

Judges Guild



FANTASTIC WILDERLANDS BEYONDE REVISED EDITION

BY BOB BLEDSAW & MARK HOLMER

REVISION BY ROBERT S. CONLEY

PRESENTED BY JUDGES GUILD AND BAT IN THE ATTIC GAMES

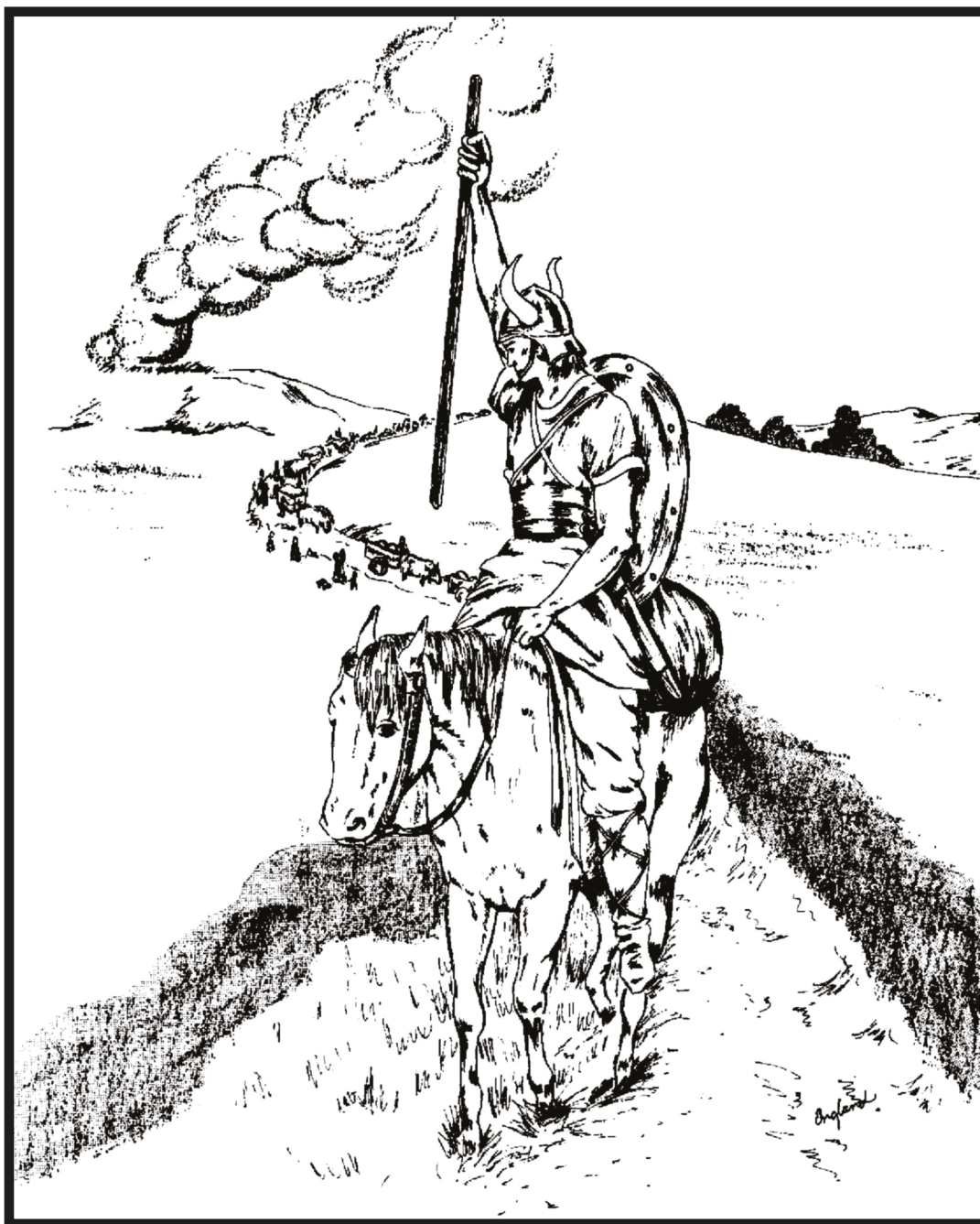
INCLUDES 10 POSTER MAPS



AND A 38 PAGE GUIDEBOOK

Fantastic Wilderlands Beyond

Revised Edition



Judges Guild



Original Edition by Judges Guild

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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

This is the second in a series of four guidebooks covering all 18 maps of the Wilderlands of High Fantasy. Fantastic Wilderlands Beyonde adds five maps to the west and northwest of the City-State of the Invincible Overlord ranging from the Elephant Lands to the north to the Sea of Five Winds in the south. Unlike the original, the revised edition includes Map Six, City State of the World Emperor. The terrain is quite varied, ranging from the forests of the Elephant Lands to mountains, jungles, deserts, and seas dotted with island archipelagoes, along with the largest and most powerful realm within the Wilderlands: the Empire of Viridistan.

I ran my first campaign in the Wilderlands in 1980. 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

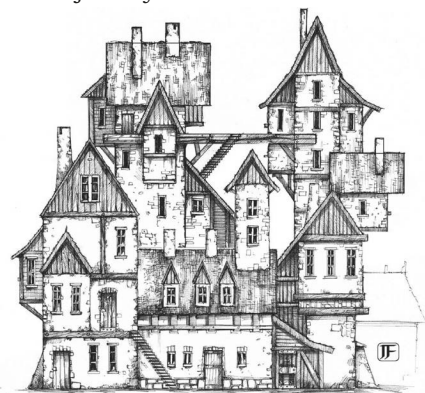
The dominant race in the village. Abbreviations include H-elf for Half Elves, Half. for Halflings and Gob. for Goblins.

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 XYY 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 XYY 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 XYY 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 XYY 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 Six, City State of the World Emperor

Originally, Map 6 was only released as a part of the City State of the World Emperor. This made it one of the harder maps to find for people trying to obtain the original releases. Unlike the other 17 maps, various named geographical entries were written with additional detail. When combined, the usual listings (villages, ruins, etc.) made Map 6 the most detailed map of the originals. Unusually, Map 6 lacked any citadels or castles except for a few along the edges that were carried over from the adjoining maps. For this guidebook, only the listings are presented. This includes the Villages, Lurid Lairs, and Ruins & Relics, along with a condensed version of the background of the City State of the World Emperor.

Map 6 is home to the City State of the World Emperor, capital of the largest realm within the Wilderlands. Otherwise known as Viridistan, the City of Spices, the Immortal City has been ruled for the past 150 years by Hautulin Seheitt and his wife Murielle Eidn. They are the last of a once haughty and proud race, the Viridians. The Viridian race are descendants of the gods of the Uttermost Wars, the Wild Men of the Confederate Tribes and the mermen of the Trident Gulf. Viridistan was founded in 101 BCCC, over four thousand years ago. (The present day is 4433 BCCC). The city became the capital of an empire after subjugating large areas held by the Wild Men of the Confederate Tribes.

The empire grew to encompass the entirety of Map 6. It was divided into six provinces, each ruled by kings called padishahs. They are picked from the ranks of grandhees and archons at special tournaments and swear allegiance to the Green Emperor. The results of the tournaments are often predetermined beforehand via political and religious intrigue.

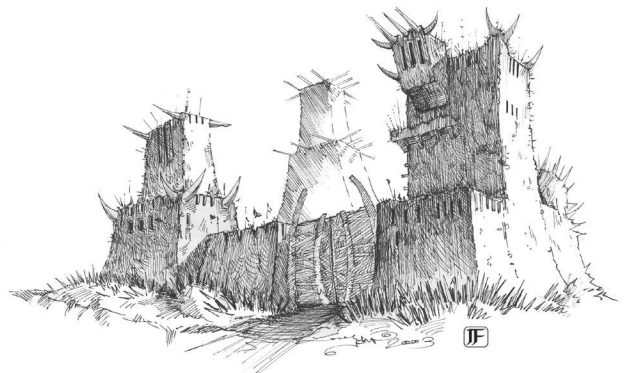


All but two of the Viridian emperors have been evil. The two that weren't are considered among the greatest emperors to have ruled. Reddisorn the Golden, ruling from 2089 to 2272 BCCC, was an enemy of Kukalan the Storm, King of the Dragon Empire. The other was Cneninadus the Mycretian, who ruled from 4226 to 4283 BCCC before being usurped by the present emperor, Hautulin Seheitt. Emperor Cneninadus was noted for being a follower of the lawful good god Mycr and a patron of arts, education, and civil rights.

Over the millenniums, the number of Viridians has dwindled due to incessant bickering and assassination plots over the throne. The current emperor, Hautulin Seheitt, usurped the throne after killing his predecessor 150 years ago (4284 BCCC) in the coup known as the Great Slaughter of Pain. The only Viridians to have survived were the emperor, his wife and their young son. Then 75 years ago, the son disappeared leaving the Green Emperor and his wife as the last two living Viridians. Upon gaining the throne, Hautulin slaughtered the Mycretians and their sympathizers along with killing two of their prophets while raiding the caverns underneath the Holy Cities. (see Map 7, Desert Lands).

Despite the internal turmoil, there are only a few powers within the Wilderlands that can challenge the Green Emperor. To the east lies the City State of the Invincible Overlord which has paid a nominal tribute since the Bloodless Battle of Barad in 3788 BCCC, nearly 650 years ago. The Invincible Overlords have tried to test the Green Emperor's strength, but each attempt has been checked. A typical encounter is the Blackhart Crag Reminder. A small force of Imperial Archers encountered the Invincible Overlord's army and decimated a force ten times its size. Recently the emperor has demanded an increased tribute, and spies between the two city states are thick.

To the immediate north of Viridistan is the forest of Elsenwood, ruled by the wood elves. For centuries, the emperors have maintained a small wall between the Elsenwood Forest and the emperor's farmlands. It was originally built to protect crops from marauding animals and to help mitigate the wood elves' thieving habits. However, Seheitt, the Green Emperor, has just finished a seven-year project to triple the height and strength of the wall. Soon afterwards, he added a moat along with doubling the guard. The Green Emperor has not made his reason for doing so known. This caused a doubling of taxes to pay for the construction, making the populace of Viridistan restless and angry.



Provinces of the Empire of Viridistan

There are six provinces in the empire ruled by the Green Emperor. They are each ruled by a “hereditary” monarch, the padishah. Together with the viceroy and the two suzerain, the six padishahs make up the High Council of Viridistan.

Shardis

Capital: Millo Fortress, **Ruler:** Shah Paharrib Fu, 20th Level Human Magic-User, Lawful Evil

The capital of Shardis Province, Millo Fortress, is an ancient stronghold designed as the first line of defense for Viridistan against the desert tribes. Now it is an important way station and market for trade and pilgrims to the Holy Cities. Shah Paharrib Fu runs his provinces by the book, and every last silver piece from the taxes, fees, and tools is accounted for. Recently, the province has been troubled by a roving band of werebears. The expedition to find their lair has been delayed due to a lack of volunteers.

Effernath

Capital: Caer Cadwen, **Ruler:** Shah Satyrbis Orcus, 24 HD Demon, Chaotic Evil

Emperor Hautulin had the previous padishah secretly killed and made his successor a demon lord. Shah Satyrbis Orcus views the Green Emperor as an ally and co-equal rather than his overlord, however, the demon lord does respect the audacity of the Green Emperor’s plan to replace all his subordinates with demons. Since assuming power, he has let corruption run rampant, eagerly anticipating the souls to be harvested when their time comes. In recent years, friction has developed over the Shah’s inability to wipe out the wood elves of Elsenwood.

Rob Notes: The original text was thin on details about the Shah, so I extrapolated some details to flesh the demon out.

Smyrsis

Capital: Tell Qa, **Ruler:** Shah Kijdawr Aenekosii, 24th level Human Mycretian, Lawful Good

Smyrsis is one of the most difficult provinces to control. Its distance from Viridistan, numerous lairs scattered amid the crags, forests and dells, along with tribes of Eleph cavemen makes the province difficult to govern. Shah Kijdawr Aenekosii has ruled successfully for decades because of his great competence. Despite being a Mycretian, his skill has allowed him to retain his title amid the plots and intrigue that surround Viridistan. An enemy to all that is evil, the Shah is continually opposing the decisions of the Council, even the ones personally endorsed by the emperor. His Mycretian gifts are known to be formidable.



Thygamus

Capital: Tak Shire, **Ruler:** Shah Dyshim Leayh, 22nd Level Magic User, Neutral

The province was founded to control the southern bank of the Sharryn River and the Brotbuckle Briar. The province is sparsely populated, inhabited mostly by herders guarding their flocks of sheep, pigs, and goats. The biggest threat are the hill giants of Yakin Ley who continually raid the herds for food. Every fall, the population of Tak Shire swells due to all the herdsman arriving with the flocks to be slaughtered at the great fair and shipped to Viridistan.

Known familiarly by all as “Squat”, Shah Dyshim Leayh is roly-poly, short, and friendly but not jolly. The Shah lives simply. He is fair, efficient and competent but has a weakness for fine women. He is very good with lightning bolts and setting up magical defenses. He is looking forward to seeing how his spells do against the troublesome hill giants of Yakin Ley.

Rob’s Notes: The economics of the province are extrapolated from the resources of the few settlements in the region.

Lyoophiath

Capital: Targnol Port, **Ruler:** Shah Abdu Inslar, 23rd Level Fighter, Neutral

Targnol Port is the empire’s second largest town and an important port for trade with the hinterlands. It is the destination for the overland caravans from the City State of the Invincible Overlord. The town has a disreputable character and is known for its unseemly habits. It is also known for being a center for the slave trade, along with smuggling, thieving, and prostitution.

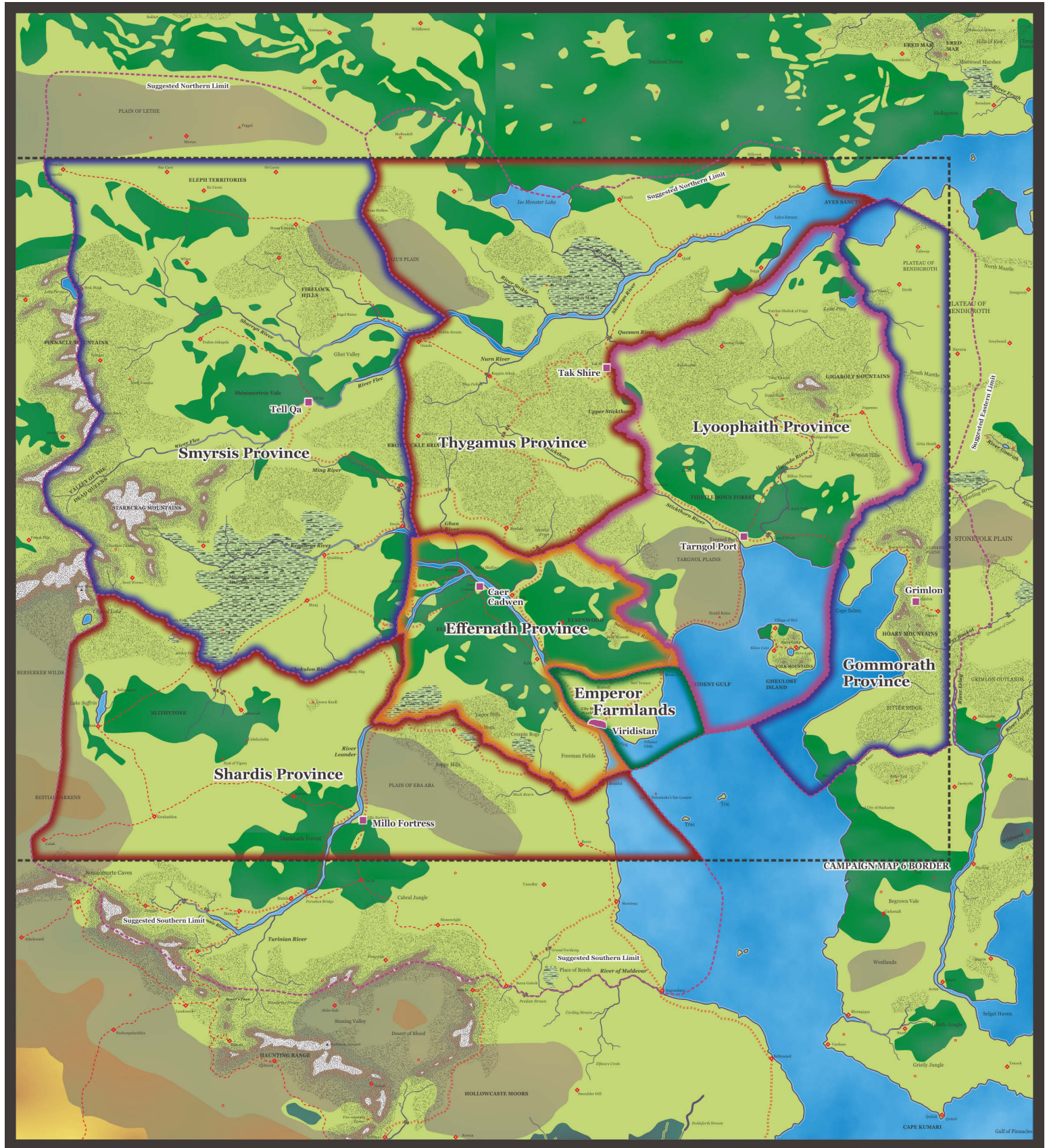
Shah Abdu Inslar is a very strong fighter with a sly streak. He enjoys raiding throughout the countryside, gathering riches to enjoy or trade. He will avenge any ill-treatment of horses but treats women like property. He carries a hollow mace filled with poison and a flail.

Gommorath

Capital: Grimlon, **Ruler:** Shah Drong Dirkahl, 24 HD Demon, Chaotic Evil

The Shah appears as an old, very wise man with a timeless look however he is actually a demon of the worst sort. His wise counsel impresses many but is cleverly designed to ensure that the province is run poorly. As a consequence, licentiousness runs rampant. Drong Dirkahl does not trust anyone unless it’s a mindless lackey. Imps live in the first level of his dungeon and serve the Shah devotedly, but always out of sight. The treasure vaults are back to back with the dungeon cells’ last row.

Provincial Borders of the Empire of Viridistan



Rob's Notes: The southern border of Shardsis Province, the eastern border of Gommorath Province, and the northern borders of Smyrsis Province and Thygamus Province are not specified in the original text. In game however this is likely how the Green Emperor likes it to allow him the flexibility to deal with threats beyond the empire's border.

Rob's Notes: I extended the purple borders to what I would believe to be the areas actively controlled by the various Shahs of the provinces and left the shaded borders as originally described.

Elsenwood

Elsenwood is tightly controlled by the Wood Elves and remains wild and primitive. The Elves have their ways, and any troublesome wizard or noble just might find themselves dancing in the forest for hundreds of years. The Elves are five feet tall, slender, fleet of foot and have the balance of acrobats. One will never see them in the wood until it is too late; the silvery green raiment they wear makes them extremely hard to see.

Hefaelond Cleft is so well hidden and protected that very few know exactly where it is or could ever find it. As this is so, the Elves have lived for centuries in their Cleft underground abode through many political regimes and have survived.

Splendulin and Efrinodel, brother Lords of the Elves, rule all Elsenwood and an unknown number of kin and Elven subjects. Each have two sons who are very competitive and despise their cousins.

The Holy Mounds is an ancient magical Real Place from some long-forgotten religion of antiquity. The Elves have no special use for the area but allow Mycretians to gather there whenever they wish.

The Elves are amused at the wall the Emperor has built, and they mistakenly think that he put it there to keep them out, but the Emperor is really more worried about the Hags of Marmon than he is about Elves. This, though, may be a mistake.

Map Seven, Desert Lands

This map is dominated by the Patchwort Desert which fills much of the western edge of the map. The map has three major regions of terrain. A thin band of jungle and cultivable land along the southwestern side of two mountain ranges: Ered Demivand and Haunting Range. The next is a region of rocky hardpack desert. This averages twenty to thirty miles in width. The last and largest region is an area of dunes and shifting sands. This region is one of the harshest and most dangerous in the Wilderlands due to the heat and lack of water. The most notable features of the Patchwort Desert are the oases of the Holy Cities and the caverns underneath. They are home to devout followers of the god Mycr.

To the east and north are the southernmost extents of Viridistan. Ranging from the upper reaches of the Elemair River, to Dagonsharp on the Trident Gulf. There are numerous well-developed roads that carry trade and pilgrims between Viridistan and the Holy Cities. Further south is the region dominated by the Teithoir River and its tributaries. There are numerous roads and settlements that prosper from trade. The vast Underwing Jungle stretches along much of the length of the Teitheor River. It is filled with rare woods, spices, and dangerous monsters.

Mycretians

Mycr's real name is known by no one except by his apostles and prophets. They never speak his name publicly or privately. The extent of the god's abilities is unknown. Mycr seems to have little direct communication with the other gods and was conspicuously absent at the ancient War of the Exalted. He calls himself The Unknown One. He does appear to be interested in his followers getting to know him well, mostly by them studying the White Book of Mazzaroth along with occasionally speaking directly (5% per year)

The Unknown One has only appeared three times in known history. Once as a pillar of cloud 600 feet tall and 30 feet wide, and twice as a pillar of fire of the same dimensions. Those three times, the Unknown One showed incredible power and control over the elements through the Vast Flood, the total incineration of the Holy Cities (also known as the Uttermost War) in 1589 FC (3981 Founders' Calendar equals 1 BCCC) and the Founders' Empire in 22 BCCC.



Mycr's followers are known as Mycretians. Mycretians live simply. Followers of Mycr are peace-loving and somewhat pacifistic, but they are not defenseless. As a rule, they work at honorable trades and professions. Sometimes they are known to behave "strangely" or out of character while obeying a command of Mycr. They train in the use of staves and walking sticks and are known to carry shields if needed. They have also been known to display formidable gifts when fighting monsters.

Within the Patchwork Deserts, on the edge of the sands, is a ring of desert oases (Hexes: 0723, 0724, 0822, 0923, and 0924) that supports a strong culture based on Mycretian beliefs. Beneath the oases and surrounding sands lie caverns of subterranean lakes, and endless tunnels that the Mycretians have long used as refuges, storage areas, and workshops. The Mycretians and the Holy Cities have maintained their independence from the City State of the World Emperor for over two thousand years.



Map Eight, Sea of Five Winds

Map 8 has several major regions: the highlands of the Saddle-back Mountains and Viceroy Mountains, the 40 to 60 mile wide coastal lowlands between the Sea of Five Winds and the escarpment, the Sea of Five Winds itself, and finally Tirnanog Isle, one of the larger islands of the Sea of Five Winds.

The most important settlement is Tlan, ruled by Voystar Bhojan. While it only has a population of 2,400 people (488 able bodied men), Tlan is the nexus of trade from the highlands to the west and the Ament Tundra to the south. The western highlands are a wild region home to scattered communities of men, halflings, elves and dwarves, along with numerous monsters. The only easy access to the area is up the Desathrone River, past the halfling village of Elveskeep. The halflings happily sell their pipeweeds to passersby. The only alternative is to pay 1 GP to the elves of Serpeant-Tail at the end of the Vastern Canyon. Once the fee is paid, they will use the lift they built with their expertise in rope making to transport a load equal to a wagon or smaller up and down the escarpment.

Tirnanog Isle

Tirnanog Isle is one of the largest islands in the Sea of Five Windows. For thousands of years, it was home to an indigenous culture of Halflings centered around the villages of Marechal on the west shore, and Dalmaric on the east shore. The Halflings have only vague and conflicting legends of how they came to Tirnanog Isle, but many believed it was as refugees in the wake of the Uttermost War. Of the two settlements, Dalmaric is considered the older.

Then centuries ago, during the first human migration through the Sea of Five Winds, a group of humans landed on Tirnanog Isle. Lead by Lord Tali, they built the village of Talimanor on the east coast. Lord Tali was an enlightened ruler and made peace with the halflings. The two races created a peace that has held to this day even after the line of Lord Tali ended a few generations later. From Talimanor, the villages of Lanka and Calfat were founded.

The closest the peace came to ending is when the Sea Kings of Rallu established a colony at Heratus. Fortunately for the island, the colony was only a middling success. Still nominally under the control of Rallu, it is a neglected outpost of Rallu's domain.

One of island's more notable locations is the Tower in the Sky (4503) inhabited by the wizard Jynjerzo. Constructed 150 years ago, it is built on a pillar of rock 120' high and 50' wide. The only entrance is a door on the roof as the wizard doesn't want anybody disturbing his research. The inhabitants of Tirnanog Isle haven't seen the wizard for a century although the tower continue to be perfectly maintained.

Rob's Note: I made the part up about the elves of Serpeant Tail. I figured it would be a natural fit with the fact they specialize in the making of ropes. The misspelling of the village's name is from the original. During the project it was decided by the editing team not correct the spelling mistake.

Rob's Note: The material on Tirnanog Isle is paraphrased from Isle of Tirnanog by Scott Fulton, published in Pegasus #4 (Oct-Nov 1981).



Map Nine, Elephant Lands

The Elephant Lands are a vast region of forests, lakes, and mountains. The major regions are the western plains, Irminsul Forest in the southeast, the central valley dominated by Vast Lake and Damkina (2715), and the Forbidden Forest to the East.

The Elephant Lands were named long ago for the then numerous tribes of cavemen known as the Elephs. Centuries of conflict and assimilation has reduced their numbers to a small tribe in the Lords Mountains (3503) and three larger tribes wandering the region south of the Plains of Lethe: Pac Cave (0934), Ot Caves (1534), and Eo Caves (Map 6, 1102). Despite being treated little better than slaves, the Elephs consider the World Emperor (Map 6) their protector and ally. The Green Emperor is more than happy that the cavemen continue their Neolithic lifestyle as long as they provide labor for his mines and building projects.

The western plains consist of the Plain of Lethe in the southeast and the Land of Beast to the northwest. They are known for the megafauna and the monsters that prey on them. The winters are unbelievably harsh due to the cold coming off of the Great Glacier to the north. The two plains are separated by the Sidhe Hills, Folkvangir Forest and the Nizir Hills. They eventually merge far to the west and after hundreds of miles turn into a vast desert that forms much of the interior of the continent.

The central valley is circled by the Guarding Range to the west, the Range of Dissension to the northeast, and the Amaite Range to the southeast. Dividing the valley in two is the mighty Tamesis River which quickly swells to a mile in width. It forms Vast Lake, then Glazed Lake, before emptying into the Bay of Cayerva.

The Irminsul Forest is dominated by wandering Elven clans. There are two permanent villages: Tarsa (2926) and Ailill (3621). An allied clan of Dwarves from Bighsdale (1318) mine copper at Bress (3231). The goblins of Sipar (4025) are a continual thorn in the side of the elves.

The largest island of the Vast Lake is home to Damkina. Damkina is the capital of the realm ruled by the White Overlord. It is most powerful realm in the Elephant Lands. For centuries, the White Overlord and his Dwarven and Elven allies have kept the peace in the region, however in the last decades evil forces have moved into the mountains and swamps and now raids occur with increasing frequency. The raids are largely the work of the hobgoblins of ManThorp (Map 9 Lairs, 3113).

Rob's Note: Some of the material on the Elphand Lands is summarized from Threat in the North by Reynolds C. Jones from Pegasus #8 (April-May 1981).

Rob's Note: The Great Glacier was mentioned to me by Bob Bledsaw Sr. when I asked him about the narrow climate bands found in the tables used in the original Wilderlands of High Fantasy and the Ready Ref Sheets. He told me that his conception was that the Wilderlands were part of a continent similar to our world's Pangaea. Pangaea was shaped like the letter C, and the Wilderlands were tucked up in the inside curve.

He related to me that the Wilderlands were beginning to emerge from an ice age and that just north of Map 9, 5, and 3 was the current edge of the ice sheet, a detail that I later incorporated later into the Wild North for Fight On! #3 and to add flavor to this book.



Map Ten, Lenap

The Lenap region is a crossroads both geographically and for trade. The region is dominated by a long system of hills that ranges from the Amasis Hills in the southwest, then the Hobnob Hills and finally continues to the Hurricane Hills in the northeast. The valleys and ridges are choked by numerous jungles and forests. Across the Molting Mountains lies the Desert of Fell Voices, the name given locally to the southern extents of the Patchwort Desert (see Map 7). Nomads and Dervishes roam the sands from oasis to oasis.

In the southwest, are found the northernmost ramparts of the great western escarpment known as Govannon Scarpe. The southern end of the Govannon Scarpe is marked by a pass leading up to the top of the plateau and the Menuquet Plains. This easy way up to the plateau is blocked by the tower of a sadistic wizard named Atacar. (see Map 10 citadels 0631). Sir Pinwikle and the people of Hewn Dell would reward greatly any heroes that could remove the evil wizard from his tower and open the pass up again. Until then, most trade has to go further south and use the lift maintained by the elves of Serpeant Tail (Map 8, 0503)

Rob's Notes: I supplied extra detail based on my knowledge of real world geography. Given the presence of jungles and tropical climates, I figure the region would be subject to monsoons. Map Ten is one of the more interesting areas to start a Wilderlands campaign out in. It has many different kinds of terrain: desert, forest, mountains, and jungle, along with the opportunity for sea adventures. The relationship between Lenap and Valeyard along with the conflict further east in the Sea of Five Winds are my own ideas.

Lenap is the largest town in the region. Located on the tip of the Ament Horn it is a trade nexus for merchants and adventurers from Viridstan and the Trident Gulf to the north (see Map 6), Antil and the Romilion Sea to the north east (see Map 2), Rallu and the Isle of the Blest to the east (see Map 11, 12, and 17), and finally Ghinor and the Sea of Five Winds to the southeast. A great trade fair begins at the end of the summer monsoon when winds are favorable for merchants arriving at Lenap. The fair lasts all winter until the wind shift in late spring just before the start of the monsoon when the winds are favorable for leaving Lenap.

Eastward from the Ament Horn is a chain of island stretching into the Sea of Five Winds. Valeyard on Mangania Isle is an output of Lenap guarding the approaches to the city state. Further east, the elves of Baluster wage war in their swan ships against the dragonhorn galleys of the orcs of Knoll.

Monsters & Treasures

Succurath

The Succurath is a four-legged mammal with long, sharp claws and long, furry tail. They have fur growing around their head, which gives them a bearded look. They are scavengers, using their claws to shred carcasses or to dig for food. Their young ride on the back of the mother, who protects them by encompassing them with her tail. When threatened, they will use their magical ability to let loose a psionic wail that will rip through the mind of any nearby creature with a nervous system. Their lairs are found near riverbanks.

Rob's Notes: The Su-monster mentioned in the original guidebooks is not open content. However, it is based on a real-world legend, so I was able to create a similar creature for use in the revised guidebook.

Succurath

AC 6[13]; HD 4; HP 14; Save 13;

Move 90' / 120' (swim); CL/XP 5/240;

Attacks (x2)

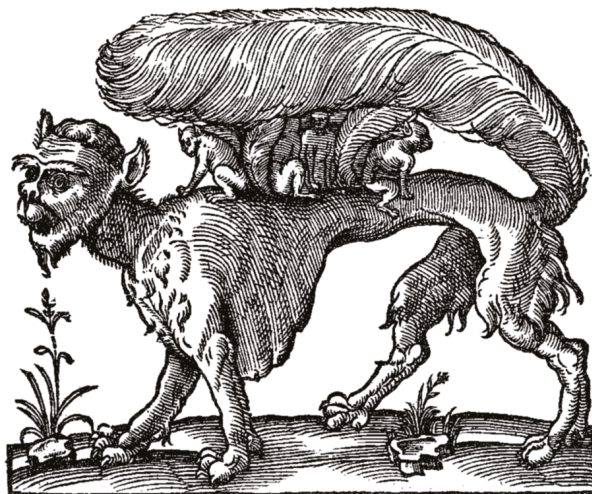
Claws x2; HTB +4, DMG 2d4;

Special

Psionic Wail: When a Succurath's mate or young is threatened, they will let loose a wail that rips through every being or creature with a nervous system within a 60 feet radius. Make a saving throw versus spells or suffer 3d6 damage.

Harvest

Succurath brain fluid, 1d6 oz. (200 sp per oz.)



Poison

An alchemist (or wizard) must do three things in order to produce a usable poison potion

- 1) Research the exact formula
- 2) Get a supply of the major component
- 3) Distill the components per the formula.

To research a particular poison type, multiply the type level times 100 GP per 20% chance of success per week. For example, Belladonna cost nothing to research as it is type level 0. To get a 60% chance of researching Wyvern venom, type level 7, the character will need to spend 2,100 GP ($7 * 100 \text{ GP} * 3 = 2,100 \text{ GP}$). The cost of research is double for Alchemists.

Belladonna, opium, and arsenic (type 0, 1, and 2) are generally available in a large town's marketplace or magical shop like City-State's Sorcerer's Supply House. Per week, belladonna will have an 80% chance of availability, opium has a 40% chance of availability and arsenic has a 20% chance of availability. The other venoms of type 3 to 9 will have a 5% to 10% chance of availability. When available there only be enough on hand for a few potions (1d3). An alternative is to seek out and kill the monster in question. A monster's corpse will supply enough venom for one potion.

To make poisons, space for a workshop needs to be secured, and 1,000 GP spent on special distilling equipment and minor components. This allows the wizard or alchemist to make any researched poison in a week for the cost on the below table. Distillation of poisons is full time work occupying the character's time for the week. Any excursion into the wilderness or dungeon will interrupt the process. The work will have to be restarted from scratch and the cost repaid.

Alchemist distillation costs are halved from those shown. With three hired assistants, alchemists can distill one additional poison for that week provided the cost can be paid.

Poison Effects

Poison Type	Major Component	Effects Delay	DMG Per Round/ # Rounds	Additional Man size	Effects Ogre Size	Dragon Size	Cost
0	Belladonna	9	0/0	Half Action	-	-	10 GP
1	Opium	8	1/1	Coma	Half Action	-	100 GP
2	Arsenic	7	2/2	Ill	Coma	-	200 GP
3	Giant Spider	6	3/3	Paralyzed	Ill	Move Halved	300 GP
4	Giant Snake	5	4/4	Ill	Ill	Half Action	400 GP
5	Phase Spider	4	5/5	Paralyzed	Paralyzed	Ill	500 GP
6	Giant Scorpion	3	6/6	Coma	Coma	Paralyzed	600 GP
7	Wyvern	2	7/7	Ill	Paralyzed	Coma	700 GP
8	Water Naga	1	8/8	Paralyzed	Paralyzed	Paralyzed	800 GP
9	Purple Worm	0	9/9	Coma/ Dex Loss	Coma/ Dex Loss	Coma/ Dex Loss	900 GP

If the saving throw is not made, the victim has a number of rounds equal to the delay before suffering the damage and effects shown. The damage is taken each round for the specified duration. For example, Type 5 poison (Phase Spider) will cause 5 points of damage per round for 5 rounds after a delay of 4 rounds. Any additional effects take hold after the delay as well. If the saving throw is made, damage is halved (round down).

If a saving throw is failed on any poison, there is an additional effect depending on the size of the victim. The nature and duration of these effects are given on the tables below.

Poison Effect Duration

Effect	Duration
Man-Sized	1d10 days
Ogre-Sized	1d4x12 hours
Dragon-Sized	6d6 rounds

Rob's Notes: Several entries in the Fantastic Wilderlands Beyond refer to the various poison types using the system developed by Judges Guild. The Judges Guild poison rules have been re-edited and incorporated into this guidebook.

Poison Effects Description

Effect	Description
Half Action	All actions: spells, speech, movement, attacks are performed at half rate or can only be performed every other round.
Move Halved	Victim's movement is halved. This precludes flying if the victim has flight.
Coma	Victim is unconscious and can't take any actions.
Ill	The victim is barely conscious and has limited movement.
Paralyzed	The victim is conscious but can't move or do any actions.



The Great Staff of Ornzak

This powerful staff was created by Ornzak, once a powerful wizard who inhabited the Deeprock Isles of the Elephant Lands (see Idyllic Isles, Map 9 Elephant Lands). It functioned as a Staff of Wizardry with additional powers. The wizard designed the staff so that it will break down into three wands. Each wand had one third of the power of a Staff of Wizardry. When the three Wands were combined, only then were the additional powers of the staff manifested. After the wizard's death, the wands were divided among his three sons. The three brothers currently feud among themselves in hopes of regaining all three wands to recreate the Great Staff of Ornzak.

Great Staff of Ornzak
Duration: Permanent
Effect
The wielder of this staff can do the following actions. The staff has 200 charges.
Increased Save: The wielder has +3 to all saving throws.
Malignant Aura: A target of any effect of the staff has -2 to saving throws.
Charm Person: Once a day, the wielder can target a humanoid creature with this effect. The target makes a saving throw. If the saving throw is failed, the target(s) are under the influence of the caster and consider the caster a loyal and trusted friend. The duration of the spell is permanent unless dispelled. This takes no charges.
Charm Monster: Once a day, the wielder can target one living creature with this effect. Up to 3d6 targets can be affected if they are all 3 HD or less. The target(s) get a saving throw to avoid the spell's effect. If the spell takes effect, the target(s) are under the influence of the caster and consider the caster a loyal and trusted friend. The duration is partially permanent. There is a chance each week for the effected target(s) to break free of the charm. This takes no charges.
Shape Change: Once a week, the wielder of the staff can activate this effect for 1d6+10 turns. Throughout the duration of the effect, the caster has the option to change form each combat round as a free action. The polymorphed caster gains all the abilities of the new form but retains his own mind, to hit bonus, and hit points. This takes no charges.
Extra Damage: Hits for 2d6 damage in melee combat. This doesn't take any charges to use.
Produce Light: The light illuminates brightly out to 20 feet with 40 feet in dim shadows. This doesn't take any charges to use but does take an action.
Cast Fireball: This creates a blast of fire within 240 feet of the wielder. The radius of the blast is 20 feet and does 4d6 damage. If cast in a confined area, the blast will expand until it has filled 33 10' by 10' squares or 132 5' by 5' squares. The targets of the spell can make a saving throw. If successful, they only take half damage from the blast. This takes 1 charge and an attack action to use.
Cone of Cold: The staff can cast a cone of icy cold air 60 feet long, to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 damage. They can make a saving throw for half damage. This takes one charge and an attack action to use.
Fly: As an action, the wielder can fly at a movement rate of 120 feet for one hour. This expends one charge.
Hold Person: As an action, the wielder can completely immobilize 1d4 humanoids if they fail their saving throw. If a single humanoid is targeted, then his saving throw is a disadvantage. This expends one charge.
Invisibility: As an action, the wielder of the staff becomes invisible to both normal sight and darkvision. Being invisible grants an advantage on stealth checks. If others perceive the presence of an invisible creature, they are at a disadvantage to hit if they attack. If the invisible wielder makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the wielder of the staff. This expends one charge.
Lightning Bolt: The staff produces a bolt of lightning starting from a point within 240 feet of the wielder. The bolt extends in a straight line 60 feet long and 10 feet wide starting from the target point. If it encounters any obstruction that blocks its path (like a wall), it will ricochet at an angle to its full 60 feet length. If it meets the obstruction head on, it will ricochet backwards.
Passwall: As an action, the wielder can create a hole through solid rock about 7 feet high, 10 feet wide, and 10 feet deep. After 30 minutes, the hole will close back up. This expends one charge.
Summon Elemental: As an action, the wielder can summon 1d4 16 HD elementals of the desired type (air, earth, fire, and water). The elemental(s) will be under the command of the wielder as long as he is able to concentrate. As long as the wielder maintains concentration, he can force the elemental to return back to the elemental planes. If the wielder ceases or is unable to concentrate, the elemental will regain its free will, typically attacking the caster. This will expend one charge.
Telekinesis: The wielder can mentally lift and move 200 pounds of weight at a range of 120 feet. This takes one charge and an action to use. The wielder can do this for one hour.
Wall of Fire: As an action, the wielder can create a wall of fire within 60 feet of the caster. The wielder can make the wall 60 feet long and 20 feet high. Or make it a circular wall with a 15-foot radius also 20 feet high. The wall of fire will stop any creature with 3HD or lower from passing through it. Higher hit dice creatures passing through it will take 1d6 damage, no save. Undead will suffer 2d6 damage. This will expend one charge and last as long as the wielder maintains concentration.
Web: As an action, the wielder can fill up an area up to 10 by 10 by 20 feet with webs. Anything caught in the web will find it difficult to move. It takes 1 turn or 10 minutes to break free if a torch and a sword is used. Creature larger than a horse can break out in 2 turns or 20 minutes. Without aid, it will take an hour for a human to break free.

Table: Breaking free from Charm Monster Rob's Notes: My style is to fully list the abilities of magic items including the spell descriptions. As minimal as the classic editions are there still some page flipping to look up so many different spell effects. By listing out the effects fully all one needs is the magic item description.

Hit Dice	Breaking Charm
< 2 HD	20
2 HD to 4 HD	19-20
5 HD to 7 HD	17-20
8 HD to 10 HD	13-20
> 11 HD	5-20



Wand of Murac the Unwise

The Three Wands of the Sons of Ornzak

These are three wands that are created when the Staff of Ornzak is broken up into its sections. Each wand is named for the son who possesses it.

Wand of Kal Tag the Hasty
Duration: Permanent
Effect
The wielder of this wand can do the following actions. The wand has 66 charges.
Produce Light: The light illuminates brightly out to 20 feet with 40 feet in dim shadows. This doesn't take any charges to use.
Cast Fireball: This creates a blast of fire within 240 feet of the wielder. The radius of the blast is 20 feet and does 4d6 damage. If cast in a confined area, the blast will expand until it has filled 33 10' by 10' squares or 132 5' by 5' squares. The targets of the spell can make a saving throw. If successful, they only take half damage from the blast. This takes 1 charge and an attack action to use.
Summon Elemental: As an action, the wielder can summon a 1d4 16 HD elemental. Roll 1d6: on a result of 1 to 3, Earth Elementals are summoned; on a result of 4 to 6, Water Elementals are summoned. The elemental(s) will be under the command of the wielder as long as he is able to concentrate. As long as the wielder maintains concentration, he can force the elemental to return back to the elemental planes. If the wielder ceases or is unable to concentrate, the elemental will regain its free will, typically attacking the caster. This will expend one charge.
Hold Person: As an action, the wielder can completely immobilize 1d4 humanoids if they fail their saving throw. If a single humanoid is targeted, then his saving throw is a disadvantage. This expends one charge.
Passwall: As an action, the wielder can create a hole through solid rock about 7 feet high, 10 feet wide, and 10 feet deep. After 30 minutes, the hole will close back up. This expends one charge.



Wand of Kal Tag the Hasty

Wand of Sham the Tiger-Eye
Duration: Permanent
Effect
The wielder of this wand can do the following actions. The wand has 66 charges.
Lightning Bolt: The staff produces a bolt of lightning starting from a point within 240 feet of the wielder. The bolt extends in a straight line 60 feet long and 10 feet wide starting from the target point. If it encounters any obstruction that blocks its path (like a wall), it will ricochet at an angle to its full 60 feet length. If it meets the obstruction head on, it will ricochet backwards. This takes one charge and an attack action to use.
Fly: As an action, the wielder can fly at a movement rate of 120 feet for one hour. This expends one charge.
Telekinesis: The wielder can mentally lift and move 200 pounds of weight at a range of 120 feet. This takes one charge and an action to use. The wielder can do this for one hour.
Wall of Fire: As an action, the wielder can create a wall of fire within 60 feet of the caster. The wielder can make the wall 60 feet long and 20 feet high. Or make it a circular wall with a 15-foot radius also 20 feet high. The wall of fire will stop any creature with 3HD or lower from passing through it. Higher hit dice creatures passing through it will take 1d6 damage, no save. Undead will suffer 2d6 damage. This will expend one charge and last as long as the wielder maintains concentration.
Summon Elemental: As an action, the wielder can summon a 1d4 16 HD elementals. Roll 1d6: on a result of 1 to 4, Air Elementals are summoned; on a result of 5 to 6, Water Elementals are summoned. The elemental(s) will be under the command of the wielder as long as he is able to concentrate. As long as the wielder maintains concentration, he can force the elemental to return back to the elemental planes. If the wielder ceases or is unable to concentrate, the elemental will regain its free will, typically attacking the caster. This will expend one charge.



Wand of Sham the Tiger-Eye



The Staff of Ornzak Assembled

Wand of Murac the Unwise
Duration: Permanent
Effect
The wielder of this wand can do the following actions. The wand has 66 charges.
Cone of Cold: The staff can cast a cone of icy cold air 60 feet long, to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 damage. They can make a saving throw for half damage. This takes one charge and an attack action to use.
Extra Damage: Hits for 2d6 damage in melee combat. This doesn't take any charges to use.
Summon Elemental: As an action, the wielder can summon a 1d4 16 HD elementals. Roll 1d6: on a result of 1 to 3, Fire Elementals are summoned; on a result of 4 to 6, Water Elementals are summoned. The elemental(s) will be under the command of the wielder as long as he is able to concentrate. As long as the wielder maintains concentration, he can force the elemental to return back to the elemental planes. If the wielder ceases or is unable to concentrate, the elemental will regain its free will, typically attacking the caster. This will expend one charge.
Invisibility: As an action, the wielder of the staff becomes invisible to both normal sight and darkvision. Being invisible grants an advantage on stealth checks. If others perceive the presence of an invisible creature, they are at a disadvantage to hit if they attack. If the invisible wielder makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the wielder of the staff. This expends one charge.
Web: As an action, the wielder can fill up an area up to 10 by 10 by 20 feet with webs. Anything caught in the web will find it difficult to move. It takes 1 turn or 10 minutes to break free if a torch and a sword is used. Creatures larger than a horse can break out in 2 turns or 20 minutes. Without aid, it will take an hour for a human to break free.

Carbelium

Carbelium is a special, red metal found only in the mines of Gheulost Island, even then, only in small amounts. The metal reacts to all other metals (iron, steel, bronze, etc.) instantly cutting them with ease. Because of its rarity, the Emperor of Viridistan has opted to use it to manufacture arrowheads. This allows half of the emperor's archers to be equipped with the special, red arrows. They are only given to the best half. The competition keeps the emperor's archers' sharp-shooting skills up.

The value of the metal has caused the emperors to impose strict control over the possession of Carbelium. Any unauthorized person found in possession of Carbelium will be tortured, both as punishment and to find out where they got the metal.

Effects of Carbelium Arrowheads

Shields don't give their armor bonus unless they have a high magical bonus per the table. Leather armor will protect. If the character's dexterity is high enough, they will get their bonus to armor class. Otherwise, if they are wearing chainmail or plate armor, they are considered to have a base AC 9[10] unless it has a high magical bonus per the table. If the armor has a high magical bonus, carbelium is not as hard as bronze or iron and will deal no damage even if a successful hit occurs.

Armor Type	Effects
Chainmail	Doesn't count as armor. The arrow will pass completely through the armor, shield, and soldier dealing normal damage. The arrow can be recovered and reused.
Chainmail + Shield	Same as Above
Plate Armor	Same as Above
Plate Armor + Shield	Same as Above
+1 Magical Bonus (armor and/or shield)	Same as Above
+2 Magical Bonus (armor and/or shield)	Doesn't count as armor. The arrow will pass completely through the armor, and shield, then lodge in the flesh of the soldier, dealing normal damage. The arrow can be extracted from the victim's flesh and reused.
+3 Magical Bonus (armor and/or shield)	If either the armor or shield has a +3 magical bonus, then the arrow will pass through and do 1 point of damage to the soldier as it only inflicts a flesh wound. If both armor and shield are +3, then the arrow will severely dent the armor and/or shield but otherwise doesn't do any damage. The arrow is shattered, although half of the carbelium can be recovered and be used with more material to make another arrow.
+4 Magical Bonus (armor and/or shield)	Will severely dent the armor or shield but otherwise doesn't do any damage. The arrow is shattered, although half of the carbelium can be recovered and be used with more material to make another arrow.
+5 Magical Bonus (armor and/or shield)	The arrow is completely stopped by the armor or shield. Doesn't do damage even on a successful hit. The arrow is shattered, although half of the carbelium can be recovered and be used with more material to make another arrow.

Rob's Notes: The original didn't specify the mechanics of the result of a successful hit. The above reflects how I interpreted it for my campaign. I also included chainmail as it's clear from the brief description that it reacts with ferrous metal which means chainmail armor would not protect as well. In addition, I think the Green Emperor would have at least a half-dozen assorted enchanted melee weapons made out of carbelium, although it not stated in the text.

Rob's Notes: The notes on recovering the arrow stem in part from the odd mention of the arrow lodging in the victim's flesh used for the result of hitting +2 armor.

City State of the World Emperor

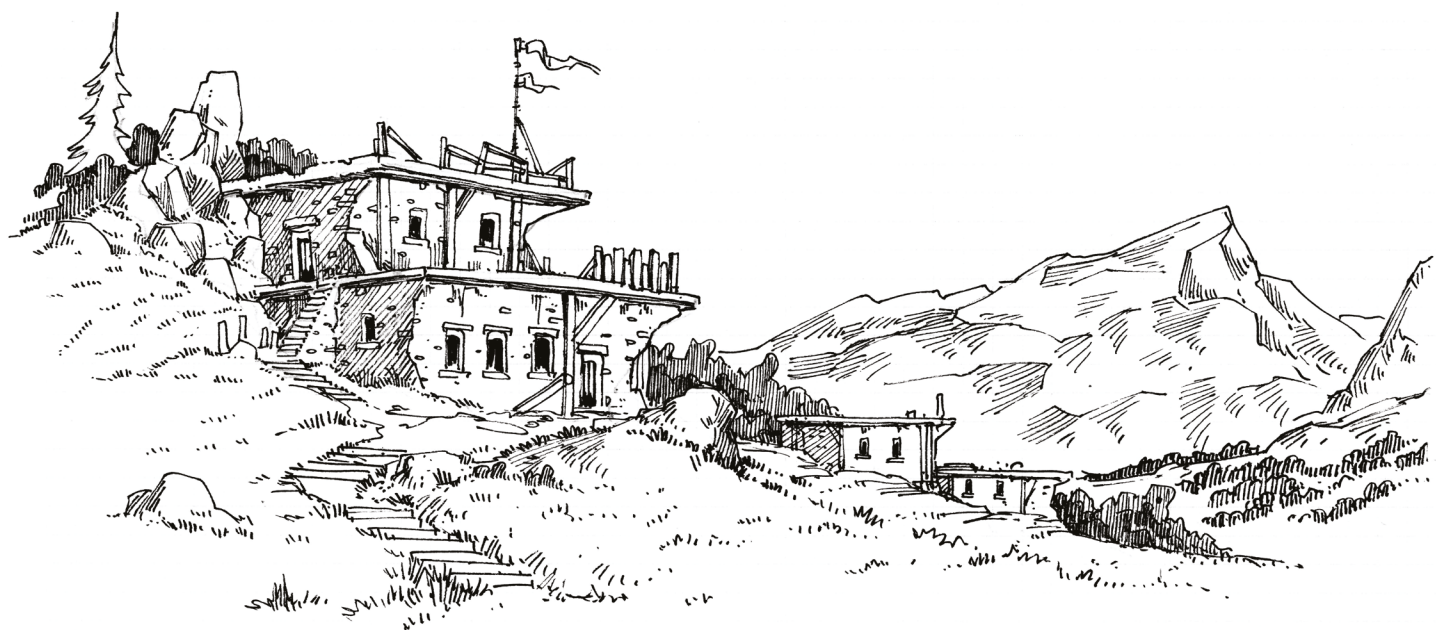
Campaign Map Six

Villages for the City State of the World Emperor

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

Rob's Note: The original Map Six listing didn't have the civilization level so I picked the one that was the most relevant.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0107	Daican	167	Men	5	N	Caenoreon	6	N	FTR	Man	Iron
0119	Pamak Illip	382	Men	6	N	Deogel	7	CG	FTR	Man	Metal Ores
0233	Calah	115	Gnome	8	N	Slintigil	5	CE	FTR	Gnome	Glass
0301	Neapolis	79	Cavemen	0	CE	Huh Hjed	4	CE	FTR	Caveman	Bronze
0314	Anme Caphri	35	Men	7	LG	Ramtagor	7	LG	MU	Man	Sheep
0406	Stukwrak	209	Men	5	N	Irgainel	7	N	FTR	Man	Market
0510	Sputgar	98	Cavemen	0	CE	Ludgar	4	N	FTR	Caveman	Silver
0528	Saimon	340	Men	5	N	Bleofrus the Smelly	8	LE	FTR	Man	Fish
0832	Ezrahaddon	270	Men	5	N	Kolder	6	N	FTR	Elf	Grain
0901	Pac Caves	423	Cavemen	0	CE	Fuhdu Pac	4	CE	FTR	Caveman	Copper
1005	Whan	20	Halflings	3	LG	Goodpaster	6	LG	FTR	Halfling	Market
1102	Eo Caves	201	Cavemen	0	N	Eo Hrud	5	CG	FTR	Caveman	Zinc
1109	Yrahm Jakupda	133	Men	5	N	Rinnamoor Stub	7	N	FTR	Man	Pelts
1119	Mishell	108	Halfling	3	N	Soggon	5	N	FTR	Halfling	Wine
1327	Ambusead	42	Goblins	2	LE	Malfut	4	LE	FTR	Goblin	Oil
1501	Ot Caves	394	Cavemen	0	CE	Hakpin Uh	5	LE	FTR	Caveman	Rubies
1505	Erba Alba	67	Men	8	N	Dareth Fleet	4	N	CL	Man	Horses
1631	Raknid	161	Elf	2	CG	Bulerindel	6	LG	FTR	Elf	Wine
1712	Tell Qa	825	Men	9	CG	Shah Kijdawr Aenekosii	23	LG	MC	Man	Market
1722	Munj	177	Men	5	N	Whitgren Big Mouth	7	N	FTR	Man	Alligator Hides
1819	Quickbog	112	Men	5	N	Brackdiles	3	N	FTR	Man	Rice
1925	Stony Slip	61	Men	5	LG	Bowyer Hernides	4	CG	MU	Man	Reeds
2032	Millo Fortress	510	Men	9	N	Shah Paharrib Fu	20	LE	MU	Man	Market
2216	Ramarch	402	Men	5	N	Bors de Ectris	8	N	FTR	Man	Goats
2218	Smale	85	Men	5	N	Pilfer Exterkal	4	N	FTR	Man	Leather
2223	Rock Haven	129	Elf	5	CG	Astripodin	9	CG	CL	Elf	Forest
2309	Oonsla	289	Men	5	N	Eutenax	7	LE	FTR	Man	Grains
2314	Yakin Ley	93	Giants	2	N	Spaen Brot-Buckle	10	CG	FTR	Giant	Berries
2502	Jes	251	Halflings	3	N	Ten Tukkle	5	CG	FTR	Halfling	Cabbage
2521	Leafork	187	Men	5	N	Gripendar	6	CE	FTR	Men	Ferry



Villages for the City State of the World Emperor (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
2528	Gashmu	240	Men	5	N	Taltar	9	CG	MU	Man	Horses
2621	Caer Cadwen	766	Men	9	N	Shah Satyrbis Orcus	24	CE	Demon	Demon	Market
2711	Ruppin Athuk	319	Men	5	CE	Wenlock Denne	7	N	MU	Man	Swine
2818	Drydale	32	Men	5	N	Kinnakon	3	N	FTR	Man	Sod
2821	Y'Dell	243	Men	5	LG	Louvergail BKet	5	LG	FTR	Man	Wine
3024	Kahled	80	Elf	2	CG	Dalemarel	15	N	MU	Elf	Wine
3123	Hefaeland Cleft	400	Elf	6	CG	Spendulin Efrinodel	15	LG	MU	Elf	Forest
3125	Sunwatch	95	Men	5	N	Bellook Kud	8	N	FTR	Man	Military
3218	Ukrak Morfut	49	Gnolls	2	CE	Szrinkintau	4	LE	FTR	Gnoll	Iron
3233	Recre	162	Men	5	N	Gamor the Boor	5	N	FTR	Man	Grain
3328	Viridistan	40,000	Men	10	N	Emperor Hautulin Sheitt	28	28	MU	Viridian	Market
3331	Braddol	391	Men	5	N	Dinarza Dans	7	N	FTR	Man	Grain, Clams
3402	Trenth	103	Men	5	LE	Degonial	10	LE	CL	Man	Herbs
3410	Tak Shire	689	Men	5	N	Shah Dyshim Leayh	22	N	MU	Man	Market
3425	Midwall	75	Men	5	N	Douganthor	7	CE	FTR	Man	Military
3616	Mislanta	285	Men	5	N	Askenoke	9	N	FTR	Man	Lumber
3724	Sully	277	Men	5	CG	Nussania	6	N	FTR	Man	Fish
3725	Moon Tower	105	Men	5	N	Thornan Black	8	CG	FTR	Man	Military
3805	Quiff	160	Goblins	2	CE	Tobbletok	7	LE	FTR	Goblin	Feathers
4009	Demon Valley	-	-	-	LE	Sydbikkef Mal	26	LE	MU	Demon	Souls
4119	Targnol Port	2,929	Men	9	N	Shah Abdu Inslar	23	N	FTR	Man	Market
4203	Hyyap	344	Men	5	N	Vizerheno	10	N	CL	Man	Fowl
4205	Feigh	83	Men	5	LG	Spippy Slagdod	6	LG	FTR	Man	Fish
4323	Shir	68	Men	5	N	Granpid	8	N	FTR	Man	Military
4324	Silver Cove	125	Men	5	N	Shooran Ooze	9	LE	FTR	Man	Pearls
4424	Shore Camp	380	Cavemen	0	CE	Garhous	10	N	FTR	Man	Carbelium
4502	Kevalla	111	Men	5	N	Nurzar	5	N	FTR	Man	Boats
4630	Nho	402	Men	5	N	Shazepan	7	N	FTR	Man	Fish
4719	Augge	353	Men	5	N	Lessornh Rae	7	CG	FTR	Fem	Coal
5221	Grimlon	990	Men	9	N	Shah Drong Dirkahl	24	CE	MU	Demon	Market
5214	Grita Heath	110	Men	4	CG	Iskarban	7	LG	CL	Man	Spices
5222	Caelam	490	Men	7	CE	Jiralmar	16	N	TH	Man	Pelts

Idyllic Isles for City State of the World Emperor

Hex	Name	Description
3832	Trac	See Tric
4031	Tric	<p>Tric and Trac are uninhabited islands made of nothing but sand and rocks. Many strange mariner yarns are spun about Tric and Trac which keep most away. The most persistent tale is that the islands move, and at times, even seem to have minds of their own. Sometimes they seem to bob up and down on the waves. However once on the islands, explorers find them as solid as any. What is true is that many ships have disappeared in the area.</p> <p>Tale: The sole survivor of a shipwreck raved on and on about beautiful female voices and enticing songs.</p> <p>Tale: Many maps to chests of gold and jewels and treasure galore have turned up every now and then, but when digging was tried, the holes always filled up with water.</p> <p>Tale: Green, many-tentacled sea monsters have been sighted in the area seemingly taking directions from mermaids.</p> <p>Tale: Water spouts, under the guidance of some great god, protect the area from curious eyes.</p>
4233	Gheulost Island	<p>One or two warships guard Gheulost Island at all times. Shir, Silver Cove and Shore Camp are permanent army camps with one tavern each and several barracks and gaming rooms. No one but military personnel and miners (mostly Elephants) are permitted on the island in order to protect the Carbelium. The oyster pearl beds around the island are exploited as well and are also under the military's protection. Mere Lake in the center of the island is said to have good fishing. There are also tales of wights in the mountains on the island.</p>

Citadels & Castles for City State of the World Emperor

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
4109	Cas	FTR	4	N	100
5207	Cit	MU	7	CE	40
5224	Cas	FTR	6	N	130

Lurid Lairs for City State of the World Emperor

Hex	Monster	NA
0109	Giant Skunks	2
0126	Lions (2 Males, 6 Females)	8
0222	Chimera	2
0303	Bombardier Beetles	3
0321	Pyrohydra (5 heads, 4 eggs)	1
0412	Giant Scorpion	1
0427	Stag Beetle	1
0501	Clay Golem	1
0513	Harpies	5
0534	Fire Beetles	3
0603	Black Bears	3
0624	Demon, Vrock	1
0707	Water Naga	1
0716	Succurath	5
0827	Stone Golem	1
0910	Demon, Herzou	1
1016	Giant Badgers	2
1127	Demon, Vrock	1
1210	Gorgons	2
1229	Pegasi	3
1303	Lammasu	2
1323	Giant Lizards	5

Hex	Monster	NA
1406	Hell Hounds	5
1418	Stone Golem	1
1502	Invisible Stalker	1
1527	Manticore	2
1604	Displacer Beasts	4
1621	Ghouls	5
1717	Chimera	1
1827	Blink Dogs	5
1906	Goblins	72
2020	Wolves	4
2102	Stone Giants	2
2129	Stag Beetles	3
2213	Vampires	2
2319	Elves	45
2410	Giant Spiders	5
2504	Manticoras	5
2530	Fire Giants	2
2612	Ogre	2
2716	Brown Bears	3
2804	Baboons	6
2931	Ogres	10
3016	Giant Spiders	2
3102	Werebears	3
3217	Hill Giant	1

Hex	Monster	NA
3309	Mummies	2
3322	Trapper	1
3406	Wild Boars	2
3532	Giant Sharks	5
3610	Black Bears	6
3629	Strangle Weeds	7
3727	Strangle Weeds	10
3833	Strangle Weeds	4
3924	Aquatic Elves	21
4002	Demon, Herzou	1
4029	Mermen	60
4123	Dragon Turtles	3
4201	Kobolds	73
4231	Giant Crabs	6
4316	Succurath	2
4320	Bears	3
4427	Giant Squids	2
4610	Demon, Glabrezu	1
4621	Giant Squids	2
4632	Giant Water Spiders	3
4726	Strangle Weeds	2
4806	Basilisks	2
4821	Giant Crocodiles	2
4916	Gnomes	23
4930	Giant Spiders	2



Ruins & Relics for City State of the World Emperor

Unlike other campaign maps some hexes have multiple ruins & relics.

A Judge may decide to move these to neighboring hexes for their campaign.

Hex	Description
0131	A set of very worn marble stairs leading down into a small cave. Within the cave is a plundered tomb of some ancient king. Anyone who enters the tomb will be confronted by an image of this king who pleads with them to let him rest in peace.
0313	A small metallic castle made of aluminum is completely covered with cinders and ashes. It used to float in the sky but its mechanism failed and it came crashing to earth. It is only slightly damaged though because it was flying quite low at the time. The skeleton of a human leg is caught in the door way. Inside the castle are a variety of broken metal tools.
0519	A pile of 35 copper daggers covered with blue-green rust within a stone coffer overgrown with brush.
0519	A partially intact small stone house. The interior is half filled with a fine dust and it is inhabited by 3 poisonous snakes. An astrolabe lies in the southeast corner.
0519	An unpolished stone statue of a humanoid with 6 arms stands on a small hillock. Its head is lying on the ground nearby.
1121	A 5 meter diameter glass sphere lies half buried in red mud. If the mud is cleared away a human baby (no older than 1 month) can be seen hovering in the center of the sphere. The baby appears to be dead but the body is completely intact. If the glass is broken the baby will come to life.
1302	A cave leading downward. Inside the cave is a tomb whose stone sarcophagus contains a skeleton and 150 gold pieces. The first person to attempt to open the casket will fall victim to a curse which will cause him to lose all feeling in his hands until a remove curse is cast on them.
1734	A small glass city consisting of a couple of hundred buildings. Its total width is two feet. A closer look will reveal that the city is inhabited by cockroaches.
1734	An old heavily weathered stone building. It is still intact although parts are crumbling. The entrance is still locked but will open if forced. Inside are a large number of rusted weapons none of which are useable.
2018	The remains of an ancient road. This particular section is still in good condition but it only runs for a total length of 300 feet.
2018	The burnt remains of a small building. Inside is a human skeleton lying next to an anvil.
2113	A full sized stone replica of a merchant ship. A search of the ship will reveal that it holds a large number of skeletons. On nights of the full moon the skeletons all get up and move about as though they were actively manning a real ship.
2113	The ruins of a very large (500 feet) temple. The altar is still intact. If anyone touches the altar it will awaken the spectre who guards it who will attack. In the rear of the altar is a secret panel which contains two gems worth 50 and 50 gold pieces as well as a potion which was once invisibility but is not merely a magical, nonfunctioning, bad tasting liquid.
2425	The ruins of a tower covered with shimmering red mold. The interior is inhabited by several thousand large (but not giant) red ants.
2425	Four giant footprints imbedded in solid stone. There is a 30% chance that a half inch of foul smelling contaminated water remains in each one. A rusted five foot longfork is embedded in a boulder at the end of the trail.
2425	The rust covered remains of some sort of vehicle. The doors appear to be intact but if an attempt is made to open them the machine will collapse into a pile of rust leaving the character holding a door handle of steel.
2704	From underneath an overhanging tree root, an old and crumbling skull grins at passersby. Field mice have made a rather comfortable nest inside the skull, and occasionally one looks out at the world through the left eye socket. The field mice have collected a number of small items, but none are of any real value.
2704	A rusting longsword lies lengthwise tangled in the tough grass. It is of Byrny make, and may be rendered useful once again with a little bit of hard work. The sword is not magical, but the hilt is hollow and a small slip of paper has been hidden inside. It is removed by unscrewing the pommel and sliding off the hilt section. On the one side it says: "Inspected by No. 13" and on the other is a crudely drawn map. The sword may be reassembled without the paper being replaced in the hilt with no ill effects to the effectiveness of the sword.
3133	A very old bridge almost completely covered by vines. A careful examination will reveal that there is a hole in the middle of the bridge through which the hollow center of it can be entered. Inside the bridge's center lives a small family of giant rats.
3503	Several hundred shards of shattered glass scattered across a couple of hundred square feet. A careful search has a 50% chance of locating 1d6 clear gems worth 1d6x10 Gold Pieces (once per week).
3503	A hole in the ground at the bottom of which lives a family 2d6 rats. They have collected 14 Copper Pieces, 31 Silver Pieces, and 11 Gold Pieces. An ancient helm with wings of silver (worth 25 GP) is partially buried near the hole.
3503	A steel spear embedded in a petrified tree stump. The point pins a piece of indestructible yellow cloth to the stump.
4006	A twisted a crumbled pile of metal. Although the metal is not rusted it is very old because it is pitted by windblown dust and sand. Beneath the metal is a pile of assorted metal implements the only one of which still functions is a flashlight (one hour only).
4409	A large rock outcropping which has been carved in the shape of a griffon. The griffon's eyes are 20 Gold Piece gems. Attempting to remove the gems cause the griffon to growl and mutter but even if they are successfully removed there will be no ill effects. A horrible curse (ineffective) is carved above the griffon.
4826	Protruding from the water about 50 feet from shore is a mast, which belongs to a Merchant Ship lying on the partially rocky bottom, with its hull torn by the sharp off-shore rocks just visible at high tide. Twelve feet of the forty foot mast is visible when the tide is in, which indicates that the ship is at rest on the bottom 28 feet down. The ship is visible at low tide, but already is being swallowed by the shifting, water propelled sands. Most of the cargo has already been salvaged, but there are still three barrels of wrought iron nails and three silver ingots marked with the seal of the Imperial Treasury which were overlooked in the recent commotion. Each one of these bars is roughly seven inches long, three inches thick, and four inches wide, and weighs 38 pounds. Each one is worth 76 GP, but are also serially marked, so turning them in may cause problems unless turned into the authorities.
5210	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.

Desert Lands - Campaign Map Seven

Villages for the Desert Lands

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0105	Athelsward	280	Men	4	N	Dommer the Cruel	6	LE	FTR	Man	Market
0117	Hothme	95	Men	6	N	Coltar Big-hands	7	N	FTR	Giant	Salt
0132	Melasures	120	Elf	2	CG	Darth Hoth-man	4	CG	SA	Man	Market
0216	Nydad	214	Men	7	N	Motley Muzhik	8	N	FTR	Man	Wine
0403	Dyta	105	Elf	7	CG	Snig of the Signet	5	CG	MU	Half Elf	Market
0609	Nashurpals	340	Men	7	N	Maid Cephopeia	4	LG	MU	Man	Oil
0723	Zakuta	158	Men	7	N	Kravton the Cryptic	6	N	IL	Man	Market
0724	Birjani	126	Men	3	LE	The Horde-master	6	LE	FTR	Man	Iron
0803	Doughty	100	Halflings	1	N	Chaff Bone XI	5	N	FTR	Man	Market
0822	Eli Bastis	153	Orc	6	CE	Stygilan Deeth	4	LE	MU	Man	Wine
0923	Shealoh	85	Dwarf	6	LG	Piddling Nathan	4	LG	FTR	Dwarf	Iron
0924	NabiNagiab	96	Men	7	LE	Primarus IV	9	LE	CL	Man	Market
1008	Laudenesh	168	Dwarf	7	N	Breach Barin	6	N	FTR	Dwarf	Iron
1030	Olgerd	242	Men	5	N	Burloon the Just	5	LG	CL	Man	Market
1106	Rymafore	107	Men	4	N	Rachitix Pock	3	CE	FTR	Man	Zinc
1210	Dimark	268	Men	5	LG	Ladnem the Strict	6	LG	FTR	Man	Coal
1304	Ihnnyas	148	Hobgoblins	6	N	Pug-little Sonat	4	N	TH	Man	Baskets
1317	Jarab	180	Elf	6	LG	Laughing Vamtar	6	N	TH	Elf	Rope
1511	Ajjibawn	193	Orc	7	LE	Nimrodil the Vile	8	LE	CL	Man	Hides
1603	Mateh	329	Men	7	N	Proctor Glimring	9	N	FTR	Man	Timber
1621	Ferech Idu	250	Men	8	N	Craftarvan II	8	LE	MU	Man	Market
1731	Larif	146	Half.	7	CG	Moonstruck Med	4	CG	FTR	Elf	Bows
1808	Abdu-Kab	393	Men	6	N	Wixnon the Curious	9	CE	FTR	Man	Torches
1919	Kod'l	148	Men	5	LG	Fenbow of Alas	5	LG	FTR	Man	Market
2002	Taz'm	78	Men	5	N	Tenijan Crakface	3	N	FTR	Man	Pelts
2012	Ordurt	150	Elf	4	N	Eternal Doxula	5	N	MU	Elf	Wine
2106	Fongridge	235	Men	5	CG	Chekabim Bussy	5	LG	FTR	Man	Petroleum
2115	Arramas	272	Men	2	N	Ayeshia the Fair	4	N	IL	Man	Market
2123	Shiktat	136	Halflings	3	N	Purple Pimbost	4	N	BA	Halfling	Herbs
2318	Alas	125	Men	4	N	Salop Kaumast	5	N	FTR	Man	Fish
2404	Stonewright	201	Men	5	N	Happy Hogmany	5	LG	CL	Man	Horses
2425	Davinotern	246	Men	6	N	Rastalgart the Bear	6	N	FTR	Man	Limestone
2515	Rowan	67	Men	4	LG	Conchobarin III	7	LG	FTR	Man	Market
2607	Befalls	166	Men	4	N	Dedalis Grey-Club	6	N	FTR	Man	Sheep
2616	Nightsward	230	Men	4	N	Captain Belarmin	7	N	FTR	Man	Pelts
2728	Frasket	117	Orc	3	CE	Hlgathon Elf-Slayer	7	LE	FTR	Man	Pitch
2807	Sursa Gales	250	Hobgoblins	6	N	Hegiran the Stout	6	N	FTR	Man	Market
2820	Cragthrob	284	Halflings	5	N	Grandmaster Fatas	10	LE	TH	Halfling	Leather
2926	Goll	176	Elf	4	CG	Farret Farling	3	N	FTR	Elf	Horses
3002	Unneffer	70	Halflings	3	N	Morglag the Lucky	4	N	TH	Man	Oil
3129	Bassam	241	Gnome	2	LG	Lumpy Larwix	4	LG	CL	Gnome	Iron
3212	Smoulder Hill	158	Dwarf	1	N	Bull Bungrek	5	LE	FTR	Man	Quartz
3403	Wortess	357	Men	7	LE	Cartarn One-leg	6	N	IL	Man	Boats
3419	Silmet	119	Men	6	N	Mandod the Bold	5	N	MNK	Man	Fish
3708	Dagonsharp	215	Goblins	5	LE	Big Pragnok	4	LE	FTR	Goblin	Slaves
3718	ValleyVilla	124	Men	6	LG	Sir Tancredan	7	LG	FTR	Man	Market
3730	Phial Fen	326	Orc	3	N	Branban Battleaxe	4	LE	FTR	Man	Ore
4022	Laudehesh	176	Men	3	LE	Gonerial Evil-dog	3	LE	MU	Man	Barrels
4311	Belitsward	280	Men	6	N	Sarlenina Hahn	5	N	BA	Man	Trade
4319	Grindwell	133	Dwarf	7	N	Tristronar the Canny	6	CE	MU	Elf	Market
4325	Parapet Scarpe	77	Gnoll	5	CE	Boig Baren Bar	3	CE	FTR	Gnoll	Hides
4332	Lasthill	384	Elf	4	CG	Capulan Tree-friend	4	CG	MU	Elf	Leather
4610	Vardane	264	Men	4	N	Tithonis Fair-Hair	4	LG	FTR	Man	Fish
4628	Questravale	387	Goblins	4	N	Ighthan Fo	5	LE	CL	Man	Market
4709	Moramines	213	Dwarf	2	N	Bane Bodian	4	N	FTR	Man	Tin
4823	Narrowridge	306	Orc	2	LE	The Eye of Green	7	LE	MU	Man	Market
4904	Gadorsalt	273	Men	3	LG	Deirdren Hunter	4	N	FTR	Man	Pelts
5009	Snarl	161	Men	3	CC	Snippy Quitam	3	N	TH	Man	Timber
5027	Blackmarsh	343	Men	3	N	Mondugus Marow	5	CG	IL	Man	Market
5102	Dier	292	Men	5	N	General Rekwalf	5	N	FTR	Man	Pitch
5131	Varnage	157	Goblins	6	LE	Dog-Killer Deif	5	CE	FTR	Goblin	Sugarcane
5213	Quitzit	113	Half Elves	6	LG	Angthor Mag	7	N	FTR	Man	Market

Castles and Citadels for Desert Lands

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
0403	Cas.	MU	8 LG	165	
0425	Cit.	FTR	4 CE	25	
0522	Cit.	FTR	6 N	60	
0605	Cit.	MU	3 LG	10	
0708	Cit.	CL	5 N	55	
0823	Cas.	SA	6 N	115	
1206	Cas.	MU	7 CE	165	
1213	Cit.	FTR	4 CE	25	
1332	Cit.	CL	7 LG	70	
1807	Cit.	RGR	5 LG	20	
2109	Cit.	MU	8 CE	45	
2116	Cit.	FTR	4 N	35	
2221	Cit.	FTR	7 CE	60	
2311	Cit.	CL	4 CG	25	
2317	Cas.	FTR	8 N	140	
2433	Cit.	PAL	6 LG	25	
2502	Cit.	MU	4 N	30	
2816	Cit.	BA	6 CE	55	
3119	Cit.	CL	5 N	30	
3209	Cit.	CL	8 CE	60	
3226	Cas.	FTR	7 N	150	
3333	Cit.	MNK	8 LG	30	
3403	Cas.	MU	6 N	135	
3722	Cit.	FTR	4 CE	55	
3829	Cit.	SA	6 LG	55	
3915	Cit.	FTR	4 N	20	
4027	Cit.	MU	4 N	35	
4625	Cas.	SA	6 LG	120	
4710	Cas.	FTR	7 N	150	
4731	Cit.	FTR	3 CE	15	
4903	Cit.	CL	5 CG	45	
5112	Cit.	FTR	4 N	35	

Lurid Lairs for Desert Lands

Hex	Monster	NA
0107	Giant Scorpions	4
0122	Baboons	16
0302	Wolves	13
0327	Wild Camels	15
0507	Leopards	10
0629	Giant Toads	8
0719	Lions	10
0806	Rocs	7
1002	Giant Spiders	11
1225	Blink Dogs	3
1420	Giant Cobras	4
1503	White Apes	5
1533	Wild Asses	7
1906	Bears	15
2224	Giant Rats	11
2407	Wolves	21
2630	Giant Wasps	10
2813	Wild Dogs	17
3026	Mountain Lions	9
3216	Giant Leeches	12
3428	Giant Beavers	5
3507	Crocodiles	16
3518	Boring Beetles	4
3707	Lampreys	10
3727	Fire Lizards	2
3802	Giant Sharks	5
3813	Giant Wasps	7
3833	Wild Pigs	13
3910	Snakes	24
3922	Giant Skunks	7

Hex	Monster	NA
3931	Rams	18
4001	Plesiosaurus	2
4016	Giant Weasels	7
4024	Wild Dogs	12
4208	Aquatic Elves	10
4227	Giant Ticks	9
4305	Weed Eels	17
4315	Giant Toads	9
4334	Giant Spiders	5
4409	Sea Horses	12
4422	Giant Leeches	11
4430	Giant Ants	135
4506	Mermen	8
4527	Dire Wolves	5
4615	Sea Monster	1
4702	Wolverines	7
4721	Giant Fish	10
4908	Rocs	3
4914	Giant Squids	6
4926	Wart Hogs	13
5011	Giant Porcupines	7
5022	Mermen	11
5029	Dolphins	18
5103	Giant Goats	7
5116	Giant Squids	4
5129	Giant Sea Spiders	9
5206	Giant Otters	7
5214	Giant Crabs	5
5223	Manta Rays	11



Idyllic Isles for Desert Lands

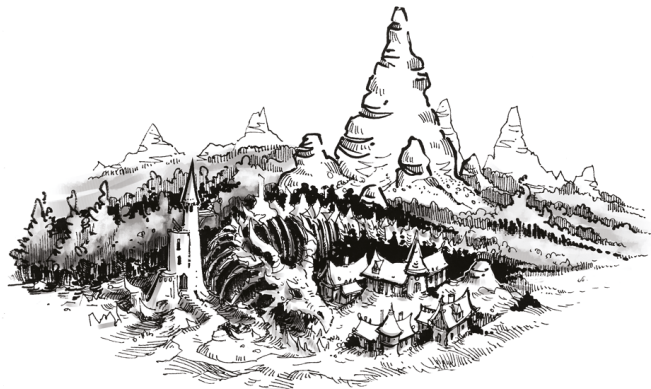
Hex	Description
4106	A dense blue fog covers the two neighboring islands from dusk to dawn. The fog causes anyone spending the night to lose their hair, no saving throw. In the remains of a beached merchant galley is a band of small dogs. The dogs eat the roots of leafless gray trees that are scattered throughout the island to prevent the loss of their hair from the fog.
4919	These two small islands are occupied by cannibals that have been at war with each other for 100 years. A giant frog head statue carved from stone rests on the highest point of the northern island. The head sprays a green mist from its eyes (radius of 20') which causes cannibalism in everyone breathing the mist. (save at -2)
5120	An insane exiled warlord rules this island of Halfling fishermen with the help of his loyal wizard. An oily drizzle comes every night that prevents any vegetation from growing and contaminating all food it comes in contact with.
5131	Lost Island: The sleepy little village of Varnage is tucked away in the middle of the island. But at night a light salty breeze causes the women of the island go insane and attack anyone wandering out of their huts. It is rumored that there is a beached longship that reflects moon light off its silver-plated figurehead of a giant goat. The light points towards a buried treasure of gold and silver shark teeth.
5132	This is the sacred burial ground of sea turtles. Anyone landing on this island will forever be followed by a giant turtle that will try to ram the ship. When a sacrifice of four blue pearls is tossed to the turtle it will leave.

Ruins & Relics for Desert Lands

Hex	Description
0103	Seven abandoned log cabins of crude construction are overgrown with underbrush. A totem pole has toppled and lies covered with weeds. The surrounding high weeds are inhabited by six Wild Boars; AC 7[12]; HD 3+3; HP 16, 16, 16, 18, 18, 23; DMG 3d4. Under a flagstone in the cabin on the western edge of the clearing is a backpack with three vials of Holy Water and one Potion of Healing.
0126	A crystallized Iguanodon is half-buried in a huge mound of broken pottery, rusted iron implements, and debris.
0212	A brass gate, sixty foot of 16' high wall of stone, and a rotting wooden cart are all that remain of a once active fortified village. The wall is partially overgrown with vines and portions of various buildings within 300 yards are collapsed and charred.
0426	Partially sunken in a marshy dell are the vestiges of three water fountains and a carved wall. Giant frogs AC 7[12]; HD 1-3; HP 4 or 7 or 11; frequent the area and an occasional spear or arrow protrudes from the marsh.
0518	A fifteen foot gong made of heavy brass protrudes from some boulders amidst dense underbrush. Twenty-three skeletons in rusted chainmail tunics and armed with scimitars lay in a ring nearby.
0526	A crumbling palace is filled with cobwebs, green dust, and three Giant Scorpions; AC 3[16]; HD 5+5, HP 27, 36, 41; The lower rooms are filled with a cool damp mist and the wine cellar crypts are occupied by four Ghouls; AC 6[13]; HD 2, HP 6,6,9,12. In a niche above the balcony is hidden a copper tube in which is rolled a Flying Carpet.
0630	A collapsed fortified manor house stands on a windy hillock. A huge red stain covers the roof.
1016	A large arched bridge protrudes from the earth. Along the crenellated sides of the bridge are engravings of various dinosaurs and runes.
1128	A barbarian female is chained to a fifty-foot stone pillar standing in the center of a collapsed village. Living in the stone piles of debris are fourteen clerics of an ancient cult. In a dry well nearby, a Poisonous Giant Snake; AC 5[14]; HD 4 + 2; HP 25; is sleeping. The well is lined with the skeletal remains of many victims.
1324	A glove, astrolabe, lantern, and wrought iron table are partially buried in a sandy pit. Sixty foot east, the charred remains of a stage coach lies on its side.
1427	A thirty-foot wooden door is partially buried and overgrown with vines. Under the door are two horned helms, a large battleaxe, a spiked shield, and a red marble throne. Sixty foot north of the site is a pit filled with burnt debris and shaped stones.
1615	Within a cave filled with thousands of bats hanging upside down from the rough hewn ceiling is a forty-two foot skeleton of a giant. Cut deeply into the cave wall is the name "Nemain-ikham". If pronounced aloud, the skeleton will jerk. Huge beams support the walls.
1726	Covered with dense brush is a twenty-foot stone gargoyle with a Mirror of Opposition clutched in its claws. The mirror cannot be removed without breaking it.
1921	On a vine covered altar beneath a rocky overhang sits a horned skull of an ancient wizard. A dented breastplate with a flying eagle embossed upon it and a broken two-handed sword lies at the foot of the altar.
2023	Within a small cave is the entrance to an ancient crypt wherein hangs a two-foot cube of crystal on a silver chain worth 1,490 SP. The pulsating heart of some long forgotten wizard is contained in the cub and will cast one geas spell and one charm person spell per day by sheer strength of willpower. The crystal can speak any human language and will explode causing 6d6 points of damage if 10 points of damage are caused upon it. The crypt contains three charmed Goblins; AC 6[13]; HD 1-1; HP 2,3,4; DMG: 1d6 (Shortsword); which will defend the crystal to the death. A chest filled with magical apparatus worth 3,920 SP stands on a wooden bench and inside the sealed sarcophagus is a jeweled necklace worth 1,650 GP. The wizard's body has long ago changed to dust.
2209	An ancient cup-shaped altar stone carved with images of lions made of granite stands atop the highest bluff in the area. Runes of Summoning permit one person to summon a Roc, AC 4[15]; HD 6; HP 36; once per month. The Roc will obey the person summoning him for three weeks.
2328	A six foot diameter beam of light jets out of a twenty foot deep hole. A phosphorescent meteor at the bottom of the hole will burn anything approaching within 10' for 3d6 points of damage. Nothing will change the entropy or cool the meteor.
2431	A boulder carved in the shape of a baby dragon is nestled over the active source of lava deep below the surface. At any one time, there is a 30% chance that the dragon's mouth will spew forth superheated steam via an iron pipe connected with the cavern of lava and dripping water. The superheated steam will leap forth 60' and cause 8-48 points of damage, saving throw applicable.
2619	The statue of an amazon with a grinning crystal skull is tilted crazily over a deep pit. Vines have partially covered the statue. The skull is actually a Crystal Ball and the spear the Amazon is hurling is a Cursed Iron Pilum (treat as a -2 Cursed Sword).
2712	The collapsed ruins of an ancient temple stands amidst a dense grove of trees. Seven black marble pillars which once supported the roof still stand. Each pillar has a Magic Mouth cast upon it which will scream "Die! Die! You all will Die!" upon approaching within 10' of the pillars. Behind the altar stone a niche contains a ruby handled knife worth 1,780 GP.
2732	An overturned wooden house on wheels with the skeletal remains of 136 horses attached to the front lies on a gentle slope. Within the house are 37 barrels of petrified fish, a petrified lizard on an iron chain, broken kegs of oil, and twenty-six daggers of unusual design.
2912	A long white pillar standing over a pile of crumpled and decayed blocks. Several dozen blue stemmed flowers with yellow petals are growing between the blocks and if smelled cause a loss of memory for a day (no saving throw).
2931	A sealed pear shaped lead urn containing the ashes of an ancient king lies tangled in the center of a large dead bush. Anyone attempting to grab the urn causes 3 inch long poisonous thorns (type 2) to cover the bush and the branches grow in an attempt to grab the victim.
3016	A long red worm eaten tapestry of dancing women hangs on the branches of two trees. Ten large parrots with golden beaks worth 25 GP each guard the tapestry which will act as a rug of smothering if touched.

Ruins & Relics for Desert Lands (Continued)

Hex	Description
3120	A grave covered with grass is the final resting place of an ancient Viking hero. A plus 1 neutral sword still remains clutched in his hand. A small petrified mast with an orange tattered sail marks the site of the grave of this ancient hero.
3327	A small clay figure of a young Half child is wedged on a rocky slope. A small black iron helmet with two curled rams horns on top rests on the head of the Half. The helmet when worn allows the wearer a +1 on smashing in doors if he runs at it at full tilt with the helmet on. Unfortunately, the helm is covered with typhoid carrying ticks.
3328	An oval shaped copper gong worth 2,750 CP with a large red bat painted in the center hangs by a chain wrapped around a thick branch of a dead tree. Under the gong is a collapsed blood stained sacrificial stone altar. Hidden in the rubble is an ancient cursed ring of bat lycanthropy.
3413	A giant skull is stuck in the center of a contaminated pool of elf wine. Any moisture landing in the pool causes a column of purple mist to arise from the pond which corrodes all metal it contacts and then the skull will at random tell the fortune of someone nearby with a 25% accuracy.
3522	A silver balance worth 3,875 GP hangs from a stone staff embedded in the ground. Small dwarf runes are written on the bottom of the staff but are covered by green slime. A large black, talking crow with an intelligence of 16 often roasts on the top of the staff in the daylight.
3617	A vine covered marble statue of a monk is down on one knee praying to a row of five weeping willow trees. A large eye is carved in the trunk of each tree and is pointed at the monk. When the wind blows a wailing sound echoes from the branches of the trees causing everyone to make their saving throw against fear.
3626	Sitting atop a rocky slope is a vine covered flat stone alter. Two scimitars are carved in a ring in the center of the stone. A statue of a Goblin with a gold wristband on each hand worth 475 GP each stands between the scimitars.
3706	A large white pearl worth 7,895 GP rests on a velvety soft layer of sand surrounded by identical orange and blue stalagmites. Small weed eel eggs have been spawned around the pearl and are guarded by three female Weed Eels: AC 8[11]; HD 1+1; HP 5, 7, 7; that are hidden in a clump of nearby sea weed.
3731	Directly atop a high mountain is a small shallow pool of contaminated green water. Red berries grow on small bushes that encircle the pond and skunks come in the daylight to eat the berries. Anyone gazing into the pool under the moonlight will age ten years (saving throw applicable).
3925	A flat crystal cube 10' by 10' is embedded into the ground 10' so that only the vine covered top shows. Exploding runes are engraved on the top of the crystal and deep inside an ancient magic-user with a ring of Ant Summoning lies in state.
4119	An ivory white column three feet in diameter and three feet high with a concave top, sets in a small crater. Every full moon a golden sphere worth 300 GP appears on the column with an imprisoned female leprechaun weeping inside. The sphere will disappear when moonlight stops hitting it, or when the sphere is removed from the column.
4308	A giant over-turned empty snail shell sets partially buried on a sand bar. The remains of an ancient octopus rest inside. Anyone entering the shell is cursed and can't breathe water for one hour (save at -3).
4532	Contained in an iron cage is a floating mass of brown clay. The clay continually writhes into different elvish letters spelling out a poem of victory.
4616	A large round iron shield with compass directions engraved on it is partially buried in the mud. Unable to move from the shield is a skeleton of a shark: AC 5[14], HD 5, HP 38, with an intelligence of 18. The shark will direct anyone asking for directions in common and will defend itself as if hastened if attacked.
4803	Nine blue leafed trees connected by an old rusty chain that is spiked into the trees encircles an orange phosphorescent sphere. Protruding out of the sphere is a +1 Dagger with an elephant head handle. Under the dagger are elf runes that warn elves not to remove the dagger because of the type 1 poison that is trapped inside.
5006	A thin black vertical rod 20' in length, rotates in a small slab of dried mud. A black diamond worth 7,695 GP is permanently attached to the top of the rod. By touching the diamond while the rod is rotating causes one level drained.
5016	A hollow figure head of a singing female lies stuck in a coral reef. A poisonous sea snake AC 5[14]; HD 8; HP 47; Spec: Poisonous Bite (Type 1) lives in the belly of the figure head and guards the sacred ruby eyes that are worth 1,950 GP each.
5210	Beside a guardian Treant (AC 2[17]; HD 8; HP 41) in a small clearing stands a black three legged cauldron. The cauldron is full of boiling mud and sitting in the bottom is a pair of pearl dragon eyes worth 4,250 GP each.
5222	Long strands of sea weed hide a cave opening which leads to a huge pit of rich layers of creamy mud. This is the sacred ground that giant frogs come to bury themselves and there will always be 1d10 of them here. Anyone burying themselves in the mud is automatically cured of all wounds, but an unknown curse is put on them that causes their head to permanently change into a frogs head within a week.



Sea of Five Winds

Map Eight

Villages for Sea of Five Winds

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0131	Muster	65	Men	6	N	Valacar the Small	4	N	MU	Man	Timber
0203	Kalieman	79	Elf	4	CG	Wuiflimb Gam	4	CG	FTR	Elf	Market
0208	Wardholm	145	Men	3	N	Puranor Jiloman	6	CE	IL	Man	Tin
0221	Ladenhollow	236	Men	4	N	Astik the Ox	7	LE	FTR	Man	Weapons
0312	later Grove	316	Dwarf	5	N	Garundan Irongrip	8	LE	FTR	Dwarf	Lead
0433	Forfold	162	Men	5	N	Zanat of the Marut	5	N	FTR	Man	Market
0503	Serpeant-Tail	105	Elf	4	CG	Dairin the Fair	4	LG	FTR	Elf	Rope
0517	Looming Pass	84	Men	6	N	Pazdolar II	3	CG	MU	Man	Iron
0712	Encircle	78	Men	2	LE	Howling Bankiler	3	N	FTR	Man	Cattle
0822	Dunghill	143	Men	1	N	Winter-Spear	5	LG	FTR	Man	Pottery
0903	Mimic	218	Orc	3	LE	Calcedon Emibex	4	LE	MU	Half-Orc	Pitch
0915	Elveskeep	91	Halflings	4	LG	Sarman High-lop	3	LG	FTR	Halfling	Pipeweed
1005	Half	204	Men	4	LG	Princeling Vakeif	6	LG	FTR	Man	Market
1132	Treeslayer	160	Men	3	N	Baldon the Fox	5	LE	FTR	Man	Timber
1202	Ochida	86	Men	0	CE	Altar-born Ubbon	4	N	MU	Man	Hides
1215	Loregirt	97	Goblins	2	LE	Kenat Cowkeeper	4	N	FTR	Man	Spices
1309	Carrion	94	Elf	3	CG	Iorwulf Dyrin	4	N	FTR	Elf	Horses
1327	Miarseld	115	Men	4	N	Morthor Amdis	6	N	MU	Man	Market
1418	Pillage	305	Dwarf	4	CG	Dwarelf Hedmark	7	CG	FTR	Dwarf	Copper
1528	Errand Row	273	Men	3	LG	Theomar the Wise	7	LG	SA	Man	Jewels
1602	Marcantine	183	Men	3	LE	Kirmiran Tapirk	5	LE	FTR	Man	Boats
1615	Halgorn Hold	120	Men	4	N	Skafilth Gunar	4	N	BA	Man	Tradeport
1723	Pale Gourage	142	Men	4	N	Wulfing the Red	4	LG	FTR	Man	Goats
1809	Sunny Bank	64	Orcs	5	LE	Naikashayan	4	LE	MU	Man	Market
1929	Ganesa	119	Gnoll	4	N	Kandithun XII	6	LE	FTR	Man	Timber
2021	Oathcoomb	209	Men	3	N	Bristly Lips Gylf	6	LE	FTR	Man	Market
2231	Dotard	131	Men	3	N	Lavan Long-walker	5	LG	RGR	Man	Pelts
2321	Longbottle	316	Elf	3	CG	Alf-queen Gerdana	6	CG	MU	Elf	Market
2522	Greydowns	152	Men	4	CE	Eofor Niping	4	CE	MU	Man	Perfumes
2525	Kubera	93	Men	6	N	Agnivar the Splendid	5	N	IL	Man	Fishing
2629	Frogbourn	162	Men	2	N	Madrik Torcman	5	N	FTR	Man	Leather
2726	Thistlefield	100	Men	1	N	Shade Viswam	4	LE	CL	Man	Oil
2823	Tlan	488	Men	6	N	Voystar Bhojan	6	N	TH	Man	Market
2831	Grimwood End	302	Men	4	N	Rasp Dragon-slayer	7	LG	FTR	Man	Bows
3026	Fallowfield	228	Halflings	3	LG	Marishgold II	4	LG	FTR	Halfling	Market
3120	Kerealia	355	Men	3	N	Daksin the Hideous	7	LE	FTR	Man	Clams
4204	Marechal	91	Halflings	2	LG	Dewey Ditol	4	N	MU	Man	Spices
4505	Lanka	107	Men	3	N	Sacerdot Two-horse	4	N	FTR	Man	Quartz
4602	Calfat	74	Men	3	N	Jacinth Chanak	3	N	MU	Man	Lobsters
4704	Heratus	82	Men	6	CE	Cobra Nila Nimi	4	N	MU	Man	Market
4802	Dalmaric	126	Halflings	3	N	Malignant Bomgal	7	LE	FTR	Halfling	Market
4803	Ialimanor	102	Men	3	N	Gand the Nymph	4	N	MU	Man	Fish

Citadels & Castles for Sea of Five Winds

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
0110	Cas.	FTR	5	LG	145
0124	Cas.	MU	6	N	110
0215	Cit.	FTR	4	N	25
0325	Cit.	CL	6	CG	30
0404	Cas.	SA	8	LG	125
0408	Cit.	MU	4	CE	20
0729	Cit.	PAL	7	LG	55
1002	Cit.	FTR	8	CG	48
1117	Cas.	CL	7	N	160

Hex	Type	Class	LVL	Align	Men
1124	Cit.	FTR	4	LE	35
1205	Cit.	FTR	6	N	50
1227	Cas.	MU	8	LG	165
1319	Cit.	BA	5	LG	25
1504	Cas.	MNK	7	N	140
1506	Cit.	FTR	4	CE	26
1513	Cit.	AS	6	LG	35
1716	Cas.	FTR	8	LG	110
1726	Cit.	RGR	4	LG	15

Hex	Type	Class	LVL	Align	Men
1922	Cit.	IL	7	N	25
2227	Cit.	FTR	3	N	16
2322	Cit.	MU	6	CE	12
2331	Cit.	CL	4	CG	54
2726	Cit.	SA	5	N	35
3028	Cas.	FTR	7	CE	125
4306	Cas.	MU	8	N	63
4503	Cit.	BA	4	N	17
4803	Cas.	FTR	6	LG	130

Lurid Lairs for Sea of Five Winds

Hex	Monster	NA
0106	Giant Porcupine	5
0117	Rats	75
0128	Wolves	21
0210	Mtn. Lions	5
0231	Owl Bears	7
0302	Wild Pigs	13
0323	Giant Snakes	8
0333	Stags	17
0508	Pegasi	6
0515	Stirges	14
0525	Giant Eagles	7
0605	Wild Cattle	10
0612	Cave Bears	5
0620	Mtn. Lions	2
0708	Irish Deer	10
0731	Giant Rams	9
0911	Wild Dogs	14
0920	Giant Ants	140
0930	Giant Lynx	2
1005	Jaguars	7
1014	Giant Frogs	10
1024	Wild Horses	24
1107	Mastodons	2
1128	Giant Goats	5
1211	Griffons	7
1217	Flightless Birds	14
1304	Blink Dogs	5
1313	Bears	7
1325	Mammoths	9
1406	Hippos	6
1511	Spotted Tigers	10
1522	Giant Weasels	4
1606	Giant Snakes	9
1613	Catoblepas	2

Hex	Monster	NA
1631	Elephants	7
1706	Giant Crocodiles	8
1717	Wild Pigs	5
1729	Giant Toads	13
1814	Lizard Men	10
1824	Wild Dogs	90
1904	Mermen	12
1932	Giant Rats	16
2009	Giant Fish	30
2022	Jackals	9
2030	Apes	7
2101	Giant Gar	21
2114	Giant Squids	4
2128	Leeches	45
2305	Manta Rays	7
2318	Dolphins	35
2326	Hippos	7
2510	Giant Sea Spiders	8
2713	Whales	5
2720	Giant Crabs	7
2804	Giant Fish	18
2818	Mermen	11
2829	Giant Lizards	8
2907	Nixies	7
2920	Tritons	5
3110	Giant Snakes	8
3205	Giant Octopi	4
3219	Giant Turtles	2
3311	Sea Horses	7
3325	Whales	5
3403	Plesiosaurus	1
3413	Tritons	7
3522	Sea Monster	1
3529	Lizard Men	5

Hex	Monster	NA
3606	Giant Fish	9
3617	Mermen	14
3633	Giant Eels	19
3701	Giant Sharks	5
3713	Giant Crayfish	13
3725	Sea Hag	1
3909	Sea Horses	5
3928	Whales	4
4104	Sea Monster	1
4116	Mermen	7
4210	Queen Dragon Turtle	1
4220	Nixies	7
4229	Barracuda	13
4404	Stags	10
4416	Giant Pike	1
4601	Crocodiles	12
4622	Portuguese Man-O-War	1
4710	Aquatic Elves	10
4725	Giant Crabs	7
4804	Giant Ticks	14
4817	Tritons	8
4830	Weed Eels	19
4908	Pungi Rays	2
4922	Giant Sea Spiders	7
5003	Sahuagin	4
5016	Lamprey	9
5028	Giant Octopi	5
5110	Sea Horses	13
5120	Sea Lions	6
5132	Giant Crocodiles	5
5207	Giant Fish	8
5216	Sea Monsters	2
5225	Mermen	22

Idyllic Isles for Sea of Five Winds

Hex	Description
1914	Large mallards inhabit these sand covered islands on the northern shores. A pond of cool blue water rests in the center of each island. Anyone drinking this water automatically has his constitution raised by one for one hour. Hungry crocodiles (AC 5[14]; HD 3; HP 3 to 24;) live in the rocky channels in between the two islands waiting for ships trying to navigate around the rocks.
3407	Trees bearing large red fruit cover the center of the island. Tree monkeys that feed off the triangular shaped fruit drop the remains of the fruit to small lizards that rest in the shade of the trees. Man-sized mushrooms grow wildly around the edge of the island but only the green spotted ones are edible.
2602	The larger of the two islands is the burial grounds of giant sea spiders. A huge volcano in the center of the island that sends a gentle outpour of mud once a week that covers the entire island. The smaller island is covered with webs and tangle vines. Small sea spiders inhabit this island until they are large enough to leave. The frame of a wrecked pirate ship is beached on the northern shore with a small chest of jewels hidden in the bow.
3416-3516	Insfaile Isle is covered with huge boulders that prevent vegetation from growing except for a few wild flowers that have popped up between the rocks. A giant toad AC 6[13]; HD 2+4; HP 10; with a blue gem encrusted on its head devours water rats, AC 7[12]; HD 1; HP 1d4; that have infested the island.
3501	Giant leeches (AC 9[10] HD 1; HP 1d4) inhabit the three swampy islands. Several human skeletons that are stuck in the sea weed sway with the waves. An empty chest chained to a dead tree hangs over the remains of a destroyed raft. Small biting ticks that cause a high fever and protruding eyes for one to six days skim across the top of the swampy water.
3903	A wild band of wart hogs (AC 7[12]; HD 3; HP 12;) that will only attack along the cliffs at the southern shore. A loud whistling sound is made from a petrified tree when the wind blows. A small gully of flowing mud that acts as quicksand divides the island from east to west. An old raft with a broken oar has washed up on the northern shore.
4007	This island is rich in vegetation and is covered with fruit bearing plants and trees. Wild goats roam the island and live off the bark from trees. A hot spring sets in a clearing on the Eastern Shore. Anyone bathing in the water will be able to see into the future with only 20% accuracy.

Idyllic Isles for Sea of Five Winds (Continued)

Hex	Description
4031	A lagoon that turns into a whirlpool during full moons has giant clams resting at the bottom. Ten shipwrecked Vikings mourning the loss of their fortune and ship have set up camp on the northern shore. An old hermit living in a hollow tree in the center of the island is dying from the black plague.
4107	An overturned boat partially sunk in a sandy beach on the northern shore is covered with slugs. A band of army deserters are hiding in a nearby rocky slope. Heavy rains have flooded out a small village of primitive tribesmen and they are now scattered throughout the island.
4131	A burnt clearing in the center of the island is the sacred mating ground of werefrogs. A giant marble statue of a leaping frog stands over the clearing. The skeletons of a dozen buccaneers are hung on poles as a warning to trespassers. A small raft with an empty wine skin is anchored on the northern shore.
4204-4803	Tirnagog Isle: This large island is traditionally a stopping point for migrating ducks. Monkeys infest the jungles on this island due to the large amounts of banana trees that grow there.
4206-4207	Andaman Isle: The island is fertile and densely populated with edible vegetation. A band of chaotic pygmies inhabit the islands. The pygmies forever carry out the will of an insane wizard who won their favor by performing huge fireworks displays for them. Ten deformed dwarves hide among the rocks on the northern most island. A wrecked merchant ship containing barrels of salt have washed up on the shore of the southernmost island.
4421	A band of twenty gnomes have fragments of a treasure map they found on this island. Four monks have vowed to a year of secluded silence under a huge stone near the cliffs on the southern edge of the map.
4902	A barren rocky island that is surrounded by a huge reef. Small geysers that sprout out pumice clouds keep the island under a dense cloud cover. Giant slugs nest on huge boulders on the northern edge.
4905	A sparse isle with a deadly silence about contains the crumbled walls of an ancient temple with a water spout shooting out from it. An exiled noble sits on a rock formation staring out towards the sea.
5212	A peaceful island of the fishermen who live in the shells of giant sea turtles along the beach. Cannibal canoes are hidden in the bushes at the southern edge of the island. Sand bars surrounding the island are used by Aquatic Elves as a gathering point in times of trouble.
5228	A rugged island of rocky slopes and dense thickets. A pit with three skeletal remains and a rusty knife is covered by bushes. Several broken oars have washed ashore at the southern tip of the island. Large parrots sit in the trees along with several pythons. Five castaways have set up camp in a small clearing by the rocky shoreline.

Ruins & Relics for Sea of Five Winds

Hex	Description
0102	On a small grassy mound is a flat round calendar stone embedded in the ground. Three Goblins, AC 6[13]; HD 1-1; HP 3, 3, 4; DMG 1d6 (Spear); are on their knees trying to dig up the calendar stone with their hands. The wheel has elf runes on the outer edge and a pink diamond worth 1,235 GP at the center. The calendar is divided by four silver rays coming from the diamond and separating the seasons.
0117	A Succurath; AC 6[13]; HD 4+2; HP 20; Spec: Psionic Wail and three very young Succurath (unable to defend themselves) are nesting in the hollow chamber of a giant bronze statue of a tiger poised to leap. The monster will not leave the chamber but will attack anyone who enters or disturbs the statue.
0206	A leafless bush on a barren mountainside appears to be dead. Growing on the branches are seven tiny skulls that have glowing eyes. The skulls swing to and fro with the breeze and make a chattering noise with their teeth when anyone approaches. The skulls can shoot poisonous thorns (Class 3) that grow on the bush 200' in any direction. Any hit upon a skull will cause it to crumble (AC 9[10]) and a pearl worth 80 GP can be found in the dust.
0307	A horned dragon head is mounted atop a carved wood pillar 25' high. A silver crown worth 8,700 SP is on the dragons head and small winged dragons are carved on the deeply set pole. Anyone removing the crown will cause a spray of acid from the dragon's mouth which will cause 1d10 damage until the crown is replaced. Stepping upon a stone platform in front the pillar will cause a recording and PA system beneath the stone to activate. The audio system will not function if removed. The device will demand a sacrifice and then moan louder and louder while on the stone.
0320	A small fortified manor is partially collapsed. The only entrance is a small wooden door slightly ajar. On the door is a brass handle in the shape of a ram's head. Anyone pulling on the handle triggers a poisonous dart (Class 4). Inside the manor is a large Skeleton, AC 7[12]; 3 HD; HP 14; dancing in front of a huge fireplace. It is waving a jade scepter worth 950 GP over its head and will attack anyone entering the room. The basement is filled with a huge Green Slime.
0329	A golden sword worth 4,980 GP is stuck in a marble block covered with elvish runes. The block is partially buried in the earth and two Dwarves; AC 4[15]; LVL 3; HP 18, 21; Armed with hammers; are vigorously pounding on the block trying to free the sword. They will attack anyone attempting to get the sword.
0427	In this heavily wooded area stands a worm-eaten wooden statue of an old hump-backed man wearing a tattered cloak and wearing a heavy torc about his neck that has two dolphin heads meeting at the ends. A large green thorny bush is growing around the figure with highly poisonous orange fruit (Class 5) growing on it. Within the statue is a sealed jar of helium gas.
0515	Partially buried in a pit of mud are two identical bronze wine flagons that have red and yellow Goblin faces painted on them. They are both sealed and full of tasty wine. Even a small amount of the wine will cause the imbibor to believe he can fly like a bird or that they are stronger than anyone living. The effect will last for ten days unless Remove Curse is cast upon the hapless drinker.

Ruins & Relics for Sea of Five Winds (Continued)

Hex	Description
0602	Grass covers the burial mound of Fleanor the Ancient Elf and naught but a flat stone marks the position. Beneath the flat stone is the entrance shaft which extends 50' below the surface and is sealed at the bottom with a blocking stone pivots in such a manner as to permit entrance but not exit. Fleanor's remains are still mounted in the red chariot in which he died. A long +1 Sword is clenched in his fist and the chariot is covered with elvish runes. The skeletons of six would be thieves, a chest filled with 1,370 SP and 2,620 CP, and twenty elvish shields are in the chamber. The only way to open the 6 ton pivot boulder from the inside is to place one silver and one copper into the chest.
0632	Two curved ivory horns protrude from the earth (worth 820 GP each) and are attached to a buried pony cap. There are runes under the eye holes of the pony cap and a man's face is carved on the forehead. Buried six feet deeper is the remains of an entire army: skeletons, helms, shields, harness, and miscellaneous gear which were inundated by a flood wall of mud. There is a tunnel complex of Giant Ants at the same level.
0810	At the foot of a rocky hillside is a collapsed shrine with a 20' high pillar protruding from it. The pillar is leaning badly toward the north and a large marble goose is perched atop the carved column. In niches along the length of the pillar are three skulls with yellow sapphires worth 110 GP each in the eye sockets. If a skull is removed the goose will topple (PROB 25% of striking for 6d6 points of damage) and if another is removed the pillar will fall (PROB 20% of striking for 8d6 points of damage). Two turns after the pillar falls the shrine will collapse from the weight dumping the surrounding 20' area into a pit 40' deep.
0829	Four giant frog heads are carved in the facing rock of a high cliff. The two frogs at the top have their eyes open while the two frogs beneath have their mouths open. Inside the open mouths is a horseshoe shaped cave. In the cave are four Lizardmen; AC 5[14]; HD 2+1; HP 9, 11, 14, 15; Sword armed; watching a small frog-headed boy stir a three-legged cauldron filled with boiling oil. The cauldron has red frogs which are attempting to jump out. Large ancient runes are written on the cave wall behind the boy. Several frogs have managed to leap out of the cauldron and a leaping toward a crack in the wall beneath the runes. The Lizardmen will attack anyone entering the cave whereupon the boy will wave a green dagger in the air and disappear.
0906	An oval shaped granite stone stands in the center of a shallow pond of clear blue mineral water and a jet of water leaps ten feet into the air out of the oval stone to fall back into the pond. Anyone standing in the spray will have light wounds cured upon them (As Spell) every four turns. Metal in the spray will disintegrate in two turns. Many large trees surround the pond, one of which is a Treant, AC 2[17]; HD 8; HP 39; and guardian of the pond. The Treant will attack anyone attempting to foul the water or harm the plant life nearby.
1014	A large black gate and the remains of a gazebo that has burnt to the ground rests in a small valley. The iron gate leans slightly toward the west and is covered with vines hiding the runes upon it. A mass of stone and debris is all that is left of a small cottage which once stood nearby. Amidst the gazebo is the skull of a colossal giant with the hand of a warrior within its grinning teeth. The hand wears a ring with a small ruby worth 124 GP. A Spitting Snake; AC 5[14]; HD 4+2; HP 23; is nesting in the skull on a pile of skins.
1331	Underbrush has grown up around the entrance to a small cave and just within stands a solitary stone arch covered with the webs of a Giant Spider, AC 4[15]; HD 4+4; HP 27; and carved with the heads of fire breathing horses. Stuck in the web is a sword with a horse head shaped pearl pommel worth 360 GP. A large round shield with a black horse painted on it lies beyond the arch across the skeleton of a large warrior in rotted leather armor.
1520	A large stone pile marks the crypt of a long dead king atop a rocky mound. Beneath a layer of stones are a pair of double banded iron doors. Within the crypt is a large silver urn worth 1,240 SP and two wooden statues of Berserkers. The urn contains the ashes of the king and a Ring of Stone to Flesh. If the urn is removed from the marble table upon which it sits, the statues will animate and attack as Zombies, AC 8[12]; HD 1; HP 3, 6; until dead or the urn is replaced.
1713	A large red helmet with many small dents on it is grown over by a blackberry bush. A small red shield with dwarvish runes upon it is under the helmet. Beneath the shield is a small black box with two buttons, red and green. Depressing the red button will cause the box to wail as a siren for six turns. Depressing the green button will cause the box spin rapidly for several minutes and then disappear. Four turns later the black box will reappear with a blue button and a green button. Depressing the blue button will cause the box to absorb all sound in a ten foot radius until the green button is depressed again...thence spin rapidly, disappear, and four turns later appear with a red and green button.
1828	A partially burnt cottage with a splintered door hanging on one hinge contains three Dwarves; AC 5[14]; LVL 2; HP 7, 8, 10. Hammer armed; which are checking the fireplace for loose stones. On the worm-eaten table stands a wooden box full of gears, nails, and screws. A useable periscope lies under the table amidst some dusty scraps of paper and moldy clothing.
1911	A sunken marble statue of a giant multi-headed serpent protrudes out of the muck. Four Mermen, AC 7[12]; HD 1+1; HP 3, 4, 4, 6; DMG: 1d4+1 (Trident); are trying to pry three red rubies out of the serpent's foreheads worth 430 GP each. The marble statue is part of a wall which stretches for six miles.
2032	A narrow crevice contains the remains of an ancient ship with iron plates on its hull. Within the moldering ship live five Cavemen; AC 9[10]; LVL 1; HP 1, 2, 4, 6, 6; DMG: 1d6 (Club); and two infant children. The Cavemen have dressed a Giant Boar on the stone hearth in the hull and are trying to start a fire. Within the logs are three gems worth 150 GP each.
2207	A gigantic ivory vase worth 4,980 GP painted with red dragon designs is half buried in silt. The vase has a hairline crack running down one side and will break if not handled carefully.
2329	A worm-eaten wagon partially buried in sand has a blue zircon worth 1,440 GP in a secret compartment under the seat. Three Cobras also nest in the compartment and will strike at anyone reaching into the recess. The remains of a brick road protrude from the ground for several hundred feet leading off towards the east.
2330	A petrified True Troll has toppled off of a pedestal made of green marble in a damp deli. Upon the pedestal stands an altar of sandstone with an inscription denoting six diseases: measles, mumps, typhoid, jaundice, plague, and leprosy. In front of the altar are six Gnomes inflicted with the same diseases chanting passionately. Once every full moon, one chanter will be healed of their affliction if they chant under the proper inscription.

Ruins & Relics for Sea of Five Winds)Continued)

Hex	Description
2419	A Giant Clam under a moss-covered stone bridge has a black pearl in it worth 1,400 GP. The bridge has many stones missing, and any weight will make it collapse. Water snakes swarm in the stream but will not attack.
2507	A slime-covered stone statue of a multi-headed man wearing a Chain Tunic is partially sunk in the ground. It has a Sword in its right hand with Orc runes written on it, pointing directly south. The sword's name is 'Elf-torch' and it is a +1 Sword, +2 vs. Elves, that has an intelligence of 4 and can communicate via telepathy within 10 feet.
2720	A collapsed Man-O'-War lays on its side in a small valley. A Giant Octopus, AC 7[12]; HD 4; HP 10; DMG 6x1d6 (Tentacles); sits on deck beside a small trunk that contains 1,400 GP and a small Compass. The Octopus will attack only those boarding the ship.
3029	Five Trolls are carved into the base of a Fountain with a dancing girl squirting contaminated water out of her mouth. There is 30 CP, 19 SP and 7 GP that have been tossed into the Fountain. Any one taking a coin out of the Fountain animates the dancing girl. She will put a curse on that one, turning him to stone if he doesn't make his saving throw. Immediately after casting the spell the girl will become part of the fountain again and not animate again that day.
3112	A huge pile of cinders and a collapsed forging furnace lies on the edge of a deep chasm. The area around the furnace is dotted with miscellaneous tools; axes, hammers, tongs, and crow bars of an uncorroded shiny metal. Beneath the pile of stones is 390 iron girders 20' long on an iron wagon coated with thick oil.
3316	The crumbled remains of an ancient village lies in a sea valley. Within the principal structure is the abode of school of sharks and a large moldering library. The library contains five Magical Librams.
3402	The crystallized remains of a giant lizard lie beside three story tower on a rocky slope covered with shifting sand. On the third floor, the laboratory of an alchemist is completely intact in an air pocket extending to the second floor.
3631	A large war galley with a gaping hole in the stern has settled in a crevice. The war engines mounted on the huge deck are fully operational and the hold contains 67,850 GP as well as many swords of unusual design.
3709	A 40' diving bell shaped like a whale drifts gently along the bottom. Within the compartment are six skeletons and several bars of silver worth a total of 3,270 SP.
3907	The span of an iron reinforced bridge juts out of the mud to a peak of 130'. The bridge will collapse under the weight of three persons (unencumbered). The walls of a castle barely peak out of the mud 80' toward the north.
4031	The eroded inscription on a sandstone cliff tells of the expedition of the Sea-Lords of Krahmis against the Valtanorian Horde during the reign of an ancient King of the Seas-Eternal. The story tells of the mines of mithril and gold worked by the Sea-Lords and gives clues as to their location. The mine's location can only be ascertained by reading the Chronicles of the Sea Kingdoms in the sacred Library. The mine, the Silentenis Dragonrun, lies within an extinct volcano far away.
4207	The toppled temple of an ancient cult of snake worshippers is the entrance to a long tunnel complex reaching far beneath a mountain to a chamber filled with giant snake eggs.
4210	A gigantic raft is crazily jutting out of a sinkhole with a monolithic column of mottled marble tied to the length of the raft with leather bands. The raft will float to the surface if pulled free of the sinkhole.
4230	Inside a large sea cavern is the carcass of a huge red dragon and his horde. The area is subject to shifting rock strata and there is a cumulative 02% chance per turn upon entering the cave of the complete collapse of the 70 tons of rock above.
4305	A sheer column of rock supports the small tower of a long dead wizard. Within the tower is a pit which contains the entire population of a miniature village in crystal vials. Breaking a vial will release the individual trapped within.
4512	Sixteen monolithic blocks of granite are arranged in a perfect circle on the sandy bottom. Anyone entering the exact center ten feet of the configuration will be teleported to the nearest dry land due north of the spot into the center of a similar site.
4621	Ten merchant ships of various sizes are neatly stacked in a huge pile on the rocky bottom. The ships lie within an enclosure of giant sea shells with a gate of green bronze.
4728	A thirty foot wide set of stairs leads from a rocky crevice in the sea bed to a huge underwater chamber wherein gigantic furnishings can be found. The chamber contains a 40' spear, 15' diameter shield, two pearls 10' across, and a bowl 8' in diameter. If the pearls are taken out of the water they will hatch two green giants. The giants will cry out in rage and dive quickly into the sea and disappear.
4805	Four hundred statues of miscellaneous creature types are arranged along a broad paved avenue raised above the sandy bottom. The statues are all life-size and made of granite.
4830	A worm-eaten merchant vessel lies on the sea-bed surrounded by huge coral deposits. The merchant vessel contains many jars of perfume and sixteen kegs of oil.
4911	A large jade idol worth 12,380 GP stands on a reef amidst the collapsed vestiges of a small village. The area around the village is filled with deep pits full of iron spikes.
5021	A gigantic sculpture of a bird is terraformed from the sea-bed of rocky granite. At the eye of the bird is the collapsed aviary wherein thousands of bird skeletons line the bottom.
5029	A large glass jar is chained to a large stone block. The jar contains a living liquid which will gladly answer any question telepathically (PROB 56% Accurate) if released in one year.
5112	A stone wolf 18' high and a pyramid tomb juts out of the coral. The pyramid can only be entered by a Pass Wall Spell and contains the remains of ten ancient sages.
5219	The crenellated top of a castle wall lies toppled over the collapsed tower of a keep. Within the keep are supplies for an army of 200 men, six large chests full of copper coins, and a +2 Sword with Water Walking ability.

Elephant Lands

Campaign Map Nine

Villages for Elephant Lands

Major settlements highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0106	Stonewater	221	Men	4	N	Matorwik Limpleg	5	N	FTR	Man	Salt
0126	Archfield	153	Halflings	2	LG	Corky Mendal	3	LG	CL	Halfling	Market
0201	Treebattle	176	Men	0	N	Rhoniby Stout-arm	4	N	FTR	Man	Hides
0216	Oxhorn	252	Men	1	CE	Manwag Seeker of Moons	5	CE	MU	Man	Sand
0334	Ridgewell	324	Men	4	N	Norfran Surcoat	4	LG	FTR	Half Elf	Hides
0411	Windguard	276	Men	2	N	Santif The Soul Toucher	7	N	IL	Man	Pelts
0525	Quickstep	148	Orc	1	CE	Fangarsh II	5	CE	FTR	Orc	Pitch
0701	Castell	270	Men	3	N	Whelp Casterlin	4	N	CL	Dwarf	Iron
0812	Hetep	123	Goblins	2	LE	Darkastagh	6	LE	TH	Man	Vineyards
0826	Sekhet	166	Men	5	N	Garthbowlin	3	N	BA	Man	Copper
0922	Tehant	202	Men	3	CE	Peredar Big-nose	6	CE	FTR	Man	Market
1032	Murias	180	Elf	2	LG	Eldandar Sidebeam	4	LG	MU	Elf	Timber
1110	Belial	153	Men	1	N	Rostol the Reverent	5	N	MNK	Man	Market
1204	Stourhead	226	Orc	4	N	Boshnos the Glutton	3	N	FTR	Man	Market
1223	Elfwine	105	Men	3	CE	Bagarsh the Scourge	6	CE	FTR	Ogre	Oil
1318	Bighsdale	163	Dwarf	1	N	Stindalin Longbeard	4	N	CL	Dwarf	Iron
1411	Aztlan	157	Orc	2	CE	Gormog the Bold	6	CE	FTR	Orc	Timber
1507	Bawar	130	Halflings	3	LE	Hlothwell	3	LG	TH	Halfling	Rope
1616	Swarga	117	Men	2	N	Grimbane the Depraved	4	CE	FTR	Man	Tin
1722	Aratar	210	Men	3	CE	Hendors Roundheels	5	CE	MU	Man	Quartz
1801	Narvonshire	296	Men	1	N	Whinsder the Rumhound	7	N	FTR	Man	Market
1827	Greencastle	147	Orc	0	N	Watsgulmash	6	CE	FTR	Giant	Coal
2008	Kolpia	198	Men	0	N	Valacar the Horseman	7	N	FTR	Man	Limestone
2120	Taunting	118	Men	2	LG	Mootish Marn	4	LG	SA	Man	Zinc
2213	Falias	384	Elf	0	N	Elsarn the Guide	3	LG	FTR	Elf	Market
2305	Shopshire	90	Men	1	LE	Bosintol the Bragart	6	CE	FTR	Orc	Wine
2327	Wildflower	112	Men	5	N	Harabil Abstruse	8	LG	RGR	Man	Lead
2518	Quinden	128	Halflings	2	N	Drampinill the Slasher	5	CE	FTR	Man	Fish
2601	Greatstone	202	Men	1	CE	Hofield Honer of Heads	4	CE	FTR	Man	Market
2621	Khaled	164	Men	3	N	Rornark the Serpant Runner	6	N	CL	Man	Hides
2715	Damkina	1,851	Men	10	LG	Winsindor the White	5	LG	PAL	Man	Market
2910	Adar	65	Men	1	LG	Bayfiorn the Bald	4	N	FTR	Man	Market
2926	Tarsa	362	Elf	0	LG	Elfes Llawes	3	LG	FTR	Elf	Market
3115	Duat	89	Men	3	N	Dorjatthe Club	6	CE	FTR	Orc	Spices
3205	Aelfheim	104	Men	4	N	Vartern Angel-face	4	N	BA	Man	Salt
3231	Bress	207	Dwarf	2	N	Dwaflin the Rock-fist	4	CG	FTR	Dwarf	Iron
3318	Firhola	306	Orc	1	CE	Varnax the Death-hand	7	CE	FTR	Ogre	Pelts
3501	Blackpit	62	Men	0	N	Vascard the Obscure	5	N	IL	Man	Market
3511	Frikka	217	Dwarf	0	LG	Giadderfin III	4	LG	FTR	Dwarf	Copper
3606	Sirat	154	Halflings	2	LG	Glammerwine	4	N	TH	Half.	Market
3621	Ailill	315	Elf	4	LG	Faron Mighty-grasp	6	LG	MU	Elf	Vineyards
3817	Kailasa	98	Men	2	N	Carfender the Steady	3	N	FTR	Man	Herbs
4003	Fairfields	68	Men	1	N	Drafeld the Honored	5	N	FTR	Man	Silk
4025	Sipar	195	Goblins	3	CE	Bashnor the Lessor	6	CE	FTR	Troll	Market
4112	Gwaelod	214	Elf	4	LG	Eltranderlion	5	LE	CL	Elf	Market
4205	Kahil	215	Halflings	2	LG	Morndil Bagsworn	3	N	FTR	Halfling	Market
4233	Hillcrest	110	Men	0	N	Paredur Yellow Hair	5	LG	FTR	Man	Cattle
4315	Havamal	208	Men	1	CE	Erban the Lion Tamer	4	N	FTR	Man	Goats
4407	Blacksheep	148	Men	1	N	Cafill Big-eye	6	N	TH	Man	Timber
4624	Kalastar	252	Men	2	N	Zorfear	8	CE	FTR	Ogre	Sulfur
4702	Westrim	230	Orc	0	CE	Banzid the Black	7	N	FTR	Man	Petroleum
4711	Norgood	243	Men	3	LG	Rosmix Repaid	6	LG	PAL	Man	Market
4819	Honeywax	171	Men	4	N	Ystan the Red	5	CE	MU	Man	Market
5028	Leechfields	163	Men	2	N	Branon Kamian	6	N	FTR	Man	Horses
5105	Turnkeep	178	Men	2	LG	Derthar Nine-teeth	5	LG	SA	Man	Market
5124	Blackspell	215	Halflings	3	N	Culwane the Winged	3	LG	FTR	Halfling	Market
5211	Wenglor	401	Dwarf	1	CE	Valin Surfeit	5	N	FTR	Dwarf	Silver

Citadels & Castles for Elephant Lands

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
0104	Cit.	FTR	5	CE	45
0225	Cas.	MU	4	N	70
0314	Cit.	IL	5	CG	65
0430	Cit.	FTR	7	LG	30
0506	Cit.	CL	4	CG	45
0612	Cas.	FTR	6	N	75
0720	Cit.	AS	5	LE	20
0832	Cas.	BA	6	N	35
0908	Cit.	CL	8	LG	145
1024	Cit.	FTR	3	CE	110
1206	Cit.	FTR	7	CG	50
1310	Cas.	MU	4	N	115
1428	Cit.	PAL	7	LG	80
1617	Cas.	FTR	3	N	15

Hex	Type	Class	LVL	Align	Men
1725	Cit.	MNK	6	LG	40
1929	Cas.	CL	4	N	25
2005	Cit.	FTR	5	CE	130
2128	Cit.	MU	4	N	20
2233	Cit.	FTR	7	N	40
2404	Cas.	SA	5	LG	90
2512	Cit.	FTR	8	CE	65
2623	Cit.	FTR	6	CG	35
2801	Cit.	MU	5	N	40
2911	Cas.	RGR	8	LG	75
3017	Cit.	FTR	6	N	35
3106	Cas.	CL	5	CG	80
3328	Cit.	FTR	4	LE	40
3630	Cit.	AL	4	CG	15

Hex	Type	Class	LVL	Align	Men
3721	Cas.	FTR	7	LE	125
3928	Cit.	MU	4	N	30
4007	Cit.	IL	7	LG	50
4118	Cit.	PAL	8	LG	40
4134	Cas.	FTR	4	N	100
4323	Cit.	CL	3	CT	30
4411	Cas.	FTR	6	N	145
4528	Cit.	FTR	4	LG	35
4601	Cit.	TH	6	N	20
4713	Cit.	FTR	3	N	25
4816	Cit.	AS	5	CG	35
4928	Cas.	FTR	8	LG	170
5105	Cas.	MU	7	N	110
5220	Cit.	FTR	3	N	40

Idyllic Isles for Elephant Lands

Hex	Description
4009	Red Cauldron Isle: This island is the northernmost of the three islands and is surrounded by sharp volcanic rocks. On the east side of the island is the small harbor of Mechiev namesake of the fishing village that is located there. The inhabitants of Mechiev one hundred men women and children make up the largest settlement on the island. Vascava the second village is located at the northern foot of Jaskaira the volcano. The ninety-three men and women living there are farmers and small shop owners. At the southern end of the island is a group of forty-six cave dwelling men with whom little contact has been made. All of the island's inhabitants have lived in peace and harmony from the day Ornzak arrived there. The ruler of the island is Murac the Unwise; AC 4[15]; HD 7; HP 22.
4110	Isle of the Leash: Largest of the three islands in Deeprock Lake Leash is ruled by Shain the Tiger-Eye; AC 4[15]; HD 8+1; HP 33. The island has three deep water ports that are populated by fishing villages and farms. The largest port village is Lakeland. Its inhabitants some two hundred and ten men women and children have a peaceful existence with nature. It is located at the northern end of the island. Siazee a smaller port is populated by sea-going tribesmen called Kershie. Its ninety-one inhabitants have little concern with the outside world. Maonis is the smallest settlement that is populated by women. They carry on trade with the other small islands. Sham the Tiger-Eye has tried to arouse his people to conquer the other two islands. This has had no effect because the people from the isles remember the teachings of Ornzak.
4111	Isle of the Hoary Head: This island is the southernmost of the three islands in Deeprock Lake. It is under the protection of Kal Tag the Hasty; AC 2[17]; HD 8+1; HP 30. The island has no ports. In the center of the island are gathered the sum total of its population. The eighty-three people of this island live in a communal society. They are farmers and craftsmen who carry on trade with the people of Leash and Cauldron. The island is a garden of wildlife. From time to time they are bothered by Bal-Bar the Sea Dragon; AC 2[17]; HD 10; HP 54. Kal Tag has been able to defend against this powerful foe by feeding the monster Giant Rats every time a ship anchors near the island.

The Deeprock Isles

A century ago the Deeprock Isles came under the protection of Ornzak, a powerful wizard. The old wizard used his power to protect the island and bring prosperity to its inhabitants, but then nearly fifty years ago (4384 BCCC), a Black Dragon named Corruptis laid waste to the Isle of the Leash where the Tower of Ornzak was built. Corruptis destroyed the tower, killing Ornzak's wife, Metrah the Witch. Only his three sons survived the destruction: Sham, the eldest, Kal Tag, and Murac. The three sons fled to the forest to await the arrival of their father.

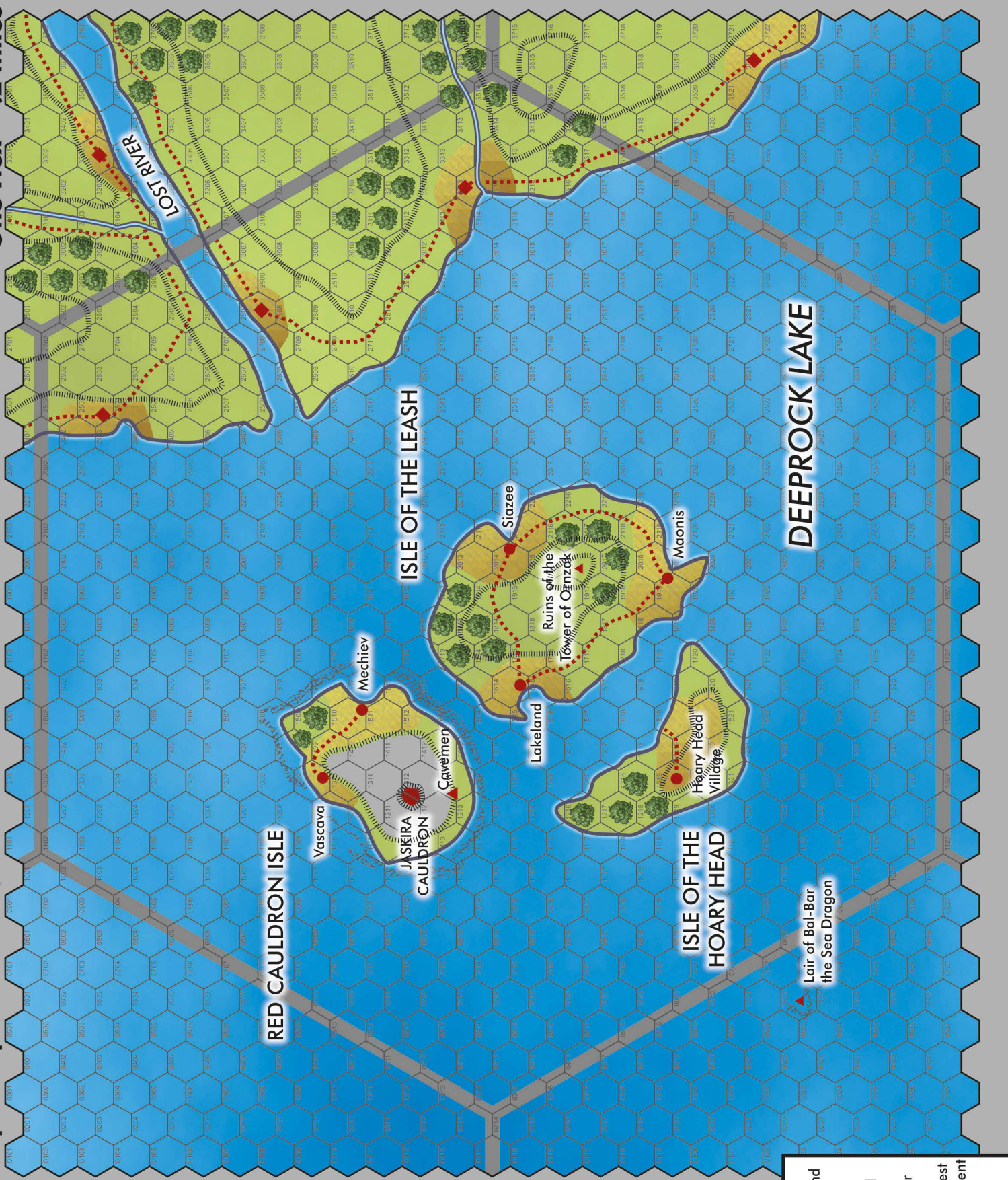
When Ornzak arrived at his home, he saw Corruptis gathering the spoils of his victory. In a rage, Ornzak slew the dragon with powerful spells, but the beast struck a fatal blow. Ornzak died a slow and painful death. His sons rushed to his aid but lacked the knowledge to help their father. With his last strength, Ornzak took his staff and broke it down into three wands, giving one to each of his sons (see the Great Staff of Ornzak in Monsters & Treasures). He instructed them to protect the three islands and to unite to defend against any foe.

This was not to be. As the years passed, the sons lusted after of the power of the complete staff. Each began to distrust the other. For nearly fifty years, each son has tried every form of deceit to obtain the other two wands that would give him unmatched power. The Deeprock islanders fear it is only a matter of time before the brothers wage all-out war against one another.



Map 9 Elephant Lands, Hex 4110

One Hex = .2 miles

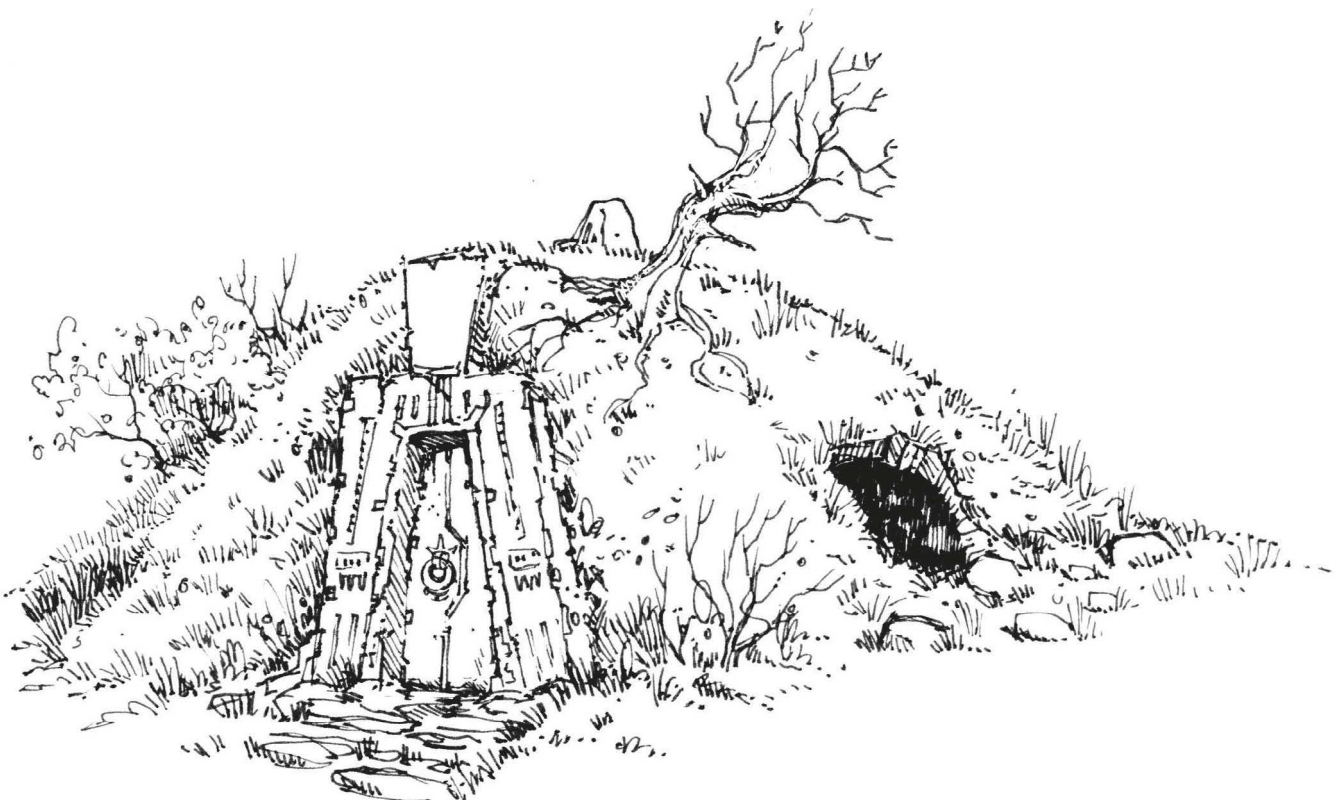


LEGEND

- Cropland
- Farm
- Forest
- Ground
- Hill
- Contour
- Point of Interest
- Settlement
- Trail
- Water

Lurid Lairs for Elephant Lands Ruins and Relics for Elephant Lands

Hex	Monster	NA	Hex	Description
0113	Giant Spiders	10	0119	A stone arch partially covered by vines has a large eye carved in it. Pushing in the pupil of the eye causes a secret door on the inside of the arch to slide open. This reveals a small red box with a poison dart ready to shoot out when the box is opened. A golden bracelet of snake form worth 1,500 GP is inside. A miniature sword suitable for a pixie is wedged in a crack.
0223	Wild Pigs	16	0207	A partially sunken wooden statue of a man with two goat heads holds a Potion of Healing over his head. If the potion is taken out of its hands, the two goat heads animate and cast a curse. Victims missing their saving throw have goat heads until Remove Curse is cast upon them.
0404	Giant Ants	21	0329	A giant stone spear is stuck straight up and down in some rocks. A goldfinch (bird) has built a nest on top of the spear. The goldfinch is nesting on three golden eggs worth 800 GP each.
0518	Boars	17	0415	A small fountain with contaminated water squirting out of the mouth of a stone sprite stands amidst some rocks. If a coin is tossed in the fountain and a wish is made, the opposite of the wish will happen. The fountain contains 12 GP, 45 SP, and 149 CP.
0532	Lions	8	0625	A large chariot wheel partially sunk in the ground is covered with webs and has a family of spiders nesting between the spokes. One of the spokes is loose. When the spoke is taken off, it is found to be hollow with a +1 arrow in it.
0607	Wild Wolves	9	0833	A small sod-covered hut has a balance hanging on a peg. A bowl of rotted fruit is on a three legged table under the balance. Thousands of flying maggots are on the ceiling and in the fruit. They will swarm on anyone coming in. The maggots are harmless.
0716	Giant Toads	15	0910	A large pitted stone tablet is partially covered with grass. The right side of the tablet is hallow and contains several flutes. Carved on three flutes are maps to the ruins in hexes 1016, 1514, and 2301.
0901	Giant Beetles	11	1016	A pyramid with a secret passageway leading to a tomb of an old Sage is covered with vines. Two Mummies guard the door from Thieves that might attempt to steal the gold handles from the Sarcophagus. The handles are worth 2,500 GP.
1020	Snakes	22	1125	A bronze-covered throne worth 1,500 GP is covered with webs and dust. A Skeleton is sitting in the throne; AC 7[12]; HD ½; HP 3; and two other Skeletons are standing on each side of him holding spears (DMG 1d6). Scorpions, AC 0[19]; HD ½, HP 1; breed by the hundreds in this sheltered nook.
1109	Leopards	16	1206	An oval-shaped pool of water is nestled in a small deli. In the daylight the pool is red. Any one getting in the pool will receive 2d6 points of Damage. At night the pool is clear blue. Anyone getting into the pool will be cured 2d6 HP. At dawn and dusk wounded predatory animals gather here by the score.
1329	Wild Horses	30		
1404	Giant Boars	3		
1417	Giant Goats	19		
1624	Bears	13		
1734	Unicorns	3		
1907	Rocs	7		
2025	White Apes	2		
2211	Crocodiles	10		
2304	Giant Rats	15		
2416	Saber-tooth Tiger	1		
2626	Owlbears	2		
2710	Pegasi	2		
2830	Giant Ticks	12		
3021	Blink Dogs	3		
3107	Giant Slug	1		
3113	Hobgoblins	400		
3213	Giant Leaches	14		
3333	Bears	24		
3503	Cave	27		
3618	Giant Ants	16		
3824	Centaur	1		
3907	Giant Snakes	8		
4132	Wolves	10		
4217	Giant Spiders	17		
5204	Wererats	25		



Ruins and Relics for Elephant Lands (Continued)

Hex	Description
1630	An iron bell hangs on a petrified wooden arch with a golden danger. A roc nests on top of the arch.
1910	A decaying wooden bridge over a wide ditch will raise your Dexterity by 1 if you can walk across without falling through. There is an 80% chance that the bridge collapses, causing the victim 4d6 points of damage.
2014	A vine-covered chimney has a blue fire in it. Looking at the blue flames will cause the viewer to save for Fear with a -2. Two loose bricks in the chimney have a Ring of Fire Resistance behind them. The blue flame is caused by a phosphorescent moss.
2223	A partially caved-in and vine-covered tower stands thirty feet high. Three Orcs, AC 6[13]; HD 1; HP 2,3,5; are inside playing with a periscope.
2301	A golden plaque worth 1,700 GP is mounted on an ash-covered stone wall. Four Hell Hounds live nearby.
2408	A sacred mound with the totem of a giant eagle is always mist-covered. Praying at the feet of the totem will cause one wish to be granted during a full moon. A show of disrespect causes a curse on all present, saving throw -6, which causes one limb to rot and crumble to dust per day.
2429	The bust of an Amazon lies in a large crater. The bust sets on a +1 shield and a Cobra lives under it. A map to the White Mountain at 2,407 is engraved on the shield. A slime-covered monument of a giant Dwarf leans against a boulder. A large Boa Constrictor is wrapped around the body of the Dwarf. Buried in the ground beneath the monument is a chest containing 25 PP, 385 GP, 1,680 SP, and 470 CP.
2513	A partially collapsed windmill turns in the wind. A purple cloak with a disease-spreading Centipede under the collar is hanging on a peg within. Only Giant Rats lurk in the basement.
2719	A Shrine with thickets surrounding the entrance between two giant oak trees is carved with animals. Four Rocs with emerald eyes worth 350 GP each are engraved on the Shrine. Twenty Stirges, AC 7[12]; HD 1; HP 4, 3, 6, 1, 2, 2, 6, 1, 5, 3, 6, 1, 1, 2, 4, 2, 4, 3, 3, 2; nest in the larger trees south of the Shrine.
2908	A giant candle is embedded in the ground. The flame is two foot high. Hot wax drips down the side of the candle. A golden tipped spear is stuck through the candle worth 755 GP. Extinguishing the flame will cause six Shadows, AC 7[12]; HD 2+21 HP 8, 13, 10, 15, 11, 13; to emerge from the wisps of smoke to attack.
2923	A stone statue of two Giant Lizards fighting is partially covered with thickets beneath an overhang. The thickets have poisonous blackberries growing on them (type 3).
3211	A petrified overturned wagon is partially buried in the ground. There are 50 GP hidden under the seat.
3325	A large stone plaque with a battle scene engraved on it just out of the ground. The stone plaque covers a pit. Inside the pit is a copper mask worth 3,440 GP and two Giant Spiders, AC 5[14]; HD 3+3; HP 18, 21.
3408	A multi-horned Ram's head is mounted on a cinder-covered brick wall. Two vultures are sitting on the wall.
3615	An ivory vase setting on a large slime-covered rock sprays an endless stream of contaminated water. The vase is worth 2,080 GP.
3703	A worm-eaten wooden statue of a giant Monk bowing toward the east has moss growing on the north side. The statue is hollow. The head unscrews. A Giant Cobra lives in the body of the statue. A large white pearl worth 2,320 GP is in the head.
3928	A fully operational Roc carriage is in a partially burnt hall where a Hill Giant lives, AC 4[15]; HD 8; HP 43.
4014	A rock-covered crypt contains the ashes of a Baron and his wife in a gold urn worth 3,400 GP. A Vampire, AC 2[17]; HD 7; HP 32; lies in a lead casket on a shelf above the urn.
4207	A giant oak tree infested with Black Spiders, AC 3[16]; HD 1/2; HP 1; has hollowed out a hole in the trunk. 1,000 SP lays inside. A partially operational tape recorder lies beneath the silver.
4313	A multi-eyed stone bust of a Wizard with a gold necklace worth 1,520 GP is partially buried in the earth. If the necklace is touched an eye will shoot a Ray out doing 3d6 points of damage every round at random living targets.
4324	Three Stone Trolls holding shovels stand in a pit 20' deep. Five foot farther down is a chest with two miniature Polar Bears, AC 6[13]; HD 6+6; HP 37. The Bears are kept alive by suspended animation. They will awaken if exposed to moonlight.
4520	A cobblestone road leads to a broken-down old cottage. Eating utensils and parts of a clock are scattered on the floor. A Ghost lives in the attic, AC 8[11]; HD 10; HP 46.
4633	A blood-stained sacrificial altar is covered with vines. The altar is shaped like a Lion's head. Inside the mouth is an obsidian knife worth 250 GP.
4704	The peak of a black mountain top is actually the tower of a Sage that collected Scrolls and Tablets. The dust-covered chambers contain huge piles of moldy and crumbling parchments wherein the larvae and eggs of various Giant Wasps wriggle.
4727	A green slime-covered pillar with a multi-horned Dragon head on top lies upside down. The Dragon's mouth is open. The tongue is worth 835 GP.
4814	A vine-covered pool of very high potency wine is nestled in a small grove. Each drink gives the imbiber a 10% chance of becoming wildly drunk for an hour. In the bottom of the pool lies a purple quartz cube which will change one quart of water to wine in eight hours.
4910	The stone statue of the three-eyed Roc has another Roc nesting on its back between its spread wings. The middle eye is a diamond worth 700 GP.
5001	An earth-covered hut contains a copper doll worth 1,900 GP. An old man dying of a disease lies in a corner under a pile of rags. Each turn in the hut you have a 35% chance of catching the Black Plague.
5119	A vine-covered brick altar partially sunk in the ground has an arrow on top of it pointing to the North Star. There is also a compass behind one of the loose bricks in the altar.
5228	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.
5230	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.

Lenap- Campain Map Ten

Villages of Lenap

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0113	Sledgetower	283	Orc	4	LE	Hoglip Syledyr	5	LE	TH	Orc	Market
0227	Winmoot	148	Men	2	N	Wyfagyl	4	N	FTR	Man	Zinc
0307	Wovenmist	221	Men	5	CG	Torbask	5	CE	MU	Man	Timber
0417	Nettle	417	Elf	1	N	Fender the Avenger	8	LG	FTR	Elf	Cattle
0430	Hewn Dell	362	Men	2	CG	Sir Pinwikle	4	CG	FTR	Man	Market
0712	Rovertop	238	Orc	3	CE	Greidar the Cold	3	CE	CL	Man	Jewels
0725	Gravel Gate	175	Halflings	5	LE	Bandel Winderwhip	6	CG	FTR	Half.	Oil
1020	Windless	264	Men	3	N	Blytarlaint	4	N	Th	Man	Horses
1033	Princeling	191	Dwarf	4	N	Derunrih	3	CE	FTR	Dwarf	Iron
1114	Lidenstrand	337	Men	4	N	Cat Licor the Sure	6	N	SG	Man	Market
1222	Swanrill	486	Halflings	3	N	Allewn	4	CE	FTR	Man	Hides
1328	Goldfall	283	Half-Elf	3	LG	Lukén the Long	6	LG	CL	Half-Elf	Market
1404	Tuftpisy	198	Goblin	3	LE	Razan the Listless	4	LE	DR	Man	Baskets
1512	Flamgard	216	Men	2	N	Zenrax	5	CE	FTR	Troll	Market
1532	Willowwithy	176	Men	4	LG	Ventore	7	LG	FTR	Man	Market
1616	Rushkindle	302	Men	1	N	Dryfed Bending	3	N	CL	Man	Market
1625	Arngold Quay	476	Elf	5	N	Gwanlt	6	LG	FTR	Elf	Horses
1808	Evergloom	317	Men	4	N	Badyr Skywalker	7	CE	FTR	Giant	Leather
1921	Reek Hill	158	Orc	3	CE	Cyfael the Silent	4	CG	MU	Elf	Bows
2009	Wondernessee	355	Dwarf	4	N	Bynt Baber	5	N	AL	Man	Ropes
2214	Delan	205	Men	2	CE	Mecsan of Old	7	CE	FTR	Gnome	Timber
2503	Forsaken	119	Men	0	N	Dyrsh the Many Tongues	4	N	FTR	Man	Market
2515	Boghra-Little	144	Men	1	CE	Bladdadent	5	CE	FTR	Troll	Oil
2712	Ashwood	370	Halflings	3	N	Pathinvor	3	N	CL	Dwarf	Silver
2820	Lenap	673	Men	5	LE	Grief Giver	6	LE	FTR	Man	Market
2907	Eldma-Vilyet	203	Men	0	N	Slynnon Strong- Shoulder	7	N	MU	Man	Torches
3112	Cloven	178	Men	3	N	Lupid Green-Teeth	5	CE	FTR	Man	Timber
3121	Valeyad	394	Men	2	LE	Lufore the Lean	3	LE	FTR	Man	Market
3116	Beacon	347	Men	0	N	Travinish	5	N	CL	Man	Goats
3308	Woodken	226	Goblin	0	CE	Sinpat the Stalker	5	N	FTR	Troll	Market
3501	Redwraith	143	Men	4	N	Findolperth	4	CE	FTR	Man	Market
3603	Cower	374	Dwarf	4	N	Treylin Stiff-Beard	3	N	FTR	Dwarf	Weapons
4002	Iffing	133	Men	3	CE	Dawgarsh Long- fingers	5	CE	FTR	Orc	Pitch
4119	Knoll	261	Orc	1	N	Flagash the Toothless	6	CE	FTR	Ogre	Market
4814	Baluster	403	Elf	4	LG	Honder of the Wind	4	LG	MU	Elf	Horses

Citadels & Castles for Lenap

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
0222	Cit.	FTR	5	N	20
0232	Cit.	CL	4	CE	25
0406	Cit.	FTR	7	N	40
0631	Cit.	MU	3	CE	10
0816	Cit	BA	6	N	30
1118	Cit.	FTR	3	CE	25
1133	Cas.	FTR	8	N	155
1203	Cit.	AS	6	N	50
1226	Cit.	FTR	4	CG	35
1410	Cit.	MU	6	CE	70
1424	Cas.	CL	7	CG	140
1720	Cit.	FTR	4	N	65
1818	Cit.	SA	5	CG	30
1909	Cas.	MU	7	N	130

Hex	Type	Class	LVL	Align	Men
1921	Cas.	PAL	6	LG	115
2211	Cit.	FTR	5	CE	60
2218	Cit.	FTR	7	CG	35
2414	Cas.	MU	7	N	140
2619	Cit.	FTR	4	CE	SO
2810	Cit.	FTR	6	N	35
2913	Cas.	MNK	7	N	135
3107	Cas.	CL	8	LG	160
3409	Cit.	IL	5	CE	25
3605	Cit.	FTR	4	CE	40
3701	Cas.	RGR	8	CG	155
4120	Cit.	FTR	6	CG	30
4815	Cas.	FTR	5	N	130



Lurid Lairs for Lenap

Hex	Monster	NA
0106	Giant Cobra	6
0216	Baboons	24
0413	Giant Scorpions	7
0423	Giant Centipedes	18
0628	Ropers	3
0707	Wild Dogs	14
0720	Bears	8
0833	Blink Dogs	4
0902	Wild Asses	12
0923	Giant Snakes	8
1107	Leopards	5
1230	Giant Goats	15
1414	Rocs	4
1630	Giant Spiders	23
1806	Air Elemental	1
1928	Lizard Men	24
2011	Wolves	16
2226	Mermen	10
2408	Giant Weasels	9
2716	Giant Leeches	22
2731	Tritons	5
3102	Wild Camels	16
3223	Giant Fish	30
3515	Sea Turtles	17
3802	Bears	12
3826	Giant Squids	3
4121	Nixies	12
4301	Wild Pigs	14
4329	Water Elemental	1
4408	Giant Octopi	2
4422	Mermen	35
4503	Giant Crabs	9
4525	Dragon Turtles	2
4612	Tritons	8
4728	Sea Monster	1
4733	Sea Turtles	12
4801	Giant Sea Snakes	6
4818	Giant Octopi	7
4909	Mermen	16
4926	Giant Fish	8
5005	Dragon Turtles	5
5023	Giant Squids	6
5115	Nixies	40
5131	Giant Crabs	12
5203	Tritons	6
5225	Giant Sea Snakes	10

Ruins and Relics for Lenap

Hex	Description
0126	There is a curse written on the tombstone of an ancient King's burial mound. A gold crown with a black diamond in the middle rests on the dead King. The crown is worth 7,140 GP.
0203	Two clay pots are half buried in the sand. One contains a five foot long silver chain belt worth 2,500 SP. The other pot contains 6,350 CP. A Giant Cobra lives under each pot; AC 5[14]; HD 4+3; HP 23.
0321	A small well has a chain hanging down to the bottom. At the end of the chain is a bucket containing a clock with zircon numbers worth 1,600 GP. Fifty small spiders have made their webs on the chain; AC 0[19]; HD ½; HP 1; five of which are poisonous; AC 0[19]; HD 1; HP 5, 4, 6, 1, 5, 2; Spec: Poison Type 5.
0510	The remains of a man-sized Warrior still holding his battle-axe lies face down on top of a golden doll worth 490 GP. Five Giant Spiders nest in webs over the Warrior; AC 4[15]; HD 4+4; HP 20, 17, 29, 23, 28.
0716	Two Large trunks covered with Grey Ooze; AC 8[11]; HD 3; HP 17; contain wine that is moldy and contaminated.
0732	The ruins of a tower covered by earth can only be entered by a 3' diameter tunnel. Eight Gnome worshippers; AC 5[14]; HD 1; HP 3, 5, 6, 1, 1, 4, 2, 5; are bowing to a golden skull worth 2,300 GP.
0804	The ruins of an Altar for the Lost stands on a hummock. If a prayer is said at the Altar, a beam of light will point to the nearest shelter.
1010	The remains of a High Elf lays in the rocks with a worm-eaten cloak and a pair of decaying Elf Boots. A poisonous Snake is inside the left boot. Protruding from the rocks is an iron helm six foot in diameter inscribed with Dwarven runes.
1026	A small cottage covered with vines on a rocky slope has a ship's figurehead inside. The Ghost of an old sailor guards the figurehead; AC 5[14]; HD 7; HP 31.
1217	A caved-in hut at the bottom of the hill has three bottles of acid on a small wooden table. A Hill Giant; AC 4[15]; HD 8; HP 42; often visits the little hut.
1334	Two vine-covered pillars have a Giant Spider; AC 4, HD 4+4; HP 25; in its web between them. A Wand of Metal Detection is stuck in the webs.
1420	A giant Ram's head is setting on a large rock. The head is hollow. A Giant Stag Beetle; AC 4, HD 2+2, HP 10; nests inside. Buried beside the head is a Viking longship with a cargo of silver fittings worth 3,220 GP.
1508	A fully covered Vault lies two foot under the sand. The top of the Vault is corroded. A heavy person has a 60% probability of falling through. Six Skeletons; AC 7[12]; HD 1/2; HP 3, 1, 1, 2, 3, 3, 2; guard the Vault wherein a Necklace of Human Control is worn by a dead Mage.
1602	A trunk covered by sand has a Potion of Healing inside. Four giant Crabs; AC 3, HD 3, HP 13-9-11; nest nearby.
1623	A small cottage in a grove is infested with insects. A stone calendar stands on a small table of granite within.
1813	An antique miniature lamp shines out the window of a large crumbling hall. Trolls; AC 4, HD 6+3, HP 30; sleep in the wine cellar.
1931	A Man-O-War sits on the bottom covered with green moss. Littering the deck are many corroded weapons. A Skeleton with a gold peg leg captains an Octopi crew of six; AC 7, HD 3, HP 10-13-17-12-15-18-11.
2107	The remains of a giant Lizard is being eaten by four Were Rats; AC 7[12]; HD 3; HP 12, 15, 18, 11; The Lizard wears a silver-studded saddle worth 1,200 GP. In a leather pouch attached to the saddle is a corroded battery.
2117	Four moldy barrels sit side-by-side in a ditch. They contain 1,500 GP and loaves of bread. A Blue Dragon; AC 2[17]; HD 8; HP 48; constantly keeps watch from another ditch 150' to the north.
2123	A small raft floats just off the coast. An ancient man-sized throne is tied down on the raft. A closer look reveals four Mermen swimming along the side of the raft; AC 7[12]; HD 1+1; HP 6, 3, 7, 5. The throne functions as a crystal ball.
2410	An ash-covered city almost burnt to the ground lies in a blackened clearing. A Red Dragon lives in a huge cistern in the middle of town holding six virgin maidens captive. Thirty traps are set about the ruins to feed the Dragon. In one crumbled Temple is a dangerously operational steam locomotive.
2421	A vine-covered grinding wheel set in the clearing is the abode of a Giant Spider; AC 4[15]; HD 4+4; HP 23; which is weaving a web over it. Scattered about in a clay brick pile are four Ankylosaurus harnesses.
2426	A mithral breast plate worth 2,960 GP is covered by sand and shines in the light. Two killer Shrews; AC 5[14]; HD 3; HP 13, 16; live inside the cavity.
2904	A marble slab is buried in the sand with rubies worth 750 GP each set in the corners. The slab is in scribed with runes which permit the translation of any ancient language. The slab's encumbrance is 45,000 GP.
2917	A cold clammy fifty foot cave with the Totem of a Were Tiger's head standing within the entrance contains a sword ten foot long worth 1,730 GP. Three pair of red eyes glow from inside the cave where a pack of Were Tigers live.

Ruins and Relics for Lenap (Continued)

Hex	Description
2928	Three Giant Turtles are attempting to push a barrel with an Efreeti Bottle inside of it. The Efreet will attempt to kill the person releasing him; AC 3[16]; HD 10; HP 56.
3109	A heavy set of Chain Mail covered by thousands of Biting Black Ants; AC 8[12]; HD ½; HP 2; is rusting in a thicket.
3403	A Giant Bear's skull rests on top of a large rock with 15 Cave sleeping inside. A bright red glow is coming from a large red stone in the skull that is worth 2,450 GP.
3419	A giant statue of a Triton stands on the island. It has a golden crown worth 5,260 GP on his head and animates if the crown is removed. The statue is AC 5[14]; HD 13; HP 115; Spec: 100% magic resistant, regen 2 HP/round. Once the statue regains the crown it will place the crown on its head and again resume an inanimate state.
3432	An overturned longboat has eight sharks swimming around it. Large furs are tied up in the hull. A figurehead worth 915 GP decorates the prow. The ship's anchor is an airplane propeller.
3608	A small moss-covered cave has a treasure chest buried inside. A poison dart will spring out when the trunk is opened. There is 3,540 GP worth of gems inside. A mechanical doll will perform an intricate dance if wound up by a key on its back.
3904	Three vultures are eating on the remains of what appears to be a human. A Signet Ring in on the left hand of the victim that is worth 320 GP. A pair of handcuffs (requiring a Strength of 20 to break) and keys are hanging on the victim's belt.
4015	A sunken city from another time is on the sea bed. Decaying musical instruments are strewn over the bottom. Golden Harps are in the larger buildings. Giant fish often swim in and out of this town. The Harps cannot be removed from the buildings as they are automatically teleported back to the pedestals upon which they rest.
4102	A ten foot ivory covered cross worth 1,990 GP is partially covered by vines. The Cross turns to face the sun at all times. Bears often come by and scratch their backs on it.
4417	Mermen constantly swim by this floating tower which has a large beacon pointing the way back to land. The beacon is powered by an unknown power source. No entrance is apparent, and forcing an opening will cause the beacon to sink in 1-6 rounds.
4705	The water becomes very still and the wind stops blowing. Three mermen in dolphin chariots ride up and demand 10 GP a head for crossing their Holy Water. The water is tinted green by a tank of chemicals on the sea floor. The green water will burn if ignited by an open flame.
4822	A Giant Clam; AC 2[17]; HD 4; HP 27; rests under a decayed bridge arch in some green sea weed. It holds a huge green pearl worth 110 GP.
4912	A Mermaid is weeping over the collapsed tower of an ancient wizard. She has a golden dagger worth 850 GP hidden in her long black hair. If anyone touches her she will try to kill the trespasser with the dagger. Beneath the tower lies a Dolphin Chariot made of a giant shell and six deep-sea diving suits with twelve oxygen tanks.
5002	A patch of blue sea weed with foot long poisonous stickers surrounds a wrecked barge. Ten bright red rubies worth 75 GP each are at the bottom of the sea weed. An empty antique chest lies nearby.
5016	A ruined air balloon with a carriage lies on a bed of muck. Within the carriage is a chest containing an astrolabe, compass, telescope, and an ornate tea pot.
5028	A sunken merchant ship contains 65 barrels of rabid monkeys. The monkeys have been kept alive by the water-tight barrels and suspended animation. The monkeys will awake two minutes after breathing fresh air.
5208	A sunken city of Mermen and a temple with beautiful women trapped inside bubbles lie in a sea valley.
5232	A spiral staircase going down to the bottom of the sea has six tame sea horses guarded by a young Merman with a shell horn; AC 7[12]; HD 1+1; HP 5. Upon blowing the horn, 1-20 Mermen will appear. A crumbled road meanders away from the bottom to a tumbled monolith beside a huge cave where a Sea Monster sleeps; AC 5[14]; HD 10; HP 48.

Idyllic Isles for Lenap

Hex	Description
1928-1929	Isles of Flame: It is rumored that Varun the Goddess of Wine walks these vine-covered isles on foggy evenings. Lizard men visit the sea-caverns beneath the principal island to worship a Giant Squid and elect a new tribal chieftain by force of arms every month. Access to the cavern is gained through a cave high on the eastern side of the island. A hermit knows of the entrance and will aid any party offering to assist him in recapturing his escaped pigs.
2027	A geyser (water spray) glows at night to mark the location of a magical altar. During a full moon an intelligent parrot will guide anyone at the geyser to a cave filled with dinosaur bones and broken weapons. The blind castaway inhabiting the cave is the former ruler of Lenap who befriended the Wizard Khouligan. The wizard stole the ruler's princess the Jewels of Apazar and a Flying Carpet. The ruler was transported to the cave to die blind weakened and without weapons to defend against the Giant Rats which frequent the cave complex.
2732	A spring of healing waters (1d6 HP per day spent bathing) issues from a crack in a huge boulder shaped like a mermaid. Chimpanzees avoid the pride of Lions which stalk the sparse prey amongst the lush vegetation. A fruit shaped like golden globes grow on vines covering a crumbled wall. The fruit will drive anyone eating one to insanity for two weeks...doubling strength.
3219-3220	Mangania Isle: A sage's curse has made zombies of ten brigands which roam the island seeking the Windward Horn an artifact which will release them from the curse. A lascivious Amazon and three warriors dwell in a small fortified manor in the high lands. These exiles protect a small community of poor elves on the lower slopes.
3419	An enraged bull stalks any intruders mercilessly. An abandoned Viking longship is beached on the west side of the island. Four apes follow the orders of an intelligent chimpanzee (polymorphed dwarf) nearby. A crude hut built of Viking shields and palm leaves contains provisions for fifty Vikings and thirty-two miniature statues of long-haired warriors.
3534	A rope bridge across a deep chasm leads to a giant sea shell inhabited by a castaway elvn engineer. The bridge will spring into a net shape (trapping pedestrians) unless a vine is pulled back and tied to a tree before crossing.
3617	Twenty skeletons line the beach and wreckage of a large merchant ship protrudes from ten feet of water. A steaming fumerole has turned the only stream into a sour-tasting yellow slush. Within ten feet of a petrified pterydactl all life completes a life cycle in 24 hours.. .from birth to death. Any one steeping in this circle will age one year per turn.
3721	Gas issuing from fissures will cause all to make their saving throw for sleep every two turns or sleep for sixteen hours. No provisions are available.

Idyllic Isles for Lenap

Hex	Description
3816	This island is known for its many varieties of tropical fish of unusual shape and configuration. Many of them possess a tongue similar to frogs and can reach 5' out of a stream to pull the unwary under the water. Some have iron sharp fangs to tear and rend armor. Some can speak the common tongue and others can fly 15' per jump. A particularly desired variety covers it' small torso with a coat of pearls cemented together with a rubber like saliva.
4018-4019	Bouvan Isle: A terrible island with a cinder cone volcano and sparse provisions. Home of blue lizards which jump 20' and have poisonous fangs (not capable of penetrating armor). The blue lizards swarm in packs of 1d6+10 and one exceptionally large male capable of dissolving metal with its venom. Ferrets frequent the trees in large numbers.
4031	Four ship-wrecked passengers of a small merchant ship light signal fires regularly. One is the emissary of the prince of a distant land to the north.
4114	An island with provisions for the taking but surrounded by strong currents and winds which make it impossible to avoid hidden rock by any but the smallest ships.
4121	This island is unbearable hot year-round. Rocks will burn bare flesh and vegetation adapted to life here will freeze if allowed to cool to 70 degrees F. At noon in summer months wood which has been brought to this island will spontaneously catch fire.
4317	Quicksand spider webs tangle vines and hidden pits dot this island. The pits and traps are serviced by a cult of fanatic magic users which worship the idol of Swarsthamon the Star-Mage. The idol is covered with silver plate worth 35,890 SP and the middle eye is a blue sapphire worth 16,480 GP. The Arch-Mage is a twelve level Wizard which has a Staff of Wizardry.
4326	A prison and exile island filled with undesirables of all classes and circumstances. A strong spell permits landings only. Once per year the spell permits one prisoner only to leave and the chosen person is picked up by a war galley 200 yards west of the isle. It requires 36 levels of spell casting ability to obtain a 10% chance of success to dispel the strong spell.
4411	A small tribe of cave people hide in the dense underbrush on this island and will not attack unless threatened. The cave people are especially shy and timid with strangers. They dislike fire and won't touch iron. An abandoned manor house is held sacred by the cave dwellers.
4512	A starving crew of pirates lives amidst the rocks near a large wrecked merchant ship. The pirates have been reduced to a cannibalistic madness and only thirty-two are left alive out of 154. The captain has long since been killed, only the strongest have survived.
4614-4715	Keys of Shadow: A merchant trading post is run by myrmidon and twenty gnomes on the north end of the island. The merchant permits none to land, preferring to trade by hand signal in the small quay. At the east end of the island are three run-away gnomes bent on robbing the dwarf merchant.
4732	A dense fog surrounds this island perpetually. A tribe of cannibals led by a witch doctor lives in the interior and their canoes are hidden in the shoreline. A water sprite in the lagoon protects the small village of peaceful natives living on the beach.
4816	A small invasion force of three war galleys have gathered here to provision their ships. The island is especially lush and filled with game.
5016	Small fire-breathing frogs live in the coconut trees stretching along the beach. The frogs can only breathe once per day for 1-3 points of damage. A waterfall hides the entrance to an abandoned city of tall glassine spires filled with unusual fabrics and glass balls of all colors.
5017	The interior of this island is completely devoid of vegetation and in the exact center is a stone statue of Cloud Giant which will answer questions about lands within 50 miles in return for one magical item per question. The statue communicates telepathically.
5019	A small manor sits on a sloping hill on the north side of this island which is inhabited by a witch. The beautiful witch will attempt to turn anyone not having a charisma of 16 or above into a Half unless she needs some geased assistance at the moment PROB 35%.
5108	A small pool of water in the hills will change any wooden object in a spear, arrow, or mug dipped into it and pulled out immediately. If the object is not pulled out immediately it will change to sand and fill the bottom of the pool. Animal life is unaffected.
5218	All vegetation on this island has a highly acid base and will cause one point of damage if touched and two points of damage if tasted. Giant Ants live in the rocky hills.



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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

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

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.