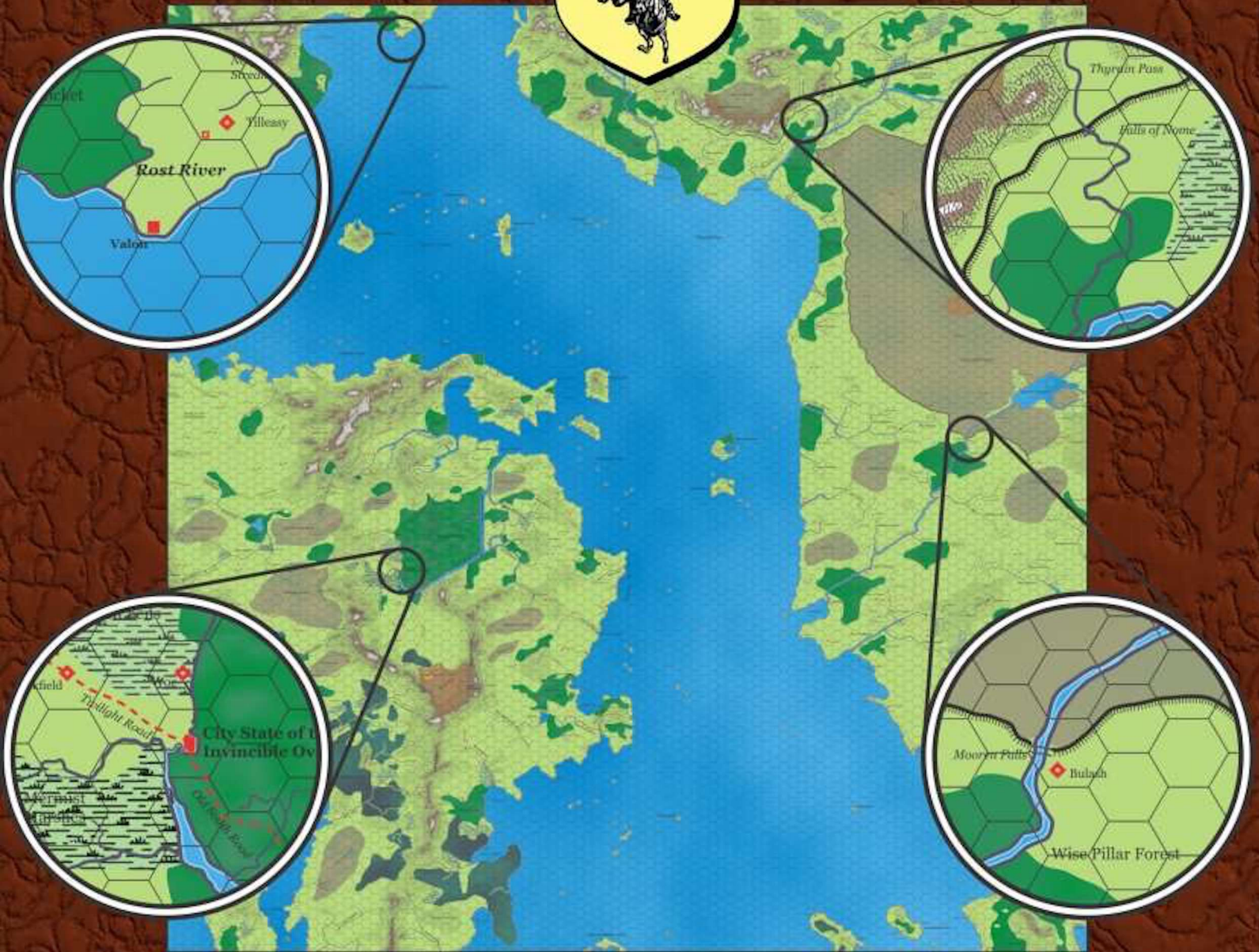


Judges Guild



WILDERLANDS OF HIGH FANTASY REVISED EDITION

BY BILL OWEN & BOB BLEDSAW
REVISION BY ROBERT S. CONLEY

PRESENTED BY JUDGES GUILD AND BAT IN THE ATTIC GAMES

INCLUDES 10 POSTER MAPS



AND A 24 PAGE GUIDEBOOK

Wilderlands of High Fantasy

Revised Edition



Judges Guild



Original Edition

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Revised Edition

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Wilderlands of High Fantasy

1977 Introduction

All within are merely inspiration for the active and pontifical judges of the guild. Please alter, illuminate, expand, modify, extrapolate, interpolate, shrink, and further manipulate all contained to suit the tenor of your campaign.

Introduction

It is hard to believe that it has been nearly forty years since I first held a copy of *Wilderlands of High Fantasy*. When I first bought it, it was a curiosity. I loved maps, and the fact that it had ten of them (five maps for the judge and five for the players) was a great selling point, especially for the price: \$8.50.

At the time, the World of Greyhawk was my setting of choice, but as a young kid in Junior High School, my experience was limited. I struggled to come up with ideas to fill the empty 30-mile hexes. In contrast, the Wilderlands had a wealth of local detail. For every three or four 5-mile hex, there was something, whether it was a settlement, a lair, ruins, or a mysterious island-- perfect for a young teenager struggling to master the strange game of tabletop roleplaying. I made the switch and never looked back.

Over the decades, my version of the Wilderlands morphed into the Majestic Wilderlands, a version that reflected my own tastes in fantasy and what my players found interesting. Then in 1999, thanks to the Internet, I started talking regularly to Bob Bledsaw. He graciously gave me the opportunity to contribute to various Judges Guild revival projects.

Recently, I was given permission by his son, Robert Bledsaw II, to redraw the original maps so they could be reprinted for a new generation of gamers. To accompany those maps, I took original listings of villages, ruins, lairs, castles, and islands and reformatted them for this new revised edition to allow a new generation of gamers to make the Wilderlands their own.

Overview

There are some additions and corrections. Several villages in the original Judges Guild releases were missing pieces of information. These have been filled in with information from the Judges Guild Wilderness products and other Judges Guild related products. Additional settlements have been added that were detailed in the Wilderness series, in particular *Spies of Lightelf* and *Shieldmaidens of Sea-Rune*. Also, several known issues with aligning maps have been corrected.

The Hex Map

A grid of hexes, arranged in columns, make up the map. The hex numbers are given in a four-digit format (1213, 0114, etc.). For example, 0211 means that it is in the "02" column (the 2nd column of the map) and is 11 hexes down. Sometimes the hex number will not be clear because of the terrain in the hex. In this case, you will need to count the hexes. Each map hex is 5 miles. This system of using hex numbers allows a referee to quickly find the locales on the map and what is near a location. This helps keep the map uncluttered and easy to read.

Adventuring Advice

This format is designed to make it easy to referee players as they explore the world. With a list of locales, it is easy for the referee to determine what is over the next hill and what possible challenges the players might face. In addition, since the players can largely be left to their own devices, this allows the referee more time to focus on the core adventures in his campaign. Referees are encouraged to add material and make the setting unique to their campaigns.

It is suggested that to get maximum use of this setting that the referee look over the locales, and then chose the ones that best suit the campaign. Note any NPCs and monsters and develop a short background for them. Develop a timeline of events if the characters are not involved. Detail important locales and add new ones of your own design. Do the same for the NPCs, and make notes on their motivations and personalities.

After each session of the campaign, review what the players did. Look at your original timeline of events, see what impact their actions had, and make the needed changes. Sometimes, the players' actions will lead to a new and unexpected chain of events.

The creativity of the referee comes by not forcing his players to follow a predetermined story, but to develop new and interesting consequences based on the players' actions. Use the NPC's motivations and personalities to decide which consequences are the most likely and pick the most interesting.

The result is a campaign where the players feel they are forging their character's destiny within a living, breathing world. It will not only be fun and adventurous, but also filled with surprises. Consequences will accumulate and spin the campaign into unexpected directions.

Organization

The Wilderlands of High Fantasy are divided into 18 hex maps with each hex equaling 5 miles. Each map has 52 columns of hexes and 34 staggered rows covering an area 260 miles east to west by 170 miles north to south. The 18 maps are arranged in three columns of six maps each. The entire Wilderlands covers an area of nearly 800 miles east to west, and slightly over a 1,000 miles north to south.

Each map overlaps the other maps to the north, west, east, and south. The 01XX hex column overlaps the 52XX column of the map to the west. The 52XX hex column overlaps the 01XX hex column to the east. Due to the geometry of the hex grid Judges Guild choose to use, the maps shift by one hex south as you go from west to east.

Every odd hex in the XX01 hex row overlaps every hex ending in XX34 on the map to the north. Conversely, every hex ending in XX34 overlaps every odd XX01 hex on the map to the south. This means each map only overlaps the maps to the north and south by a half of a hex row.

Each map has listings for villages, castles & citadels, ruins & relics, idyllic isles, and lurid lairs.

Rob's Notes: How Judges Guild chose to overlap their maps has caused a lot of confusion. Even the staff had trouble keeping it straight as Map 1 is shifted by one hex compared to Map 6 Viridstan and Map 2 Barbarian Altanis. The worst misalignment occurs with Map 17 Silver Skein Islands with the "toe" of the Isle of the Blest at the northwest corner of the map. For this project, it has been decided to correct these issues, and the listings have been adjusted accordingly.

Villages

This section lists the various settlements on the map, ranging from small hamlets to major city states.

Hex, Village Name

The hex location in XYY format is given, as well as the name of the village.

Population (Pop)

This figure represents the number of able-bodied men in the village. Multiply by four to get the actual population. Any village with a population over 1,000 able bodied men is highlighted in **bold**.

Village Type

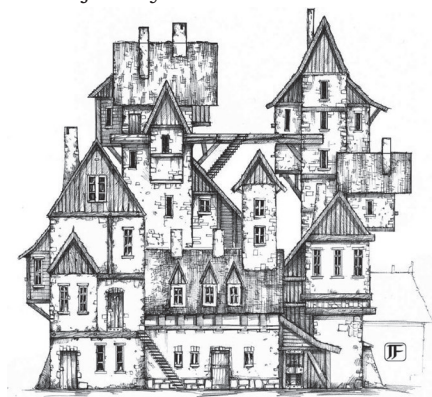
The dominant race in the village. Abbreviations include H-elf for Half Elves, Half. for Halflings and Gob. for Goblins.

Civilization Level (Civ)

This is a rating that indicate the technological level and government type of the village. There are ten levels ranging from 0 to 10. The listings only use 0 to 9 with zero being interpreted as either a 0 or a 10 at the judges' discretion.

Rob's Note: My recommendation is to treat the technology aspect of the civilization level as an indication of what the village is able to make for themselves. For example, a mining village could have high quality steel tools but unable to make them. If the village is sufficiently isolated, then it is likely the technology level is also an indication of knowledge as well.

For government type, I recommend using it as an indication of possible types of government. Pick the one that makes the most sense for your campaign.



Level	Civilization	Leader	Defenses	Technology
0	Anarchy	Warlord	Manor, Caves, Pits	Papyrus, Stone, Wheel
1	Democracy	Hetman	Earthworks, Ditches	Stirrup, Waterwheel, Bronze
2	Tribal	Chief	Pallisade, Patrols	Agriculture, Rudder, Iron
3	Agrarian	Mayor	Citadel, Militia	Sundial, Linen, Candles
4	Religious	Cleric	Temple, Traps	Lantern, Chariot, Felt
5	Tributary	Governor	Keep, Garrison	Screw, Windmill, Silk
6	Oligarchy	Noble	Outside Troops	Crossbow, Chainmail, Spinning Wheel
7	Republic	Senator	Walls, Machines	Hourglass, Stagecoach
8	Aristocracy	Overlord	Fortress, Reserves	Knitting Machines, Compass, Plate Mail
9	Feudal	King	Castle, Vassal Armies	Rocket, Glasses, Damascus Steel
10	Dictatorship	Emperor	Multiple Fortresses, Allies	Telescope, Calculus, Sextant

Alignment (Align)

The Wilderlands of High Fantasy was written prior to introduction of the nine alignment system. It used a prototype five alignment system introduced in a newsletter article. The five alignments are Lawful Good (LG), Lawful Evil (LE), Neutral (N), Chaotic Good (CG), and Chaotic Evil (CE).

Rob's Note: I used alignment as more of an indication of the atmosphere of the village: whether it is a freewheeling cutthroat every man for himself place (Chaotic Evil) or a peaceful law-abiding settlement with its inhabitants looking out for one another (Lawful Good). Sometimes, when a cleric or paladin is the leader, the alignment will also be the moral philosophy the village follows.

Ruler Information

The next columns detail the name of the ruler and their class, level, and race (type). Any ruler that is name level (generally 9th) or higher is highlighted in **bold**. The class abbreviations are listed to the right.



Abbr.	Class
AL	Alchemist
AS	Assassin
BA	Bard
CL	Cleric
DR	Druid
FTR	Fighter
IL	Illusionist
MNK	Monk
MU	Magic-User
PAL	Paladin
RGR	Ranger
SA	Sage
TH	Thief
(monster)	Ruler is a monster type

Resources

The primary resource found within the village. The Market resource means the village is a trade hub for the region.



Castles and Citadels

Castles are comprised of several sections, among them: a keep, an outer wall, and a gatehouse. A citadel only has a keep or tower. Each citadel or castle is listed with its hex location in XXY format, its type (castle or citadel), and how many fighting men occupy the fortification. Also the class, level, and alignment of the ruler of the castle or citadel is detailed. Any castle or citadel that has a ruler who is name level (9th) is highlighted in **bold**.

Rob's Notes: Often I would have a small hamlet or village attached especially if it is a citadel and there is a large number of men. Sometimes this settlement will be found in an underground dungeon like in the adventure *Citadel of Fire*.

Ruins and Relics

This section lists interesting locales to visit. Each has a hex location in XXY format and a description of what is in the locale.

Idyllic Isles

The Wilderlands of High Fantasy is dotted with dozens of islands. The smaller ones are listed here. Each has a hex location in XXY format and a description of what can be found on the island.

Rob's Notes: The Wilderlands of High Fantasy always supported seafaring adventures. Read the island descriptions carefully. Some are described with large settlements and important details that are only mentioned in the Idyllic Isles listing.

Lurid Lairs

This section describes the numerous lairs dotting the landscape and found underneath the sea. Each lair has its hex location described in XXY format, what type of monsters can found here, and how many there are.

Rob's Notes: Like Idyllic Isles, some lairs can be considered villages particularly those with the demihuman races, like elves and dwarves, and humanoid races, like orcs and goblins. Some of the original listings had to be altered as they were not released as open content for use by third-party publishers.

Map Notes

Map One, City State of the Invincible Overlord

This map was first detailed in Installment K and later released as part of the Wilderlands of High Fantasy, which contained the first five Wilderlands maps. In many ways, this map was a prototype for the entire series. For example, it lacks a separate Ruins and Relic section, but it does have the largest number of lurid lairs. It is recommended that some of the lairs be treated as ruins.

The map was drawn in a slightly different style compared to the other seventeen Wilderlands maps. Regrettably, the map was also drawn a half hex row off compared to the adjoining maps. This was corrected in the revised maps by tweaking the coastlines and shifting the handful of shared locations to where they were drawn on this map.

Map One is home to the City state of the Invincible Overlord, the Wilderlands most famous city but not its largest. As a port at the head of the Estuary of the Roglaroon, it is situated in a strategic location. From its location, there is a direct route to the west towards Viridistan, the City of Spices. It runs through a 50-mile wide gap between the Majestic Mountains to the north and the Cloudwall Mountains to the south. The eastern frontier of the Empire of Viridistan is found on Map Six just beyond the western border of this map.

Other notable settlements exist in the area. Thunderhold, a kingdom of dwarves, to the north of the City State and a longtime ally of the Overlord. Warwick which is a rival to the Overlord and City State and has slightly less than half of City State's population. Modron, which is sited 20 miles up the estuary from the Mouth of the Roglaroon. It is dominated by the lawful Church of Mitra and is an ally to the City State. Nearby to Modron is Sticklestead about which little is known except raising horses dominates its economy. Last is Ossary along the Pagan Coast. It is home to Alkazed, the King of the Skandian Vikings, relative newcomers to the region. The Skandians of Ossary are rivals to the City State, and their navies often skirmish.

Judges Guild's Wilderness series of supplement detailed several area of Map One. *The Mines of Custalcon* focused on the area surrounding Byrny (Hex 2312) and Trollshore (Hex 194). *The Spies of Lightelf* focused on the Gnome Kingdom of Lightelf centered on Lightelf (Hex 4622). *The River Pirates of Hagrost* focused on the villages of Wormingford (Hex 4126) and Oakenbridge (Hex 4226). *The Shield Maidens of Sea Rune* focused on Sea Rune (Hex 4927). Finally, *Witches Court Marshes* focused on the area around Grita Heath (Hex 0115)

Rob's Notes: The history behind the Skandian Vikings was a major theme in many of my early campaigns. The situation of the Pagan Coast, with the invading barbarians, strongly parallels the situation in 5th and 6th century Britain and King Arthur. In one of the first major changes to the Wilderlands, I reworked the region from Wormingford to the north to Shodan in the south into my take on the King Arthur myth. In lieu of the Saxons, I kept the Skandian Vikings, and King Arthur was Artos, Prince of Nomar with his capital at Dorn (Hex 3827).

Map Two, Barbarian Altanis

This is the second map to be detailed as part of the Wilderlands of High Fantasy. It joins with Map One City State along its northern edge. The Barbarian Altanians live here, the ancestors of those who first settled in the City State. Barbarian Altanians are nomadic tribesmen who roam the lands of their more advanced ancestors. The citizens of the City State disdain the barbarian Altanians to the south and would be appalled if they knew of their close kinship.

The tribes of the Altanians are organized the same as Nomads wearing leather armor, except for every 100 Altanians there are 3 shamans acting as sub-commanders and a Protector, a young woman with psionic abilities who has the powers of mind blast, wiping memories, precognition, and can read the thoughts of animals. Altanian Chiefs in their prime are Fighters with 1d4+5 levels. They can track the same as a Ranger of a similar level.

Many of the Barbarians receive work in the Mercenary Guild, in spite of the blood hatred with some of the Noble Clans of the City-State. Altanian Lords get one vote in the Senate per 400 men at arms. The Tributary Lords of South Altanis are known as the Traitor Barons. Three Traitor Barons have abandoned old tribal ways, building strongholds from which to carry on an active slave trade. There are ancient cities never ventured into by the barbarians because they are considered the home of powerful spirits of the ancient ones.

The largest settlement in the region is Antil (Hex 1309). It is located on the Romilion Sea and likely an important trade hub given the sea route to the Sea of Five Winds through the Straits of Clashing Rocks and the Straits of Maerstag.

Rob's Notes: Despite the details on the Barbarian Altanis in the City State of the Invincible Overlord there is little explicit detail found in the listings for Map Two. However, since much of the map is wilderness with only one major village (Antil) it is not hard to work the nomads in.



Map Three, Glow-Worm Steppes

This map is the furthest north and furthest east of the 18 maps. It is dominated by the Valley of the Ancients and the Glow Worm Steppes to the southeast. The Steppes lie on top of a large plateau which forms the southern edge of the Valley of the Ancients. The region's largest settlement is Tarsh (Hex 0206). Tarsh lies on the River Dor and can be reached by ships sailing the Winedark Sea. Tarsh also dominates the eastern half of Map Five Valon. See the notes on the realm of Kazar under the notes for Map Five Valon.

Rob's Notes: This is the area where I ran my first campaign within the Wilderlands. The players had characters in TSR's World of Greyhawk and were in the midst of a series of planar adventures. They discovered a portal to the Wilderlands that opened to the Valley of the Ancient. There they found a series of squabbling petty kingdoms (the villages of Map Three and Five fleshed out). Over the next couple of sessions, they conquered these realms and established the Kingdom of Nome (named after the Falls of Nome (Hex 2011)).

Map Four, Tarantis

This map lies directly to the east of Map One City State, across the Winedark Sea. To the northeast is the southern half of the Glow-Worm Steppes which lies on top of a large plateau. The region is dominated by Tarantis ruled by Atar the Lion. Tarantis is the center of a small kingdom ranging from Bastinadi (Hex 2007) in the north to Ganzir-Galad (Hex 4230) in the south.

Rob's Notes: This area was fleshed out in Tarantis, one of the last Wilderlands products to be published. In the product, Edario I, Atar's father and a noted pirate, conquered Tarantis in 4340 BCCC (the present is 4433 BCCC). Note that the date in the product is off by a hundred years. Because of this, I thought it was logical to make Edario a Viking and his conquest of Tarantis another exploit of the Skandian Vikings.

Rob's Notes: BCCC stands for Balokinzar Corrected Commoner's Calender. It is based on a mistaken date for the creation of the world. The present day of the various Wilderlands products is assumed to be 4,433 BCCC. The City State of the Invincible Overlord was founded in 3,075 BCCC. Viridistan, the City State of the World Emperor was founded in 101 BCCC.

Map Five, Valon

This map lies directly north of Map One City State. It is the first map to be detailed that is dominated by the sea and islands. The Uther Penwergern Sea dominates the map with areas of land to the west and northeast. The largest settlement is Valon (Hex 2603) ruled by Artarias the Bear. It is notable for being one of the few powers in the Wilderlands unequivocally on the side of good. The navies and merchants of Valon (Map Five), Tarsh (Map Three), and Warwick (Map Four) contend for power and wealth in the region.

The realm of Kazar

On Map Five Valon, there are three nearby villages that appear to be related. Two dwarven villages: Uriah-Kazar (Hex 4402) and Cidin-Kazar (Hex 4711), and one gnome village Neang-Kazar (Hex 4703). There are also several villages from Map 3 Glow-Worm Steppes that could be part of this realm: two more dwarven villages Zarast (Hex 1313) and Charmack (Hex 1507), and another gnome village Dorne (Hex 1808). These could be all part of a single realm called Kazar. Given that the ruler of Tarsh is a druid it is likely there is an alliance or at least friendly relations between the two.

Rob Notes: On the cover of *City State of the Invincible Overlord* is a thumbnail map of the entire Wilderlands which also marks the major cities. One of the two cities marked for this region is Sotur. When Map Five was published no entry was published for Sotur in the village listing. There was however a ruin that stated that Sotur was a ruined city. Confusingly this was marked for hex 1814. This been corrected to 0814, the location of Sotur on the map.

When I started using the Wilderlands, I opted to adapt a major city published by another company as a stand-in for Sotur. Sotur became one of the powers contending for control of the region. My take on Valon was that it was also a Viking kingdom like Ossary and Tarantis, except they were the good guy Vikings, loud and boisterous, but true to their word and dependable in a fight.



New Monsters

Aboleth

A revolting intelligent alien fish-like amphibian, primarily living in the ocean deeps and flooded subterranean caves. It is the size of a killer whale. It looks like a bloated catfish with four long tentacles and orifices along its belly. Its tentacles can be used to move itself when it is out of water. It has three eyes arranged vertically above its mouth. They have an obscure relationship with Mind Eaters and sages believe they come from the same outer dimension.

Aboleth

AC 3[16]; HD 9; HP 35; Save 6;

Move 90'/ 120' (swim); CL/XP 12/2,000;

Attacks (x4)

Tentacles x4; HTB +9, DMG 1d6 + *Poisonous Slime*;

Special

Innate Magic: Charm Monster (3/day);

Phantasmal Force (3/day);

Mucus Cloud: When in water can expel a cloud of mucus, 10 feet in radius. Make a saving throw or be unable to breathe air for 3 hours.

Poisonous Slime: A target suffering damage from a successful tentacle hit will need to make a saving throw vs. disease. On failure the slime changes the victim's skin to a rubbery slick texture. Victims will now have to immerse themselves in water every hour or suffer 1d6 damage.

Harvest

Aboleth Slime: 2d6 oz. (100 sp per oz.)



City State of the Invincible Overlord

Campaign Map One

Villages for the City State of the Invincible Overlord

Major settlements and name level characters have been highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0115	Grita Heath	110	Men	4	CG	Iskarban	7	LG	CL	Man	Spices
0122	Caelam	490	Men	7	CE	Jiralmar	16	N	TH	Man	Pelts
0210	Havocia	155	Men	0	N	Gartang	4	LG	FTR	Man	Flint
0231	Jasonyria	252	Men	5	N	Nativad	7	N	AS	Man	Silk
0328	Shavenoar	140	Men	2	LG	Markant	5	CG	FTR	Man	Copper
0428	Skaney	284	Gnoll	2	N	Foxiling	4	N	FTR	Gnoll	Furniture
0510	Greybeard	445	Men	5	N	Rabagan	8	CG	MU	Man	Tin
0531	Charnock	470	Men	5	N	Tovekerd	9	CE	TH	Man	Lead
0607	Irungsway	180	Men	6	CG	Lepsarn	13	N	MU	Man	Oil
0633	Wildwood	154	Half	3	LG	Agbertal	9	CG	FTR	Half	Vineyards
0703	Finmark	300	Men	2	N	Barlatarn	15	N	FTR	Man	Pearls
0727	Red Cliffe	126	Men	4	N	Rockaster	9	N	DR	Man	Copper
0823	Springle	366	Men	6	CG	Hanutar	8	LG	FTR	Man	Sulfur
0828	Hlymadle	340	Men	4	N	Burlak	12	CE	CL	Man	Zinc
0831	Hankam	183	Men	6	LE	Stapelan	11	CE	MU	Man	Market
0905	Smitten	460	Men	6	N	Belian	14	N	MNK	Man	Market
0907	Elixer	390	Dwarf	10	CG	Cortnay	9	N	MU	Man	Market
1013	Hindfell	334	Men	6	CE	Garerd	7	N	FTR	Man	Market
1031	Dart	270	Gob.	0	CE	Hetvamar	13	N	FTR	Man	Market
1123	Lakenheath	515	Men	3	N	Runalf	12	LE	FTR	Man	Market
1128	Landmarch	442	H-Elf	5	LG	Tornald	11	LE	MU	Man	Market
1209	Bernost	488	Men	6	N	Malric	12	CG	FTR	Man	Market
1308	Doom	305	Men	3	CG	Gubard	11	N	RGR	Man	Market
1313	Catalan	492	Men	4	CE	Eablin	10	N	DR	Man	Market
1423	Anguikan	412	Elf	2	CG	Tabernas	13	CE	IL	Man	Market
1429	Bondmaid	166	Men	5	CG	Hakaman	15	LG	PAL	Man	Market
1533	Hunwood	452	Men	2	CG	Coturn	12	CG	FTR	Man	Market
1609	Wenlock	220	Gob.	5	CE	Berbant	7	N	MU	Man	Market
1623	Foremost	350	Men	4	CG	Redwuif	10	LG	CL	Man	Market
1715	Hledra	216	Gob.	5	CE	Armengart	4	N	FTR	Man	Granite
1720	Bulwark	293	Half.	4	LG	Jahungir	10	CE	CL	Man	PipeWeed
1812	Smite	310	Men	3	N	Ramtalan	7	CG	FTR	Man	Iron
1815	Omen	236	Men	2	LG	Banfort	9	CG	FTR	Dwarf	Gold
1907	Crucible	166	Orc	1	LE	Fastis	11	LE	FTR	Man	Iron
1934	Sunfells	410	Elf	6	N	Synake	14	N	TH	Man	Market
2004	Orlage	166	Men	5	CG	Lyrdan	11	N	FTR	Man	Market
2015	Shewolf	163	Men	6	CG	Gorogatan	10	CG	FTR	Man	Market
2032	Goblin Hill	457	Men	2	LG	Zolamat	10	CG	MU	Man	Granite
2120	Gaehill	394	Dwarf	6	N	Baldacan	6	N	FTR	Man	Lead
2125	Flint	292	Men	0	N	Disbad	12	LE	FTR	Man	Marble
2312	Byrny	462	Men	5	CG	Hetalan	9	N	FTR	Man	Iron
2314	Trollslore	194	Gob.	0	CE	Cusalcon	11	LE	FTR	Man	Gold
2321	Haghill	152	Men	0	N	Huberic	7	N	FTR	Man	Horses
2422	Darkfield	175	Men	5	N	Snarzak	11	LE	MU	Man	Market
2503	Maskholm	390	Men	6	CG	Bolash	17	LE	IL	Man	Market
2509	Anvil	184	Men	4	N	Fladhal	11	N	CL	Man	Silver
2529	Dearthmead	310	Men	6	N	Oramek	11	LG	FTR	Man	Market
2606	Thunderhold	2,000	Men	9	LG	Boralin	8	N	FTR	Man	Gems
2622	Woe	270	Men	3	CE	Vardanit	7	LG	FTR	Man	Hides
2623	City State	20,000	Men	8	N	Balarnega	16	LE	FTR	Man	Market
2626	Goodhap	215	Men	5	N	Kofsyra	10	N	FTR	Man	Market
2630	Luckstone	224	Men	3	LG	Sulakarn	8	N	FTR	Man	Vineyards
2708	Ered Chimera	258	Orc	1	CE	Kemac	10	LG	CL	Man	Lead
2711	Troth	177	Men	5	CG	Tregaric	7	N	FTR	Man	Market
2733	Atwain	320	Half.	3	N	Astcaran	8	CE	FTR	Man	Pipeweed
2814	Tain	404	Men	5	N	Krogin	6	CG	FTR	Man	Market

Villages for the City State of the Invincible Overlord (Continued)

Major settlements and name level characters have been highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
2926	Bier	170	Men	3	CG	Laskinor	4	N	TH	Man	Market
3003	Thelamie	165	Men	6	N	Ranian	5	CG	FTR	Man	Market
3005	Karn	265	Men	2	CE	Bretharch	10	CE	MU	Man	Copper
3007	Carmage	240	Men	1	LG	Harilik	7	LG	FTR	Man	Timber
3117	Adderwood	312	Elf	2	CG	Gofynan	7	LG	PAL	Man	Furs
3204	Sea Hill	294	Men	4	LG	Langorin	8	N	FTR	Man	Market
3213	Elf-burn	144	Elf	5	CG	Ermidon	7	N	FTR	Elf	Market
3313	Limerick	150	Men	5	N	Bedestyr	11	N	BA	Man	Salt
3325	Varin's Firth	440	Men	1	CE	Penarkon	6	CE	TH	Man	Pitch
3402	Warwik	9,400	Men	9	N	Gadelen	3	N	FTR	Man	Market
3406	Seasteadholm	146	Elf	1	N	Gronrhy	6	CG	MU	Elf	Market
3412	Boughrune	230	Men	0	N	Halewnlyn	5	LG	MU	Man	Iron
3529	Hel	460	Men	2	CG	Tarhinagh	8	CE	MU	Man	Gems
3615	Modron	1,230	Men	9	N	Anoethin	10	N	CL	Man	Gems
3625	Rockhollow	210	Men	5	N	Eanqar	8	CG	FTR	Man	Zinc
3704	Zarthstone	416	Men	4	LG	Kamlan	8	CG	CL	Man	Market
3706	Wolfstone	400	Men	4	LE	Ledwig	9	N	CL	Man	Mercury
3806	Ottergild	184	Men	4	N	Narthin	8	CE	CL	Man	Salt
3827	Dorn	230	Men	6	CG	Rakinach	11	LE	FTR	Man	Market
3919	Ryefield	128	Men	6	LE	Ciloxinin	7	CG	RGR	Man	Pitch
3933	Guinding	306	H-Elf	2	N	Igryan	5	LG	FTR	Man	Market
4008	Forecastle	155	Gnoll	7	CE	Zademidan	4	CE	FTR	Gnoll	Market
4013	Sticklestead	2,540	Men	5	N	Kargrol	8	LE	FTR	Man	Horses
4015	Brushwood	132	Men	2	LG	Gakatig	6	LE	CLR	Man	Market
4123	Ashenshaft	426	H-Elf	5	CG	Ceidric	8	CE	FTR	Man	Market
4126	Wormingford	172	Men	1	CE	Cathorn	3	LG	CL	Man	Market
4226	Oakenbridge	318	Men	3	N	Mervanal	10	N	DR	Man	Market
4229	Fireside	330	Men	6	LG	Amlenfrik	8	CG	CL	Man	Market
4313	Seastrand	412	Men	3	CE	Vagnakar	8	N	FTR	Man	Market
4314	Sunlitten	450	Men	3	LE	Rasarel	7	N	TH	Man	Market
4416	Tegel	230	Men	3	N	Ternelmor	7	LE	FTR	Man	Market
4431	Heatherbrush	196	Men	3	N	Kelbardan	8	LE	FTR	Man	Market
4518	Benobles	266	Elf	9	CG	Elidoel	6	N	DR	Man	Market
4528	Mill Haven	190	Men	6	CG	Glasiglin	5	CG	RGR	Elf	Market
4534	Serpeant Little	136	H-Elf	2	N	Grugal	8	N	RGR	Man	Market
4609	Croy	458	Men	9	N	Melrik	11	LE	FTR	Man	Pearls
4622	Lightelf	415	Gnome	9	CE	Veranken	2	LG	FTR	Man	Timber
4732	Swarins Cairn	156	Men	5	N	Ablikar	9	N	FTR	Man	Fish
4804	Armagh	267	Men	5	N	Dunbarin	8	CE	FTR	Man	Fish
4821	Shipshore Harbor	93	Men	3	CN	Bintrall	7	CE	FTR	Man	Timber
4829	Ossary	3,200	Men	8	CE	Alkazed	8	CE	FTR	Man	Market
4923	Palewood	114	Elf	1	CG	Giwaldyn	3	CG	FTR	Man	Pitch
4927	Sea Rune	135	Men	5	CG	Drudnak	7	N	DR	Man	Market
4928	Farad	90	Men	3	N	Gorm	4	N	FTR	Man	Fish
5025	Thorsvirke	90	Men	3	N	Eric	3	N	FTR	Man	Fish
5127	Hrimsglo	90	Men	3	N	Eric	4	N	FTR	Man	Fish



Citadels & Castles for City State of the Invincible Overlord

Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0107	Cit	MU	7 CE	40	
0125	Cas	FTR	6 N	130	
0203	Cas	CL	6 LG	70	
0216	Cit	FTR	5 CG	40	
0312	Cas	FTR	8 LE	120	
0324	Cit	MU	5 N	12	
0330	Cit	FTR	5 LE	60	
0402	Cit	RGR	5 LG	30	
0420	Cit	FTR	6 CG	60	
0515	Cas	FTR	8 LE	120	
0602	Cit	MU	6 CG	10	
0620	Cas	FTR	7 LG	50	
0628	Cit	MU	8 N	50	
0701	Cit	CL	4 LG	15	
0712	Cit	CL	7 LG	60	
0818	Cit	MU	5 LE	20	
0911	Cas	FTR	6 N	150	
0929	Cit	PAL	5 LG	10	
1003	Cas	FTR	8 LE	110	
1119	Cas	FTR	7 N	80	
1206	Cas	CL	6 LE	70	
1225	Cit	MU	6 N	60	
1316	Cit	FTR	5 LE	14	
1333	Cas	FTR	8 N	130	

Hex	Type	Class	LVL	Align	Men
1423	Cit	CL	4 LG	40	
1505	Cit	MU	5 LG	20	
1607	Cas	FTR	5 LE	120	
1623	Cit	FTR	7 LG	30	
1715	Cit	FTR	5 N	50	
1824	Cit	MU	5 N	40	
1906	Cas	FTR	8 LE	100	
1913	Cit	CL	7 LG	20	
2010	Cit	MU	5 N	50	
2024	Cas	CL	7 LE	100	
2127	Cit	FTR	8 LG	10	
2232	Cas	CL	5 LG	150	
2334	Cas	FTR	6 LE	130	
2422	Cas	IL	6 N	110	
2503	Cas	CL	7 LG	120	
2509	Cit	MU	6 N	30	
2529	Cas	MU	8 LE	160	
2604	Cas	FTR	7 LG	130	
2611	Cit	FTR	5 LG	60	
2620	Cas	CL	6 LE	70	
2626	Cit	FTR	5 N	40	
2708	Cit	MU	6 N	30	
2732	Cas	FTR	8 LE	120	
2814	Cas	FTR	5 N	60	

Hex	Type	Class	LVL	Align	Men
2916	Cit	FTR	6 LG	20	
2926	Cit	MU	8 CE	20	
3021	Cit	FTR	7 N	40	
3127	Cit	CL	4 CE	40	
3204	Cas	FTR	8 LE	90	
3230	Cit	FTR	5 LE	40	
3325	Cit	FTR	6 CG	60	
3402	Cas	FTR	8 LE	120	
3406	Cit	CL	5 CG	10	
3418	Cit	FTR	7 CE	45	
3529	Cas	MU	8 CG	140	
3616	Cas	CL	7 LG	90	
3827	Cit	FTR	5 N	40	
3933	Cit	CL	5 LE	10	
4008	Cas	FTR	5 N	50	
4133	Cit	FTR	6 CE	30	
4206	Cit	FTR	6 CG	40	
4313	Cit	MU	7 CE	40	
4429	Cas	FTR	7 LE	110	
4528	Cit	FTR	5 N	50	
4608	Cit	CL	6 LG	60	
4633	Cit	FTR	5 N	36	
4806	Cas	FTR	7 CE	80	
4927	Cas	FTR	8 LG	130	
5123	Cit	MU	7 CE	25	
5231	Cit	MU	8 LE	40	

Idyllic Isles for City State of the Invincible Overlord

Hex	Description
0301	Isle of the Twelve: Twelve 70' to 120' tall Bronze Statues of the gods Thetis, Ino, Oceanus, Tethys, Neptune, Amphitrite, Doris, Triton, etc. The statue of Thetis is hollow and contains treasure worth ten dragon hoards. The statue of Triton will animate to protect the treasure. Giant Statue; AC -8 [27]; HD 10; HP 180, Spec: immune to magic, +3 weapons or better to hit; Atk: +5 Trident DMG: 7d6;
0701	Isle of Laiah: Abode of a 19th level sorceress (very lonely).
1101	Isle of the Halflings: 27 shipwrecked Halflings evading a Cyclops.
1701	Isle of Honor: An ancient temple containing a water naga.
1901	Isle of Amedocles: A castaway pirate who knows fears the return of a giant crocodile which hates him.
3101	Isle of Midheaven: 116 females and two ancient sages fervently desire a champion who will enter the cave of their god to ask for the return of the male villagers sent to ask his aid, a Catoblepas.
4001	Isle of the Talisman: A pirate citadel, 120 pirates, and two sloops.
4101	Isle of the Water Sprites: A sea Hag and 6 daughters' live in a mountain cave.
4102	Isle of the Elect: A completely deserted city with a dungeon beneath the temple.
4409	Isle of Empyrean Dawn: Overrun by Giant Frogs and Giant Leeches.
4502	Isle of the Sea Witch: 36 wrecked ships inhabited by ghouls and a Dragon turtle.
4510	Isle of the Ringlet: Abode of an ancient Wizard desiring a vial of water from Council Lake.
4601	Isle of Damarah: Giant octopi occupy a buccaneers treasure cave.
4611	Isle of Slumber: The ruins of an ancient city overrun by apes hide a wishing well.
4612	Isles of the Shadow Dragon: Stronghold of the pirate brotherhood.
4813	Isles of Eerie: Mist shrouded isle of vineyards visited by Nixies.
4915	Isles of Wight: 56 extremely poor Vikings and one longship.
5017	Isle of the Thousand: Abode of rebels, outlaws and exiles.
5116	Isle of Tombs: 1,420 tombs full of undead and demons.
5119	Isle of Black Idols: Ebony statues guarded by a black dragon.
5215	Isle of the Vortex: 356 Lizard Men who worship a giant Manta Ray.

Lurid Lairs for City State of the Invincible Overlord

Hex	Monster	NA
0102	Minotaurs	6
0109	Wereboars	15
0117	Hill Giants	4
0125	Hobgoblins	120
0134	Salamanders	3
0206	Giant Ants	36
0314	Griffons	14
0219	Medusae	3
0225	Ogre-Magi	4
0229	Lizard Men	30
0317	Catoblepas	2
0324	Dire Wolves	12
0334	Centaurs	12
0403	Treants	15
0414	Kobolds	330
0431	Basilisks	4
0504	Unicorns	2
0512	Wild Pigs	22
0533	Tigers	17
0614	Gorgons	3
0730	Cave Bears	10
0818	Nixies	95
0903	Gnolls	140
0909	Giant Spiders	23
0920	Giant Beetles	8
1002	Mermen	40
1016	Wild Dogs	43
1028	Wolves	16
1030	Owl Bears	3
1134	Wild Dogs	12
1112	Giant Snakes	5
1119	Werebears	10
1134	Sahuagin	37
1206	Trolls	10
1230	Sea Monsters	2
1305	Bug Bears	3
1327	Wild Horses	46
1301	Giant Ants	276
1332	Green Dragons	3

Hex	Monster	NA
1415	Mountain Lion	12
1419	Wild Cattle	17
1505	Ogres	13
1507	Frost Giants	6
1602	Aquatic Elves	260
1611	Orcs	190
1626	Giant Weasels	4
1705	Leprechauns	3
1722	Giant Skunks	6
1807	Yeti	4
1831	Bears	15
1903	Tritons	21
1911	Cloud Giants	4
2129	Giants Ram	15
2209	Hydras	3
2222	Crocodiles	25
2232	Manticoras	1
2325	Lizard Men	30
2334	Red Dragons	4
2406	Cockatrices	5
2432	Salamanders	3
2521	Giant Frog	6
2618	Giant Beaver	3
2734	Minotaur Lizards	2
2818	Wood Nymph	5
2822	Treants	18
2905	Giant Wasps	6
2923	Dryads	6
2933	Giant Crocodiles	6
3011	Fire Lizard	3
3017	Pixies	40
3103	Giant Ants	160
3111	Giant Toads	11
3123	Giant Lynx	12
3126	Mountain Lions	13
3131	Giant Weasels	14
3226	Weretigers	15
3233	Wild Dogs	14
3308	Giant Shark	8

Hex	Monster	NA
3311	Wild Horses	12
3318	Hippogriffs	2
3329	Orcs	180
3421	Giant Otter	14
3431	Hydra	11h
3508	Trolls	7
3515	Wild Dogs	18
3527	Hobgoblins	180
3612	Giant Centipedes	10
3628	Trolls	5
3631	Hill Giants	3
3708	Giant Leech	8
3711	Mososaurus	3
3809	Giant Ants	120
3812	Wild Horses	24
3821	Unicorns	1
3829	Wild Horses	21
4006	Minotaurs	1
4016	Gorgons	2
4021	Bears	26
4128	Giant Lizards	8
4206	Wererats	7
4215	Stirges	24
4224	Giant Toads	10
4232	Harpies	9
4404	Dolphins	13
4421	Wild Pigs	22
4524	Giant Weasels	14
4602	Sea Horses	6
4625	Wereboars	3
4630	Stags	12
4704	Owl Bears	5
4805	Manticoras	2
4934	Elasmosaurus	2
5008	Plesiosaurus	3
5025	Giant Crabs	4
5117	Aboleth	10
5122	Werewolves	8

Ruins & Relics for City State of the Invincible Overlord

Map One only has one Ruin (from Map 6, Viridistan) detailed. But it does have more lairs than any other Wilderlands maps. Some of these should be turned into ruins or contain relics guarded by the monsters living there.

Hex	Description
0111	A tall blue monolith sticks out of the surface of the ground. The monolith is a total of 90 feet tall but the bottom ten feet are covered by dirt. In the base of the monolith (beneath the surface) is a secret panel guarded by a poison nettle in which are located 100 platinum pieces.



Barbarian Altanis

Campaign Map Two

Villages for Barbarian Altanis

Major settlements and name level characters have been highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0108	Actun	436	Elf	4	LG	Redon	11	LG	FTR	Elf	Market
0114	Quitxit	113	H-Elf	1	CG	Ilialetus	5	CG	MU	Man	Silver
0221	Besgar	242	Men	4	LG	Angthor	7	N	FTR	Man	Market
0302	Plychen	151	Orc	3	CE	T'Danz	4	CE	FTR	Orc	Hides
0406	Stigrix	344	Gnoll	2	CE	Cidring	4	LE	CL	Man	Pitch
0512	Tenoch	255	Men	1	N	Gof the Old	6	N	FTR	Man	Market
0528	Brafylia	422	Goblin	3	LE	Ruythat	4	LE	FTR	Ogre	Leather
0702	Algasar	132	Men	1	CG	Thenric	8	N	SG	Man	Market
0734	Xochete	167	Half	1	LG	Ramabuck	7	N	TH	Half	Pipe Weed
0821	Piyramys	216	Men	2	N	Naf Wig	3	LG	CL	Man	Market
1024	Ucatanis	110	Men	0	N	Alar Reed-cutter	5	N	IL	Man	Fish
1110	Kestizar	270	H-Elf	2	LG	Elidarth	6	LG	MU	H-Elf	Pearls
1117	Daitia Hill	334	Goblin	3	LE	Caw Bow-back	5	LE	FTR	Man	Market
1309	Antil	1,172	Men	4	N	Galgod the Hower	4	N	FTR	Man	Market
1327	Mysk	346	Men	2	LG	Nert Iron-fist	5	LG	FTR	Man	Market
1423	Renth	234	Elf	4	N	Cyn Light-foot	4	LG	MU	Elf	Rope
1605	Palen Spring	173	Men	3	N	Morthor Cof	11	CE	CL	Man	Market
1722	Colisth	261	H-Elf	1	N	Filor	6	CG	MU	H-Elf	Silk
1803	Little Kor	170	Orc	2	CE	Prazat	5	CE	FTR	Orc	Market
1815	Valera	310	Men	0	CG	Marash	5	CG	CL	Man	Fish
1901	Sunfells	410	Elf	6	N	Synake	14	N	TH	Man	Market
1926	Bisgen	562	Men	2	LG	Parre	7	LG	FTR	Man	Horses
2007	Kukul	217	Goblin	3	LE	Amash V.	5	LE	MU	Man	Market
2105	Strantath	412	Men	1	N	Resisa	8	LE	CL	Man	Oil
2133	Barath	196	Orc	3	LE	Tinz	3	CE	FTR	Orc	Sulfur
2209	Chacban	431	Dwarf	4	N	Frandal	6	LG	FTR	Dwarf	Iron
2312	Halafic	390	Men	3	LE	Turus	7	LE	CL	Man	Hides
2429	Ractuan	305	Gnome	3	N	Drudil	4	N	FTR	Gnome	Lead
2518	Talud	187	Men	2	LG	Sildith	5	LG	MU	Man	Market
2721	Bisituni	253	Half	1	N	Bifolls Stalker	3	CG	FTR	Half	Market
2732	Carchimish	323	Men	0	CE	Mytsh	7	LE	MU	Man	Market
2812	Anatal	372	Elf	4	LG	Cildarith	9	LG	MU	Elf	Weapons
2903	Jarmoco	220	Men	3	LE	Jasten	4	N	FTR	Man	Flint
2918	Kolda	357	Dwarf	4	N	Dorin	4	N	FTR	Dwarf	Weapons
3027	Hara	244	Men	3	LE	Earani Cor	4	CG	CL	Female	Market
3120	Nippuri	236	Men	2	N	Ragiun VI	5	LE	FTR	Man	Lead
3313	Onhir	456	Elf	4	LG	Cuchulainn	7	LG	MU	Elf	Gems
3329	Ahyf	312	Men	3	N	Briaron	3	LG	FTR	Man	Market
3518	Shedezar	286	Gnoll	2	LE	Tutxtla Ventor	3	LE	FTR	Gnoll	Zinc
3602	Britis	123	Goblin	0	CE	Horbis	2	LE	FTR	Goblin	Pitch
3611	Zothay	555	Men	5	LG	Kritas the Red	6	LG	MU	Man	Market
3624	Ketche	142	Men	0	CG	Beklomdamor	4	CG	FTR	Man	Fish
3721	Tristor	273	Elf	1	CG	Nikuelanor	5	LG	FTR	Elf	Spices
3906	Shodan	252	Men	2	N	Medlaf	4	N	CL	Man	Market
4204	Sykmet	436	Men	3	LG	Big Hiram	7	LG	FTR	Man	Timber
4311	Halkmenan	346	H-Elf	4	LG	Trildir Dry-lip	3	LG	MU	H-Elf	Market
4501	Serpeant Little	136	H-Elf	2	N	Grugal	8	N	RGR	Man	Market
4502	Kauran	522	Men	3	N	Ozmic	9	LE	MU	Man	Market
4728	Doratis	185	Men	1	N	Brasnato	4	N	FTR	Man	Fish
4806	Horaja	390	Orcs	2	CE	Gwy the Mighty	6	CE	FTR	Troll	Furs
4930	Bistan	246	Sea Elf	4	N	Thisafil	4	N	MU	Sea Elf	Pearls



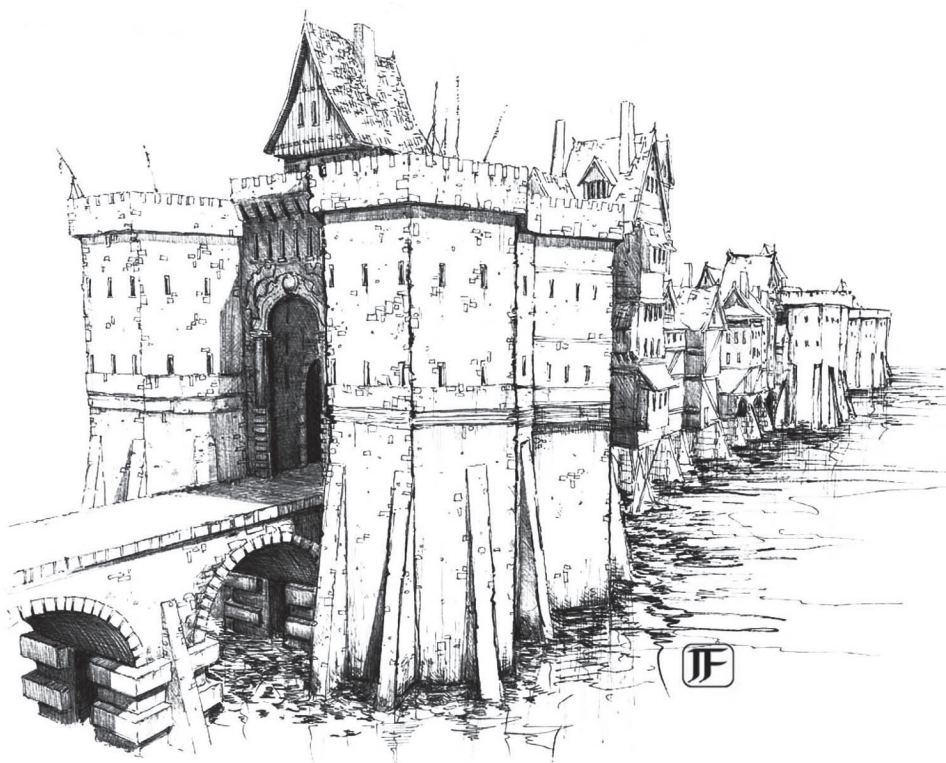
Castles and Citadels for Barbarian Altanis

Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0103	Cit.	TH	4 N		10
0210	Cas.	FTR	5 CE		130
0306	Cit.	MU	3 N		40
0323	Cit.	MNK	4 LG		70
0601	Cas.	FTR	5 CG		90
0612	Cit.	FTR	4 CE		50
0727	Cas.	PAL	4 LG		120
0734	Cit.	PAL	7 LE		105
0883	Cas.	FTR	4 LG		100
0920	Cit.	IL	5 LE		50
1014	Cit.	FTR	5 CG		20
1111	Cas.	FTR	7 N		100
1130	Cit.	FTR	4 N		70
1217	Cit.	TH	4 CE		40
1423	Cas.	CL	8 LG		80
1511	Cit.	MU	6 N		10
1619	Cit.	FTR	4 LG		70
1704	Cas.	MU	6 LE		50
1729	Cit.	CL	5 CE		60
1812	Cit.	FTR	4 CG		60
2022	Cit.	TH	6 N		30
2131	Cas.	FTR	4 LE		50
2301	Cas.	FTR	6 LE		130
2416	Cit.	CL	4 CE		60
2428	Cit.	FTR	5 CE		10
2610	Cit.	MU	4 N		20
2704	Cit.	FTR	8 N		40
2832	Cit.	IL	5 LG		70
2902	Cit.	AS	4 N		30
3112	Cas.	CL	5 CG		60
3120	Cit.	FTR	4 LG		40
3127	Cas.	RGR	9 LG		120
3233	Cit.	FTR	4 LE		50
3308	Cit.	BA	5 N		70
3418	Cas.	FTR	7 CE		50
3424	Cas.	TH	6 N		70
3730	Cit.	MU	3 N		40
3807	Cit.	FTR	4 CE		10
3820	Cas.	FTR	6 LE		70
3913	Cas.	CL	7 LG		80
4003	Cas.	DR	4 N		130
4206	Cit.	FTR	4 N		30
4309	Cas.	FTR	3 N		50
4504	Cit.	MU	3 CG		20
4706	Cit.	IL	3 LE		10
5007	Cas.	FTR	5 N		100
5030	Cit.	AL	6 N		40

Lurid Lairs for Barbarian Altanis

Hex	Monster	NA
0102	Minotaurs	6
0109	Giant Weasel	22
0206	Giant Beetles	9
0225	Wild Dogs	16
0301	Centaur	12
0321	Elephants	8
0332	Giant Snakes	7
0402	Dire Wolves	12
0415	Giant Ants	97
0510	Wild Cattle	17
0525	Wild Horses	32
0704	Wolves	25
0719	Wart Hogs	4
0813	Mammoths	5
0825	Giant Turtles	3
0908	Flightless Birds	11
0931	Wild Pigs	9
1015	Giant Crocodiles	8
1022	Catoblepas	1
1101	Wild Dogs	12
1113	Giant Goats	8
1134	Sahuagin	37
1301	Giant Ants	276
1321	Wild Pigs	14
1406	Wild Horses	19
1410	Giant Centipedes	12
1521	Hippos	4
1533	Wild Dogs	10
1612	Wolves	17
1625	Giant Snakes	3
1702	Bears	4
1717	Wild Cattle	12
1905	Giant Ticks	6
1914	Pixies	4
1931	Giant Weasels	2
2120	Wild Dogs	11
2213	Tyrannosaurus Rex	1
2230	Manticoras	2
2301	Red Dragons	4
2408	Leopard	1
2525	Spotted Lions	5
2602	Cave Bears	4
2633	Griffon	1
2701	Minotaur Lizards	2
2718	Jaguars	3
2828	Wild Pigs	7
2909	Irish Deer	8
3004	Titanotheres	3
3031	Mastodons	1
3124	Owl Bears	3
3214	Giant Skunks	5
3512	Mtn Lions	2
3522	Giant Rams	3
3607	Wild Horses	12
3715	Wild Cattle	15
3733	Mermen	10
3801	Wild Dogs	26
3918	Lizard Men	7
4023	Giant Octopus	1
4107	Wolves	13
4129	Giant Crabs	8
4212	Roc	1
4334	Tritons	2
4509	Giant Fish	27
4522	Lizard Men	3
4613	Queen Dragon Turtle	1
4703	Giant Squids	2
4817	Sea Monsters	1
4934	Elasmosaurus	2
4904	Unicorns	2
4927	Giant Lizards	8
5010	Giant Fish	13
5132	Nixies	4
5225	Mermen	6



Idyllic Isles for Barbarian Altanis

Hex	Description
1106	Isle of Ekur: 2 Giant Lizards attack all who land.
3929	Isle of Dread: Black Dragon and hoard. The dragon is often seen preying on passing ships.
4028	Isle of Dzian: Has injured Roc, who will reward those who aid it.
4032	Isle of GreenLight: Overgrown with vegetation and cannibals.
4134	Isle of Ogigian: Large Statue of Neptune pointing north.
4329	Isles of Chebrexy: Maze with Minotaur at center.
4422	Isle of the Unclean: Leper Colony, 2% chance per turn while on Isle, that the disease will be contracted.
4428	Isle of Trytonis: Giant Snake in cave sleeping around large pearl.
4514	Isles of Muraloti: A lone insane wizard who lives on the largest isle.
4613	Isle of Warglewood: Forest covered with large Ent tending the woods.
4813	Isles of Jynoquil: Haunted by ghosts of dead seamen.
4828	Isle of Helaria: Hradno, a hermit, hero of Halkemenan lives here in self-exile.
4829	Isle of Quarsmouth: Dense forests hide the ruins of a lost city.
4929	Isles of Quicksilver: A pirate stronghold, cleverly hidden 79 Pirates, 1 Sloop.
5011	Isle of Xeytaria: A colony of sea elves keeps the island open for elven trade.
5015	Isle of Verchiona: Bejeweled statues will animate for 2d6 rounds if molested.
5018	Isle of Sydaria: Small whales that cavort offshore are rumored to be human nobles polymorphed after their cruel rule.
5019	Isle of Bargurir: Several Minotaur lizards occupy an abandoned cliff dwelling.
5116	Isle of Zueringi: Numerous zombies protect a magic user attempting to strengthen their kind.
5117	Isle of Blue Rest: 3 to 4th level witches will care to the needs of strangers in exchange for stories.

Ruins & Relics for Barbarian Altanis

Hex	Description	Monster
0112	Spent Fuel in Crevice	1 Hill Giant
0403	Charred Worm eaten Artifacts of Protective Device	21 Wild Dogs
0420	Dangerously Operational Relic of Weapon inside Cavern	3 Zombies
0723	Tumbled Monolith on Rocky Slope	6 Werewolves
0729	Corroded Leadership Device in Large Crater	1 Wererat
0811	Charred Remnants of Eroded Bridge	3 Goblins
1018	Partially Sunken, Worm-eaten Spent Sewage	1 Wight
1028	Refuse of Worm-eaten Food Covered with Mold	4 Gnolls
1032	Moldy Stonepile Marking Tomb inside Cavern	3 Giant Snakes
1104	Contaminated Rock Covered Cottage on a Slope	39 Rats
1212	Corroded Engraving	3 Zombies
1414	Partially Sunken Fully Operational Chariot	1 Giant Pig
1531	Charred Roof Collapsed	1 Cockatrice
1601	Partially Covered with Earth God Totem	4 Stirges
1707	Beacon in a Large Crater	2 Werewolves
1918	Partially Covered with Ashes Offal	1 Umber Hulk
2010	Inside a Cavern a Worm-eaten Longboat	8 Skeletons
2128	Partially Sunken Defaced Statue	3 Phase Spiders
2203	Crystallized Titans Skeleton Fully Covered with Vines	3 Trolls
2207	Tumbled Down Hovel Beneath Overhang	2 Giant Owls
2223	Moldy Pair of Boots in a Thicket	None
2430	Eroded Animal Fountain	1 Unicorn
2606	Fully Covered with Earth Burial vault	1 Mummy
2621	One foot square opening to Eroded Sewer	1 Rust Monster
2625	A Fully Operational Flyer Harness in Crevice	4 Kobolds
2715	Partially Covered With Earth Worm-eaten Chest	4 Snake
3007	63 Houses & 1 Temple Covered with Webs & Dust in a Cavern	5 Vampires
3022	Charred & Burnt Loom in a Crevice	None
3115	Crumbling Sacrificial Mound	3 Giant Lizards
3331	Idol on a Rocky Slope Crumbled	3 Giant Ticks
3402	A Fully Operational Spyglass in a Thicket	4 Bears
3514	Partially Covered Wine Vines Crumbling Tower	1 Hill Giant
3610	A Dangerous Operational Anti-Grav, in a crevice	4 Trolls
3723	Fully Covered with Ashes Worm-eaten Sewage	None
4009	A Storm Giants Skull Worm eaten	2 Wererats
4231	Partially Sunken Collapsed Siege Tower	30 Bats
4302	Above Ground Disfigured Doll	None
4417	Charred & Burnt Villa	6 Gnolls
4506	Petrified Throne Fully Covered with Cinders	9 Wolves
5104	Fully Operational Coal in a Cave	2 Wereboars
5123	A Partially Caved-in Cistern	1 Umber Hulk
5128	Partially Covered Concrete Road	None

Glow-Worm Steppes

Map Three

Villages for Glow-Worm Steppes

Major settlements and name level characters highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0109	Discam	383	Men	6	N	Sternwinder	10	LG	PAL	Man	Market
0206	Tarsh	3,560	Men	8	N	Marlenius	15	N	DR	Man	Market
0218	Shaboban	172	Men	2	CG	Gar Forkbeard	6	LG	FTR	Dwarf	Fish
0305	Klest	678	Men	3	LG	Telegonis	4	CE	MU	Man	Timber
0410	Ruti	556	Elves	4	LG	Hriand	5	LE	FTR	Man	Copper
0614	Cudgel	334	Men	2	CE	Atarardes	5	CE	MNK	Man	PipeWeed
0708	Obaltion	234	Half	4	N	Silenier	4	LG	Gold Dragon		Hides
1115	Lepas	173	Men	4	LE	Rygard	4	LE	MU	Elf	Furniture
1304	Dwim	123	Men	4	CE	MarshAwen	4	CE	MU	Man	Pelts
1313	Zarast	485	Dwarf	4	N	Finhorn	4	CE	CL	Man	Marble
1507	Charmack	573	Dwarf	3	N	Rybolt Bighip	8	N	MNK	Man	Iron
1618	Greenswabs	501	Men	2	LG	Okar Longarm	6	N	Troll	-	Market
1808	Dome	164	Gnome	4	N	Gnerwen	6	N	FTR	Elf	Tin
1934	Tustoral	391	Men	5	LG	Critaecious	4	LG	IL	Man	Pitch
2214	Ninsum	222	Men	5	N	Merabor	5	N	MU	Man	Salt
2327	Quitlant	284	Orcs	5	N	Gragnor	4	N	AS	Man	Ore
2412	Fransk	109	Men	3	N	Lernitig	6	LE	MU	Man	Pelts
2413	Gazarack	95	H-Elf	4	LG	Hypornal	4	LG	FTR	Elf	Silk
2422	Hurickta	162	Men	1	N	Hillarane	11	N	BA	Man	Lead
2705	Illirasi	165	Men	4	LG	Pesh Hale	9	LG	FTR	Man	Vineyard
2730	Jackal	556	Orcs	1	CE	Argorik	8	LE	CL	Man	Flint
2910	Namatar	181	Gnoll	1	LE	Zshaetsh	4	N	IL	Man	Market
3019	Suitizor1	122	Men	0	CG	Fyurtig	7	LG	FTR	Elf	Hides
3226	Chumner	236	Men	2	CE	Warstag III	9	CE	CL	Man	Sulfur
3304	Infamy	198	Men	4	CG	Arnphal	8	CG	FTR	Man	Timber
3413	Tonat	143	Men	1	N	Nerhaw	4	N	TH	Man	Horses
3606	Korqua	211	Dwarf	4	N	Mayagir	14	LG	RGR	Man	Granite
3734	Mitlakarn	203	Orcs	3	LE	Hyastis	5	LE	FTR	Man	Market
3911	Pyre	163	Goblin	2	N	Coatel of Scorn	11	CE	FTR	Balor	Market
4202	Shagarack	291	Men	2	LE	Skaggar	4	LE	FTR	Man	Silver
4218	Salyzar	507	Men	4	N	Sesozic	8	N	FTR	Man	Hides
4405	Tammuzi	218	Men	3	CE	Vegenale	4	CE	CL	Man	PipeWeed
4429	Arkat	285	Half	1	GG	Gambalrain	14	N	CL	Man	Market
4718	Windstorm	348	Men	2	LE	Mauritz	4	LE	TH	Man	Gold
4734	Glackin	241	Dwarf	4	N	Atlain	4	N	Giant	-	Gems
4902	Weredstone	131	Men	3	N	Canthorane	6	L	FTR	Giant	Furniture
5024	Veshnar	345	Men	4	N	Igohan	6	N	CL	Man	Market
5107	Myriad	207	Men	2	CE	Hriash	16	CG	AB	Giant	Market
5215	Karnesh	118	Orc	4	LE	Bizbarek	7	LE	TH	Man	Pitch



Lurid Lairs for Glow-Worm Steppes

Hex	Monster	NA
0101	Bears	5
0116	Boars	8
0121	Killer Whales	6
0226	Giant Squid	2
0323	Giant Snakes	5
0402	Wild Horses	18
0416	Giant Crabs	6
0533	Tritons	16
0609	Sp. Lions	11
0704	Giant Slugs	2
0719	Giant Toad	1
0725	Mermen	145
0813	Giant Snakes	2
0906	Fire Beetles	5
1020	6 Headed Hydra	1
1111	Hill Giants	4
1128	Giant Leeches	2
1201	Ogres	6
1217	Minotaurs	2
1222	Giant Octopus	1
1307	Trolls	3
1513	Griffons	4
1705	Giant Hippos	2
1733	Dragon Turtle	1
1815	Giant Turtles	9
1918	Centaurs	3

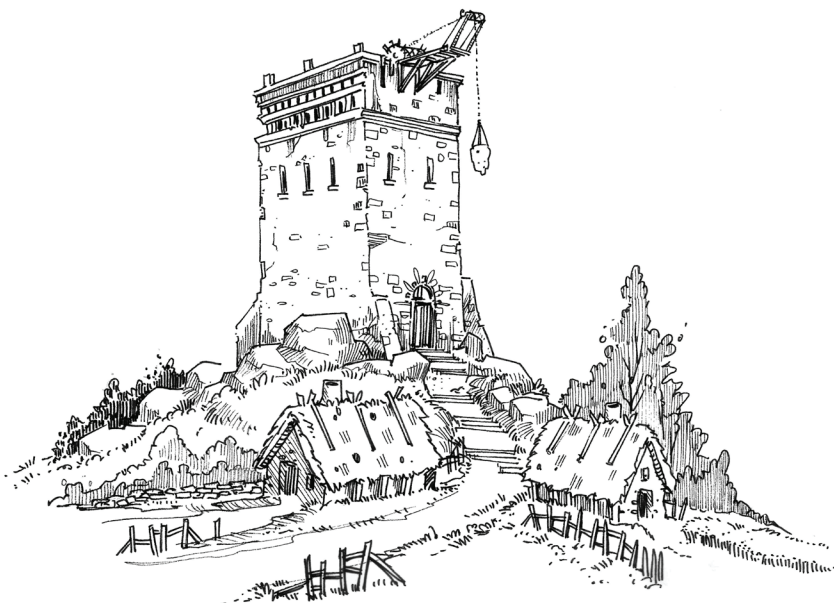
Hex	Monster	NA
2012	Bugbears	10
2110	Werewolves	19
2126	Sea Elves	189
2132	Giant Porcupines	3
2211	Giant Weasels	35
2307	Treants	4
2315	Kobolds	312
2401	Catobelpa	1
2429	Giant Skunks	2
2512	Black Dragon	1
2525	Neanderthals	22
2608	Hobgoblin	52
2726	W. Bison	225
2803	G Crayfish	7
2813	Stirges	16
3008	Wereboars	2
3032	Dire Wolves	11
3113	Saber-toothed Tiger	4
3209	Nymphs	2
3218	Giant Ants	410
3429	Wild Horses	36
3506	Dryad	2
3515	Manticoras	3
3601	Giant Flies	732

Hex	Monster	NA
3621	Fire Liz.	2
3710	Wolves	24
3816	Gargoyles	11
3825	Trolls	4
3914	Yeti	7
4007	Giant Slugs	3
4111	Crocodile	14
4120	Trolls	6
4327	Wild Camels	23
4411	Tyrannosaurus Rex	1
4415	Pterodactyls	6
4507	Cave Men	54
4524	Leopards	9
4608	Triceratops	3
4712	Giant Snakes	7
4816	Mountain Lions	18
4907	Stags	13
4920	Giant Goats	9
5010	Crocodile	14
5102	Giant Sloth	3
5127	Buffalo	48
5208	Lizard Men	216
5211	Giant Leeches	44
5224	Giant Scorpions	19

Citadels & Castles for Glow-Worm Steppes

Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0108	Cas.	PAL	4 LG		160
0307	Cit.	MU	6 LE		50
0313	Cas.	FTR	5 LG		120
0503	Cas.	FTR	4 LG		130
0708	Cit.	CL	5 N		20
0815	Cas.	FTR	7 LE		80
1007	Cas.	FTR	5 N		70
1119	Cas.	MU	6 CG		110
1611	Cit.	MU	7 CE		40
1802	Cit.	FTR	6 LE		60
2103	Cas.	FTR	3 N		150
2121	Cas.	CL	7 CE		90
2224	Cit.	MU	4 LG		15
2232	Cas.	FTR	5 N		70
2801	Cit.	MU	4 N		20
2923	Cit.	CL	7 LG		30
3304	Cit.	CL	5 LE		20
3904	Cas.	FTR	3 N		130
4026	Cas.	MU	6 CE		90
4932	Cit.	FTR	4 LG		10
5005	Cit.	CL	5 CE		20
5117	Cit.	MU	3 LG		40



Idyllic Isles for Glow-Worm Steppes

Hex	Description
0229	Isle of Greysend: A shipwrecked squadron of charmed knights who have married all of the goblin women.
0322	Isle of Noringer: A fire elemental occupies a forgotten temple on this volcanic isle.
0620	Isle of Wgnhaven: Twelve ogres roll rocks down on ships docking at the only natural harbor.
0727	Isle of Ravensrill: Hot springs, open fissures and recent lava flows have frightened off settlers.
0827	Isle of the Darhangel: A spectre, commanding numerous ghouls waylays seamen stopping at fishing hamlet here.
0833	Isle of Safe Havens: This isle has lost its distinction after a Dragon turtle moved in.

Ruins & Relics for Glow-Worm Steppes

Hex	Description	Monster
0129	Partially Buried Mound of Charmed Goblin Skeletons	1 Sea Monster
0201	Buried Foodstuffs	41 Cavemen
0428	Partially Buried Statues	5 Giant Fish
1002	Above Ground Ruined Temple	3 Windwalkers
1031	Buried Under Water Suit	26 Lizard Men
1416	Overgrown Road	1 Giant Spider
1610	Overgrown Calendar Stone	5 Wild Pigs
1810	Buried Petrified Food	7 Wild Horses
2304	Altar in Cave	3 Crocodiles
2609	Above Ground Ruined Village	20 Wolves
2822	Overgrown Antique Paintings	1 Copper Dragon
2912	Above Ground Mechanical Power Armor AC 1, add +1 to STR	3 Werewolves
3104	Partially Overgrown Engraved Plaque	2 Unicorns
3310	Partially Overgrown Man-Size Dancing Statue	3 Giant Frogs
3503	Above Ground Ruined Village	1 Will O' Wisp
3511	Above Ground Ruined City	2 Wraiths
4114	Overgrown Tombstones	4 Giant Owls
4409	Overgrown Aqueduct	2 Giant Crayfish
4521	Above Ground Petrified Offal	16 Wild Dogs
4602	Partially Buried Crystal Ball	1 Giant Snake
5004	Overgrown Ruined Village	3 Ghouls
5113	Buried Petrified Wood	4 Giant Centipedes



Tarantis

Campaign Map Four

Villages for Tarantis

Major settlements highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
1112	Dark Odyssey	290	Half	3	LG	Dithil the Usurper	4	LG	PAL	Man	Fish
1116	Wolfskin	488	Men	2	N	Winithar	3	CE	FTR	Man	Market
1215	Regina-Far	252	Men	0	CE	Bani the Jackal	6	N	TH	Man	Pearls
1901	Tustoral	391	Men	5	LG	Critaecious	4	LG	IL	Man	Pitch
2007	Bastinad	169	Elf	4	LG	Witheric	5	CG	FTR	Elf	Market
2017	Tallulah	215	Men	5	LE	Rugalas Many-Beard	4	LE	CL	Man	Fish
2030	Redflood	317	H-Elf	1	N	Ilbadan	6	CG	FTR	Elf	Market
2104	Kanakis	359	Men	3	N	Anatole Agate	5	N	MU	Man	Horses
2125	Gishmesh	423	Men	0	N	Rufcoliman	4	N	SG	Man	Market
2219	Bökozia	201	Men	2	LE	Athanaric	8	LE	FTR	Giant	Oil
2311	Andalusia	266	Gob.	1	CE	Narbon Khitar	4	N	FTR	Ogre	Pitch
2327	Tarantis	6,000	Men	9	LE	Atar the Lion	13	LE	FTR	Man	Market
2331	Stonebow	112	Men	2	N	Oloron of Nergal	5	N	TH	Man	Market
2409	Borsippa	179	Orc	1	CE	Black Thonric	4	LE	FTR	Man	Pelts
2505	Aelfstead	332	Gnoll	3	N	Sengoz Wolfram	6	N	FTR	Troll	Market
2516	Hykos-Faring	148	Men	4	LE	Fostric Stump-puller	5	LE	MU	Man	Market
2607	Nergol	209	Men	3	N	Stanwix Tiglath	4	N	FTR	Man	Hides
2713	Dier	439	Men	4	CG	Condēt the Small	7	LE	CL	Man	Market
2724	Surintal	476	Orc	2	LE	Kolda Cracker of Bones	8	LE	FTR	Orc	Sulfur
2818	Tamarizk	262	Men	1	CE	Fearless Belvort	4	N	FTR	Man	Market
2833	Algiran	397	Men	2	CG	Golsum the Mystic	4	CG	MU	Man	Market
2927	Paldorius	163	Men	0	N	Leklark	6	N	AS	Man	Market
3110	Megidolar	358	Goblin	3	N	Treuil Fast-Fingers	5	N	TH	Man	Market
3115	Ashkelon	109	Men	2	N	Agades Dardan	5	LE	FTR	Man	Salt
3129	Meri-Amon	414	Elf	4	LG	Bilmathrik	7	LG	FTR	Elf	Market
3220	Urillius-Elos	236	Men	0	CE	Ferret Shingar	4	CE	DR	Man	Market
3304	Avaris	379	Men	2	N	Lenchat III	4	N	FTR	Man	Market
3323	Willowsfen	224	Men	1	N	Mendoren	4	CG	IL	Man	Timber
3407	Bethan	463	Men	3	CG	Sangrad Khetasar	3	N	FTR	Man	Market
3430	Blackpit	317	Orc	2	LE	Kinstacesh	4	LE	FTR	Ogre	Pitch
3509	Sinacherib	125	Men	0	N	Grib the Elder	4	N	CL	Man	Lead
3517	Lakhish	439	H-Elf	3	LG	Arradol	6	LG	MU	H-Elf	Market
3627	Redharm	243	Men	1	LE	Cowen	4	LE	FTR	Man	None
3701	Mitlakarn	203	Orcs	3	LE	Hyastis	5	LE	FTR	Man	Market
3911	Balash	185	Men	4	CG	Vidan One-Eye	7	CG	FTR	Man	Iron
4006	Farine	268	Men	0	N	Crabby Trune	4	LE	CL	Man	Market
4026	Soma	218	Men	2	N	Bramangate	8	N	FTR	Man	Market
4134	Tashmetun	260	Orc	3	CE	Kasrax Skull Breaker	10	CE	FTR	Balor	Sulfur
4208	Drakevain	451	Men	2	LG	Mad Catalis	7	LE	FTR	Man	Market
4230	Ganzir-Galad	104	Men	1	N	Ampang the Peer	5	CE	IL	Man	Furniture
4316	Nuriedidin	374	Elf	3	CG	Calandia	4	CG	MU	Elf	Market
4422	Bastet	298	Men	1	N	Varale the Panther	5	N	BA	Man	None
4506	Delos	148	Men	0	CE	Tinakan the Reaver	4	N	FTR	Man	Fish
4613	Arrowdale	203	Men	4	N	Barent Quick-Foot	8	N	FTR	Man	Market
4627	Brdgefields	300	Men	0	N	Dautles the Transgressor	4	N	SA	Man	None
4701	Glackin	241	Dwarf	4	N	Atlain	4	N	Giant	-	Gems
4732	Fenshaft	408	Goblin	3	CE	Kazan Arpad	4	CE	FTR	Ogre	None
4807	Nisan-Moot	337	Men	2	LE	Montzen Faraway	5	CE	CL	Man	Spices
4825	Caldia	193	Men	3	LE	Milord Chapnel	4	N	FTR	Man	Market
4933	Garzan	298	Dwarf	3	N	Thion Copper-Toot	6	LG	FTR	Dwarf	Iron
5010	Blackroot	355	Men	1	N	Jenap XII	5	CG	FTR	Man	Copper
5018	Hadramawti	230	Gnoll	1	N	Mezdranet	7	LE	MU	Man	Market
5104	Shadowmirk	149	Men	0	CE	Blodent the Craven	4	N	FTR	Man	None
5206	Lithyan	379	Elf	2	LG	Balamir	3	N	FTR	Elf	Silver
5222	Sintar	117	Men	0	N	Ratiger	4	CE	FTR	Man	Market

Citadels & Castles for Tarantis

Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles with name level characters are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0132	Cit.	MU	8 LE	40	
1011	Cit.	FTR	6 N	30	
1928	Cit.	BA	4 CG	110	
2104	Cas.	FTR	5 N	60	
2114	Cit.	MU	4 CE	20	
2126	Cas.	FTR	7 LE	110	
2402	Cit.	RGR	8 LG	100	
2423	Cit.	FTR	4 N	40	
2518	Cas.	MU	4 N	70	
2620	Cit.	AS	6 N	20	
2629	Cit.	FTR	7 LE	50	
2704	Cit.	IL	4 CE	10	
2916	Cit.	FTR	4 N	30	
2922	Cas.	FTR	4 N	60	
3013	Cas.	FTR	6 LG	70	
3031	Cit.	FTR	3 LE	20	

Hex	Type	Class	LVL	Align	Men
3110	Cas.	CL	5 CE	10	
3127	Cas.	FTR	4 N	40	
3207	Cit.	TH	6 CE	10	
3217	Cit.	CL	4 CG	20	
3229	Cas.	FTR	5 LG	40	
3502	Cit.	FTR	5 N	30	
3511	Cit.	CL	8 LG	60	
3617	Cas.	MU	10 LE	100	
3623	Cit.	FTR	4 N	50	
3807	Cit.	FTR	5 N	40	
3915	Cit.	DR	4 N	70	
3933	Cit.	FTR	7 CE	30	
4017	Cit.	FTR	4 N	40	
4023	Cit.	AL	15 N	50	
4028	Cit.	FTR	4 LE	20	
4203	Cit.	FTR	8 N	60	

Hex	Type	Class	LVL	Align	Men
4211	Cit.	CL	4 LG	70	
4334	Cit.	FTR	4 N	40	
4528	Cas.	SA	7 N	80	
4619	Cit.	FTR	3 N	20	
4713	Cas.	PAL	6 LG	120	
4733	Cas.	FTR	9 LE	150	
4812	Cit.	MU	5 N	30	
4912	Cit.	CL	4 LE	10	
4924	Cit.	FTR	7 LE	50	
5020	Cas.	FTR	4 N	70	
5132	Cit.	BA	4 N	30	
5206	Cas.	FTR	7 LG	90	
5210	Cit.	MNK	5 N	50	
5217	Cit.	FTR	11 LE	80	

Lurid Lairs for Tarantis

Hex	Monster	NA
0615	Giant Sharks	7
0926	Giant Otter	3
1121	Sea Horses	11
1613	Dolphins	37
1831	Giant Lobster	1
2011	Wild Pigs	13
2021	Trolls	2
2114	Stags	17
2302	Giant Ants	59
2420	Salamanders	4

Hex	Monster	NA
2524	Ogres	11
2626	Treants	6
2708	Werewolves	4
2831	Gorgon	1
2913	Harpies	3
3002	Wild Horses	117
3313	Giant Weasels	8
3432	Wild Dogs	23
3522	Owl Bears	7
3605	Wild Cattle	152

Hex	Monster	NA
3827	Goblins	173
3914	Hydras	2
4104	Bison	240
4419	Were Rats	8
4534	Unicorn	2
4606	Dragon Turtle	1
4730	Gargoyles	15
4818	Orcs	39
5113	Manticora	1



Idyllic Isles for Tarantis

Hex	Description
0116	Isle of the Vortex: 356 Lizard Men who worship a giant Manta Ray.
0526	Isle of Midjourney: Noxious vapors escape from crevices along the beach but in the dense jungle tropical birds abound fresh-water springs. The springs flow from a huge boulder called “Weeping Rock of the Basilisk” and 200’ up a bluff is the “Cavern of Profundity”, where an aged Satyr (visible only to virgins, any gender) makes predictions for gifts of food.
0930	Isle of Brass: The ‘Museum of Memorabilia’, located in a hidden grove, supplies mages with useful knowledge of ancient artifacts located deep within 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.
1014	Isle of Kotha-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 foreknowledge of an imminent doom which only a relic owned by the ruler can eliminate.
1312	Isle of the Beacon-Fire: Villagers charged with a centuries old oath to the ‘King of the Lost-Lands’, maintain an eternal bonfire atop a crag to warn ships off the hidden reef.
1317	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.
1417	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 leavings.
1418	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.
1519	Isle of the Stone Men: Mysterious stone statues dot this isle and a female gargoyle guards her 22 eggs in a rocky crevice.
1710	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.
1828	Isle of Plaxsy: A natural harbor is the waystation of naval fleets operating in the Wine-Dark Sea. Supply catches are buried within 100’ of the beach. Ten deserters eke out a meager existence in the marsh. One has a treasure map to a ship wreck containing 16,000 SP
4805	Isle of Moak: A green dragon with 5 female slaves from the village of Lithyan inhabits the wooded shore. Thousands of sea-gulls nest on the rocky beach.

Ravaged Ruins for Tarantis

Hex	Description
0308	The collapsed wreckage of a large sailed warship lies far beneath the surface. Upside down, the hull forms a cave which is inhabited by a giant squid.
0620	A half sunken wizard’s tower stands on a broken reef. The seaweed covered rooms shelter three giant snakes.
0731	The sunken city of Amphoriantis: 112 buildings surrounded by a crumbling wall and a central temple which is frequented by sharks. The moss covered streets contain pits every 100’ which are activated by counterweights.
1005	Partially buried in the sandy seabed, a ship’s figurehead of a sea nymph holding a scimitar.
1111	Almost completely overgrown with vegetation, a sage’s hut is still protected by a wraith... one of the dead sage’s vanquished enemies.
1622	Three worm-eaten treasure chests lie on the sea bed. All contain 2000 GP and in the center chest, a large electric eel abides.
2110	A vine covered stone chair large enough for a hill giant stands beneath a huge oak tree.
2322	A crevice in which the entrance to a north-south 8’x8’ sewer houses a colony of 16 wererats.
2503	A fallen cavern provides ingress to a chamber with a huge pile of petrified dragon muck.
2632	The crystallized skeleton of a dragon turtle is buried on the sandy beach. The skull houses a giant leech.
2710	A carriage partially covered with rocks and earth protrudes from the bank of a river.
2825	An unmarked vault, fully covered with vines and fallen trees, contains a +2 neutral magic sword. The vault is guarded by a Spectre which is surrounded with a red mist.
3006	Partially buried in earth, the wreck of a hang glider and the skeleton of its pilot lies upside down. Both are fully operational.
3217	An aqueduct section 1350’ long, made of steel reinforced concrete, is collapsed in upon itself.
3401	Protruding from the earth, with all but the topmost portion overgrown with vegetation, a signpost pointing north written in archaic dwarven runes states “Fools venturing beyond this point, must suffer the welcoming axe’.
3630	In a small vale, stands a partially operational Trebuchet waiting for its builders to return.
3709	Cut into the overhanging cliff, is a battle scene depicting a tall slim race decimating a short ugly one with “flaming tubes’.
4021	A stone cottage with a fallen roof is the liar of a were tiger. The were tiger assumes the shape of an elderly hermit during the day.
4225	A pile of chipped coal lies at the rear of a salamander’s cave.
4411	Two ogres occupy the collapsed watchtower of a forgotten kingdom.
4504	A large store of dwarven picks, shovels, and axes lays within a crevice in which a troll seeks his lost mate.
4830	Within an extinct crater, a six-headed hydra guards its nest of eggs. The nest is constructed of brambles and the remains of an elf; still wearing his +2 chainmail tunic.
5208	The funeral pyre of scores of hundreds stands in a hollow between the low hills. The pyre contains many broken weapons and the hollow is haunted by a ghost of a dead captain.

Valon

Campaign Map Five

Villages of Valon

Major settlements and name level characters are highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0112	Milirth	210	Elf		3 LG	Maganrod	5	LG	MU	Elf	None
0203	Freeman's Fen	315	Men		1 N	Tullus	6	LG	PAL	Man	Market
0224	Deluan	180	Half		3 CG	Anklan the Good	4	CE	FTR	Man	Oil
0316	Harrowdale	340	Men		2 N	Shabakan	4	N	FTR	Man	None
0407	Fomaland	420	Men		4 N	Hernigu	5	N	DR	Man	Market
0431	Brendare	160	Goblin		3 CE	Stokey Gray	4	N	FTR	Ogre	Pelts
0526	Lith-Maven	270	Men		2 LE	Granbritan IV	3	LE	FTR	Man	Market
0704	Moskilt	152	Men		0 CG	Gallorun	7	LE	TH	Man	Market
0813	Canopusar	465	Men		2 CE	Dorn the Pillar	4	CE	FTR	Man	Horses
0819	Grawaste	125	Men		4 N	Bodenith	11	CG	CL	Man	Market
0909	Zindar	146	Men		0 CG	Big Atundorn	4	LG	MU	Man	None
0916	Ameron	160	Men		2 N	Nilthic Roth	6	N	FTR	Dwarf	None
0928	Kianith	212	Men		3 CG	Stumpy Slepeth	3	LE	MU	Man	Pipeweed
1005	Doomsford	330	Men		1 N	Boklazar	4	N	FTR	Man	Furs
1110	Berclazaw	105	Men		3 N	Wensilth	4	N	MU	H-Elf	Silver
1203	Ironholm	386	Dwarf		3 N	Duralin Raven-eye	5	N	FTR	Dwarf	Iron
1405	Vorsteria	452	Men		2 LE	Mindang	4	LE	FTR	Man	None
1503	Roversport	85	H-Orc		4 LE	Sidcut Enil	8	LE	FTR	Man	Market
1511	Stumpy Point	90	Men		3 CG	Omagil	4	N	IL	Man	Market
1708	Oakenclear	248	Orc		4 LE	Gahtoh the Toad	6	N	FTR	Troll	Mercury
2001	Aldebaren	310	Men		2 CG	Kalzack	4	CE	FTR	Ogre	None
2022	Tirthsen	110	Men		2 CE	Mulsast	8	CE	MU	Man	Market
2123	Denpasar	240	Men		3 N	Birst Menkag	3	N	FTR	Man	Hides
2124	Etlanna	122	Men		0 N	Ayol Wide-Stride	4	N	BA	Man	Market
2603	Valon	1,690	Men		6 LG	Artarias the Bear	9	LG	FTR	Man	None
2702	Tilleasy	225	Men		1 LG	Ereg the Wanderer	3	LG	FTR	Man	Market
2819	Heatherdale	360	Gnome		2 N	Breaker Tessan	4	N	FTR	Man	None
3320	Orinco-Dier	450	Men		0 N	Nabot	6	N	FTR	Man	None
3722	Norodom	224	Men		5 LE	Lord of Faces	4	LE	MU	Man	Fish
3822	Arcturan	180	Men		5 LE	Meldar the Ancient	10	LE	Red Dragon		Market
3823	Melnabone	160	Men		9 LE	Wailing Bailrik	9	LE	FTR	Man	Market
4003	Kirilith	436	Goblin		1 CE	Rider of Rontagin	4	CE	MU	Man	Zinc
4006	Garthain	310	Men		3 N	Burgess	4	N	FTR	Man	None
4210	Fairlea	115	Men		1 N	Numa the All-Lord	4	N	FTR	Man	None
4309	Breem	254	Elf		2 LG	Cil-Drith	5	LG	FTR	Elf	Market
4402	Uriah-Kazar	510	Dwarf		5 LG	Kanthor the Hearty	6	LG	FTR	Dwarf	Iron
4505	Fairway	610	Men		1 N	Hederan	4	N	MU	Man	None
4608	Gnomestead	218	Men		3 N	Sparks Argesul	3	N	TH	Man	None
4703	Neang-Kazar	220	Gnome		0 N	Rodine	4	N	FTR	Man	Pelts
4711	Cidin-Kazar	150	Dwarf		6 LG	Dimrock	6	LG	FTR	Dwarf	Market
4722	Hallhavew	212	Men		2 CE	Polmak Pabel	4	CE	MU	Man	Fish
4908	Zubardor	420	Men		3 N	Vizier Brenton	4	N	AL	Man	Market
5103	Nimbartan	170	Men		3 N	Jerimon the White	3	N	FTR	Man	None
5115	Orcholding	120	Orc		2 LE	Cur Bludath	6	LE	FTR	Troll	Pitch
5208	Torgress	215	Men		4 CG	Egalit the Vulture	6	7	CL	Man	Market

Citadels & Castles for Valon

Citadels are only the tower or keep without stone walls. Castles add stone walls and gatehouses to the keep. Castles and citadels with rulers of name level (9th) or higher are highlighted in **bold**.

Hex	Type	Class	LVL	Align	Men
0121	Cit	FTR	3	N	40
0129	Cit	FTR	4	N	80
0207	Cit	FTR	4	LG	60
0211	Cas	TH	7	N	100
0320	Cit	MNK	6	N	40
0403	Cas	FTR	10	LE	110
0527	Cas	CL	5	LG	100
0614	Cit	FTR	3	N	30
0711	Cas	FTR	6	CG	60
0730	Cit	MU	4	N	20
0801	Cit	CL	4	CE	70

Hex	Type	Class	LVL	Align	Men
1007	Cas	FTR	5	LG	180
1018	Cit	FTR	6	N	50
1103	Cit	MU	5	N	20
1226	Cit	IL	8	N	30
1404	Cas	FTR	4	N	100
1501	Cit	FTR	3	LE	60
1508	Cit	TH	6	CE	110
1924	Cit	FTR	7	N	40
2501	Cit	BA	4	N	50
2702	Cas	FTR	6	LG	80

Hex	Type	Class	LVL	Align	Men
3723	Cas	PAL	8	LG	100
4005	Cas	CL	5	LE	60
4009	Cit	AL	7	N	20
4304	Cit	FTR	4	CE	140
4510	Cas	FTR	6	LE	50
4605	Cit	CL	4	LG	100
4813	Cit	FTR	5	CG	40
4903	Cit	TH	3	N	130
5111	Cit	SG	9	N	50
5204	Cas	FTR	7	CG	60

Lurid Lairs for Valon

Hex	Monster	NA
0105	Wererats	25
0228	Hill Giants	3
0318	Wild Dogs	123
0513	Will o' Wisp	1
0728	Orcs	169
0805	Wild Cattle	190
0923	Giant Sharks	14
1113	Giant Squid	4
1206	Storm Giants	3
1330	Sea Monsters	2
1417	Giant Sea Snake	4
1625	Sea Elves	216
1801	Unicorn	7
1911	Lizard Men	127
2223	Hobgoblins	42
2431	Dragon Turtle	1
2502	Ogres	6
2608	Sea Horses	34
2825	Giant Sea Otters	8
3202	Giant Walrus	4
3516	Dolphins	46
3823	Green Dragon	1
3902	Werewolves	18
4030	Sperm Whale	2
4207	Grizzly Bears	13
4320	Giant Clam	3
4405	Trolls	37
4611	Hippogriffs	12
4727	Giant Eels	3
4804	Giant Crocodiles	7
4912	Were Bears	13
5107	Wild Horses	28
5133	Giant Seals	44
5215	Boars	5
5220	Killer Whales	6



Ravaged Ruins for Valon

Hex	Description
0129	A giant painting of ten Monks praying to an Idol is hanging from two large columns. Anyone cursing or touching the painting will let one of the monks in the painting out to fight the group until the party leaves or the monk dies. The Monk will then re-appear in the painting.
0131	In a clearing of vegetation is a partially sunken telescope which, if cleaned, will cut in half the sighting distance of an object that is viewed with it. A rattlesnake has made his home underneath it.
0505	Beneath a large outcropping of granite is a partially fallen castle. Its gates and timbers are burned out and the wraith of the long dead Lord Wainail haunts the ruins.
0720	A large calendar stone lays on the bottom where it was dropped by a priest's ship.
0814	This is the ruined city state of Sotur, destroyed by a duel between two wizards a millennia ago. It is infested by the magical beasts and demons the two summoned in their epic duel. There are still numerous magical curses and traps that are still active.
0929	In long grasses is the crumbling scraps from a leather working shop.
1101	There is a large well that is overgrown with brush and it is filled with waste oils. These oils are highly flammable and the vapors are explosive.
1421	The sunken village of Gossett lays partially covered with red sands. The village consists of 27 cottages and is surrounded by a ditch. It is inhabited by five giant sharks.
1606	A small cave whose entrance is covered with trees and brush is the lair of three werewolves. The beasts do not know of the partially operational hot-air balloon that is buried at the back of the cave.
1720	In a blasted area is a large crater. A rusted breast plate with the crest of the World Emperor on it is worn by a skeleton.
2015	Here lays a large galley whose bottom was holed by a dragon turtle. The monster still stalks the area for food.
2125	Under a pile of rocks is a large clay pot full of wax. A pack of 17 wild dogs nest within the rocks.
2402	Two skeletons, one of a man and one of a troll, lay still locked in mortal combat. The man's ghost lingers here until he is set free by telling the story of how he, Gonthar, defeated a troll in unarmed hand-to-hand combat.
2519	A large sunken fountain from Altantis stands in nearly two hundred feet of water.
3632	In a well hidden crypt is a ring of Brathecol, one of the kings of old Altantis. A stone golem is guardian of the crypt which appears as a monolithic block of limestone.
3825	A blackened Great Keep whose roof has caved-in and the gates have rotted down, provide shelter for four giant pigs.
3905	A broken, worm-eaten trade sign whose condition is so bad that readers can only make out the words, Come Alive... written in Elvish.
4215	On the sea bottom, covered with sand, is a monolith to Zeus. It is laying on it's side where it was knocked down by a lightning bolt.
4425	Partially sunken, in the volcanic ash of the seabed, is the outpost tower of a long forgotten kingdom.
4603	In a weed infested crevice are 13 rusted shield bosses.
4807	Deep underground in a large cavern is the fabled Dwarven city of Krazandol. It was once the capitol of a Northern Kingdom of dwarves that stretched for many miles. Krazandol's craftsmen were famed all over the world for their works in iron, silver, gold, and mithral. The city became rich and powerful, from the trade that it's craftsmen drew and soon held sway over much of the north. But it's riches were to be it's downfall because it was so well known that the Dragons of Banzot heard about it, and in a three-day battle drove the dwarves out. The Great Worms and all of the riches are still in the dwarven city of one Great Keep and 317 houses.
4829	The sunken dolmen of an ancient king can be reached via a short sea-cave formed by a toppled marble column. A silver inlaid diadem within is the ingress to the royal grave. A giant manta ray frequents the area.
4918	An abandoned Triton village is the lair of a giant octopus. The central plaza is the location of a sacrificial stone which has a secret compartment containing a +1 trident.
5101	The remains of a flint pit lie in the weeds of a mud bank. An obsidian sword projects from the bank.
5124	A moldering skeleton of a long dead storm giant is still clothed in a huge leather hauberk, iron helm, and rotting linen. The giant's sword is wedged tightly in a boulder.
5228	Partially Buried Mound of Charmed Goblin Skeletons with 1 Sea Monster in the area.

Idyllic Isles for Valon

Hex	Description
0334	Ant Island: A giant ant colony with a huge network of tunnels is worshiped by goblins. The goblins gather sap from maple trees and sacrifice prisoners by chaining them to the rocks beneath the ant hills.
0734	Isle of High Place: Formed by a now inactive volcano, this rocky isle is overrun by wolves and lemurs. Inside the cave are the ruins of a looted pyramid built over an extensive lava pit. The pyramid has poisonous gas traps which still function although the treasure has been taken long ago.
1134	Isles of Fiery Swine: Wild boars battle mountain goats for dominion over the grove of apple trees. Some boars are polymorphed sailors who drank from the enchanted spring. Some goats are polymorphed sailors who sampled the island's grapes.
1325	Lava Flow Isle: A large active volcano is the principle feature... PROB 10 % of eruption per visit. Four triceratops and three tyrannosaurus dinosaurs inhabit the sparse jungle.
1332	Monkey Isles: Wild monkeys acting as First level thieves overrun these isles. Giant boring beetles and ticks are their only predators.
1413	Findrive Isle: A lonely castaway, Ratar Crikisin, has been stranded here for 16 years. He offers one pink pearl for passage to the continent.
1622	Isle of Ljosjafaheim: The tree covered hills conceal the great hall of a Viking Chief, Fortel of High Hallick. Now aged and broken, he desires a champion to slay the enslaver of his small band.
1628	Isle of Maidens: A sand bank surrounds this isle on all but northern approach. A small walled convent for the novice priestess of Aganju is protected by 23 female initiates, 12 female bishops, and one sage. The convent is located at the head of a fresh water stream within the dense forest. A band of 26 cavemen inhabit the headland rocks above the convent.
1722	Mariner's Isle: A sheltered cove and the hives of giant honey bees make this isle a welcome stop for merchant ships. In a hidden seaward cavern, a school for thieves is operated by Effendi Balorast... a master thief of eccentric nature. His pupils (2d6 thieves) practice on the Effendi's guards... 16 orcs.
1734	Isle of Terraces: The abode of a simple but industrious people, which have covered the hills with terraces. The 24 farmers are all related and trade flax and corn for provisions. They take refuge in a centrally located storm cellar when marauders appear.
1934	Isles of Biting Horses: These isles are covered with dense vegetation, small herds of miniature wild horses, and a pride of tigers.
2217	Cornmill Isles: A band of 96 gnomes trade corn for necessities. A werewolf rampages through the village during every full-moon and man-eating plants dot the rocky heights.
2229	Interlude Isle: An enthusiastic sorcerer dreams of world dominion as he labors in his underground laboratory to produce the "perfect" warrior, an armor plated flesh golem. His assistants are 3 gnome mediums and an elderly hermit which lives outside the entrances.
2308	Isle of Revelers: Consuming the red berries which grow on this lush island causes "instant" intoxication. Two-headed blue snakes lurk amongst the parrot-filled trees.
2521	Volcano Isle: A village of headhunting natives lies in a dell beneath the large inactive volcano.
2620	Four Fence Isle: The dwarven deer called 'Nicalitail' is a gourmet item of great value in distant lands. The 'Nicalitails' are extremely fast and difficult to trap. Mountain lions frequent the shoreline at dusk.
2921	Isle of Tears: Amidst the misty mounds is the cave home of a woman troll named Stonerax. Jealously guarding a small treasure hoard buried on a hill top, she lives with three slave girls whom she mistreats.
2922	Isle of Forthanal: Three extinct volcanoes mark the rugged vista. A very old Black Dragon inhabits the largest of the silenced caves.
3003	Isle of Breach: A simple tribe of men tend crops and hunt in the shady green vales.
3015	Devils Isle: The accursed stockade here holds the luckless prisoners of Valon. The garrison of seventy is commanded by Lord Darbath.
3027	Isle of Iron: Eons ago a huge meteorite fell here to form this isle. Miners would exploit the high grade nickel iron were it not for the 9 rust monsters here.
3121	Isle of Coral: Central to this isle is a large cliff of coral uplifted by volcanic action. A herd of hippogriffs inhabit the caves atop the cliff.
3132	Isle of the Serpent: An intelligent giant snake (8 HD) able to speak most languages (60%) lives in this lush forest. Able to swim only a short distance, he will beg for passage to the mainland. Always having failed he will try to sneak aboard.
3134	Isle of Midheaven: 116 females and two ancient sages fervently desire a champion who will enter the cave of their god to ask for the return of the male villagers sent to ask his aid, a Catoblepas.
3423	Isle of Knowledge: An order of monks train missionaries to the mainland.
3520	Shell Isle: A large sand bar juts out from the isle, home for Giant Clams and crabs.
3707	Woolness Isle: An orc tribe maintains a log palisade around the sacred pool of a Spirit Naga (CE,AC5,15", 10HD, cause saving throw vs. charm).
3720	Silk Isle: Giant Mulberry trees cover the land, where Giant Silk Worms (4 HD) can be found.
3927	Isle of Foresight: Here lives a Cyclops with acute vision (6 times that of a normal man). He will swim out to passing ships to board and wreck havoc.
3928	Isle of Green Crystal: Giant green crystals surrounding this island are actually a mutated sea creature able to swim and bore through a ship's hull. The only inhabitants are a mad wizard and his prisoner, a dwarven armorer.
3932	Gorelith Isle: Home of an elven ship builder, Lethpiril, who will gladly help elves, distrusting others.
4134	Isle of Basolith: This deserted isle is enchanted so that one venturing inland will lose his sense of direction and have only a 5% chance per turn of finding the shoreline.
4221	Isle of Reckoning: Here a ruined temple contains a transparent stone, that when touched, will answer one historical question per day (95% PROB of veracity).
4731	Isle of Wanderers: A myriad mix of miscreants populate the camp on this isle.
4822	Hemp Isle: A large producer of hemp for the ropes of Valon, this isle is also infamous for its cruel slavery.
4922	Hanging Isle: A small community of ex-slaves work the fields and groves, barely self-sufficient.

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





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Wilderlands Map Legend

	= Water
	= Woods (25% to 50%)
	= Plains (0% to 25%)
	= Desert, Hardpacked (0% to 25%)
	= Jungle (50%+)
	= Forest (50%+)
	= Desert, Sandy Dunes
	= Swamp
	= Hill
	= Mountain
	= Oasis
	= Escarpment

Move per Rd	Road	Plains	Woods	Forest
30' (foot)	5	2.5	1.25	0.5
60' (foot)	10	5	2.5	1
90' (foot)	15	7.5	3	1.25
120' (foot)	20	10	5	2
150' (horse)	25	12.5	6	n/a
180' (horse)	30	15	7.5	n/a
240' (horse)	40	20	10	n/a

Distances are in miles per 4 hour watch.

	= River
	= Rapids
	= Waterfall
	= Road
	= Imperial Highway
	= Citadel/Keep
	= Castle
	= Locale
	= Village
	= City State (1,000+)
	= Mountain Peak
	= Volcano Peak

Move per Rd	Desert Scrub	Desert Dunes	Mountains	Hills
30' (foot)	1.25	0.5	0.5	0.5
60' (foot)	2.5	1	1	1.5
90' (foot)	3	1.5	1.25	2.5
120' (foot)	5	2.5	1.5	3
150' (horse)	6	n/a	n/a	4
180' (horse)	7.5	n/a	n/a	5
240' (horse)	10	n/a	n/a	6

Distances are in miles per 4 hour watch.

Triumphant Grand Tactical

The Wilderlands Campaign Maps use 5-mile wide hexes. The charts below give the number of miles that each movement category can move within a 4-hour “watch.”

Typical move rates per round are:

30'	Encumbered
60'	Plate Armor
90'	Chainmail
120'	Leather or Unarmored
150'	Heavy Horse
180'	Medium Horse
240'	Light Horse

Season	Daylight Watches
Winter	2
Spring	3
Summer	4
Fall	3