

Judges Guild



WILDERLANDS OF THE FANTASTIC REACHES REVISED EDITION

BY BOB BLEDSAW, BILL OWENS, & STAFF

REVISION BY ROBERT S. CONLEY

PRESENTED BY JUDGES GUILD AND BAT IN THE ATTIC GAMES

INCLUDES 8 POSTER MAPS



AND A 44 PAGE GUIDEBOOK

Wilderlands of the Fantastic Reaches

Revised Edition



Judges Guild



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Wilderlands of the Fantastic Reaches

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 last in a series of four guidebooks covering all 18 maps of the Wilderlands of High Fantasy. Wilderlands of the Fantastic Reaches adds four maps to the south of the City-State of the Invincible Overlord ranging from the Isles of the Dawn in the north to the Ghinor Highlands in the south. The Isles of the Dawn and Silver Skein Isles are dominated by the Sea of Five Winds, offering dozens of islands to explore and conquer. The Ghinor Highlands and the Southern Reaches form the southern frontier of the Wilderlands where the Dwarves of Ghinor and Tula, the mysterious City of Wizards, can be found.

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.

I was given permission by his son, Robert Bledsaw II, to redraw the original maps so they could be reprinted. To accompany those maps, I took the original listings of villages, ruins, lairs, castles, and islands and reformatted them for a new revised edition to allow a new generation of gamers to make the Wilderlands their own. In this release, you will find rules for creating strongholds and crafting magic items, along with listings for monsters not found in the core rules of the Swords & Wizardry RPG

I also attached a chapter that has a map of the Isle of the Blest, its history, and a consolidated listing of all the settlements and points of interest on the island. This large island was laid on the corner of four maps in the original presentation of the Wilderlands of High Fantasy. With this book having only four maps, I felt it would be useful to present a combined view of the island.

Overview

There are some minor additions and corrections. Several villages in the original Judges Guild releases were missing one or more pieces of information on the rulers. These have been filled in with information from the Judges Guild Wilderness products and other Judges Guild related products. In addition, more settlements have been added that were detailed in the Wilderness series in particular Spies of Lightelf and Shieldmaidens of Sea-Rune.

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, then chose the ones that best suit the campaign. Note any NPCs and monster 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 and 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 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 use it as an indication of possible types of government. Pick the one that makes the most sense for your campaign.



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

Alignment (Align)

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

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

Ruler Information

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



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

Resources

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



Castles and Citadels

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

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

Ruins and Relics

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

Idyllic Isles

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

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

Lurid Lairs

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

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

Additional Rules

By the time Judges Guild was working on *Wilderlands of the Fantastic Reaches*, several supplements for the original edition had been released. Many of the creatures and items found in the later *Wilderlands* maps were drawn from these supplements. Open content versions or alternatives have been included as many of these are not found in the core rules books that support older editions.

Because travel and establishing strongholds are important parts of classic editions, the Judges Guild rules for both have been included. In addition because of the presence of Tula, the City of Mages on Map 17, the Judges Guild rules for potion and magic item creation has also been included.

Men & Magic

Potion Creation

Potions are manufactured in the same manner as poisons (see *Fantastic Wilderlands Beyond* or *Wilderlands of the Magic Realm*). Either magic users or alchemists can research or manufacture potions.

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

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

A particular potion formula can be researched at 2,000 GP per 20% chance of success per week. For example, to get a 60% chance of researching a Healing Potion, the character will need to spend 6,000 GP (2,000 GP * 3 = 6,000 GP). Having a sample of the potion will cut the research cost in half.

To make potions, 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 potion for the cost and time listed on the table on page 7. Distillation of potions is full-time work occupying the character for the entire 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.

Assistants

An alchemist or magic user can hire assistants to allow work on additional projects. For each point of intelligence equal to or over 16, the alchemist or magic user can work on one additional project with the help of their assistants up to a maximum of 4. With an assistant helping, roll 1d20 every week, on a 1 or 2 one of the assistants fouls up a project.

See page 7 for the potion creation charts



Magic Item Creation

Magic users that are 9th level or higher can sell manufactured magic items. The price of magical items is very high, and the magic user can experience difficulty finding wealthy purchasers.

Wizards can sell manufactured items for (100 GP x Magic User Level x Weeks Required) + additional costs

A particular magic item pattern can be researched at 2,000 GP per 20% chance of success per week. For example, to get a 60% chance of researching +1 Armor, the character will need to spend 6,000 GP (2,000 GP * 3 = 6,000 GP). Having the item to manufacture as a pattern will cut the research cost in half.

To make magic items, space for a workshop needs to be secured, and 1,000 GP spent on special equipment and minor components. This allows the wizard or alchemist to make any researched magic items for the cost and time listed on the below table. Magic item manufacture is full-time work occupying the character for the entire 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.

Magic Item Creation Notes

- Special abilities not listed below double the Component Forging Cost for that magic item.
- Magical weapons can be created to work with only those who are of the same alignment or ethos of the magic user.

Assistants

A magic user can hire assistants to allow work on additional projects. For each additional point of intelligence equal to or over 16, the magic user can work on one additional project with the help of their assistants up to a maximum of 4. With an assistant helping, roll 1d20 every week, on a 1 or 2 one of the assistants fouls up a project. If the magic item is used only by fighters exclusively the assistants must be dwarves.

See page 8 for the magic item creation charts



Potion Creation Chart

Prob Treasure	Potion	Distill Cost (gp)	Weeks Required	Major Component
01-02	Growth	750	5	Giant Centipede
03-04	Diminution	650	1	Snake Eggs
05-06	Giant Strength	1,000	4	Hair of Giant Type
07-08	Invisibility	740	4	Phase Spider Eye
09-10	Gaseous Form	360	2	Vampire Dust
11-12	Polymorph Self	620	6	Doppelganger Teeth
13-14	Speed	550	2	Roc Egg
15-16	Levitation	320	1	Stirge Proboscis
17-18	Flying	510	2	Pixie Dust
19-20	ESP	630	2	Owl Bear Feathers
21-22	Delusion	430	2	Wart Hog Snout
23-24	Healing	250	1	Willow Bark
25-26	Longevity	680	2	Mastodon Tusk
27-28	Extra Healing	990	3	Unicorn Horn
29-30	Oil of Slipperiness	720	4	Giant Eel
31-32	Clairvoyance	450	2	Wolverines
33-34	Animal Control	200	1	Giant Skunk
35-36	Undead Control	900	4	Mummy Dust
37-38	Plant Control	300	3	Green Slime
39-40	Human Control	850	4	Dryad Hair
41-42	Giant Control	1,150	5	Hair of Giant Type
43-44	Dragon Control	1,350	5	Horn of Dragon Type
45-46	Invulnerability	500	6	Giant Slug
47-48	Fire Resistance	650	5	Hell Hound Teeth
49-50	Treasure Finding	420	2	Aboleth Eye
51-52	Heroism	250	2	Hydra Teeth
53-54	Super-Heroism	750	3	Hydra Teeth
55-56	Ethereality	1,200	5	Sea Monster Oil
57-58	Water Breathing	250	5	Crocodile
59-60	Poison Antidote	850	3	Same as Poison Type
61-62	Dust of Sneezing	200	2	Pepper Plant
63-64	Dust of Appearance	300	3	Ethereal Cat Claw
65-66	Dust of Paralyzation	350	1	Purple lotus
67-68	Dust of Sneezing & Choking	350	3	2 Yellow Lotus
69-70	Dust of Disappearance	250	1	Shredded Elven Cloak
71-72	Philter of Healing	200	1	Lammasu Feathers
73-74	Tanglefoot Nuts	200	1	Tanglefoot Plant
75-76	Web Nuts	200	1	Giant Spider
77-78	Holy Water	5	1	Patriarch Blessing (8th level Cleric)
79-80	Wine	1	2	Grapes
81-82	Ale	1	4	Malt and Hops
83-84	Mead	1	4	Honey
85-90	Pure Water	1	-	Water
91-92	Oil	1	1	Whale
93-94	Ink	1	1	Berries
95-96	Salve of Healing	320	2	Rust Monster Claw
97-98	Powder of Unconsciousness	450	-	Yellow Lotus
99-100	Dust of Death	1,670	-	Black Lotus



Armor & Weapon Creation Chart

Armor & Weapons	Component Forging Cost(gp)	Weeks Required
Sword +1	2,000	4
Sword +2	4,350	17
Sword +3	8,640	33
Sword +4	16,490	66
Sword +5	33,570	129
Flaming Sword	9,800	42
Dragon Slaying Sword	18,450	74
Sword of Sharpness	34,730	102
Vorpal Blade	36,200	124
Shield +1	1,400	4
Shield +2	2,100	8
Shield +3	4,430	17
Shield +4	8,900	34
Shield +5	17,020	65
Armor +1	2,700	9
Armor +2	5,680	17
Armor +3	10,430	34
Armor +4	20,770	66
Armor +5	45,620	134
Armor of Etherealness	68,350	210
Arrow of Slaying	6,120	15
Enchant 10 Arrows	2,400	4
Enchant 10 Crossbow Bolts	2,590	6
Magic Bow	4,270	18
Crossbow of Accuracy +3	9,980	40
Crossbow of Speed	10,040	37
Crossbow of Distance	13,350	34
Axe +1	2,010	7
Axe +2	4,300	8
Axe +3	8,680	9
Mace +1	6,100	13
Mace +2	8,850	16
Mace of Disruption	15,580	32
War Hammer +1	3,540	6
War Hammer +2	6,830	14
War Hammer +3	13,200	33
Spear +1	4,290	10
Spear +2	8,350	22
Spear +3	16,740	32
Dagger +1	1,110	3
Dagger +2	2,370	8
Dagger +3	4,550	17
Dagger +4	8,750	30



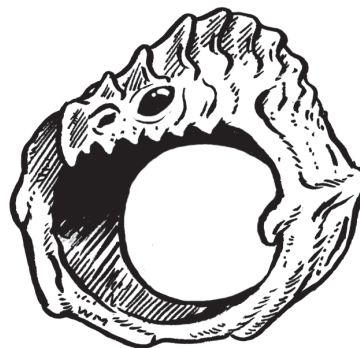
Wand, Staff, or Rod Creation Chart

Wand, Staff, or Rod	Component Forging Cost	Weeks Required
Metal Detection	2,300	7
Enemy Detection	2,760	9
Magic Detection	2,980	8
Secret Door & Trap Detection	3,560	9
Illusion	4,750	12
Fear	5,200	19
Cold	10,340	20
Paralyzation	16,860	42
Fireball	17,980	50
Lightning Bolts	18,020	46
Polymorph	19,410	38
Negation	17,770	48
Staff of Striking	20,320	82
Staff of Power	24,260	164
Staff of Wizardry	27,940	220
Rod of Cancellation	29,310	147
Rod of Beguiling	26,460	195
Rod of Absorption	27,360	156
Rod of Rulership	29,550	235



Magical Ring Creation Chart

Ring	Component Forging Cost	Weeks Required
Invisibility	27,500	42
Animal Control	24,320	25
Human Control	45,210	36
Weakness	20,440	22
Protection +1	35,560	24
Protection +2	47,200	49
Protection +3	51,120	120
Three Wishes	49,400	100
Delusion	23,840	29
Fire Resistance	32,260	45
Regeneration	48,930	120
Djinn Summoning	39,750	82
Shooting Stars	51,000	65
X-Ray Vision	50,020	52
Telekinesis	31,400	32
Contrariness	26,630	30
Spell Turning	29,000	72
Spell Storing	47,840	48
Many Wishes	52,790	175



Monsters & Treasure

The Monsters (Additions)

Animated Bronze Armor

A suit of bronze armor animated to attack or defend, armed with a longsword and a shield. Killing four of these will give enough pieces to form a complete suit of bronze plate armor.

Animated Bronze Armor
Init +2; AC 2[17]; HD 4; HP 15; Save 13;
Move 60'; CL/XP 4/120;
Attacks
Strike; HTB +4; DMG 1d8;
Special
Automation: Not effected by <i>Sleep</i> and other mind control spells.
Harvest
Plate Armor Parts 24 gp;

Crab, Large 2'

A larger than normal crab. Often found in groups of 3d6 crabs.

Crab, Large 2'
AC 2[17]; HD 1; HP 4; Save 17;
Move 60' (swim 30'); CL/XP 1/15;
Attacks (x2)
Pinchers (x2); HTB +1, DMG 1d4
Harvest
Chitin (10 lbs) 100 sp;



Ethereal Cat

A magical black panther that lives in-between worlds. It hunts its prey within the ethereal plane. When it moves within striking distance, it will emerge striking with all four claws and its bite. If it manages to hit successfully with all five attacks, it will drag its prey into the ethereal plane where it will finish it off. Blink dogs and ethereal cats will attack each other on sight.



Ethereal Cat
AC 4[15]; HD 7; HP 25; Save 9;
Move 180'; CL/XP 9/1,100;
Attacks (x3)
Claws x2; HTB +7, DMG 1d8;
Bite; HTB +7, DMG 1d4
Special
<i>Ethereal Shift</i> : The ethereal cat can shift into or out of the Ethereal Plane as its action.
<i>Ethereal Leap</i> : If the ethereal cat begins the combat round within the Ethereal Plane and 90 feet of its target, it can do a running leap onto its prey, attacking with all four claws plus its bite. The two rear claws are separate attacks that do 1d8 damage each.
<i>Ethereal Drag</i> : If the ethereal cat successfully hits with all five attacks as a result of an <i>Ethereal Leap</i> , it can shift itself and its prey back into the Ethereal Plane in the same round. Afterwards, combat proceeds as normal. If the character wins, they will remain trapped in the ethereal plane, unless they have spells, potions, or harvest the Ethereal Cat's blood within one hour.
Harvest
Hide 100 gp; Ethereal Cat Blood, enough blood can be drained to create two potions of etherealness. Must be done within one hour of the ethereal cat's death;

Mole, Giant

A human-sized mole. They are extremely fast at making 3' diameter tunnels. When frightened, they attack by biting. However, their large claws are a more serious threat.

Mole, Giant
AC 5[14]; HD 2; HP 7; Save 16;
Move 90' (tunnel 60'); CL/XP 2/30;
Attacks (x2)
<i>Bite (x1)</i> ; HTB +2, DMG 1d3
<i>Claws (x1)</i> ; HTB +2, DMG 1d6
Harvest
Pelt 2 sp; Claws x 2 12 sp;

Troll, Skarg

Skarg trolls dwell in the ocean and appear as 8-foot-tall humanoids with rough greenish or brown skin draped with sea weeds. The Skargs fight with long, webbed claws and fangs. They consider merfolk a delicacy.



Troll, Skarg
Init +3; AC 4[15]; HD 6+3; HP 24; Save 11;
Move 120' (swim 120'); CL/XP 8/800;
Attacks (x3)
<i>Claw x2</i> ; HTB +6, DMG 1d4;
<i>Bite x1</i> ; HTB +6, DMG 1d8;
Special
<i>Regeneration</i> : Troll heal 3 hit points per round and can regenerate lost limbs, including their head, as long as they are immersed in water.
Harvest
1d4 oz. Troll Blood 50d/oz.

Swarm Of Bats

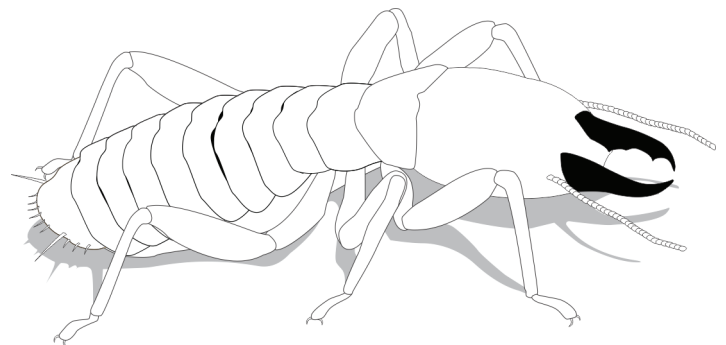
Individually ordinary bats are no threat to adventurers. However evil powers or rare events will cause bats to swarm in a swirling mass capable of causing damage. A more serious threat is that many bats carry disease like rabies. With so many bats, the victim of a swarm will certainly be hit by a diseased bite. and contract rabies.

Swarm of Bats
AC 7[12] HD na; HP na; Save 18;
Move 30' (fly 180'); CL/XP 1/15;
Attacks (x1)
Bite; HTB auto, DMG 1 hp + disease.
Special
<i>Swarm</i> : Roll 1d6, this is the number of successful to hit rolls needed to kill the swarm. Multiple characters can work together to kill the swarm quicker. Once in reach of a character, the swarm will automatically hit. Any spell that does damage to an area will kill a swarm.
<i>Disease</i> : Swarming bats are afflicted with disease. If target fails their saving throw, they will be afflicted with rabies. Within 1d6 days they will become insane and attack anybody within reach.
Harvest
Bat wings, 3d6 wings, 1 sp per wing.

Termite, Giant

Giant Termites live in vast above-ground hives built out of earth mixed with their acidic saliva. A hive can hold as many as 50 termites. While the hive is safe to touch, the bites of the Giant Termites are highly acidic

Termite, Giant
Init +1; AC 4[15]; HD 5; HP 18; Save 12;
Move 120'; CL/XP 5/240;
Attacks (x1)
<i>Acidic Bite</i> ; HTB +5, DMG 1d8 + 1d4 acid.
Harvest:
Large Mandibles x2 10 sp;
Chitin Pieces 15 sp;



Wilderness & Underworld Adventures

Triumphant Grand Tactical

On the following map, the width of the large encompassing hex is five miles. There are 625 small hexes encompassed by the large one, each being .2 mile across (1056' or 352 yards). Each .2 mile hex contains 22.2 acres or 967,032 square feet. A .2 mile hex may be more finely divided by making it the encompassing hex. This will make each small hex 42.24' wide. A map template can be found on page 12.

The wilderness map assumes all hexes are lightly wooded, excluding mountains. The woods shown are especially dense, requiring horsemen to walk mounts. The only true clear terrain hexes are those within and adjacent to the names of plateaus and plains.

Move/Terrain Points

You can use these movement rules to traverse a Grand Tactical hex where each small hex equals .2 miles. Each turn of movement is 1-hour long. Your movement 'points' are the same as your dungeon move distance in ten-foot increments (see table below). Each hex costs the movement 'points' listed to enter it. Once you have expended all your movement points, one hour in-game has passed.

If travelling through difficult terrain like Dense Woods, you may only be able to travel partway through the .2 mile hex during the turn. The remaining points can be expended over several turns until the character or party has made it across. For example, a Fighter wearing plate armor is trying to traverse a cliff slope. The fighter will take at least an hour and a half to cross the hex, expending 6 points the first hour and using 3 more the following hour.

Additional Factors

Deduct 1/3 of your movement points for each of the following conditions:

- Snow
- Mud
- Extreme heat
- Extreme cold
- Non-moonlit nights

Daylight Hours

Season	Hours
Winter	8
Spring	12
Summer	16
Fall	12

Exhaustion

Player(s) must make a 'constitution check' whenever they attempt to climb steep hills or cliffs, travel after not having eaten in the last 6 hours, or travel not having slept in the last 10 hours.

A 'constitution check' is performed by rolling 1d20 and comparing the result against the character's constitution. If the result is equal to or below your Constitution, you do not become exhausted. If you roll over your constitution, the character becomes exhausted and their movement points are reduced by half until they are able to rest and recover for at least one hour (a travel turn). Successive failures after the first reduce the character move points by half again, until they are able to rest and recover. The referee should give bonuses or penalties on top of this guideline, accounting for specific circumstances and the plans of the players.

Settlements/Points of Interest

When entering a hex containing a village, tower or castle, roll 1d6. A 6 indicates that the feature in question has been found, a 5 indicating that a small farm or hamlet (1d6 x 10 population) has been found instead. Following a road, coastline or river that intersects a village does not require a check to see if it has been found.

Movement Points

Encumbrance	Move Pts
Encumbered	3
Armored Foot (Plate)	6
Heavy Foot (Chain)	9
Light Foot (Leather/None)	12
Heavy Horse	15
Medium Horse	18
Light Horse	24

Terrian Modifiers

Terrain	Cost	Horses Allowed?
Road	½	Yes
Plains/Steppes	1	Yes
Brush	2	Yes
Light Woods	3	Yes
Dense Woods	5	No*
Packed Desert	2	Yes
Dunes	4	No*

Slope Modifiers

Slope	Cost	Horses Allowed?
Gentle	2	Yes
Rise	4	Yes
Steep	6	No*
Cliff	9	No*
Talus/Rocks	6	No*

*horsemen are not allowed, except in the case of dunes and dense woods where they are required to dismount and walk their horses.

Hydrographic Modifiers

Crossing Type	Additional Cost
River Ford, Stream, Deep	+3 to cross
Gully or Swift Current	
Small Gully or Slow Current	+1 to cross



The image displays a large hexagonal grid, similar to a honeycomb pattern, with a dark gray border. A prominent dark gray diagonal line runs from the top-left to the bottom-right, dividing the grid into two main sections. Each hexagon within the grid contains a three-digit number. The numbers are arranged in a pattern that suggests a coordinate system, with the diagonal line acting as a separator. The numbers range from 0101 to 3721, with some numbers appearing to be repeated or following a specific sequence along the diagonal and the edges.

The image displays a large hexagonal grid, similar to a honeycomb pattern, with a dark gray border and a central dark gray 'X' shape. Each hexagon contains a three-digit number. The numbers are arranged in a pattern that suggests a coordinate system, with the central 'X' shape acting as a divider. The numbers range from 0101 to 3721, with some numbers appearing to be repeated or following a specific sequence. The grid is composed of 3721 hexagons, arranged in a 61x61 grid of hexagons, with the central 'X' shape formed by 121 hexagons.

Strongholds in the Wilderlands

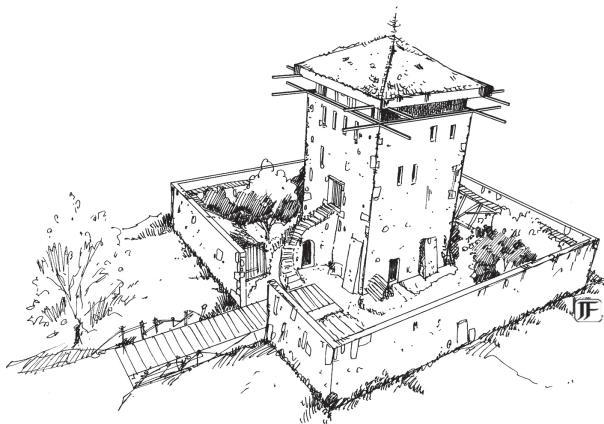
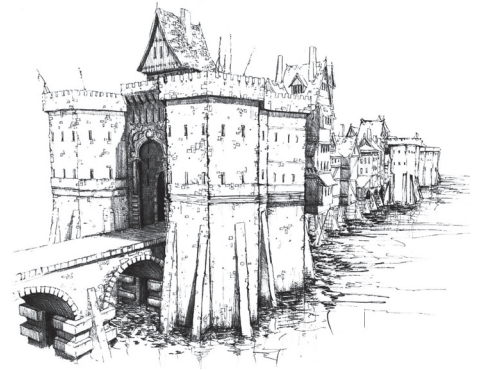
When player characters reach higher levels, they can establish strongholds and assume their place among the lords of the land. The following are the procedures used by Bob Bledsaw and Judges Guild to incorporate this into their campaigns.

The process begins with establishing a stronghold within one of the 5-mile hexes on the map. This hex can be wilderness or conquered. If wilderness it needs to be thoroughly explored and all monsters eradicated. If conquered, all rebels need to be dealt with. Once the claim is made and the area secured, construction can begin.

Construction requires raw material and labor. Raw material includes quarried stone, timber, and crafted items like furniture and mechanisms. Labor has to be hired and housed.

Labor

The limit of individuals working on-site as laborers is 1,500 plus 1,500 support workers. All those working are rated in equivalent laborers. The total is the number of equivalent laborers working on the project.



Laborer Type	Equivalent Laborers	Monthly Wage	Monthly Support
Laborer	1	2	20
Giant	25	50	100
Elephant ¹	15	0	60
Draft horse ¹	5	0	20
Dragon	25	5,000 ³	1,000
Zombies ²	2	0	0
Support worker	½	1	20
Djinn	25 (50 if wood)	2,000 in gems ⁴	750
Dwarves	½ (2 if stone)	3	20
Halflings	½ (2 if earth)	2	25

1 Animals must have a support worker controlling them

2 One support worker needs to be present for every 10 zombies

3 if subdued the wage cost is zero, otherwise it is the amount of treasure that needs to be transported to the dragon's hoard every month.

4 if summoned from a Djinn Bottle, the wage cost is zero.

Construction Notes

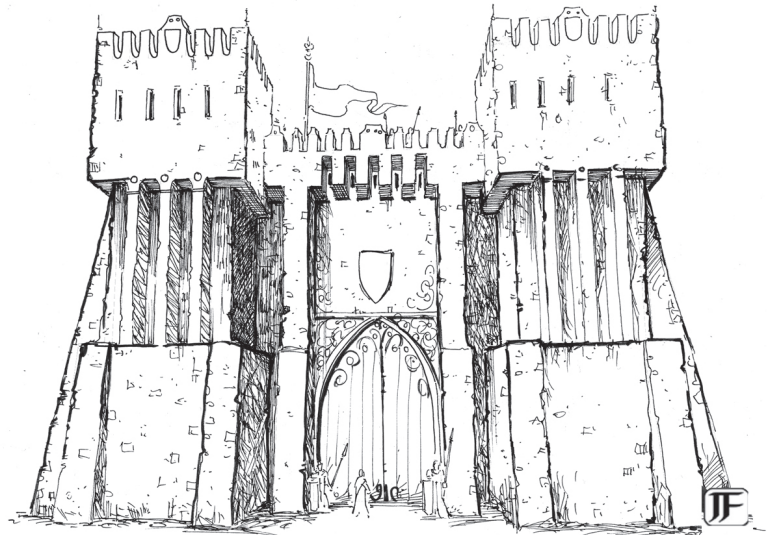
- One engineer needs to be hired for every 100,000 GP spent on a project.
- One support worker needs to be hired for every 20 individual laborers.
- Each dragon working on the project requires 5 support workers.
- All workers and laborers need to be supplied at least basic subsistence level at the cost indicated on the table.

Rob's Note: I extrapolated the support and wages for the exotic laborers.

Calculating Construction Time

Cost in Gold Pieces divided by 600 =
of weeks per 100 equivalent laborers.
Round fractional weeks upwards.
Winter doubles construction time.

For Example: a 30,000 GP tower would take 50 weeks to construct with a labor force equaling 100 equivalent laborers. A labor force totaling 200 equivalent laborers can do the job in 25 weeks. With a labor force totaling 800 equivalent laborers, the project will take less than 7 weeks to construct.



Resource Transportation

The construction cost includes the cost of raw materials and finished goods needed to complete construction. This assumes that the resources are readily available within the 5-mile hex where the stronghold is being constructed. If the resources are further away, then transportation costs will have to be added in.

Add each percentage increase for each 5-mile hex and increase the base construction costs by that percentage amount. For example transporting lumber across one clear hex, and two woods hexes would increase costs by +70% (10% + 30% + 30%).

Rob's Note: It is a good idea if building a stronghold deep in the wilderness that you place it near the coast or a navigable river. The transportation costs are considerably lower.

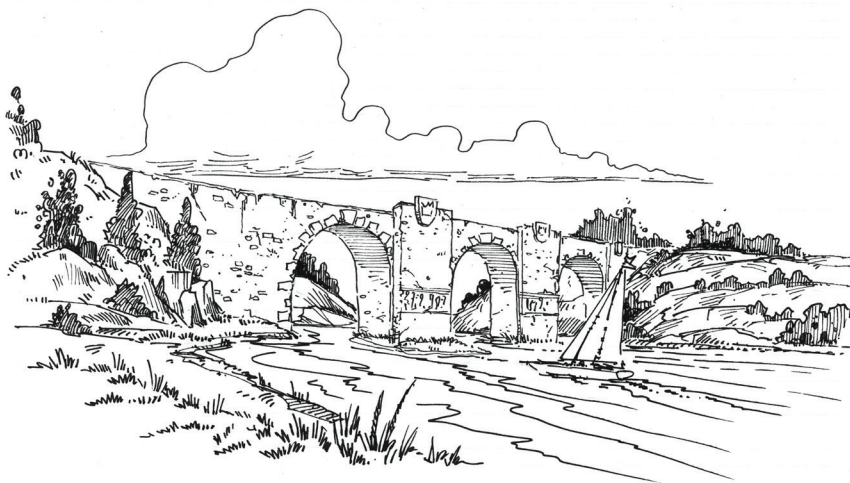
Roads & Bridges

Road Cost per Mile

Road Type	Clear	Wooded	Swamp or Mountain	Transport Cost Modifier ²
Paved 6' Wide	1d10 x 100 gp	2d10 x 100 gp	3d10 x 100 gp	+10% per 5 hexes
Gravel 4' Wide	1d6 x 100 gp	2d6 x 100 gp	3d6 x 100 gp	+10% per 2 hexes
Dirt 4' Wide	1d10 x 10 gp	2d10 x 10 gp	5d10 x 10 gp ¹	+10% per hex

¹ not possible in swamp

² use in place of transport terrain modifier.



Buildings

Base Buildings

- 40 5' sq. per story
- Two 10' stories
- Attic
- Cellar
- 30' of stairs
- Four doors

Type	Base Cost	Add. Wall Cost per square
Wood	400 gp	10 gp
Stone	2,000 gp	50 gp



Earth Lodges

Gnome or Halfling Home

Includes 1 door per 10 5' squares.

Size	Cost	# of 5' squares
Small	200 gp	4
Medium	500 gp	10
Large	800 gp	16
Mansion	2,000 gp	40



Transport Terrain Modifier per 5 Mile Hex

Terrain	Cost Modifier
Coast/Along River	+10% per 10 hexes
Clear	+10%
Woods	+30%
Swamp	+800%
Hills	+20%
Mountain	+40%
Large River crossing	+40%

Bridges

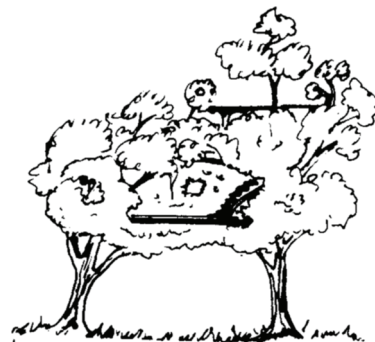
Material	Cost
Stone	600 + 200/ per 20'
Wood	200 + 50/ per 20'*

*wooden bridges can be up to 1200' length

Tlan

Elven Tree Home

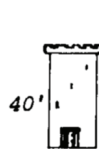
- Requires 'Charm Plants' + Wood Building Cost + 100 GP/tree.
- Trees are 30' apart in forest.
- Trees will provide enough cover to conceal dwelling from either below or above.
- Stairs and Bridges are extra



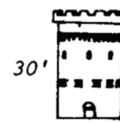
Castles

Castle Sections

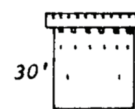
Castle Section	Cost (GP)
Barbette 10'	1,200
Barbican w/ 20' towers, 40' gate & wall	18,000
Bastion 50' semicircle 10' wide	2,500
Curtain Wall 10' by 30' by 100' long	5,000
Curtain Wall, Additional	50/foot
Gatehouse & Gate	3,500
Great Keep, Lower 40' dia. x 40'	40,000
Great Keep, Upper 80' dia. x 40'	20,000
Portcullis & Drawbridge	2,000
Tower, Round 15' dia. x 40'	5,000
Tower, Round 20' dia. x 30'	7,500
Tower, Round 40' dia. x 40'	15,000
Tower, Square 30' x 30'	5,000



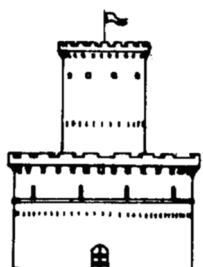
Round Tower
15' dia x 40'



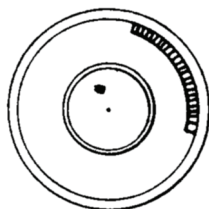
Round Tower
20' dia x 30'



Square Tower
30' x 30' x 30'



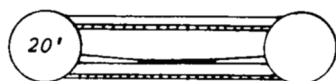
Great Keep, Side
Upper & Lower



Great Keep, Top
Upper & Lower



Roofed Tower Cap
with Banner



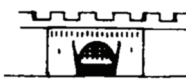
Barbican, Gate & Wall 40'
w/ 20' towers



Bastion, 50'



Barbette, 10'



Gatehouse &
Gate



Curtain Wall
Side View



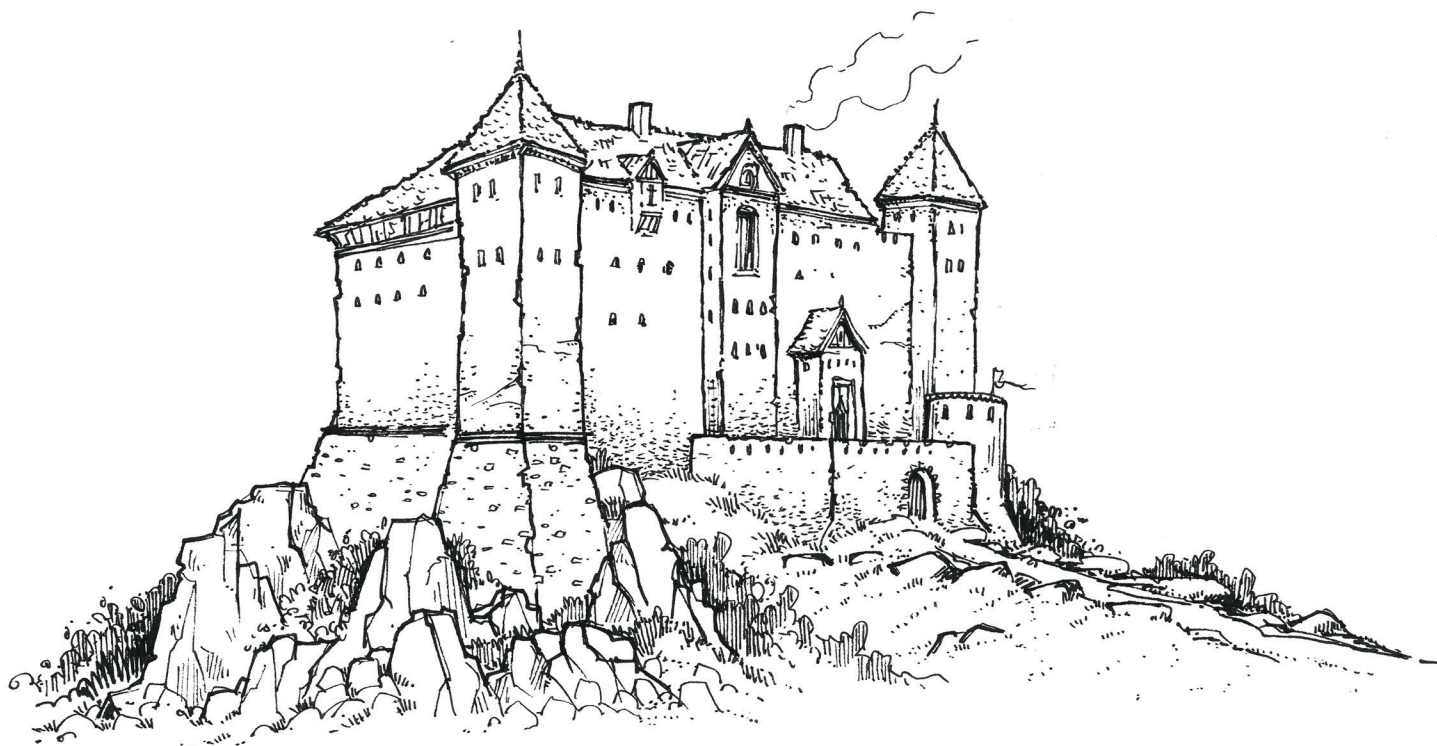
Curtain Wall
10' x 30' x 10'

Custom Towers

Modification	Price difference
Each 10' Shorter	-5%
Each 10' Higher	+25%
Overhang to Larger Diameter	+20% of Larger
Roofed Tower Cap with Banner	+20%

Outer Works

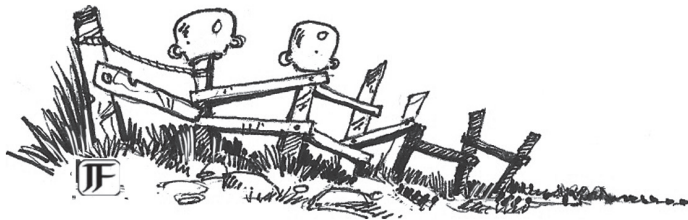
Type	Cost(gp)
Ramparts 180' x 20' x 5' high	2,000
Moat or Ditch 180' x 20' x 10' high	2,000
Earthworks 180' x 20' x 10' high	1,000
Wood Palisades 180' x 10' high	1,500



Other Construction

Doors, Windows, & Stairs

	Single(gp)	Double(gp)
Arrow Slit	5	n/a
Door, Iron 3'	50	75
Door, Iron 10'	75	100
Door, Secret, One Way	50	n/a
Door, Secret, Two Way	75	n/a
Door, Wooden 3'	10	15
Door, Wooden 10'	15	30
Stairs Stone 10'	90	140
Stairs Wood 10'	30	45
Window	10	15



Grating, Iron

Size	Cost(gp)
5' by 10'	100
10' by 20'	300
20' by 40'	700

Siege Equipment

Type	Cost(gp)
Cauldron & Oil	50
Dart Thrower	80
Ladder 30'	5
Mangonel	400
Mantlet	20
Onager	335
Portable Covered Ram	1,000
Portable Launcher	100
Screw	1,000
Siege Tower	2,000
Springel	300
Trebuchet	700

Baronies

Upon building a stronghold, a player-character must clear a four-hex (twenty-five miles) radius of monsters from the hex in which his stronghold is located. For example, if a player wishes to establish a stronghold in Hex 4128 of Map 16, *The Southern Reaches*, then they would have to clear every hex of monsters within the red boundary. Hexes 3726 to 3728, and hexes 3825 to 3827 are dense forest and cannot be maintained free of monsters after the initial clearance.

While clear terrain hexes can be maintained monster free by regular patrols, mountainous, swamp and dense wood hexes cannot. Eventually new monsters will move in, establish lairs, and will have to be cleared out again. For this reason, barons usually do not maintain patrols in these areas, preferring the more tillable clear terrain and hilly hexes. Halfling barons have the same restrictions as human barons. Dwarf barons can populate and patrol mountainous hexes. Elven or Gnome barons can populate and patrol dense wood hexes.

Traps

Type	Cost(gp)	Example Size
Small Traps	2	wolves, raccoons, squirrels
Medium Traps	4	tigers, apes, men, bears
Large Traps	10	ogres, giants, dragons

Pits & Tunneling

Earth: 20' Length per Day per # of laborers

Stone: 10' Length per Day per # of laborers

Size	Earth(gp)*	Stone(gp)	# of laborers
8' x 3'	2	4	10
8' x 5'	5	10	20
10' x 10'	10	25	30
10' x 20'	20	50	40

*with wood reinforcements, stone reinforcements double cost.

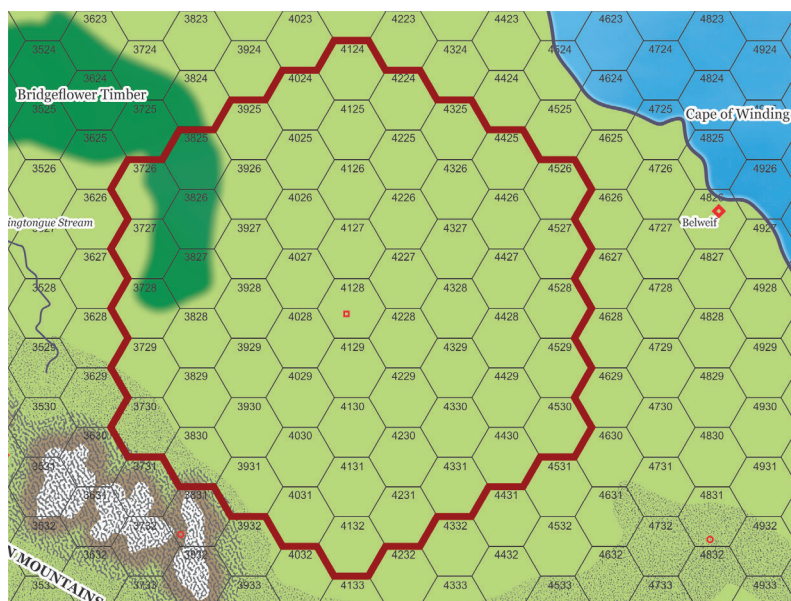
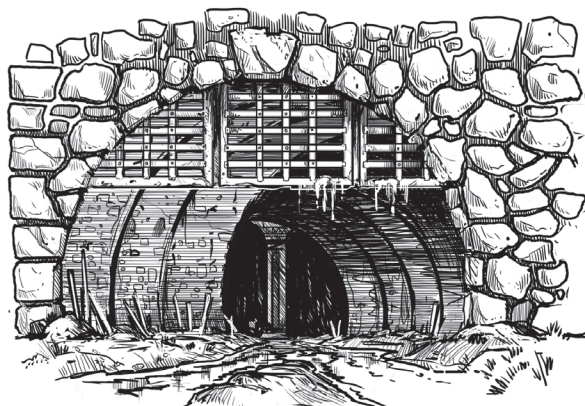
- Dwarves halve time required with stone.
- Gnomes halve time required with earth.
- Zombies halve time required with either
- Djinn counts as 25 laborers.
- Time increases proportionally if less than required number of Laborers are used.

Trap Doors

Type	Cost(gp)
Wood Trapdoor	10
Wood Trapdoor, Spring Shut	15
Steel Trapdoor	20
Steel Trapdoor, Spring Shut	40

Lock and Chains

Type	Cost(gp)
Chain	10 /foot
Paddocks	100
6' Chain Locks	20



Investments

The population of a hex is increased by ten able-bodied men per month per 1,000 GP invested.

The population of adjacent hexes are also increased at the rate of five men per month with this investment, except for mountainous, swamp or dense forest hexes for human or halfling populations. As noted above, Dwarves can populate mountainous hexes. Gnomes and Elves can populate dense forest hexes.

Other Investments

Other types of investments (mills, markets, etc.) will yield a return of 10%/game month except seasonal returns which yield 20% during the season and nothing in the off-season. Raw materials needed to maintain the investment are to be determined by the referee, along with any special condition on the investment rate of return. Sometimes radical changes in income result in a difference between +/-10% to +/- 40% on the rate of return.

Income

Time is stated in game months unless otherwise specified.

A barony will yield income from the raw materials, basic commerce, fiefs, and taxes based upon the number of five-mile hexes with population centers, their civilization level and adjacent cleared hexes.

Max Income = Civilization Level x Population (abled bodied men).

Each cleared adjacent hex will add 10% of the above to the maximum income.

This represents the maximum income that can be taken in any one month. However, doing so will cause widespread economic disruption, disease, and discontent.

The percentage to avoid detrimental effects depends on the baron's class.

Each percentage point over the judicious amount will increase the probability of non-response to general level call-up by 2% and the desertion rate by 1%. If the maximum income is taken, income is reduced to zero for the next 1d6+6 months and the population will fall by 1d6 x 10% as people flee the tyrannical taxation.

Judicious Income percentage

Class	%
Cleric	24%
Fighter	20%
Paladin	22%
Ranger	20%
Thief	15%
Assassin	13%
Magic User	8%
Druid	20%

This income can only be collected if the player baron is actively administering the estate 9 out of every 12 months of a year. Players who go off adventuring longer cannot administer a barony. If they do they have to appoint a NPC to administer the barony and hope they remain loyal. Henchmen are ideal for this position.



Vassal Baronies

Vassal baronies cannot exceed the number of special hirelings permitted the baron by their charisma attribute. Each barony must be cleared, a stronghold built and garrisoned, and a NPC of 8+ level installed as an administrator. The NPC must have served the player for at least for one game month. After the stronghold is constructed and the surrounding four hex radius hexes are cleared, the vassal barony no longer counts toward the total number of baronies that the player can have.

For example, in Swords & Wizardry, a character with a Charisma of 14 can have up to 5 special hirelings. This allows the character to have up to five vassal baronies. After one month, provided the vassal baron's stronghold is established, the vassal no longer counts towards the limit.

Upkeep

It is incumbent upon any employer to feed and house his workers and fighters. Basic subsistence costs 20 GP/game month/employee.

Conquest

When a population center is conquered, they can be converted to accept the conqueror's rule and ethos by doing the following actions.

1. Subjugate the population and maintain a police force of one loyalist for every 5 able-bodied men.
2. Build a 10,000 GP temple and install a priest
3. Invest 10,000 GP in the village to provide employment
4. Maintain the above for a length of time equal to one game month per 20 population

Wilderlands Demographics

The population density of an area will largely be determined by the type of civilization and tillable land within the area. Roll 1d100 to determine the amount of land that is utilized in a settlement's 5-mile hex.

Agricultural

- One able bodied man = 4 to 5 people or 1 household
- One sq. mile will feed 320 able-bodied men
- One sq. mile needs 30 able bodied men to utilize at 100%
- One 5-mile hex has 13,856 acres
- One 5-mile hex has 21.65 sq. miles
- One 5-mile hex has 625 .2-mile hexes
- One .2-mile hex has 22.17 acres
- One .2-mile hex has .035 sq. miles
- One 5-mile hex, with 100% utilization, can feed up to 6,928 people.
- One 5-mile hex will require 650 able-bodied men to utilize at 100%

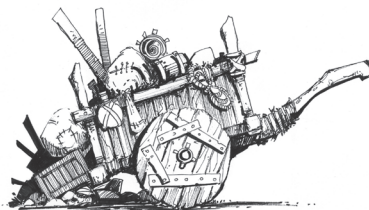
Rob's Note: The totals from the original demographic paragraph in the Wilderlands of High Fantasy and Ready Ref Sheets are for 80% utilization.

Hunter-Gatherers

- Six hundred and forty acres to feed 1 able-bodied hunter-gatherer
- One 5-mile hex will feed 20 able-bodied hunter-gatherers (I rounded it)
- Thirty .2-mile hexes will feed 1 able-bodied hunter-gatherer

Slaughter Rate per year

Type	Rate
Cows	50%
Goats	66%
Sheep	60%
Swine	90%



Foraging and Pillaging

Armies can live off the land depending upon the tillable land in each hex. Use the procedure in Wilderlands Demographics to determine the percentage of tillable land in the hex.

- 1% percentage point will feed 10 men if marching through the hex.
- 1% percentage point will feed 20 men for the first 10 days if camped in the hex.
- 1% percentage point will feed 10 men for the next 10 days if camped in the hex.
- After 20 days the hex is treated as if the maximum income was taken. No income can be gathered by the owner, and the population will be reduced.

Nomads (Cattle, Goat, Sheep)

- One sq. mile will feed 500 people
- One sq. mile will need 50 able-bodied men to work at 100%
- One 5-mile hex will feed 10,825 people at 100% utilization
- One 5-mile hex will require 1,083 able-bodied nomads to work at 100%.

Nomads (Swine)

- One sq. mile will feed 800 people
- One sq. mile will need 100 able-bodied men to work at 100%
- One 5-mile hex will feed 17,320 people at 100% utilization
- One 5-mile hex will require 2,165 able-bodied nomads to work at 100%

Nomads (Warrior culture, cattle, horses)

- Every able-bodied man counts at least as a medium foot, light horse, or bowman
- One sq. mile will feed 60 people
- One sq. mile will need 50 able-bodied nomad warriors to work at 100%
- One 5-mile hex will feed 1,300 people at 100% utilization
- One 5-mile hex will require 1,083 able-bodied nomad warriors to work at 100%

Rob's Note: Pastoralism, as practiced by nomads, is more efficient at utilizing the land than hunter-gatherers. The difference is great enough that I felt it warranted its own set of numbers.

Map Notes

Map Fifteen, Isle of the Dawn

These idyllic islands lie between the Winedark Sea to the north and the Sea of Five Winds to the south. Dragonscar (Hex 4224) is the largest settlement in the islands. Under the rule of Lord Kalgan, it is a small but thriving trade hub for the region. Unbeknownst to many, Lord Kalgan has the friendship of the Gold Dragon Stephanax (hex 4126). Stephanax considers Dragonscar and the island under her protection.

Also unusual are the Dwarven salt miners of Dourden (hex 4729). They arrived two centuries ago as part of the exodus after the fall of the Majestic Fastness (see Map 1 City State, Wilderlands of High Fantasy). Since then, a small presence has been maintained as a link between the southern reaches of the Wilderlands and the Dwarves of Thunderhold (2606, Map 1), where most of the survivors congregated.

The biggest threat to these peaceful islands are the orc sea raiders out of K'dala (hex 4909). Led by T'gona, they prey on unwary fishermen and merchant ships. However, the occasional patrol by war galleys from the Kingdom of Karak (see Map 14 Ebony Coast, Wilderlands of the Magic Realm) keep their depredations to a minimum.

Map Sixteen, Southern Reaches

The geography of the Southern Reaches is dominated by the River Quicksake and its many tributaries running through the center of the region. It is an important waterway for trade and commerce from Lighthedge Canyon in the west to Goldcham Estuary in the east. The eastern edge of the Ghinor Highland forms a long escarpment with cliffs and steep slopes that range from 20' to 40' high. The Lighthedge Canyon is one of the natural wonders of the Wilderlands. As the River Quicksake falls over the Falls of Song, its music can be heard echoing along the canyon's walls.

The Dwarven realm of Ghinor dominates the top of the plateau beyond the escarpment. There are several passes upwards. The Pass of the Sighing Stone to the north is guarded by the village of Khallordian. It is used by merchants travelling between the dwarves of Ghinor and the mages of Tula (0832, Map 17). Orcbait Pass lies to the south guarded by Dragonsaddle. It is often used by dwarven war parties heading east against the Orcs of the Bendarloin Mountains.

Orcs dominate from the Bendarloin Mountains and east to the coast around Mor-dan. Vantrelliam (3027), Plenthank (3430), Morrowdank (4121), and Lord Asteroth (3229) all fight among each other as much as they raid. If one of them manages to win and become king, the orcs will be a true threat to the Southern Reaches.

The rest of the Southern Reaches is dominated by scattered villages content to be left in peace. The Elves of Sacred Rock (3815), in alliance with the clerics of the Old Shroud Temple (2009) and Wordswand the Paladin-Lord of Faling-thros (3604), keep the peace with the help of the mages of Tula and the Dwarves of Ghinor. Cartreen of Presbain (1812) has plans of her own and has sent emissaries to the lords of the Bendarloin Orcs.

Map Seventeen, Silver Skein Isles

This area of the Wilderlands is divided into three main regions: Rallu and the "toe" of the Isle of the Blest to the northwest, the Silver Skein Isles stretching to the northeast and the northern shore of the Southern Reaches, covered with swamps.

The southeast toe of the Isle of the Blest is dominated by the City State of the Sea Kings, Rallu (0405). The city holds most of the island's population. Rallu's warlords raid across the Sea of Five Winds in their war galleys, hideously carved with demonic images in honor of the moon demon they worship. Their power is only checked by the great city states, Lenap, Tarantis, and Rallu's fierce rival Tula, City of Mages.

The Silver Skein Isles were once a loose confederation. For the past eight years, this chain of islands has been broken up by religious strife. The discord centers around a dispute between priests of Chapleton Island, who have a rather fragile claim to the religious leadership of the entire chain, and the Clerics of the various islands, who wish to retain their autonomy. Open warfare has occasionally occurred between the mercenary forces of each side, but most of the conflict has been waged through subterfuge, clandestine operations, and occasional assassinations.

The island of Dolehalls has managed to remain aloof from the struggle due to strong ties with religious orders to the north. This has allowed them to act as an intermediary with both sides.

Tula, the City of Mages, dominates the Southern Reaches and is an entrepôt connecting the trade of the Sea of Five Winds with that of the Winedark Sea to the north. Tula also does brisk business in its own specialty, magic items. Waremoos is the leader of the Council of Mages and a bitter rival of Lord Danstone of Rallu.

Rob's Notes: The information about Rallu comes from an article by Scott Fulton in Pegasus #3. Rallu was also expanded in City State of the Sea Kings by Chris Bernhardt. The information about the Silver Skein Isle is from the original Wilderlands of the Fantastic Reaches. Finally, the information about Tula was extrapolated from a future product comment found in Pegasus #8 where it was listed as Tulla, City of Mages. In addition, Majestic Wilderlands: A Campaign Overview was mentioned as well, which is where I got the name for my own version of the Wilderlands.

Map Eighteen, Ghinor Highlands

This map is divided into three broad regions. To the west and southwest is an extension of the Ament Tundra (Map 14). To the north is an extension of the jungles of Ghinor (Map 11). Dominating the region is the high plateau of the Ghinor Highlands in the southeast.

Like the Ament Tundra, the region to the west of the Ghinor Highland contains isolated, scattered communities found by those seeking refuge or not welcomed elsewhere. Men, Elves, Dwarves, Gnomes, and Orcs are all found here. At the foot of the escarpment that rings the Ghinor Highlands is a series of swamps and marshes. These are the home of several lizardman tribes. The strongest tribes live at Treebreath (3018) and Nestaril (3314).

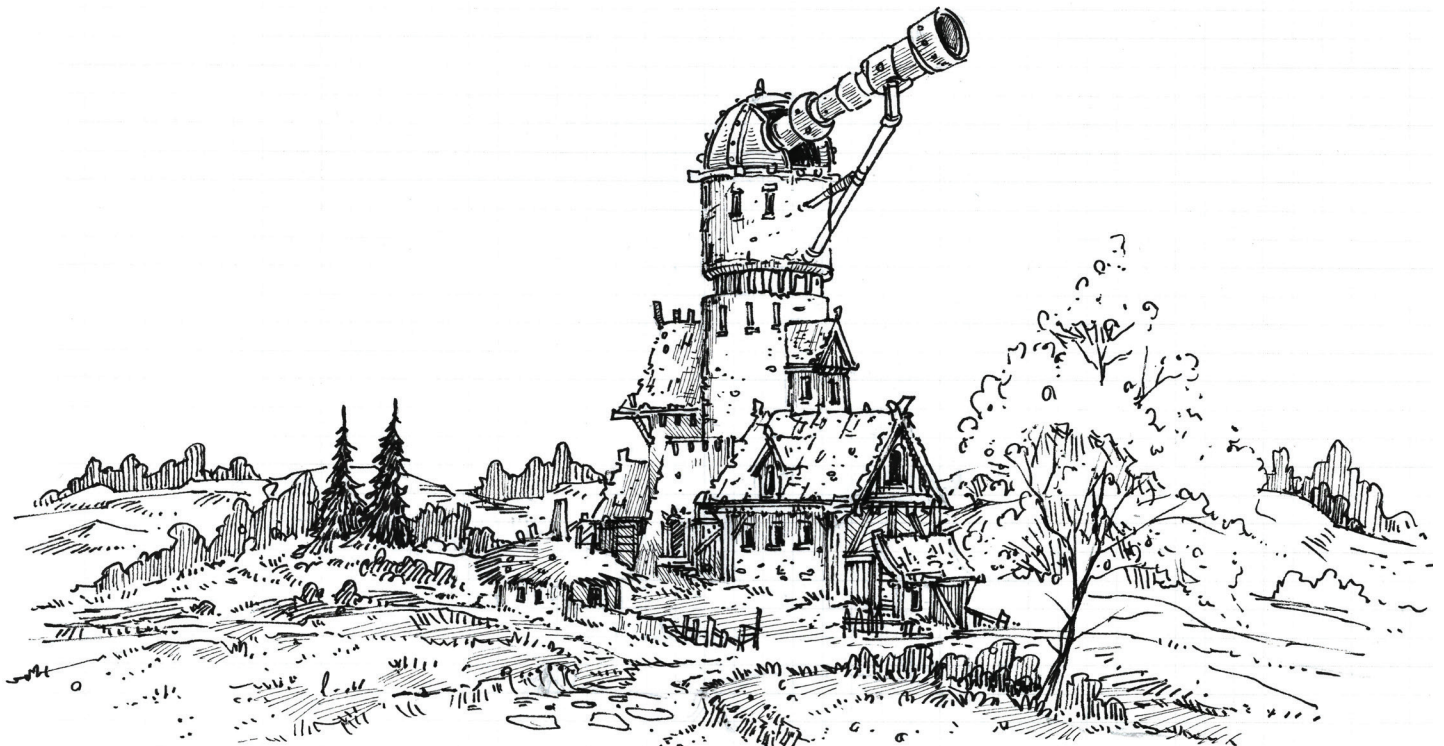
Extending southwards from the north are the jungles of Ghinor. The Screaming Hyena jungle is the largest of these jungles. Its southern eaves are home to several tribes of Men including Eldiston (1303), Jaliquenta (1703), Olgenstone (2705), and Fathine (3402). Some friendly like Eldiston and some not like Jaliquenta.

In the northeast, the Uctanis Estuary extends southwards through the Swamp of Many Eyes until it reaches its source, Woonng Lake. Just beyond the swamps are the Halfling communities of Elmwood and Loktole. They are allied with the Dwarves of Ghinor and help them build and load the barges that sail the Dwarves' wares to Chim (2727, Map 11) to be traded with the rest of the Wilderlands. The Halflings patrol the estuary and help the dwarves drive off any interlopers trying to find the source of the wondrous goods sold in Chim.

The Ghinor Highlands are surrounded by an escarpment 20' to 40' high. There are two passes up to the plateau: The Pass of the Ram to the north, and Fullerin's Pass to the west. Unfortunately, Fullerin's Pass is contested by brigands from the Ament Tundra. In Hex #2525, there is the hastily constructed stockade of High Priest Dolkar and his 60 followers. The evil priest is aided by a Vrock Demon that he summoned and bound to his will. The Pass of the Ram is the main highway for dwarven goods heading north to the Uctanis Estuary and Chim. It is well-protected by the castle at Hex #4711.

The plateau of the Ghinor Highlands is dominated by the Dwarves, along with a human allied tribe at Nurenthane (4415). The Over-Doom Mountains and their foothills are rich in minerals and ores with copper, gems, iron, and coal all being mined. The Dwarves' legendary weapons are forged at Deerplace (3224). Children throughout the Wilderlands appreciate the toys being made at Underleaf (4710). Dwarves are willing to trade with the more friendly inhabitants of the Ament Tundra at Saltorous (2424) although the fight with High Priest Dolkar will have to be finished first, an effort being led by Lord Hadolph of Vastoniati (4928) who is known for his ruthlessness and harsh discipline.

Rob's Notes: The above details were extrapolated from the village and castle listings for the map. I always found the ideas of the dwarves of the Ghinor Highlands to be fascinating and kept that detail in my own version, the Majestic Wilderlands.



Isle of the Dawn

Campaign Map Fifteen

Villages for the Isle of the Dawn

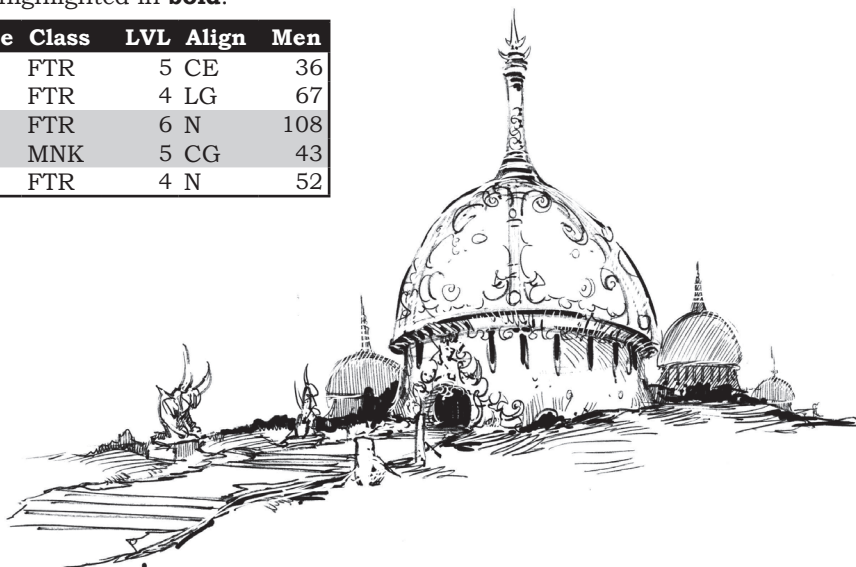
Major settlements and name level characters have been highlighted in **bold**.

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
4128	Birchall	170	Half Elf	6	N	Gildren	4	N	MU	Half Elf	Timber
4224	Dragonscar	310	Men	9	LG	Kalgan	7	CG	BA	Man	Market
4526	Bondport	240	Men	8	CG	Larga	5	LG	FTR	Man	Fish
4720	Karden	220	Men	7	N	Telor	6	N	CL	Man	Spices
4729	Dourden	140	Dwarves	3	N	Garm	4	N	FTR	Dwarf	Salt
4909	K'dala	150	Orcs	4	CE	T'gona	4	LE	FTR	Man	Fish

Castles and Citadels for the Isle of the Dawn

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
2014	Cas	FTR	5	CE	36
3616	Cit	FTR	4	LG	67
4224	Cit	FTR	6	N	108
4526	Cit	MNK	5	CG	43
4815	Cit	FTR	4	N	52



Lurid Lairs for the Isle of the Dawn

Hex	Monster	NA
0331	Crocodile	12
0508	Dolphins	8
1111	Whales	5
1506	Whales	4
1714	Giant Eels	3
1916	Sharks	6
2026	Giant Sea Horses	14
2214	Pungi Rays	2
2610	Sea Horses	9
3033	Dolphins	6
3505	Giant Sea Turtles	1
3515	Strangleweed	9
3529	Aquatic Elves	73
3823	Aerial Servant	1
4106	Giant Sea Horse	1
4126	Gold Dragon	1
4323	Aerial Servant	1
4509	Barracudas	5
4528	Rhinoceros	2
4616	Sharks	10
5116	Sahuagins	35

Ruins & Relics for the Isle of the Dawn

Hex	Description
0126	An eroded sacred well of lost people provides access to a labyrinth under the sea-floor. Within one winding passage, a box containing a <i>Ring of Spell Turning</i> is wedged in a seam along the ceiling. Wandering the labyrinth are eight 8th level fighters AC 2[17]; FTR; LVL 8; sworn to protect the complex from intruders.
1306	Carved into the sea bottom is a round, bowl-shaped depression that is 500 feet across and 50 feet deep. The smooth surface of the bowl is free from seaweed or any other plant growth. In the center of the bowl is a three foot diameter sphere of smooth white stone.
1514	A merchant ship recently sunk in a storm lies on the sandy bottom here. Her cargo of hides and leather is beginning to rot and the scavengers have almost finished cleaning the flesh from the bones of her crew.
1816	Perched on the edge of a 700 foot diameter hole in the sea floor is a ruined tower made from blocks of black obsidian. The hole goes straight down and has no apparent bottom.
1826	Twined in strands of kelp, a black stone statue of a snake 12 foot tall, rests on a shelf on the north edge of a coral reef.
1913	A monstrous stone jug sits in a small clearing in a seaweed forest. The jug is made of rough red stone and is sealed with a baked clay stopper. The jug is empty.
2115	Cut into the side of the hill is a grotesque bas-relief of a man in great pain. From time to time, the eyes glow at night with an evil blue light. Anyone touching the glowing eyes takes 1d4 hp of damage.
2310	From a three foot wide and five foot tall bronze pipe set into the sea floor issues a constant stream of very fine bubbles. Breathing the gas in these bubbles causes giddiness and a loss of one point of Dexterity for one hour.
2602	On the rocky sea bottom here has been carved a 20 foot wide road. The road is paved with alternating white and black stone blocks. It starts abruptly, travels in a straight line northwest and then ends abruptly. No seaweed ever grows on this road so it always remains clean.
2722	An octagon-shaped hole in the sea floor is partially filled with silt. Carved into the sides of the 400 foot across hole are the now abandoned rooms and chambers of an underwater city. Buried in the silt are a large number of small crude bronze sculptures of sharks.
2831	A stone balcony 50 feet long and 20 feet wide is built out over a great circular shaft in the sea floor. The shaft is precisely circular, 800 feet in diameter, and extends straight down for an unknown depth.
3032	The sunken remains of a very high-level Magic User's palace. Built of monstrosly large blocks of dark green stone which are now tumbled down and covered with silt and sand. Nothing of value remains here.

Ruins & Relics for the Isle of the Dawn (Cont)

Hex	Description
3716	A colony of hermits once lived here. Twenty-five small beehive-shaped stone huts are scattered about the island. In one of them, sealed into a copper tube is an illuminated religious scroll. This scroll is worth 200 GP to any LG Cleric but only 50 SP to anyone else.
3723	Burned and blasted, the fragments of a once sumptuous pleasure garden and palace lie scattered about the island. In the center of the palace ruins is the skeleton of an immense Dragon. Killed over five centuries ago by a great hero, the carcass was left to rot. The decaying carcass poisoned the land to such an extent that only now are a few hardy weeds able to grow.
3927	At the foot of a reef lies a sunken galley. Its crew of oarsmen are still chained in place though now are only skeletons. Three tons of bronze ingots were being carried as ballast in the bottom of the ship. The stern cabin has an oaken iron-bound chest with 5,000 GP inside. It also is the lair for two Giant Moray Eels, AC 7[12]; HD 4.
4004	An old ruined fortress crowns the top of the highest hill on the island. Built long ago of rough yellow sandstone, large stretches of wall have fallen down. A tribe of 20 Kobolds, AC 6[13]; HD ½; inhabits the cellars of the fortress and preys on the infrequent ship's crew that stops to get water from the spring on the north end of the island.
4007	Twelve columns of marble, two foot in diameter and 12 foot long, lie on the sea bed covered with marine growth. They were deck cargo on a ship which was forced to throw them overboard during a bad storm.
4027	Perched on a rocky eminence overlooking the shore is a four-story Watch Tower made of stone. The tower is abandoned and has only minor debris in its rooms. The building is in excellent shape with only the entrance door askew on its hinges.
4123	A sunken barge with a cargo of building stones lies on its side in the mud. A chest in the stern cabin contains a complete set of sculptor's tools.
4324	An abandoned manor house is overgrown with weeds. In the great hall, the crumbling remains of a feast are spread out on a huge oaken table still attended by all the guests and servants though now all are in skeletal form.
4428	Built into the center of a large hill is an ancient temple complex. The top of the hill has been scooped out to form an open bowl with stairs leading down at the cardinal points of the compass. Various chambers are carved into the sides of the bowl, now all are empty. The place at the bottom center of the bowl once contained an altar, but it too is empty and has a burnt and slagged appearance.
4613	A 200 foot wide rift in the sea bottom has had the sides carved into a city. The Sahuagin who built this city have all moved away. It is now abandoned and falling into rubble with the exception of one group of chambers. These are kept in good repair by parties of Sahuagin, AC 5[14]; HD 2+1; passing through the area who pause to rest here.
4628	Perched on top of a rocky pinnacle are the remains of a Wizard's tower. Access is only possible by air. The tower was built out of dark blue stone. The roof of the tower has fallen in filling the sixth floor with rubble. The floors of the tower and the two levels of cellars built into the rock beneath are spotlessly clean and have no contents except for the bottom-most cellar room. Here is a copper plaque on the wall with an inscription in common reading "I have gone on to other tasks. Make of my old dwelling what you will."
4713	Farming and Livestock Areas were built here by the Sahuagin in Hex 4613. They too are abandoned and falling into ruin.
4829	A white stone obelisk appears to 'grow' from the rough brown rock of this island ridge. The top five feet of this 80 foot tall obelisk are made of a black stone. Minute carvings and hieroglyphs cover every square foot of its four sides, but they are so time-worn as to be undecipherable.

Idyllic Isles for the Isle of the Dawn

Hex	Description
0103	Eastgate Key: Hundreds of human skeletons line the beaches of this unpopulated island.
0114	Vingilotar Islands: Two bands of goblins, AC 6[13]; HD 1d6hp; continually war with each other on these two islands.
0115	Backhawk Pennacle Isles: A heavy drizzle falls on these two jungle type islands.
0116	Waybread Islands: Breadfruit trees give these islands their name. The verdant underbrush has grown over an oxcart wheel. A pack of wild dogs, AC 7[12]; HD 2; roam the islands for food.
1613	Horsefeather Cay: A rocky plateau island surrounded by unclimbable steep cliffs except for a small cave at the head of which a trail cut into the rock along the side of a waterfall. The surface of the plateau is covered with long grass and is a frequent stopping place for migrating herds of Pegasi AC 4[15]; HD 4.
1916	Isle of Taka: Both only rocky pinnacles, the western-most has a cave on the northern shoreline inhabited by a Giant Octopus AC 7[12]; HD 4. A chest in the lair contains 500 GP.
2014	Bluefin Reef: A long, narrow rocky ridge rising from the sea, with a landing quay built of stone leading 200 feet out into the ocean on the southern or leeward side of the island. A small fortress is built on the island, the garrison of which keeps a navigational beacon fire burning at night on the highest part of the island.
2115	Crystal Isle: A small rounded lump of rock projecting from the sea, but a hidden depression in the center of the island holds a crystalline city inhabited by small harmless winged humanoids 6 inches tall, AC 2[17]; 1 HP; They have no innate magic. They grow a crop of edible moss on the rocks surrounding their city.
2029	Bluta Island: A rocky island with some large sandy areas. A hardy orange-colored beach grass with small blue flowers is taking over the sandy areas. The little humanoids on the adjacent islet consider the flowers a great delicacy but the wild cats, AC 5[14]; HD ½; which inhabit this island often kill and eat the winged folk.
3033	Melted Isle: A low-lying island composed mostly of mud and sand, really little more than a mud bank. Several centuries ago this island was the site of a battle of strong magics and as a side effect was submerged by a tidal wave. Off to the north several ruined buildings may be seen on the sea bottom when waters are calm.
3430	Zando Cay: A barren rock with only a few shrubs to relieve the starkness. A Dwarf, AC 5[14]; HD 1; HP 5; has been ship wrecked here for two weeks and is growing very tired of raw seagull.
3432	Windwaker Isle: A sandy island with some few wind-twisted trees and little other vegetation. A ruined stone cottage is almost buried by shifting sand. A skeleton of a four-armed monkey sits on a shelf above the door of the cottage.

Idyllic Isles for the Isle of the Dawn (Cont)

Hex	Description
3531	Costel Kay: Several 10 foot tall pillars of black stone crown the crest of this gently sloping island. Each year one of these pillars turns white for an hour at midnight on the shortest night. A weapon held in contact with this pillar during the color change will not be affected by rust for the next ten years.
3616	Rastal Cay: A rocky islet with a small fortress whose garrison, AC 5[14]; HD 1; has the boring duty of watching for pirates and maintaining a navigational beacon. The garrison cook grows magnificent radishes in his small garden plot and insists that all visitors try his radish soup.
3716	Monk's Isle: A twin to 3616, this island is uninhabited though formerly it had a small colony of hermits.
3723 -3823	Strata Island: A fair-sized island once a garden spot. Taken over by a Dragon more than 500 years ago, the Dragon was slain by a mighty hero. The rotting carcass poisoned the land and killed all plants. Now only a few hardy weeds are beginning to grow once more.
3830	Red Willow Cay: The blackened skeletons of four Elves lie scattered in the scorched ruins of a small wooden hut in the center of a small forest glade. A feeling of gentle melancholy comes upon all who view the remains. Scattered about the glade are several small "coins" made of birch wood. Each "coin" has an unknown rune carved on it. The rune will glow with an intense "black light" when the "coin" is submerged in any liquid which is poisonous. These "coins" detect as magical.
3905	T'donna Cay: A wooded island, often an overnight anchorage for fishermen and merchants. Inhabited by a quiet old man who appears to be a 'retired' high-level Magic User, AC 9[10]; MU; LVL 9; HP 34.
3906 -4006	Kalu Cay: Small islets over-run with large, ferocious Crabs. These Crabs, NA 3d6; AC 2[17]; HD 1; are a gourmet delicacy but getting one for a meal requires a lot of effort to avoid his companions who are intent on having you for their meal.
4004	Blende Cay: A small tribe of 20 Kobolds, AC 6[13]; HD ½; inhabits the tumble-down ruins of an old fort. They are unable to do more than pilfer small items from the occasional ship's crew which stops to water at the pure spring on the north coast.
4320	Grey Gull Rock: Only barren rock, this island has a rough and foreboding exterior. A small cove on the northern end of the island has an illusionary cliff at the back of it which conceals a snug harbor often used by smugglers. It will hold one large ship or several smaller ones.
4418	Zastral Isle: This island is naught but windswept sand held together by grass. A wrecked and rotting longboat lies on one of the southern beaches. Buried in the sand nearby is the skeleton of a warrior clad in rusting Chain Mail with a broken Longsword still clutched in his hands.
4516	Blue Rock: A bluish-gray pinnacle of rock which rises steeply from the sea. Sometimes during storms there have been seen strange orange flashes coming from the tip of its peak.
4628	Blue Lightning Rock: A tall rock pinnacle in the channel crowned with the remains of a Wizard's Tower. With jagged rocks forming the base of the column, the only possible way of access to the tower is through the air.
4717	Bobber Cay: An old fisherman, AC 9[10]; HD 1; HP 5; leads a hermit-like existence here, only wanting to be left alone by the world. While waiting for a strike on his baited lines, Old Gornik carves beautifully decorated little wooden bowls that are worth from (1d4x10) + 10 SP each. His small hut is located on the northern rock and he does his fishing from the southern.
4718 -4819	Gailmayne Isle: A rather peaceful place with a small village that has a primary industry of raising spice plants. A huge hollow ring of forest houses the spice fields in its center. Flavorful spices and spices used as ingredients in spells grow very well here but will not grow elsewhere on the island. Much of the production is flown out each year in a single huge aerial caravan of Rocs, AC 4[15]; HD 12; arranged by a powerful Guild of Magicians. Rob's Note: My call would be the mages of Tula (0832, Map 17).
4805	Dead Gull Rock: A small rocky islet, having only a crude stone shelter sometimes used by the fishermen of Tanta Isle.
4809 -4909 -4908	Tanta Island: This island is the home of a small tribe of Orcs, AC 6[13]; HD 1; who were marooned here 50 years ago under circumstances that were so strange that the Orcs themselves refuse to recall them. All they can say when forced to talk about their past is "Dark Sounds, Heavy Light, Much Pain!" (They were on the fringes of a titanic struggle between two great sorcerers and were gated here as a side effect of a malfunctioning spell). They have since become adjusted to their rather dull existence (no one to rob or loot) but would like something other than fish to eat.
4815	Lena Isle: An island of gently rolling grassy slopes with a spring of sweet water at the head of a gully on the northern shore. A citadel is located here with a garrison; AC 4[15]; HD 1; who maintain a navigation beacon and keep a watch for pirates and any activity of the orcs of Tanta Isle.
4816	Spouter Rock: An uninhabited, low-lying reef with a peculiar rock formation that causes tall spouts of water when waves hit it just right.
4904	Holmdal Kay: Several large stone-lined pits now mark the foundation of what once were a magnificent wooden palace and its out-buildings. No one now knows to whom it belonged, and the ruins have long since been stripped bare except for a small copper dagger hidden in a crack between two large stone blocks.
4907	Dasto Pinnacles: Naught but a lump of barren rock only inhabited by flocks of Sea Birds. Washed into a crevice between two rocks is a carved wooden statue worth 100 SP to a Druid, 50 SP to anyone else.
4729 -4730 -4829	K'bani Kay: Though a harsh and sun-baked exterior predominates, this island is not as unpleasant as it first seems. The small Dwarven community here 'mines' salt by evaporating it from the sea water. The evaporating ponds cover a large portion of the islands surface. Underneath, though the Dwarves, AC 5[15]; HD 1; have applied their usual skills in mining and stone craft to produce quite luxurious dwellings and work places. Only a few watchmen are visible above ground during the day, most of the work on the salt pans being done in the cool of the night.

Southern Reaches - Campaign Map Sixteen

Villages for the Southern Reaches

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0206	Badquen	338	Men	2	LE	Packtain	6	CE	FTR	Man	Salt
0302	Arquay	308	Men	6	CE	Rollswardstone	7	CE	CL	Man	Market
0424	Silverhall	186	Dwarf	6	N	Transt	3	LG	FTR	Dwarf	Silver
0509	Estlark	214	Men	6	N	Wilkendrone	6	N	MU	Man	Copper
0713	Khallordain	261	Dwarf	5	N	Dran	5	N	FTR	Dwarf	Iron
1023	Dragonsaddle	311	Dwarf	8	LG	Pottellamose	5	LG	FTR	Dwarf	Weapons
1408	O'ercland	204	Half	3	CG	Klingdoor	7	CG	FTR	Half	Pelts
1414	Fairwatch	116	Men	9	LE	Brasttongue	7	LE	FTR	Man	Gold
1502	Gelsford	124	Men	6	CE	Handringlost	6	CE	CL	Man	Market
1523	Bridshin	392	Men	9	N	Flameth	8	N	MU	Man	Market
1701	Waterplace	124	Men	4	N	Nalingthang	6	LE	CL	Man	Marble
1812	Presbain	347	Men	5	N	Cartreen	7	LE	CL	Man	Marble
2105	Elmhalls	424	Half Elf	2	N	Astallain	7	N	ILL	Half Elf	Spices
2402	Rand	323	Men	7	CG	Lametath	5	CG	FTR	Man	Iron
2418	Brantelm	265	Men	5	LG	Nasterdoom	6	LG	FTR	Man	Timber
2811	Bethplane	293	Men	2	CG	Frostword	6	CG	RGR	Man	Horses
3033	Ravenslair	353	Men	6	CG	Billethosman	7	CG	MU	Man	Sulfur
3027	Claycat	436	Orc	8	CE	Vantrelliam	9 CE	FTR	Man		Marble
3310	Morgon	123	Men	3	CE	Quintus	6	CE	FTR	Man	Gems
3313	Hiling Place	133	Men	2	CG	Slavorthought	7	CG	MU	Man	Granite
3430	Rastpeak	421	Orc	4	CE	Plenthank	9 CE	FTR	Man		Coal
3501	Kelsville	141	Man	2	CE	Wardnoose	4	CE	FTR	Man	Pearls
3604	Faling-thros	148	Men	8	N	Wordswand	6	LG	PAL	Man	Market
3815	Sacred Rock	439	Elf	5	N	Granilane	5	N	MU	Elf	Ships
4121	Mor Dan	457	Orc	7	CE	Morrowdank	6	CE	FTR	Man	Hides
4826	Belweif	497	Men	5	N	Everin	5	N	CL	Man	Fish
5005	Whitehaven	479	Elf	9	LG	Onilius	7	LG	MU	Elf	Jewelry

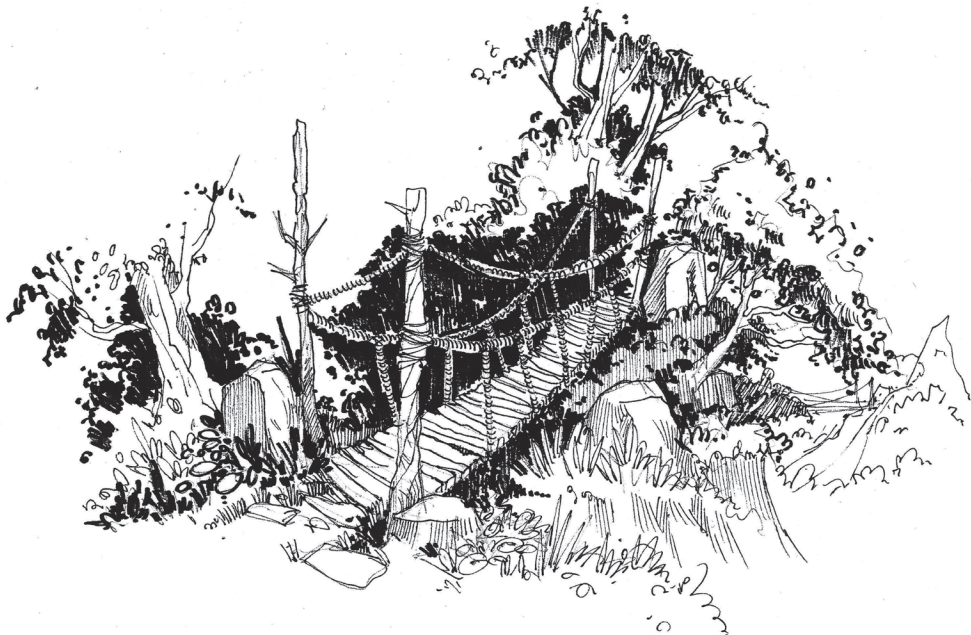
Castles and Citadels for the Southern Reaches

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
0519	Cit	FTR	5	N	50
0905	Cit	CL	8	N	40
1617	Cit	MU	5	N	80
1624	Cas	FTR	8	LG	160
1633	Cas	FTR	7	CG	130
1701	Cas	FTR	9 LE		150
2525	Cit	CL	6	CE	70
2619	Cit	FTR	3	CG	30
2825	Cas	FTR	8	CE	50
3018	Cit	FTR	5	LG	180
3229	Cit	FTR	8	CE	50
3814	Cas	FTR	8	N	70
3831	Cit	CL	6	LE	80
4831	Cit	CL	6	LE	40

Lurid Lairs for the Southern Reaches

Hex	Monster	NA	Hex	Monster	NA
0210	Hobgoblins	25	2320	Kobolds	29
0415	Black Bears	4	2626	Mummy	1
0704	Ghouls	7	2805	Owl Bears	3
0930	Stirges	8	3121	Werewolves	8
1111	Giant Toads	8	3307	Harpies	3
1327	Wolves	7	3523	Zombies	8
1604	Ogres	3	3919	Dire Wolves	5
1819	Black Puddings	1	4203	Sea Elves	19
2032	Jackals	12	4616	Orcs	15
2210	Cockatrice	4	5031	Bandits	12



Ruins & Relics for the Southern Reaches

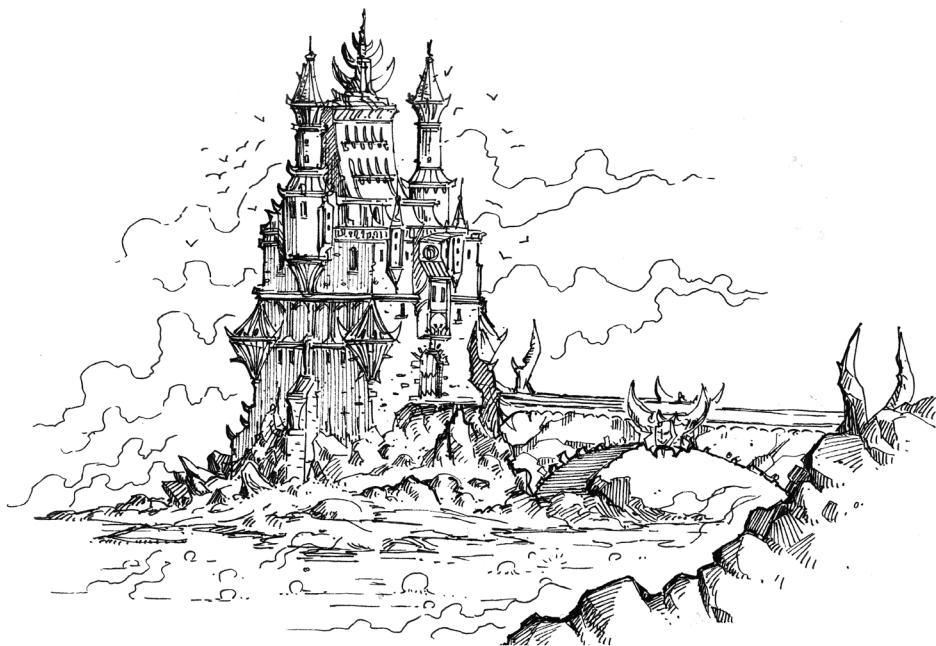
Hex	Description
0104	A 25 foot high dark gray stone pillar, which if touched hurls Lightning Bolts into the sky.
0232	An ancient Bronze Fountain, non-functional, hidden in a grove, is actually a Wizard polymorphed by a god he angered three centuries before. He is able to speak using the mouth of one of the figures on the fountain, but all his words come out backwards. Since he can't hear, he is unaware of this problem.
0306	A path leads to an abandoned Halfling hole that has been taken over by an 8 foot Lizard. Various Halfling goods have been pushed into the remains of the kitchen where the Lizard has made her nest and laid her eggs.
0416	The ruins of an old monastery have become overrun with Green Slime.
0722	Inside the rotten trunk of a fallen tree is the knapsack of an adventurer of long ago. It is crammed with old exploring equipment, and a map of an ancient temple in the Valley of the Ancients.
0930	A perfectly spherical stone, 12 feet in diameter, fills the mouth of a rocky cave. It is easily rolled away, but once started rolling, it is very difficult to stop. In the back of the cave, lie the bones of an Elf chained to the wall. He wears the remnants of once-fine silk clothes whose designs indicate that he was from Whitehaven.
1008	Several sets of archaic chainmail have been found by three Bugbears, AC 5[14]; HD 3+1; HP 17, 12, 10; exploring a set of small caverns.
1312	The charred remains of a small house lie in a grove of elm trees. Buried in the dirt under the burned floor is a small pouch full of copper coins, which upon closer inspection turn out to be quite old, and worth a total of 350 GP.
1323	A group of six buried vaults are hidden in a secluded area. Each contains the skeleton, AC 2[17]; FTR; LVL 14, 13, 12, 12, 11, 11, 11; HP 80, 78, 74, 65, 59, 50; of a king, and if any are disturbed, they animate, fighting until the violators are dead or run away.
1405	A hammered Bronze Idol of a three-headed winged god sticks slightly out of the earth. The work is very crude, but it covers a finely crafted silver figurine worth 750 GP.
1433	A set of grinding wheels, buried in a mud bank of a small brook, have attracted the attention of a band of Gnolls, AC 5[14]; HD 2; who have tunneled out the area beneath them for a lair.
1512	An ancient Silvered Helmet lying in the underbrush has been taken over by a very small, dangerous looking non-poisonous Snake, AC 6[13]; HD 2. The Helmet bears Dwarven Runes indicating that its owner was a fierce killer of Orcs serving under Waldill the Mad, who lived three centuries previous.
1529	A permanent Phantasmal Force causes lights to flitter about a small copse of trees, convincing the locals that the area is haunted. The spell was placed there to safeguard the grave of a young Wizard buried in the grove.
1710	A Bronze Dagger, with several notches in it, is jammed in a 6 inch crevice. The hilt is hollow, and inside is a small piece of paper with tiny undecipherable lines on it. If the paper is enlarged, the paper is revealed as a map of a Dragon's lair in Altanis (3929, Map 2, Isle of Dread).
1917	A Lyre, still playable after years of exposure to the elements, lies in the crumbling ruins of a hut set in a large copse of woods. Its wooden surfaces are covered with intricately carved scenes of Centaurs and Satyrs. If the instrument is strummed, any Centaurs or Satyrs within hearing range must save versus magic or be charmed. This charm only lasts for one day and a creature charmed once cannot be re-charmed.
2124	An ancient Bronze Cuirass covers the body of a recently slain Mercenary. On the inside of the breast plate is engraved the tale of Howill the Avenger, and the story of his final fight with 40 Ogres.
2222	A crumbling Castle overlooks the river. On stormy nights the ghost of its commander is rumored to walk the ramparts, hurling large stones at intruders.
2308	An Iron Shield has blocked up a small stream. The shield reveals an intricate design if the rust is cleaned off, and hidden in the design is a map to the tomb of Whilestone Ogrekiller.
2409	A 4 x Telescope has been found by a Halfling, AC 9[10]; HD 1; HP 2; while digging out a new pantry. He uses it to examine strangers from long distance, giving him a chance to decide whether to hide or not.
2527	In a small underground room is a wooden table with a <i>Crystal Ball</i> resting on it. The Ball will respond to one question per person, usually with a long monologue on some totally irrelevant subject. One time in six it will respond with a simple answer which is always false.
2606	In the center of a grove of Oaks is a wooden altar dedicated to some nature god. It is covered with moss, and obviously has not been used in some time.
2632	A fine painting on a small Brooch has many small, barely discernible lines in it which if enlarged will reveal a map of the western Ghinor Lowlands.
2703	A Brass Scepter with a bronze snake wrapped around its shaft has become the toy of a slightly demented Ogre, AC 5[14]; HD 4+1; HP 19. The Ogre lives in the buried tomb where he found the scepter. Everything else he found there was stolen from him by a band of Goblins.
2810	A five foot tall pile of various types of old seeds lies in the forest. Although they seem to be in perfect condition, no animal will come near them, and the plant growth has died in a six foot radius of the pile.
2913	A tumbled down picket fence is the only sign of a house which once stood, disappearing entirely 150 years ago. Its location is now overgrown with thick briars.
3005	A large throne in a small rocky cavern resounds with booming laughter should anyone touch it. Hundreds of <i>Magic Mouths</i> also begin laughing, varying from giggles and chuckles to demonic laughter.
3018	The remains of a badly rent suit of leather armor are hanging from a limb high in an old birch. A dagger and a backpack are stuffed into the hollow trunk closer to the ground.
3126	A Roman style paved road has become almost totally hidden in the undergrowth. It can still be followed to an old fort which has been recently reoccupied by Orcs, AC 6[13]; HD 1.
3225	A wooden Bridge over the stream has been converted into a trap by five Orcs, AC 6[13]; HD 1; 7, 6, 5, 5, 3; who have replaced the flooring with rotten boards, hoping to waylay passing individuals when they fall into the water.
3231	A small fort built into a cliff face is still very intact. The perfectly preserved bodies of defenders are at their posts on the walls, apparently frozen while awaiting some onslaught.

Ruins & Relics for Southern Reaches (Continued)

Hex	Description
3301	Sticking out of the water of the stream is a small wooden box, badly decayed. The box is locked, and inside is a signet ring belonging to a member of the Merchant Guild of the City State of the Invincible Overlord. If the ring is removed from the box, a poisoned (Class 3, Giant Spider, 3 HP damage for 3 rounds) dart is fired from inside the box.
3316	A marble pedestal in the center of a deep wood has a granite eye on top which cannot be removed. The eye follows anyone it can "see", but has a preference for watching Dwarves.
3408	A 10 foot Stone Idol is facing a huge oak tree. Once per year, the statue teleports to a different side of the oak.
3419	Engraved in the walls of a thin tunnel is a depiction of a titanic battle between dwarves and orcs.
3505	A long tunnel, set with a series of non-fatal traps, leads to a large carved out chamber where 12 sets of animated iron Gauntlets applaud anyone who makes it in. The applause is accompanied by <i>Magic Mouths</i> shouting "Bravo", "Encore", "Do it again", etc.
3521	Eight feet down in a two foot diameter hole covered with underbrush, a once fine Dwarven hammer is jammed. Any magic it may once have had, is now faded except for its ability to make the wielder berserk at the sight of orcs. The wielder will attack orcs until all within sight are slain.
3575	In a solitary stone house well hidden in a large grove of elms, a loom is busily operated by an invisible elf maiden, AC 9[10]; HD 1. She turns out many yards of fine cloth, but it disappears if it is taken 100 yards away from the house. She cannot be seen by non-elves under any circumstances and will ignore any comments directed at her from non-elves.
3608	Inside an old wooden building, hidden in a dark grove is a gigantic bronze balance, its pans large enough to hold a man. If a person of good alignment sits in it, they are raised to the ceiling where they receive a <i>Bless</i> spell. If a person of evil alignment sits in the pan, they are lowered through a trap door towards a pit of searing flames, but are pulled out before any damage is taken.
3717	An animated lit torch leads anyone who cares to follow down a short tunnel, attempting to lead them into one of several cleverly concealed pits in the floor. The torch will not allow anyone to approach within 10 feet of it, always flying away.
3817	Six bottles of fine wine are well hidden in the cellar of an abandoned house. Several Giant Moles, AC 5[14]; HD 2; have tunneled through the cellar, and there is a 40% chance per turn that one will return.
3829	A gem encrusted ring worth 75 GP adorns the skeleton of an elf hidden in the center of a thicket. His right leg bone is broken, and his dagger is lodged between his ribs.
4125	The broken sword of a long dead fighter lies 60 feet from his body. The sword was of dwarven manufacture, and can easily be repaired.
4429	A small glass vial containing concentrated sulfuric acid lies partially covered in the ashes of an alchemist's lab.
4533	A rusty lance is imbedded deep in an oak tree. Anyone nearing the tree will hear a whispered plea to remove the lance.
4727	A pile of rusty nails lies in the ruins of a blacksmith's shop. The anvil and hammer are the only other indications of the building's previous use.
5013	A small stone foot bridge crosses a dried up stream-bed. Sticking out of the dirt under the bridge are the bones of an 11-foot humanoid in chain armor.

Idyllic Isles for the Southern Reaches

Hex	Description
4916	Palerain Island: The rocky hills of this island are made of an unusual stone which imparts a blue tint to small pools of water.
5104	Dryrod Island: This island is the site of a small logging operation which has had several members of its work force disappear in the last four weeks.
5105	Fang Ape Island: This island is overrun with bands of vicious baboons, AC 7[12]; HD 1; whose preference for human flesh has discouraged any landings on the island for four years.



Silver Skein Isles - Campaign Map Seventeen

Villages for the Silver Skein Isles

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0206	D'alfang	328	Man	6	CG	Brandon	9	CG	FTR	Man	Furs, Wood
0208	Cordoom	197	Man	7	N	Louwellyn	6	CE	FTR	Man	Gems
0405	Rallu	8,750	Man	7	CE	Danstone	10	N	FTR	Man	Market
0832	Tula	9,102	Man	8	LG	Waremoss	12	LG	MU	Man	Market
1734	Waterplace	124	Men	4	N	Nalingthang	6	LE	CL	Man	Marble
2131	Noenthal	319	Elf	2	LG	Gretton	5	LG	MU	Elf	Oil
2425	Carintoos	458	Man	4	CE	Falsimier	7	CE	ILL	Man	Wine
2514	Mordston	291	Man	5	CE	Valcondoos	7	CE	MU	Man	Market
3012	Elsmoak	283	Man	1	N	Martainus	9	NG	BA	Man	Pipeweed, Fish
3032	Glournd	117	Lizardman	5	N	Eltross	7	N	FTR	Half-Elf	Fish
3110	Marchoon	370	Man	4	LG	Muschorl	7	LG	CL	Man	Wood
3211	Haven	340	Man	3	N	Apalthiam	8	N	FTR	Man	Coral, Fish
3534	Kelsville	141	Man	2	CE	Wardnoose	4	CE	FTR	Man	Pearls
3709	Thalthaskil	371	Man	5	CG	Banshy	4	CG	FTR	Man	Fish
4204	Prats Landing	464	Man	9	N	Droon	6	N	DR	Man	Salt
4504	Tradepost	366	Man	4	N	Purethought	5	LG	PAL	Man	Fish, Market
4903	Pilderth	275	Man	2	CG	Swordtroth	5	CG	FTR	Man	Pearls

Castles and Citadels

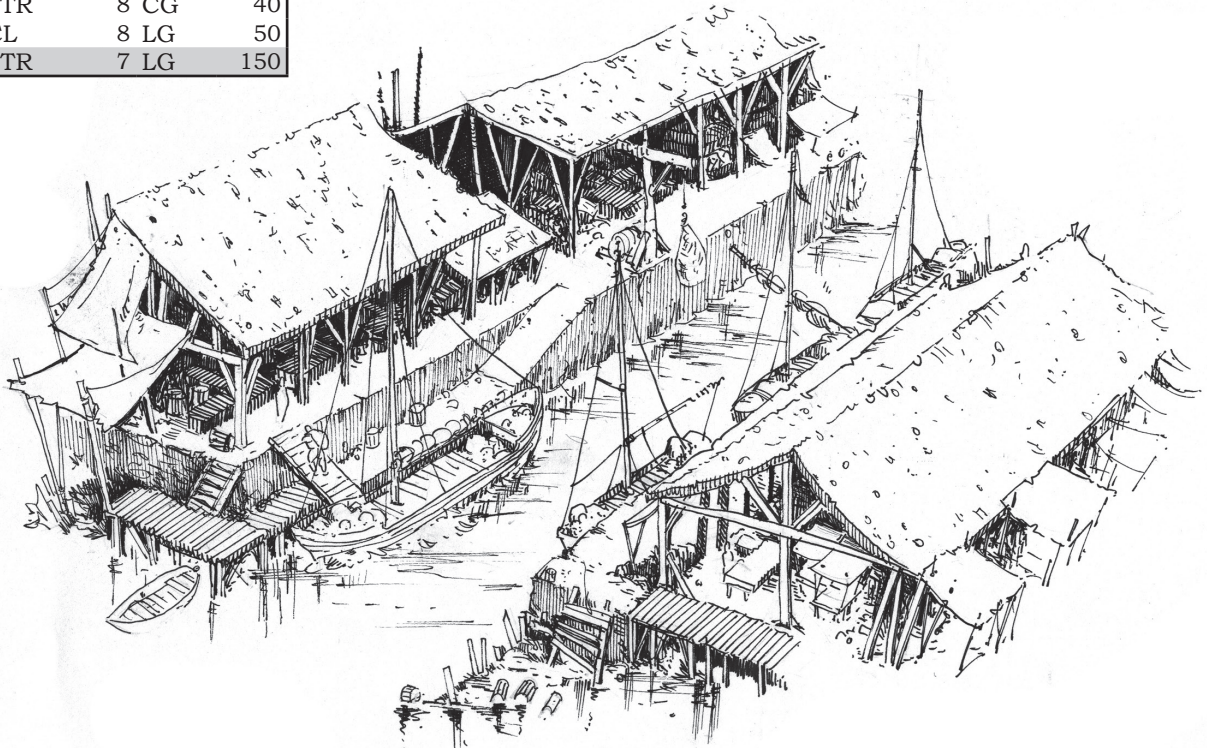
for the Silver Skein Isles

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
0607	Cit	MU	7	CE	50
0831	Cit	FTR	6	CG	40
1232	Cit	FTR	3	LG	20
1734	Cas	FTR	9	LE	150
2414	Cit	CL	7	N	30
2832	Cit	PAL	5	LG	50
2913	Cit	CL	6	CG	70
3312	Cit	MU	6	LG	40
3608	Cit	FTR	8	CG	40
4006	Cit	CL	8	LG	50
4703	Cas	FTR	7	LG	150

Lurid Lairs for the Silver Skein Isles

Hex	Monster	NA	Hex	Monster	NA
0205	Apes	23	2608	Sea Lions	3
0332	Dragon Turtles	2	2912	Gnolls	12
0409	Giant Sharks	6	3033	Alligators	12
0720	Tritons	8	3311	Wolves	10
0903	Whales	2	3323	Lacedon	11
0925	Plesiosaurus	1	3603	Giant Crabs	4
1115	Giant Squid	1	3716	Giant Sharks	3
1430	Giant Crocodiles	9	4106	Minotaurs	2
1632	Wyverns	2	4422	Bronze Dragon	2
1910	Manta Rays	3	4709	Giant Sharks	7
2321	Skarg Trolls	30	4831	Sahaguin	30
2432	Blink Dogs	2	5115	Dolphins	8



Silver Skein Islands

Island Settlements

Hex	Island Name	Pop	Ruler Name	LVL	Align	Class	Race	Village Name	Resources
2514	Bridgeron Island	1,020	Valcondoos	7	CE	MU	Man	Mordston	Fish, Grains.
2913	Arrow Tree Island	1,140	Bentavius	9	CG	CL	Man	Elsmoak	Pipeweed, Grains
3311	Oakenwood Island	1,650	Landriast	9	N	CL	Man	Haven Marchon	Coral Jewelry, Lumber
3608	Island of Dolehalls	1,250	Wanstrell	7	N	FTR	Man	Thaithaski	Cloths, Quality Weavings
4106	Whiteguard Island	1,720	A Triumvirate					Prats Landing	Salt, Weapons
			Rallatrone	6	N	FTR	Man		
			Kardock	7	N	CL	Man		
			Splenlevi	7	LE	ILL	Man		
4703	Chapelton Island	2,120	Tradlock	9	N	FTR	Man	Trade Post Pilderth	Pearls, Jewelry

Island Settlements

Hex	Description
2514	Bridgeron Island: Valcondoos keeps two small pirate ships in a well-hidden cave, gathering information about likely targets by requiring an inspection of the manifest of every ship which docks at Mordston. He blames these attacks on the religious problems, and initiates many “searches” for pirates. The island is a common stopping point for ships which ply the waters between the Isle of the Blest and the eastern coast of Ghinor. Mordston, once a very pleasant small port, has become rife with lower class elements. The people in the countryside are farmers and fishermen, usually more hospitable than those in the village. Bentavius’ predecessor was killed by an assassin, and Bentavius is extremely wary of strangers, usually handling all dealings with them through an intermediary. The people of the island were quite agitated at the murder of the previous ruler, and have given their whole-hearted support to his successor.
2913	Arrow Tree Island: Large fields of pipeweed dot the land, covering 60% of the islands cropland. The population is highly agrarian, and the island must import most of its manufactured goods. Bentavius is striving to make the island self-sufficient, but it lacks any natural resources other than its soil.
3311	Oakenwood Island: The fine coral jewelry fashioned here draws ships all the way from the City States to the north. This trade has suffered considerably since pirate attacks by the ships hidden on Bridgeron Island began and a large reward is offered for information about or destruction of the pirates. Landriast is passionately dedicated to fighting any submission to the priests of Chapelton. He is the most vocal proponent of open warfare, and finances a 75 man mercenary force from his personal wealth gained during a life of adventuring. He is very much interested in anyone who might be willing to aid him.
3608	Island of Dolehalls: Wanstrell rules with the active support of the priesthood. His main objective is to prevent his island from falling into the conflict which embroils the other islands. He is growing tired of the struggle, and is seriously considering turning the island over to Bansby, Ruler of Thaithaski, and taking up adventuring once more. Large herds of sheep are shepherded around the island, and groves of trees are used as silk worm farms to support the islands main industries. The people are an industrious lot, and the island has become one of the wealthiest in the chain.
4106	Whiteguard Island: The Triumvirate is hard-pressed to keep peace on the island due to blood feuds which have arisen among the island’s leading families. The source of the feuds is the assassination of various members of the families, with evidence incriminating other families at the scene of each murder. The tension arising from these murders has caused great unrest amongst the population, and production of salt and weapons is far below average. All strangers are highly suspect and subject to mob action.
4703	Chapelton Island: The manufacture of jewelry on the island is greatly enhanced by the presence of a colony of Dwarves who live near the center of the island, where large oyster beds provide the pearls which adorn much of their jewelry. The Fighter, Tradlock, has been unable to curb the religious violence and has in fact given up trying. Religious fervor is strong on the island, whipped up by the masterful use of propaganda by the High Priest Kanamant. His mercenary forces numbers well over 200 men now, and he is prepared to resume open warfare once some pretext is established. He is totally convinced of the rightness of his cause.

Ruins & Relics for the Silver Skein Isles

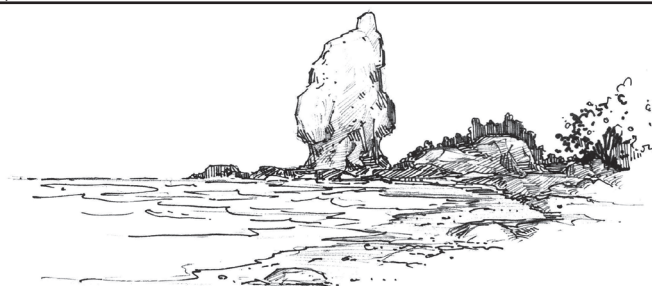
Hex	Description
0321	The sea floor here is very smooth and glassy, with a definite bluish tint. The surface is very slippery as well as being very hard, and cannot be chipped. Figures can clearly be seen imprisoned in the crystal-clear substance, frozen in acts of fear and panic.
0412	A clear dome covers an underwater city. The dome is punctured, and the city, long since flooded, is covered with sea grasses and coral.
0608	A pair of wooden wings covered with glued-on feathers are broken on the rocks at the bottom of a steep hill.
0818	The scattered hulk of a large merchant ship, broken into three pieces. Swimming around it is a giant shark, AC 5[14]; HD 13; HP 55; who is after the merman, AC 7[12]; HD 1+3; HP 7; who is hiding in the remains of the bow.
1132	A rotten wooden bridge over a small stream is in severe danger of crashing into the water if any great weight is placed on it. Six Pixies, AC 5[14]; HD 1; HP 5, 4, 4, 3, 2, 2; try to lure heavily armored people over the bridge by stealing things, crossing the bridge, and throwing the stolen item out in the open.

Ruins & Relics for the Silver Skein Isles (Continued)

Hex	Description
1305	The silty bottom almost covers the remains of two large stone monoliths. They show no signs of age, and if dug out, appear as twin black towers. The area between them acts as a gate to other planes if the proper rituals are carried out in their presence. These rituals are spelled out in runes inscribed on the monoliths, but are in a language not used in ten centuries.
1508	Floating in the water is a waterlogged raft, whose simple sail is covered with runes of an ancient language. The raft appears to have been floating for years if not decades, as has the Human on board. No matter what weather conditions exist, no ship can come closer than one mile from the raft as the raft drifts away from it.
1830	The hulk of a sunken merchant ship lies a hundred yards from the stony coastline. A Giant Electric Eel, AC 8[11]; HD 2; HP 6; has made his home inside the captain's quarters, which also contains his personal treasure, 295 GP and a bejeweled sword.
2333	The skeletons of a dozen woodcutters lay surrounded by felled trees, their axes scattered about. Several arrowheads of elven manufacture can be found near each skeleton.
2704	The ocean floor rises to within a hundred feet of the surface in this area, and a 110 foot spire is set on the sea floor. Its upper balcony is the only part above water, and the lower interior is occupied by a Giant Sea Snake, AC 5[14]; HD 4.
2713	A cocked crossbow is aimed at a small spring, and is set off if anyone tries to pick up a small gem in the muddy bottom of the spring pool.
2825	A tall temple rests on the ocean floor, its sides covered with seaweed. Occasionally the top of the temple opens and water is sucked in, creating a small whirlpool on the surface. Roll 1d20 per day, on a 1 the temple opens. The inhabitants of the temple are an unknown water-breathing race AC 9[10]; HD 1; who can cast Polymorph Other on objects caught in the whirlpool before they are sucked into the Temple.
2918	Several wrecked ships have been covered with continual Light spells by a mad wizard who was transformed into a water-breathing creature; AC 6[13]; MU; LVL 10; HP 33; when he misused a Wish. The bright-lit graveyard of ships frightens most sailors although the transformed wizard has not been known to attack vessels travelling on the surface.
3213	A large warship, ram mounted, lies keel up in a bed of sea grasses, her stem staved in. A Giant Octopus, AC 7[12]; HD 7; HP 40; now occupies the wreck, using the demolished stern as an entrance.
3217	A deep narrow fissure on the sea floor provides an entrance to an undersea grotto. The grotto is filled with parts from sunken ships of many previous ages, collected by an immortal sea being, AC 5[14]; MU; LVL 18; HP 44; with four arms and flippered feet. He is very curious, but also quick to anger, and as he is also a powerful magic user, he is very dangerous to anger.
3232	A mad ogre, AC 5[14]; HD 4+1; HP 13; jumps out of trees onto unarmored travelers 2d12 damage if he hits. He carries a large Staff covered with strange runes which he carved in it.
3334	Sticking out of the water of the stream is a small wooden box, badly decayed. The box is locked, and inside is a signet ring belonging to a member of the Merchant Guild of the City State of the Invincible Overlord. If the ring is removed from the box, a poisoned (Class 3, Giant Spider, 3 HP damage for 3 rounds) dart is fired from inside the box.
3530	An ancient machine continuously goes in a two mile diameter circle, ramming ships if their paths cross. Due to the wake it leaves behind, it is easy to avoid as it never errs from its course. Closer inspection will reveal it to be a 40 foot long seamless metal cigar-shaped object driven by unseen methods of propulsion.
3718	Strewn about the ocean bed are dozens of stone tablets, about 1 foot x 2 foot, with great quantities of undecipherable writing engraved on them.
3904	Thousands of marble blocks, finely cut and dressed, are neatly stacked on the floor of the ocean as if in anticipation of some underwater building project. The quarry at which they were dug is 1/2 mile east of the stacks.
3907	Shrill crazed laughter follows anyone who touches a black granite monolith in the center of a large meadow. The laughter will break out at the most inconvenient times for 2D6 days after touching the monolith.
4207	Spiked to a large walnut tree is a weather-beaten slab with a royal decree carved into it. The decree declares all magic users are to be taxed. It is signed by Nachal-Bandalm, a king who reigned 134 years ago.
4420	The bones of a great dragon carpet the sand, and provide a home for hundreds of small fish. Few plants grow in the area and those that do are brown and sickly.
4502	A dusty jade winged figurine is concealed in a small wooden box half buried in the earth. It animates if any liquid touches it, doing a fine dance before flying away.
4703	A hill giant, AC 4[15]; HD 8+2; HP 39; has found a petrified torch which he uses as a toothpick.
4720	A 20 foot x 20 foot mirror in perfect condition is used by a Dragon Turtle, AC 0[19]; HD 12; HP 59; to view itself as much as possible.
4731	A 20 foot high Marble scroll-shaped Carving is covered with runes describing the coronation of King Dal'Baandath. The scroll further describes the glories of his reign, and ends by telling of the grandeur of his funeral. As soon as the bottom is read, a pit opens in front of the carving and the carving falls over to cover the top of the pit.
4831	A 12 foot granite statue bears a wooden torch which is burning underwater. It serves as a beacon, warning sailors of a set of reefs in the area.
5003	Thirty-four sets of bronze armor, AC 2[17]; HD 4; lie on the sea floor, animating if someone enters the flooded tomb which they guard.
5117	Scattered, broken clay urns dot the ocean floor, marking the final resting place of a small trader. Several of the urns have been occupied by poisonous Sea Snakes, AC 5[14]; HD 1.

Idyllic Isles for the Silver Skein Isles

Hex	Description
0709	The Sylvan Isle: The home of a Druid, AC 7[12]; DRD; LVL 9; HP 32; this island has been covered with <i>Plant Growth</i> and <i>Hallucinatory Forest</i> spells to the point where movement is only possible along well marked, well watched paths.
0732	Dramring Island: A beautiful woman, AC 9[10]; HD 2; (Charisma 16), once a member of the Royal Court, has lived here alone since a witch cursed her, causing her long black hair to animate and attempt to strangle anyone who comes within three feet.
0810	Gohtsha Isle: The Chief of the 69 Cannibals, AC 7[12]; HD 1; on this island fancies himself a god, and prefers his victims to acknowledge him as such.
0832	Pentack's Island: In the center of the island is the hulk of an old merchant ship, completely over-grown with vegetation. Villagers know old stories of the ship, explaining its captain angered an evil high priest, but are unaware of the exact location.
1108	Island of Sin: A Hezrou Demon, AC 0[19]; HD 9; HP 43; bound to the island ambushes people foolish enough to wander the island.
1630	Island of the Southern Eyes: Four statues, each 23 feet high, stand on the highest point on the island facing the four points of the compass. Three are badly eroded, but the one facing south is in perfect condition.
1712	Island of Nameless Fears: An ancient spell causes illusions of any imagined danger.
1712	Traktain's Island: A teak logging operation is plagued by attacks from a trio of Trolls, AC 4[15]; HD 6 +3; HP 32, 24, 21; who inhabit an underground complex in the hills.
1731	Isle of Sweet Hope: Covering the face of an 80 foot high cliff on the north side of the island is an ancient race's conception of the creation of the universe from a large black sphere.
2014	Isle of Pure Thought: Some of the most prized urns in the world are manufactured here by a small sect of monks.
2115	Singing Stream Isle: Twenty five people sit around a small brook, entranced by the song it seems to sing. Save vs. Magic at -3 or be Charmed, reacting violently to any suggestion of leaving.
2116	Isle Strongtooth: A Stone Giant, AC 0[19]; HD 9+3; HP 35; searches the island for the entrance to an ancient giant city, often impressing humans to look for the smaller entrances which he cannot fit into.
2214	Island of the Shifting Eye: A hermit, AC 9[10]; HD 1; HP 3; uses a Wand of Polymorph to keep his pen full of wild asses, using it upon explorers looking for the Statue of Telkos rumored to be on the island.
2214	Gamaelan's Island: Gamaelan the Greedy, AC 7[12]; FTR; LVL 2; HP 6; sells fine statues which he finds on the island, unaware of the presence of the gorgon, AC 2[17]; HD 8; HP 25; which roams the island.
2314	Philch Isle: Three Leprechauns, AC 8[11]; HD 1; HP 6, 4, 2; take great delight in raiding unwary travelers, stealing valuables and occasionally returning worthless look-alikes.
2414	Execution Island: Official execution spot for the island chain. Many bodies in various states of decomposition are hung from trees about the island. Roll 1d20 per day, on 13 or better a hanging occurs.
2613	Pantalake's Island: The natives of this island worship the Club of Katherank, which they claim was used to pound out the shape of the world.
2713	Spire Island: An 85 foot high spire with a winding staircase about its outside is used by the 37 Hobgoblins, AC 5[14]; HD 1+1; shipwrecked here to watch for a new boat to steal.
3409	Isle of the Mad Armorer: A deranged Dwarf, AC 5[14]; FTR; LVL 5; HP 27; has spent the last six years working on a chainmail Hauberk for a 100 foot tall statue which stands on the island. His project is almost complete.
3509	Rostalk's Island of Madness: A blind Magic User, AC 9[10]; MU; LVL 8; HP 13; will trade "a most magical box" for a wineskin of water from Changing Island (0605, Map 11, Ghinor). The box he offers is a small music box which when played will entrance any animal (not monster) which fails its saving throw. 3% chance per use of the spring breaking, rendering it useless.
3608	Tortoise Islands: These islands are inhabited by hundreds of large sea turtles, protected by royal decree. The only people permitted on the islands are the royal hunters as the flesh is a prized delicacy at court.
3607	
3707	
4403	Beauty Isle: On the west side of the island is a fishing village of 42 people, each of whom has exceptional (15+) Charisma.
4503	Isle of Dusty Death: A famous tunnel on the island occasionally spews forth a choking dust cloud. Roll 1d20 per hour, on a 1 or 2 the cloud emerges. Saving throw vs. poison or fall choking. If choking, roll 1d20, if the roll is greater than Constitution, the victim will die.



Ghinor Highlands - Campaign Map Eighteen

Villages for the Ghinor Highlands

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0213	Delshome	134	Men	3	N	Tan'boal	3	N	MU	Man	Horses
0218	Lak	374	Men	5	N	Preston	7	N	AS	Man	Horses
0326	Zanda	158	Elf	7	CG	Finthane	7	CG	IL	Elf	Cloths
0420	Ploontrep	278	Men	2	LG	Adramine	5	N	CL	Man	Timber
0910	Agrim	271	Men	5	LG	Casmonph	6	LG	FTR	Man	Fish
0913	Bloodseep	185	Men	4	LE	Troldaker	5	CE	AS	Man	Leather
1118	Pranstongue	397	Elf	9	LG	Caterr	6	CG	FTR	Elf	Jewelry
1227	Briarbrush	459	Men	2	N	Deken	6	N	DR	Man	Cloths
1303	Eldiston	418	Men	8	LG	Neppy	5	LG	CL	Man	Fish Market
1312	Topaine	348	Half Elf	8	CG	Vade	7	LG	CL	Half Elf	Silver
1431	Halingsbrane	113	Ores	5	LE	Ekimel	7	LE	IL	Man	Spices
1519	Bramly	132	Elf	8	LG	Ibrian	8	N	FTR	Elf	Wine
1703	Jaliquenta	363	Men	6	CE	Terborg	6	NE	BA	Man	Market
1807	Faneton	420	Half Elf	8	N	Yreggus	9	N	FTR	Half Elf	Jewelry
1927	Arstonally	147	Men	3	LG	Ciatrap	3	LG	FTR	Man	Oil
2216	Murrsburg	303	Gnomes	4	N	Karm	6	N	CL	Gnome	Gems
2411	Ten Elms	228	Elf	2	LG	Welston	7	LG	RGR	Elf	Jewelry
2424	Saltorous	435	Dwarf	5	LE	Mornam	6	LE	FTR	Dwarf	Market
2518	Fall City	411	Gnomes	2	N	Liamiw	6	CG	MU	Man	Market
2705	Olgenstone	233	Men	3	CG	Chirad	3	N	CL	Man	Oil
2730	KefNal	419	Dwarf	4	N	Omythite	7	LG	FTR	Dwarf	Gems
3018	Treebreath	228	Lizardmen	2	CE	Ladeorn	6	CE	MU	Man	Fish
3224	Deerplace	410	Dwarf	5	N	Ibebed	5	N	CL	Dwarf	Weapons
3314	Nestaryl	316	Lizardmen	6	LE	Faltruand	7	N	FTR	Man	Market
3402	Fathime	200	Men	4	N	Elfranc	7	LE	FTR	Man	Iron
3709	Elmwood	171	Halfling	3	CG	Dromapallis	6	CG	FTR	Half	Spices
3906	Loktole	150	Halfling	5	CG	Torkamedes	6	LG	MU	Elf	Pipeweed
3927	Dristhane	251	Dwarf	4	N	Ralesch	5	N	CL	Dwarf	Iron
4126	Mist	373	Dwarf	3	N	Chankais	7	LG	FTR	Dwarf	Copper
4307	Thrush	398	Men	6	LE	Stust	7	CE	MU	Man	Furs
4415	Nurenthane	386	Men	2	CG	Pentroilik	4	CG	CL	Man	Marble
4522	Prim	234	Dwarf	8	N	Nimtrask	8	N	FTR	Dwarf	Iron
4702	Woisdag	345	Men	5	N	Brenillashia	4	N	CL	Man	Pearls
4708	Rastingdrung	458	Men	4	N	Rondrake	8	LE	MNK	Man	Market
4710	Underleaf	245	Dwarf	3	CG	Giggarr	7	CG	FTR	Dwarf	Tools
4928	Vastoniati	294	Dwarf	5	LE	Hadolph	7	LE	FTR	Dwarf	Coal

Castles and Citadels for the Ghinor Highlands

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
0514	Cit	FTR	8	CG	50
0718	Cas	BA	12	N	80
1310	Cit	FTR	7	CE	30
1424	Cas	FTR	10	N	120
1618	Cit	CL	4	LG	30
2525	Cit	CL	9	CE	60
3927	Cas	FTR	16	N	130
4001	Cas	MU	12	LG	170
4320	Cit	CL	8	N	60
4602	Cas	FTR	9	N	110
4627	Cit	CL	3	LE	80
4711	Cas	FTR	10	CE	100

Lurid Lairs for the Ghinor Highlands

Hex	Monster	NA
0109	Bugbears	2
0305	Mermen	45
0316	Hell Hounds	8
0328	Green Dragon	1
0518	Wild Cattle	43
0703	Giant Crabs	1
0731	Basilisks	4
1016	Umber Hulks	2
1112	Gorgons	2
1125	Purple Worm	1
1201	Sea Elves	38
1330	Griffons	8
1406	Giant Stags	2
1612	Manticoras	3
1831	Hezrou Demon	1
2221	Wereboars	3
2318	Lammasu	4
2514	Chimera	3

Hex	Monster	NA
2628	Ghouls	12
2810	Orcs	25
2830	Cavemen	18
3004	Blink Dogs	3
3011	Elephants	8
3121	Spectres	6
3307	Pegasi	2
3525	Werebears	5
3617	Minotaur Lizards	2
3622	Red Dragons	3
3808	Vrock Demon	1
3928	Brown Bears	2
4205	Wights	8
4321	Cave Bears	6
4529	Giant Snakes	3
4704	Manticoras	4
4824	Ethereal Cats	4

Ruins & Relics for the Ghinor Highlands

Hex	Description
0111	A giant sea serpent, AC 2[17]; HD 30; HP 147; slithers listlessly across the water searching for food.
0129	A family of five Halflings, AC 8[11]; HD 1-1; has been lost for three days without food or water. Rob's Note: 5228, Map 14 Ament Tundra, should be corrected to this as well. Sorry for not catching it earlier.
0203	Floating in the sea is a small battered ship, obviously the survivor of a battle with some sea creature. The ship begins to sink immediately should anyone board it.
0231	A Scroll of Flying is secreted in antlers of one of three stuffed deer heads which adorn the walls of a small abandoned tower. The tower has only one door, 25 feet up in the air.
0323	The Oracle of the Gods, AC 9[10]; HD 1; HP 6; rides on a raft floating in a small pond. The Oracle answers any question "yes", "no", or "maybe", on an equal random chance. The Oracle is a small, round crystal firmly attached to the raft, and if any attempt is made to remove it, a large reptilian head on a long sinewy neck rises out of the water and swallows the Oracle. The Oracle will then reappear in 1d6 days.
0411	When the tide recedes, the hulk of a small ship is exposed. There is a large hole near the bow, and inside the hold is a waterlogged cargo of textiles and an eight foot long trident.
0415	Parts of an armor-plated skeleton are scattered about. Each part is still animated, and will attack anyone close enough as best as it can as a suit of animated bronze armor, AC 2[17]; HD 4; HP 18;
0522	A trap door in the ruins of an abandoned monastery leads to a group of partially caved in catacombs deep under the earth. Fifteen ghouls, AC 6[13]; HD 2; wander the passages as well as a single vampire, AC 2[17]; HD 7; HP 17. They avoid the Scepter of Bardingloos, which dispels any Undead it hits. The scepter draws its power from the 12-ton marble block on which Bardingloos lies, and works only when in a one mile radius of the stone.
0631	A short tunnel leading into an underground crypt is lined with garlic buds and holy symbols. The grave itself is empty. The tunnel entrance is hidden in a grave in which hundreds of bats live.
0713	A circle of fifteen spears stuck into the earth guards the final resting place of a warrior killed wiping out an orc war party. The spears fire a 2d6 Lightning Bolt if touched. If someone enters the circle, they fire together, combining for 12d6 damage. The charred remains of several persons are scattered inside the circle.
0828	The yellowed skeleton of an ape lies in the brush, the bones of its right hand missing.
0907	Three charred javelins stick slightly out of the ground, marking the site of the burning of a small outpost by orcs 15 years ago.
1021	Secreted in the hollow of a large oak is the writing case of Tafalager the Daring, a famous wanderer who disappeared 40 years ago. It contains several crumbling yellow maps of lands both near and far off.
1107	A battered tin cup is partially sunk in the creek. It has dwarven runes stamped into it which translate as "To the health of everyone but Ragnall the Butcher".
1221	A badly scrawled letter is hidden in a leather map case hidden in a small crevice. The letter is an urgent appeal for aid against orcs attacking the town of Pranstongue (1118).
1306	A stone medusa stands under a rock overhang. Four wererats, AC 6[13]; HD 3; HP 15, 14, 13, 11; occupy the hill above, pushing rocks down on people curious enough to investigate. The wererats do not know how the medusa came to be there, nor do they know that it is actually a real statue and not a medusa who looked in a mirror.
1508	A dozen badly defaced coat buttons are scattered about the bottom of a small crater. The buttons used to have the image of Mitra imprinted upon them. The buttons are securely stuck in the ground, and buried six inches under each is a small rotting leather pouch with 1d6 x 10 GP.
1528	A rope bridge crosses a 200 foot crevice, guarded at each end by 12 zombies, AC 8[11]; HD 2; led by a wight, AC 5[14]; HD 3; HP 10.
1601	A shattered longboat lies on the rocks, abandoned by its crew. Still aboard is a great quantity of weapons and plunder, along with the remains of 12 drowned slaves chained in the hold.
1616	A thick, oily, flammable substance covers the wall and ceiling of a narrow twisting tunnel. Each turn that a party is in the tunnel with a lit torch roll 1d20. On a 14 or better, the tunnel ignites doing 1d6 damage to everybody for 2d6 turns or until they leave the tunnel. At the end of the tunnel is a small underground lake on which a large swan-shaped boat floats.
1709	The ruins of a large city, totally devastated by time, lies in a small hidden valley. Not a single building remains standing. A Hill Giant, AC 4[15]; HD 8+2; HP 24; has made the area his campsite, and enjoys the company of strangers, even humans.
1822	In the side of a Yew tree is a crude engraving of a hanging. A slight depression in the ground under the tree is the grave of a victim, who was buried eight years ago with 140 GP worth of gems hidden on him.
1911	24 deserted houses make up the remains of a deserted village, 18 of which are totally collapsed. A pack of 12 wolves, AC 7[12]; HD 2+2; prowls the area.
2006	A series of six lanterns with Continual Light spells thrown on them are used to light the way into a small complex dug out under a hill. In the final room is an animated sword, AC 5[4]; HD 2; HP 8; which will fight to protect its long-gone master's hoard of fifty eight 10 GP Gems.
2118	Covered with vines and other underbrush, is the body of a wizard. On his body is a complete set of scroll inscribing implements.
2301	An aged, absent-minded alchemist, AC 9[10]; MU; LVL 10; HP 20; sits in a cave experimenting with new potions. His stock of potions is expensive and unlabeled. Some of the potions are experimental and 50% of the time their effects will be changed or reversed.
2305	Mice have eaten through the wooden sides of an old granary, undeterred by the efforts of 19 Zombies, AC 8[11]; HD 2; to preserve the rotted grain for some long forgotten temple rites.
2328	In a two foot wide crevice is a nest of 11 Giant Wasps, AC 4[15]; HD 4; which was built around an ivory message case stuck in the crevice. In the case is a worm-eaten message detailing the rise of Angall at the Fortress Badabaskor.

Ruins & Relics for the Ghinor Highlands (Continued)

Hex	Description
2409	A set of very dry sticks covered with dry grasses still covers an old hunting pit. A group of seven poisonous snakes, AC 5[14]; HD 1d6hp; HP 5, 4, 4, 3, 3, 2, 1; have taken up residence in the bottom of the eighteen foot deep pit.
2432	A brush concealed door into the hillside is the entrance to an old orc lair abandoned many years ago. Most of the equipment is useless, but in one of the lower caverns, the cold temperatures have kept five barrels of pickled halfling livers in edible condition.
2514	A signpost on a rocky slope directs the reader to the city of Tal'Dabeth. The sign is remarkably well preserved considering that the town it refers to is long since dust.
2602	A fragment of a stone tablet lies buried in the dirt. The only word which can be deciphered is "Magic". If it is read aloud, the stone shatters, doing 1d8 splinter damage to everyone within five feet.
2728	A small hidden underground tomb has been broken open. Inside, the bodies of three men are lying on the floor. One of the bodies is very ancient, the other two are very fresh.
2818	A twisted and burnt metal staff has been rammed through a tree. The rod was once a metallic Staff of Wizardry which was destroyed in a battle between a wizard and a demon. The scars of the battle are still apparent on many of the trees in the grove.
2832	A series of colored glass panes in a cave project an image of a magic user on the wall when the sun is at the right angle each morning.
3005	The rotted remains of a crude wooden ladder lie next to a three foot diameter hole in the ground. The hole is a 30 foot deep shaft, and at the bottom is the half buried skeleton of a man with a broken pick.
3013	The ruins of a slime-covered Summer Palace have become the home for 33 wild apes, AC 6[13]; HD 4. The apes have broken into the burial crypts near the palace and use the bones found there as toys, tossing the skulls back and forth. One skull is left on the ground where it landed last as it is animated, AC 8[11]; HD 1; and bites.
3020	The remains of a wooden god-totem which was burned during religious strife 60 years ago has become the home of a giant termite, AC 4[15]; HD 5; colony.
3031	A set of twisting caverns leads to a small underground river. Seven skeletons hide themselves in the water, rising only to drag those who enter the river to the bottom.
3127	A series of spikes are driven into a cliff-face, forming a barely ascendable ladder which leads to a small cave, 120 feet up. In the cavern are the moldy remains of a large food stockpile. The food was once an orc stockpile, but no one returned to use it.
3205	A wooden Palisade surrounds the remains of an abandoned village, its gate tightly closed. The palisade is extremely rotten, and any attempt to climb it will bring it tumbling down.
3319	A barely visible path follows a two mile diameter circle going nowhere.
3409	A tightly scaled old leather pouch is concealed in a metal box hidden in the hollow of an old Birch. Opening the pouch releases the wraith, AC 3[16]; HD 4; HP 14; imprisoned within.
3421	A finely cut stairway leads up the gentle slope of a tall hill. Carved into each step are scenes of grotesque torture and mayhem, which become more repugnant as the steps go up. At the top, the scenes are so grotesque that even the strongest characters become ill.
3511	A mold covered statue of a halfling, 12 feet high, set in a hidden halfling hole, has been knocked over and its head removed.

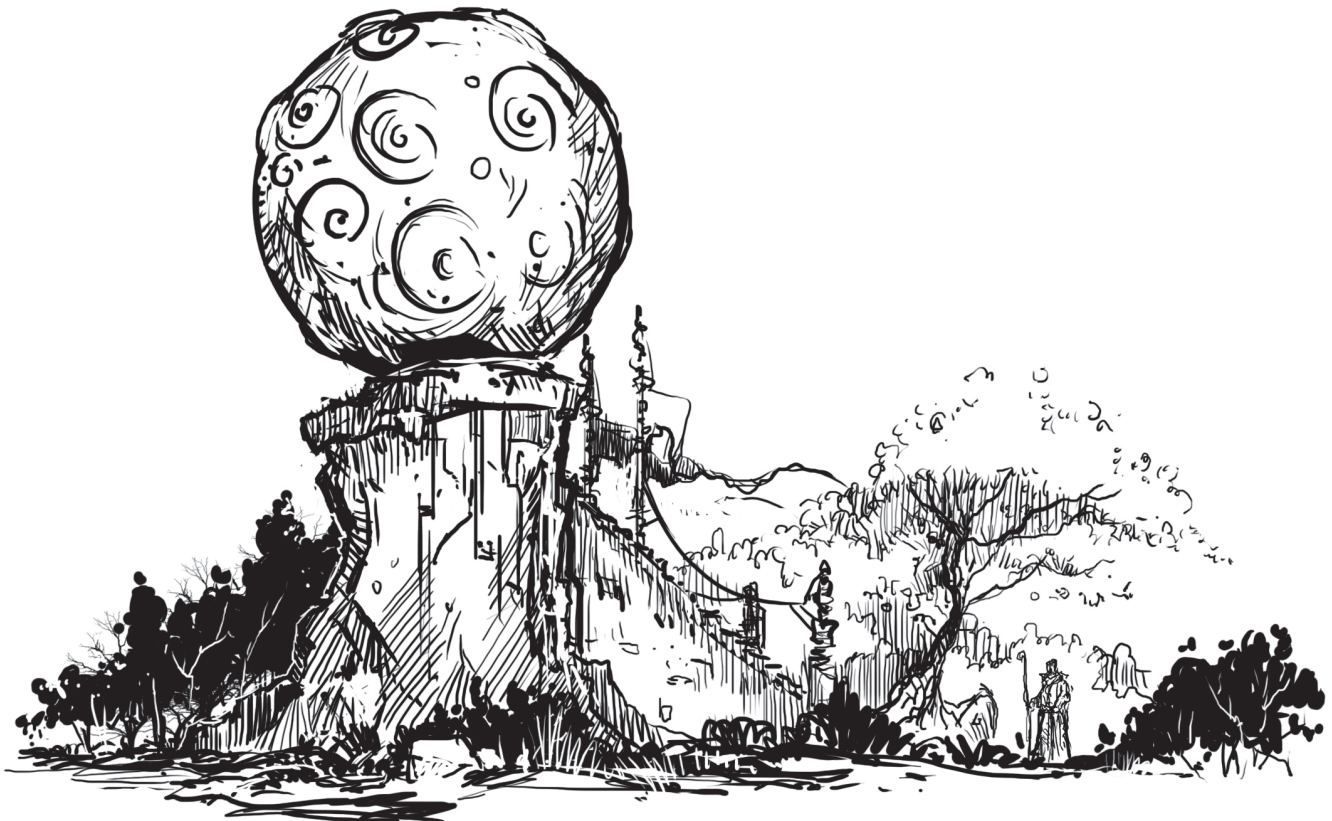


Ruins & Relics for the Ghinor Highlands (Continued)

Hex	Description
3619	A sub adult brass dragon, AC 2[17], HD 6; HP 24; is finishing off the remains of his last meal, a sage who came exploring the old tomb which the dragon has made his home.
3622	A windowless stone structure juts out of the landscape, its single stone door Wizard Locked. Inside is a gigantic rug, now very moldy, which has woven into it the history of the reign of King Nach-bendalm.
3710	A rusted water clock is half buried in the dirt. If picked up, it immediately begins to chime 13 times as a Magic Mouth loudly announces that the time of the player's doom is at hand. A short earth tremor commences once the clock has ceased chiming, followed by complete silence.
3819	A broken chariot is strewn about a clearing. The body of its driver is tangled in the wreckage, his neck obviously broken.
3911	A marble carving of a hand is tightly gripped upon the throat of a small dead Lizard hidden in the underbrush.
4033	An earthen wall in the shape of a triangle surrounds the remains of a stone altar inscribed with pictures of birds.
4105	Half sunk in the mud is a pitted and corroded bronze throne, with a vampire's face carved into the back.
4209	The remains of a large wagon are scattered about the tree it hit following a roll down a steep hill. Three barrels of ale survived the crash.
4425	A wineskin full of poison (Class 5, Phase Spider, 5 damage for 5 rounds) is hidden in an old dry well. Also in the well is the skeleton of an orc who fell in, and was unable to climb out.
4431	A small ivory statuette rests on a steep rocky slope. Picking it up springs a trap causing a small landslide down the slope. 50% chance to be hit by 1d6 boulders.
4517	Hidden in the crumbling remains of a wooden Guard Tower is a Book of Dragos, a work concerning the early stages of growth of the City State of the World Emperor, worth 8,000 GP to a collector.
4622	On a rocky slope, a bronze plaque is affixed to a large boulder. The plaque commemorating the battle fought here between the Orcs of the Bloody Moon and the soldiers of the Legion of Burning Eyes in which the soldiers were wiped out, but were able to kill the orc commander.
4801	Eight crumbling huts are all that remains of a once prosperous village wiped out in a Skandik raid.
5126	Engraved into the gate of a crumbling citadel is a curse, turning the reader into a cringing coward.
5203	A 25 foot high dark gray stone pillar, which if touched hurls lightning bolts into the sky.

Idyllic Isles for the Ghinor Highlands

Hex	Description
0308	Isle of Green Death: This vegetation covered island serves as a home to several very large Green Slimes.
0402	Island of Blessed Sleep: This island is overrun by ghouls, AC 6[13]; HD 2; who have managed to defeat every attempt made to clear them out. They have been known to build small rafts, using them to swarm over ships which pass too close.
0705	Brestalein's Island: Brestalein was killed here by a grove of animated vicious trees (treants), AC 2[17]; HD 8; on the southeast corner of the island. His remains are still held by one of the trees, and his relatives are willing to pay a large reward for its recovery.



Isle of the Blest Combined Map

Rob's Note: The present date is 4433 BCCC. The following material is adapted from Scott Fulton's "Isle of the Blest" from Pegasus #3

Background

Prior to the Uttermost War, over 7,000 years ago (-2392 BCCC), the Isle of the Blest was populated by a race of people who worshipped a moon goddess. In the aftermath of the Uttermost War, the Wilderlands were devastated, including the Holy Cities in the Desert Lands (See Map 7) and the Isle of the Blest. Only two areas still had civilization, a small island off the north coast (The Slain Islands), and the Lake of the Gods in the center of the island.

The two groups began to worship different aspects of the moon goddess. Those on the island to the north began human sacrifices to placate the Moon Demon Enlifos. This group became known as the Enlifans. Those who lived on the shores of the lake continued to worship the traditional way, calling the moon goddess Amlifos. They became known as the Amlifans.

In the centuries since the Uttermost War, both cultures recovered. The Amlifans remained peaceful and were content to remain in the mountain valleys around the Lake of the Gods. The Enlifans were more aggressive, expanding and dominating the coast and the surrounding islands. Fortunately for the nearby tribes and cultures, the Enlifans fought each other as much as they did outsiders.

Eventually the Amlifans came into conflict with the Enlifans. The Amlifans used their skills and knowledge of the central mountains to hide and retreat. They became adept at guerilla warfare. Time and time again, an Enlifan warlord will march in, the Amlifans will hide, and after decades of fruitless conflict, give up the land around the Lake of the Gods.

Over the centuries, many on the Isle of the Blest have drifted away from both these religions and joined other religions. However, their legacy lived on in the contrasting nature of the island's two cultures, the peaceful villages of the mountain valleys around the Lake of the Gods, and the warlords of Rallu raiding across the Sea of Five Winds

Rallu

Rallu has been destroyed and rebuilt numerous times over its history. Most of the destruction is caused by internal strife among the inheritors of the Enlifans. However, more than a few times, city-states around the Sea of Five Winds have banded together to bring the threat of Rallu to an end. Each time, the inhabitants of Rallu flee to the jungles, only to re-emerge a few years or decades later to rebuild.

The last time Rallu was destroyed was several hundred years ago, after raiders from the city wiped out Satur (see Map 12, Isle of the Blest). Tula, Lenap, Chim, and the other major powers around the Sea of Five Winds retaliated and sacked Rallu. Since then, Rallu has been rebuilt, and its power is on the rise, its warlords planning their vengeance.

While Rallu now holds most of the island's population, the incessant in-fighting among the warlords means that none dare to leave for any length of time, or they may find their holdings taken over by their rivals. In addition, the jungles and interior mountains mean that Rallu only controls the coastline of the Isle of the Blest through her formidable navy.

Rallu is nominally ruled by Lord Danstone (AC 2[17]; FTR; LVL 10; HP 55) as first among equals. There is a council of nobles, but it infrequently meets and holds little power. In Rallu, political power is one of might makes right. Lord Danstone maintains his precarious grip by cultivating the factions that are tired of living in fear of the priests of Enlifos and their knives. Danstone mocks the priesthood and derides them every chance he gets, but he doesn't have enough power to forbid them. As a result, he is called Lord Danstone the Merciful. His sobriquet is a title of respect by his allies and used to mock him by his numerous enemies.

Rallu is dominated by the religion of Enlifos and one of the few places where the Moon Demon is still worshipped in the old ways. Moboe, the High Priest has dreams of overthrowing Lord Danstone and anointing himself as theocrat, but none of the other nobles are willing to give the church that level of support.

Rallu is divided into five quarters. The first is the seafront which surrounds the harbor. It is filled with warehouses, and establishments catering to sailors and pirates. To the east, the merchants' quarter where the homes and shops are built like fortresses with thick walls and narrow, heavy doors to protect their wealth. Going south is the general quarter, home of farmers, laborers, and retired soldiers. The buildings are small, and the streets are narrow, allowing the thieves' guild to operate freely. The center of the city is dominated by the marketplace where brave traders come to bargain. It is noted for the variety of wares on display, including many that are banned or illegal in other regions.

The last area is the noble quarter which surrounds the Palace of Rallu, the home of Lord Danstone. The quarter is walled, and entry is restricted to those who are invited or have business. It is divided into several small estates, each fortified and walled, defended by the noble's guards. Also inside is the temple of Enlifos protected by the priests and assassins who worship the Moon Demon.

Amlifos

The traditional worship of the original moon goddess continued in the center of the Isle of the Blest around the Lake of the Gods. The religion stresses the importance of community and helping one another both in good times and bad. Its adherents are willing to help and protect strangers. The priesthood roams the central valleys of the island to help those in need. While Amlifans will fight to defend home, family and those in need, for the most part they are passive and retiring. When they can, adherents seek harmony over conflict. Their symbol is the silver crescent with the horns pointing up.

A unique characteristic of the priesthood is that once initiated, they are sworn to a vow of silence. Outside of the monthly full moon ceremonies, they communicate through a sign language they developed. This is an old custom to remind the priests to listen and to be aware of the needs of others before themselves. The language is not a secret and most inhabitants around the Lake of the Gods know at least the basic signs.

The most important ceremony is held during the night of the full moon. Priests and devotees spend the night in prayer to the goddess. While the moon is in the sky, the priests are allowed to speak. They use the time to preach and lead the congregation in prayer.

Their most important temple lies underwater in the lake. It is built next to an underwater cliff with a secret tunnel to the surface. In a miracle attributed to the goddess, it is protected by a bubble of air surrounded by a glowing blue barrier. The air is always fresh. The bubble is transparent and feels solid to the touch. One can see fish and other lake life swimming and crawling nearby.

There is one area that is the size of the portal through a city gate. If one dons one of the silver helmets at the temple, they can pass through and start swimming underwater. The helmet also allows the wearer to breathe underwater. There are several dozen stored here, and their primary use is to cultivate farm beds of seaweed that the priests established millennia ago. This allows the temple to survive without supplies from the village when the Enlifans invade.

Debbek is the current high priest of Amlifos (AC 9[10]; CL; LVL 9; HP 45). He is 47 years old and towers over most as he is 6' 4" tall. Dedicated to the ideals of harmony and peace, he doesn't bear any weapons, despite his imposing physique.



Enlifos

The devastation wrought by the Uttermost War left many in despair, and many turned to darker powers for aid. The survivors who lived on The Slain Islands turned to worshipping the Moon Demoness Enlifos, a corrupted form of their old moon goddess. They began to make human sacrifices every full moon to placate the demoness' bloodlust and to keep outside evil at bay. They came to believe that silver was evil and that the light of the full moon or water that has been touched by the light of the full moon will cause leprosy. As a result, the priests of Enlifos go out each full moon clothed in all black with only the narrowest of slits for vision.

Their ceremonies are full of bloody rituals. They take the sacrificial victim and hang them above the moonlit water so that their head will be underneath the surface when hanging straight down. During the ritual they will stand chanting as the victim struggles, tires, and eventually drowns.

The religion is xenophobic and suspicious of outsiders. The Moon Demoness keeps its adherents in a climate of fear, teaching them that only by embracing Enlifos can they defend themselves against the outside world. Because of their devotion, the priests are granted power to protect and also to punish those who would weaken the community.

Because of the rivalry between the two religions, it became the custom of followers of Enlifos to greet each other with "Speak! Or Die!" as they are well aware of the vow of silence that the priests of Amlifos swear.

Over the millennia, the power of the priesthood has waxed and waned. The religion fosters a might makes right mentality and Enlifan society is rife with factions all contending for power. Currently the various warlords of Rallu are dominant, and the priesthood only has a handful of allies.

Moboe (AC 4[15], CL; LVL 12; HP 45) is the current High Priest of Enlifos and resides at the temple in Rallu. He murdered his predecessor eight years ago. He is an imposing figure, six feet in height with red braided hair and a red beard combined with an unnaturally pale complexion. He is currently 43 years old. Moboe has slowly cultivated an alliance of warlords to overthrow Lord Danstone. It is an open question of whether he is using the warlords or the warlords are using him.

Isle of the Blest (Combined)

Villages for the Isle of the Blest (Combined)

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

Hex	Name	Pop	Type	Civ	Align	Ruler Name	LVL	Align	Class	Type	Resources
0104	Ludgates	360	Elf	4	CE	Pikarterlard	3	CE	CL	Elf	Horses
0614	Gormcairn	424	Men	3	N	Mabasr	9	N	FTR	Man	Market
0710	Merkab	116	Men	7	LE	Ruathgoth	6	N	BA	Man	Flint
0713	Entenwold	305	Elf	7	CE	Tirunrelei	8	CE	CL	Elf	Copper
0808	Abject	396	Men	5	LG	Cakjak	9	LG	PAL	Man	Silk
1009	Lanax	150	Men	3	N	Vishantr	9	N	MNK	Man	Market
1012	Foundation	136	Half Elf	7	CG	Nybotha	9	LG	FTR	Half Elf	Tin
1014	Praetor	199	Elf	4	CG	Khurdlard	10	N	MU	Elf	Rope
1520	D'alfang	328	Man	6	CG	Brandon	9	CG	FTR	Man	Furs, Wood
1522	Cordoom	197	Man	7	N	Louwellyn	6	CE	FTR	Man	Gems
1719	Rallu	8750	Man	7	CE	Danstone	10	N	FTR	Man	Market

Castles and Citadels for the Isle of the Blest (Combined)

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**.

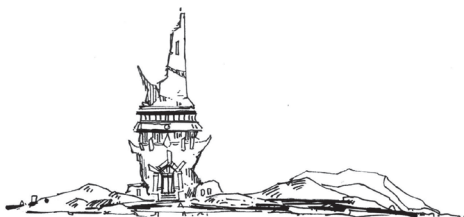
Hex	Type	Class	LVL	Align	Men
0302	Cit	RGR	3	CG	53
0605	Cit	MU	6	CE	73
0912	Cas	FTR	4	CE	104
1016	Cit	FTR	5	LE	109
1108	Cit	CL	7	LE	61
1212	Cit	CL	6	N	44
1921	Cit	MU	7	CE	50

Lurid Lairs for the Isle of the Blest (Combined)

Hex	Monster	NA
0408	Ogre	6
0513	Hydra	2
0604	Pixies	51
0706	Dragons	3
0715	Spectres	5
0804	Wererats	7
0907	Trolls	4
1209	Blink Dogs	10
1312	Basilisks	4
1321	Druid	2
1611	Crocodile	12

Ruins & Relics for the Isle of the Blest (Combined)

Hex	Description
0202	A signal horn chased with silver worth 1,370 GP and four-foot long is overgrown with crustaceans.
0206	A scuttled longship contains twenty swords engraved with runes and set with zircons worth 525 GP each. A crate lashed to the stern contains a richly inlaid table worth 3,010 GP.
0312	The broken hulk of thirteen biremes and triremes dot the sandy bottom. In the smallest is a functional optical rangefinder, ten rings worth 270 GP each and a whistle.
0407	The bones of a dinosaur provide shoring for an ancient silver mine. A defective crawler-tractor digging machine is deep within the mine.
0411	Ten stone cottages are stacked neatly in a pyramid shape such as a child might stack blocks.
0515	A repeating crossbow with sixteen iron-tipped silver quarrels is concealed in a colossal gilded skull walled within an abandoned fortified manor.
0517	A burnt palace grown over with vines and saplings, It is said to be the home of a pack of wolves.
0610	In a sealed cistern overgrown with vegetation are ten rolls of stainless steel barbed wire (40' long each). The field around the cistern is populated with Giant Ants, (workers) AC 3[14], HD 2; (warriors) AC 3[16]; HD3.
1018	A witch, AC 8[11]; MU; LVL 8; is stirring her brew pot outside her hut. Many toads sit around her feet.
1109	Twenty huge blocks of granite stand in a straight line with 200' between each stone. Inorganic matter placed on the northern-most block will be teleported to the southern-most block during any phase of a waning moon.
1211	The cairn of a dead sorcerer is concealed by an illusion of a sink hole. The secret entrance is further protected by a six-hundred pound deadfall trap. Concealed above the stone coffin is a Wand of Metal Detection. Below the coffin is access to the sorcerer's most prized collection: one zombie, AC 8[11]; HD 2; 10, 8, 8, 7, 7, 6, 5, 5, 4, 4, 2; of each of ten different races.
1219	A tribe of insane gnolls AC 5[14]; HD 2; tear up and kill everything in their path.
1407	An eroded sacred well of lost people provides access to a labyrinth under the sea-floor. Within one winding passage, a box containing a Ring of Spell Turning is wedged in a seam along the ceiling.
1921	A pair of Wooden Wings covered with glued-on feathers are broken on the rocks at the bottom of a steep hill.



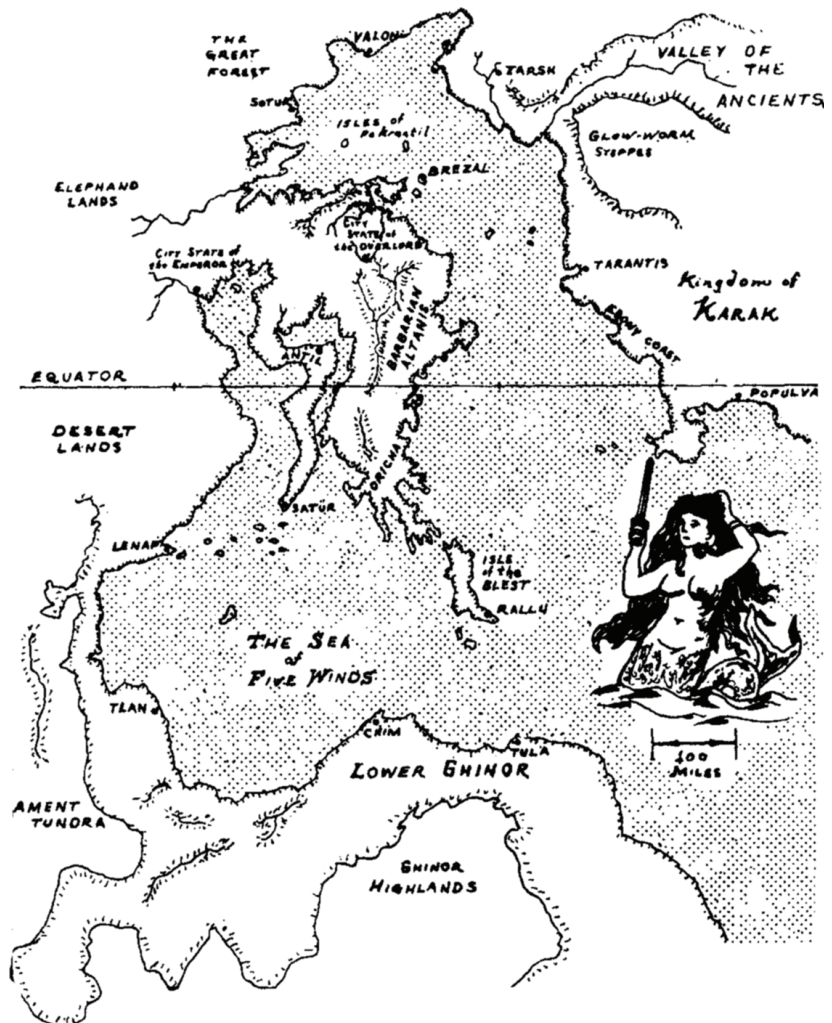
Idyllic Isles for the Isle of the Blest (Combined)

Hex	Description
0105	Shadow Island: Three Centaurs, AC 5[14]; HD 4; guard the entrance to an ancient citadel where an evil wizard, AC 9[10]; LVL 9; HP 24; lives.
0106	Moron Isle: Any party landing will each lose 2 points of intelligence for 2 hours.
0110	Carbuncle Ait: Two Spectres AC 2[17]; HD 7; haunt an old castle that sits in a valley. In the harbor a Kraken, AC 0[19]; HD 20; HP 100; waits for ships to anchor.
0205	Killup Isles: Turtles traveling to their breeding grounds stop here for a short rest period.
0208	Wolf-Cove Isle: Packs of wolves, AC 7[12]; HD 2+2; plunder and pillage the elven, AC 5[14]; HD 1+1; inhabitants. A secret door on the side of a hill leads to a treasure room of an elven king's tomb.
0210	Ruthless Island: Sixty mile an hour winds ravage this barren island.
0211	Lipariolus Isle: Two doppelgangers, AC 5[14]; HD4; HP 20, 12; will infiltrate any party landing on this sparsely populated isle.
0303	Sable Isle: A large band of pixies, AC 5[14]; HD 1; will greet any neutrals or Lawful-Goods to a fine meal and a place to sleep.
0314	Isle of Leithanar: A hollow tree contains 3 pieces of artwork worth 1d3x1,000 GP each.
0413	Baying Island: A giant wolf (worg), AC 6[13]; HD 4; HP 24; bays at the moon. Anyone within a 3 mile radius has to make a saving throw for fear.
0502	Rose-Barrier Island: A deadly coral reef completely surrounds this island. Many wrecked ships have washed up on the shores.
0504	Armelion Island: Land sharks (bulettes), AC -1[20]; HD 9; infest this sparsely populated island.
0601	Slain Islands: These two islands are inhabited by a handful of natives AC 8[11]; HD 1; that worship Enlifos, a demoness that demands human sacrifices every full moon.
1102	Triad Island: The scene of three terrible massacres, this island is considered a hot-bed of ghosts (special), wraiths, AC 3[16]; HD 4, wights, AC 5[14]; HD 3; and spectres AC 2[17]; HD 7; by superstitious mariners.
1205	Sharmsmoke Rocks: A horrifying incandescent shape hovers near the trail leading to a mountain-top. The shape will disappear if anyone approaches within three hundred feet. Fumeroles emit noxious gases amidst the rocky lowlands.
1304	Golden Flower Rock: Yellow sunflowers bloom continuously on this beautiful island. Many provisions can be found here.

Afterword

With Map 18, Ghinor Highlands, the revised editions come to an end. My hope is that you found these guidebooks and maps useful and a source of inspiration. Although I consolidated and supplied more details about the setting, the essence of the Wilderlands was and remains to make your own. The details are there to save work in the preparation of what you have to do prior and during a tabletop roleplaying campaign. If you have a better idea use it. Other referees and myself, have altered whole sections to better fit how we used the Wilderlands in our campaigns. Feel free to do the same. Bob Bledsaw once told me that the point of the Wilderlands was to be the ultimate aide, a starting point for a judge's creativity. So make it your own and above all have fun!

Fight On!



Isle of the Blest

Judges Cartography to the Wilderlands
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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

	= 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

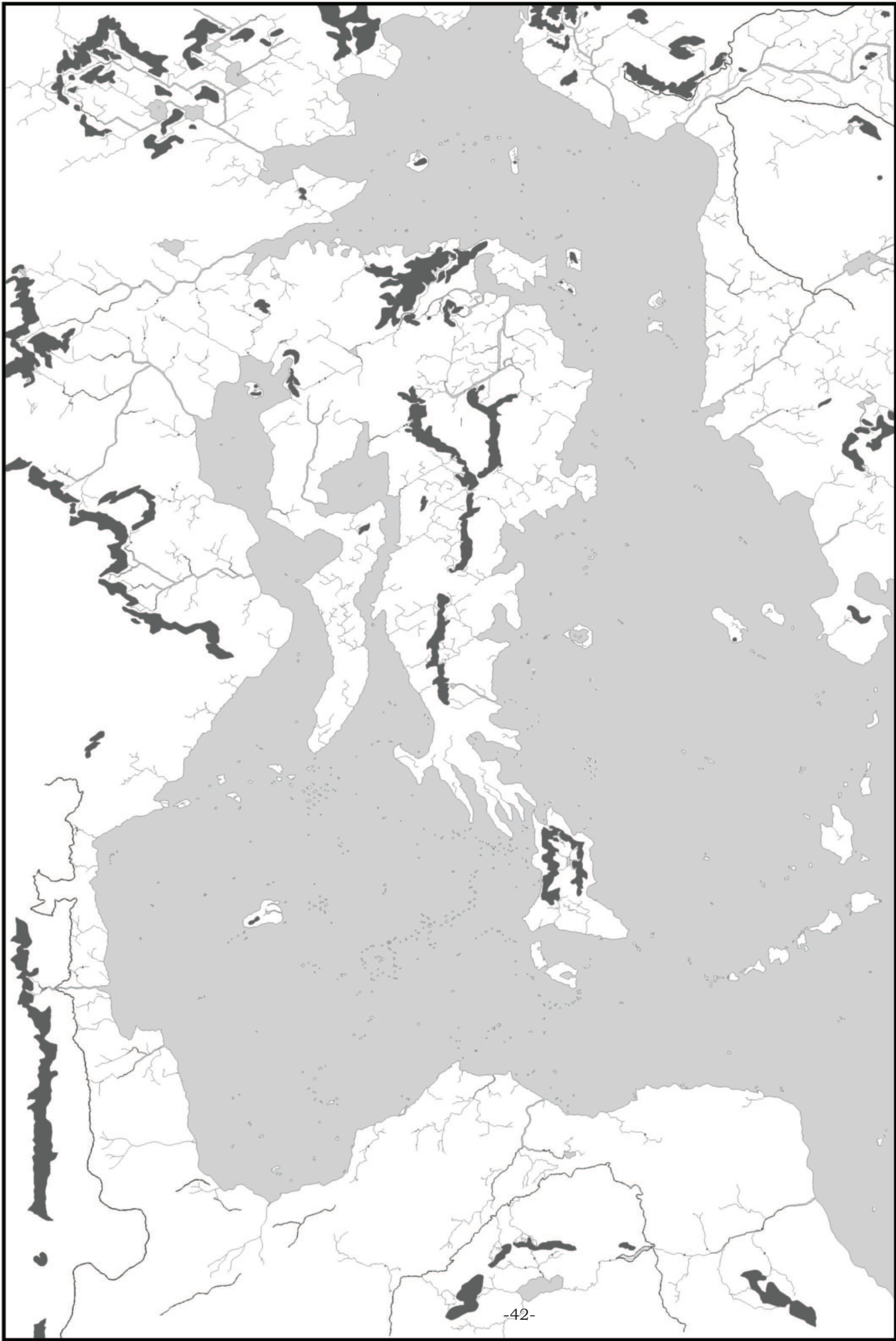
Season	Daylight Watches
Winter	2
Spring	3
Summer	4
Fall	3

Move per Rd	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.

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.



Wilderlands of High Fantasy Notes:

The Wilderlands of High Fantasy

100 Miles



