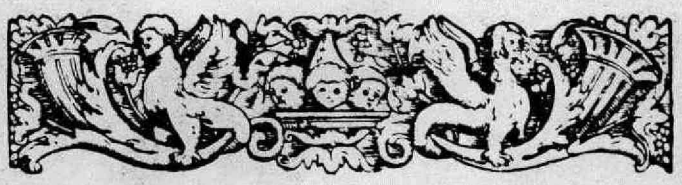

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