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1979

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K. SIEMBIEDA - 79



Castles & Citadels

Hex No.	Type	Class	Level	Align	Men
2014	Cas	FTR	5	CE	36
3616	Cit	FTR	4	LG	67
4224	Cit	FTR	6	N	108
4526	Cit	Monk	5	CG	43
4815	Cit	FTR	4	N	52





Villages

Hex No.	Name	Pop.	Type	Civil.	Align	Ruler, Level, Align, Class, Type	Resources
4128	Birchall	170	H-Elf	6	N	Gildren, 4, N, MU, H-Elf	Timber
4224	Dragonscar	310	Men	9	LG	Kalgan, 7, CG, Bard, Man	Market
4526	Bondport	240	Men	8	CG	Larga, 5, LG, FTR, Man	Fish
4720	Karden	220	Men	7	N	Telor, 6, N, Cleric, 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



Lurid Lairs

Hex No.	Animal
0331	Crocodile - 12
0508	Dolphin - 8
1111	Whale - 5
1506	Whale - 4
1714	Giant Eels - 3
1916	Shark - 6
2026	Giant Sea Horse - 14
2214	Pungi Ray - 2
2610	Sea Horse - 9
3033	Dolphin - 6
3505	Giant Sea Turtle - 1
3515	Strangleweed - 9
3529	Aquatic Elves - 73
3823	Aerial Servant - 1
4106	Giant Sea Horse
4126	Gold Dragon - 1
4323	Aerial Servant - 1
4509	Baracudda - 5
4528	Rhinoceros - 2
4616	Shark - 10
5116	Sahuagin - 35



Idyllic Isles

- 0103 **Eastgate Key** - Hundreds of human skeletons line the beaches of this upopulated island
- 0114 **Vingilotar Islands** - Two bands of Goblins continually war with each other on these two islands
- 0115 **Blackhawk 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 roam the islands searching 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 side a waterfall. The surface of the plateau is covered with long grass and is a frequent stopping place for migrating herds of Pegasi.
- 1916 **Isle of Taka** - Both only rocky pinnacles, the western most has a cave on the northern shoreline inhabited by a Giant Octopus. 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
 2115 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.
- 2028 **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, 1 HP each, AC: 2, no 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 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 magiks 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 has been shipwrecked 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.
- 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 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 - **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. Only now are a few hardy weeds beginning to grow once more.
- 3823
- 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 birchwood. 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" do 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.
- 3906 - **Kalu Cay** - Small islets over-run with large, ferocious Crabs. These Crabs 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.
- 4006
- 4004 **Blende Cay** - A small tribe of 20 Kobolds inhabits the tumble-down ruins of an old fort. They are unable to do more than pilfer small items from the occasional ships 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-grey 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 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 Gornk carves beautifully decorated little wooden bowls that are worth from 25 to 50 SP each. His small hut is located on the northern rock and he does his fishing from the southern.
- 4805 **Dead Gull Rock** - A small rocky islet, having only a crude stone shelter sometimes used by the fishermen of Tanta Isle.
- 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 who maintains a navigation beacon and keeps a watch for pirates and any activity of the Orcs by Tanta Isle.
- 4816 **Spouter Rock** - An uninhabited, tow-lying reef with a peculiar rock formation that causes tall spouts of water when waves hit it just right.

Ruins and Relics

- 0126 An eroded Sacred Well of Lost Peoples 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. Wandering through the labyrinth are eight 8th level Fighters sworn to protect the complex from intruders.
- 1306 Carved into the seabottom 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 in 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 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 monstrously large blocks of dark green stone which are now tumbled down and covered with silt and sand. Nothing of value remains here.
- 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 Eels.
- 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 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 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 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.

- 4904 **Holmdal Kay** - Several large stone-lined pits now mark the foundation of what once were a magnificent wooden palace and its out-buildings. No one now knows whom it belonged to and the ruins have long since been stripped bare except for a small Copper Dagger hidden in a crack between two large stone blocks.
- 4907 **Dasto Pinnacles** - Naught but a lump of barren rock only inhabited by flocks of Sea Birds. Washed into a crevice between two rocks is a carved wooden statue worth 100 SP to a Druid, 50 SP to anyone else.
- 4729 - **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 have applied their usual skills in mining and stonecraft 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.
- 4809 - **Tanta Island** - This island is the home of a small tribe of Orcs 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 titantic struggle between two great Sorcerors 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.

Gallmayne 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 in the island. Much of the production is flown out each year in a single huge aerial caravan of Rocs arranged by a powerful Guild of Magicians.

Citadels and Castles

Hex No.	Type	Class	Level	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
1702	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

Villages							
Hex No.	Name	Pop.	Type	Civil.	Align	Ruler, Level, 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	Halfling	3	CG	Klingdoor, 7, CG, FTR, Halfling	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	Flaimeth, 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	H-Elf	2	N	Astallain, 7, N, Illusionist, H-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, Ranger, Man	Horses
3033	Ravenslair	353	Men	6	CG	Billethosman, 7, CG, MU, Man	Sulphur
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
3604	Faling-thros	148	Men	8	N	Wordswand, 6, LG, Paladin, 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



Lurid Lairs

0210	Hobgoblins - 25
0415	Black Bear - 4
0704	Ghoul - 7
0930	Stirges - 8
1111	Giant Toads - 8
1327	Wolves - 7
1604	Ogre - 3
1819	Black Pudding - 1
2032	Jackal - 12
2210	Cockatrice - 4
2320	Kobolds - 29
2626	Mummy - 1
2805	Owl Bears - 3
3121	Werewolf - 8
3307	Harpy - 3
3523	Zombies - 8
3919	Dire Wolf - 5
4203	Sea Elves - 19
4616	Orcs - 15
5031	Bandits - 12



Idyllic Isles

- 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 Babboons whose preference for Human flesh has discouraged any landings on the island for four years.

Ruins and Relics

- 0104 A 25 foot high dark grey 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 a 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, lies 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 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 of a king, and if any are disturbed, they animate, fighting as 11 - 14th level Fighters 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 who have tunneled out the area beneath them for a lair.
- 1512 A ancient Silvered Helmet lying in the underbrush has been taken over by a very small, dangerous looking non-poisonous Snake. 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.
- 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 A 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 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 Crystal Ball 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 Sceptre with a bronze snake wrapped around its shaft has become the toy of a slightly demented Ogre. The Ogre lives in the buried tomb where he found the sceptre. 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 feet 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 *Magic Mouths* 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 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.
- 3225 A wooden Bridge over the stream has been converted into a trap by five Orcs 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.
- 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 *Magic Mouths* shouting "Bravo", "Encore", "Do it again", etc.
- 3521 Eight feet down in a two feet diameter hole covered with underbrush is 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 attacking 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. 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 *Bless* 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 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 skelton 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 Sulphuric 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.



Castles and Citadels

Hex No.	Type	Class	Level	Align	Men
0606	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

K. SIEMBIEDE



Villages							
Hex No.	Name	Pop.	Type	Civil.	Align	Ruler, Level, Align, Class, Type	Resources
0205	D'alfang	328	Man	6	CG	Brandon, 9, CG, FTR, Man	Furs, Wood
0207	Cordoom	197	Man	7	N	Louwellyn, 6, CE, FTR, Man	Gems
0404	Rallu	8750	Man	7	CE	Danstone, 10, N, FTR, Man	Market
0832	Tula	9120	Man	8	LG	Waremoos, 12, LG, MU, Man	Market
1734	Waterplace	124	Man	4	N	Nalithang, 6, LE, Cleric, 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, Bard, 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, Cleric, 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, Cleric, Man	Fish
4204	Prats Landing	464	Man	9	N	Droon, 6, N, Druid, 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

Lurid Lairs

0204	Apes - 23
0332	Dragon Turtles - 2
0406	Giant Sharks - 6
0720	Tritons - 8
0903	Whales - 2
0925	Plesiosaurus - 1
1115	Giant Squid - 1
1430	Giant Crocodiles - 9
1632	Wyverns - 2
1910	Manta Ray - 3
2321	Ixixachitl - 30
2432	Blink Dogs - 2
2608	Sea Lions - 3
2912	Gnolls - 12
3033	Alligators - 12
3311	Wolves - 10
3323	Lacedon - 11
3603	Giant Crabs - 4
3716	Giant Sharks - 3
4106	Minotaurs - 2
4422	Bronze Dragon - 2
4709	Giant Sharks - 7
4831	Sahaguin - 30
5115	Dolphins - 8



Islands

- 0709 **The Sylvan Isle** - The home of a Druid, this island has been covered with *Plant Growth* and *Hallucinatory Terrain* spells to the point where movement is only possible along well marked, well watched paths.
- 0732 **Dramring Island** - A beautiful woman (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 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 overgrown with vegetation. Villagers know old stories of the ship, explaining its captain angered an Evil High Priest, but are unaware of the exact location.
- 1108 **Island of Sin** - A Type II Demon 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 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** - 25 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 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 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 sells fine statues which he finds on the island, unaware of the presence of the Gorgon which roams the island.
- 2314 **Philch Isle** - Three Leprechauns take great delight in raiding unwary travellers, 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. 40% chance per day of a hanging.

- 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 shipwrecked here to watch for a new boat to steal.
- 3409 **Isle of the Mad Armorer** - A deranged Dwarf, has spent the last six years working on a chainmail Hauberk for a 100 foot tall statue which stands on the island. His project is almost complete.
- 3509 **Rostalk's Island of Madness** - A blind Magic User will trade "a most magical box" for a wineskin of water from Changing Island (*Wilderlands of the Magic Realm, Map 11, Ghinor, Idyllic Isles*). 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
3607 - Decree. The only people permitted on the islands are Royal Hunters as the flesh is a prized delicacy
3707 at court.
- 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 (10% chance per hour) spews forth a choking dust cloud. Saving throw vs. poison or fall choking. If choking, saving throw of under Constitution or die.

Ruins and Relics

- 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.
- 0607 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 who is after the Merman 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 try to lure heavily armored people over the bridge by stealing things, crossing the bridge, and throwing the stolen item out in the open.
- 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 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 skelton.
- 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.
- 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 (05% chance per day, the top of the Temple opens and water is sucked in, creating a small whirlpool on the surface. The inhabitants of the Temple are an unknown water-breathing race who *Polymorph Smaller* objects caught in the whirlpool before these objects are sucked into the Temple.
- 2918 Several wrecked ships have been covered with *Continual Light* spells by a mad Wizard who was transformed into a water-breathing creature when he misused a *Wish*. The bright-lit graveyard of ships frightens most sailors although the 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 stern staved in. A Giant Octopus 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 with four arms and flippered feet. He is very curious, but also quick to anger, and as he is also an 18th level Magic User, he is very dangerous to anger.
- 3232 A mad Ogre jumps out of trees onto unarmored travellers. 2 - 24 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, 9 points of damage) 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 dozen 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 ½ 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 weatherbeaten slab with a Royal Decree carved into it, declaring all Magic Users were to be taxed. It is signed by Nachal-bandalm, a king 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, animates if any liquid touches it, doing a fine dance before flying away.
- 4703 A Hill Giant 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 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 describe 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 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 34 Sets of bronze armor 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.

Silver Skin Islands

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

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

- 2514 **Bridgeron Island** - *Population*: 1,020; *Ruler*: Valcondoos, Level 7, CE, Magic User, Man; *Major Village*: Mordston; *Major Products*: Fish, Grains. 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.

- 2913 **Arrow Tree Island** - *Population*: 1,140; *Ruler*: Bentavius, Level 9, CG, Cleric, Man; *Major Village*: Elsmoak; *Major Products*: Pipeweed, Grains. 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.

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.

- 3311 **Oakenwood Island** - *Population*: 1,650; *Ruler*: Landriast, Level 9, N, Cleric, Man; *Major Villages*: Haven and Marchon; *Major Products*: Coral Jewelry, Lumber. 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** - *Population*: 1,250; *Ruler*: Wanstrell, Level 7, N, Fighter, Man; *Major Village*: Thalthaski; *Major Products*: Cloths, Quality Weavings. 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 Thalthaski, and taking up adventuring once more.

Large herds of sheep are sheperded 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** - *Population*: 1720; *Rulers*: A Triumvirate composed of Rallatrone, Level 6, N, Fighter, Man; Kardock, Level 7, N, Cleric, Man, and Splenlevi, Level 7, LE, Illusionist, Man; *Major Village*: Prats Landing; *Major Products*: Salt, weapons. 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** - *Population*: 2,120; *Ruler*: Tradock, Level 9, N, Fighter, Man; *Major Village*: Trade Post, Pilderth; *Major Products*: Pearls, Jewelry. The manufacture of jewelry on the island is greatly enhanced by the presence of a colony of Dwarves who live near the center of the island, large oyster beds provide the pearls which adorn much of the 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 force 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.

Castles and Citadels

Hex No.	Type	Class	Level	Align	Men
0514	Cit	FTR	8	CG	50
0718	Cas	Bard	12	N	80
1310	Cit	FTR	7	CG	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	CG	100



Villages

Hex No.	Name	Pop.	Type	Civil.	Align	Ruler, Level, 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, Assassin, Man	Horses
0326	Zanda	158	Elf	7	CG	Finthane, 7, CG, Illusionist, 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, Assassin, Man	Leather
1118	Pranstongue	397	Elf	9	LG	Caterr, 6, CG, FTR, Elf	Jewelry
1227	Briarbrush	459	Men	2	N	Deken, 6, N, Druid, Man	Cloths
1303	Eldiston	418	Men	8	LG	Neppy, 5, LG, CL, Man	Fish, Market
1312	Topaine	348	H-Elf	8	CG	Vade, 7, LG, CL, H-Elf	Silver
1431	Halingsbrance	113	Orcs	5	LE	Ekimel, 7, LE, Illusionist, Man	Spices
1519	Bramly	132	Elf	8	LG	Ibrian, 8, N, FTR, Elf	Wine
1703	Jaliquenta	363	Men	6	CE	Terborg, 6, NE, Bard, Man	Market
1807	Faneton	420	H-Elf	8	N	Yreggus, 9, N, FTR, H-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, Ranger, 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	Kef Nal	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, Halfling	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	Chankals, 7, LG, FTR, Dwarf	Copper
4307	Thrush	398	Men	6	LE	Stust, 7, CE, MU, Man	Furs
4415	Nurenthane	386	Men	2	CG	Pentrollik, 4, CG, CL, Man	Marble
4522	Prim	234	Dwarf	8	N	Nimtrask, 8, N, FTR, Dwarf	Iron
4702	Wolsdag	345	Men	5	N	Brenillashia, 4, N, CL, Man	Pearls
4708	Rastingdrung	458	Men	4	N	Rondrake, 8, LE, Monk, Man	Market
4710	Underleaf	245	Dwarf	3	CG	Giggar, 7, CG, FTR, Dwarf	Toys
4928	Vastoniati	294	Dwarf	5	LE	Hadolph, 7, LE, FTR, Dwarf	Coal



KEVIN SIEMBIEDA-79

Lurid Lairs

0305	Mermen - 45
0316	Hell Hounds - 8
0328	Green Dragon - 1
0518	Wild Cattle - 43
0703	Giant Crab - 1
0731	Basilisks - 4
1016	Umber Hulks - 2
1112	Gorgons - 2
1125	Purple Worm - 1
1201	Sea Elves - 38
1330	Griffons - 8
1406	Giant Stag - 2
1612	Manticores - 3
1831	Type II Demon - 1
2221	Wereboars - 3
2318	Lammasu - 4
2514	Chimera - 3
2628	Ghouls - 12
2810	Orcs - 25
2830	Cavemen - 18
3004	Blink Dogs - 3
3011	Elephants - 8
3121	Spectres - 6
3307	Pegasus - 2
3525	Werebears - 5
3617	Minotaur Lizards - 2
3622	Red Dragon - 3
3808	Type I Demon - 1
3928	Brown Bears - 2
4205	Wights - 8
4321	Cave Bears - 6
4529	Giant Snakes - 3
4704	Manticores - 4
4824	Displacer Beast - 4

Islands

- 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, 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 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.

Ruins and Relics

- 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 deerheads 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 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 1 - 6 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.
- 0522 A trap door in the ruins of an abandoned Monastery leads to a group of partial caved in catacombs deep under the earth. Fifteen Ghouls wander the passages as well as a single Vampire. They avoid the Sceptre of Bardingloos, which dispels any Undead it hits. The Sceptre draws its power from the twelve 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 2D *Lightning Bolt* if touched, or if someone enters the circle, they fire together, combining for 12 dice of 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 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.
- 1306 A Stone Medusa stands under a rock overhang. Four Wererats 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 10 - 60 GP.
- 1528 A rope bridge crosses a 200 foot crevice, guarded at each end by 12 Zombies led by a Wight.
- 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. 60% chance per turn to ignite if someone is carrying a lit torch, burns out in 2 - 12 turns. 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 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 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 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.
- 2305 Mice have eaten through the wooden sides of an old grainery, undeterred by the efforts of 19 Zombies 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 which was built around an ivory message case stuck in the crevice. In the case is a wormeaten message detailing the rise of Angall at the Fortress Badabaskor.
- 2409 A set of very dry sticks covered with dry grasses still covers an old hunting pit. A group of seven poisonous Snakes have taken up residence in the bottom of the eighteen feet 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 wall 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. The Apes have broken into the burial crypts near the palace and use the bones found there as toys, tossing the skulls back and forth. One skull is left on the ground where it landed last as it is animated and bites.
- 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 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 ascendible ladder which leads to a small cave, 120 feet up. In the cavern is 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 Pallisade surrounds the remains of an abandoned village, its gate tightly closed. The Pallisade 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 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 becomes 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.
- 3619 A sub adult Brass Dragon 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 bird pictures.
- 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) 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 1 - 6 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, 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.

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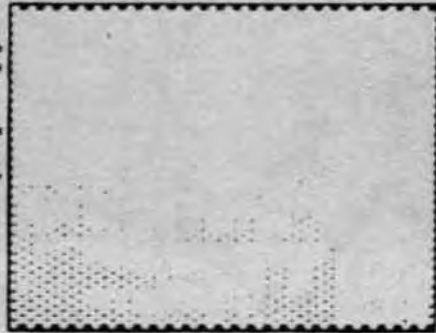
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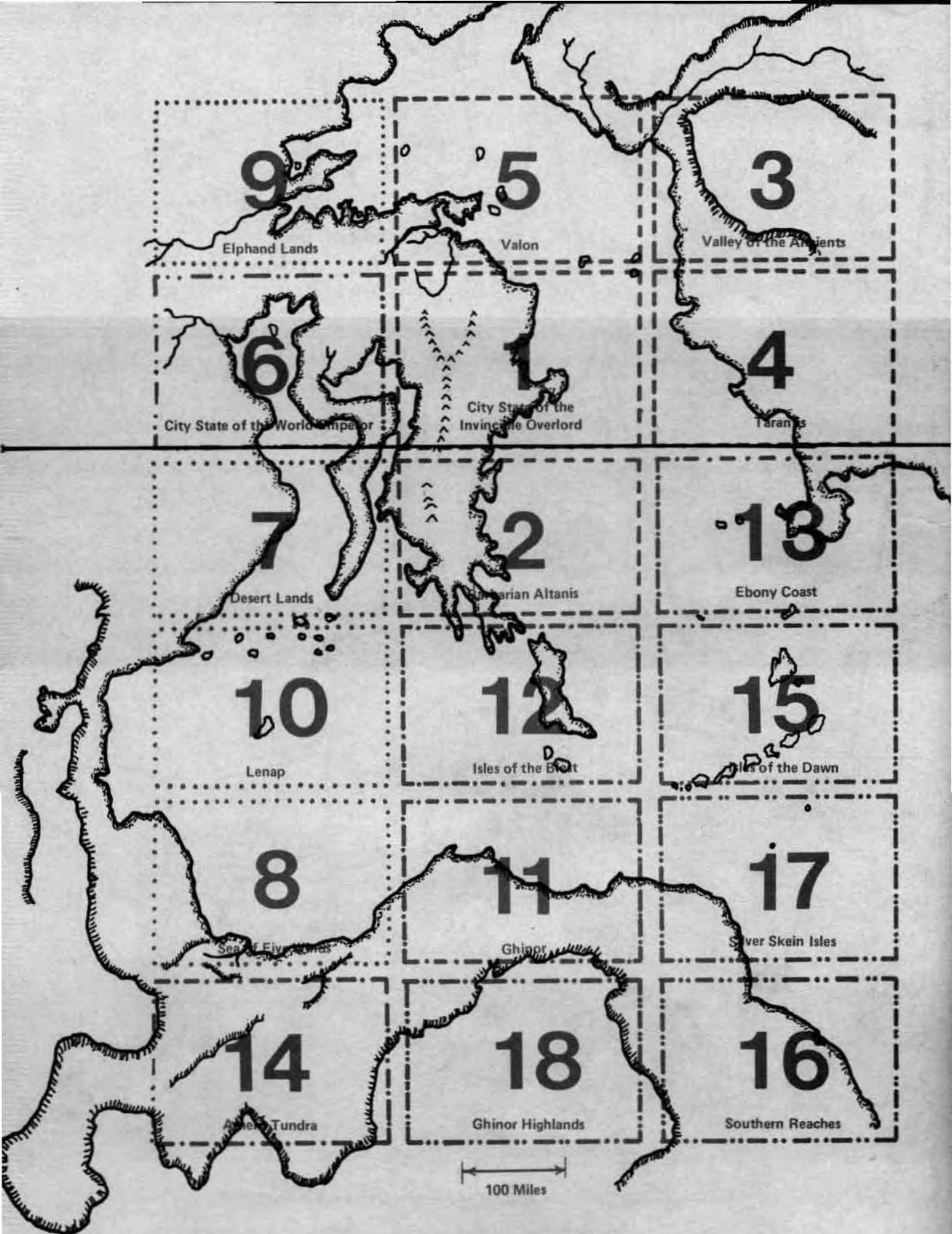
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9

5

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Elphant Lands

Valon

Valley of the Ancients

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City State of the Invincible Overlord

Taranis

7

2

13

Desert Lands

Hungarian Altanis

Ebony Coast

10

12

15

Lenap

Isles of the Bloat

Isles of the Dawn

8

11

17

Sea of Ely

Ghinor

Silver Skein Isles

14

18

16

Arctic Tundra

Ghinor Highlands

Southern Reaches

100 Miles

Isles of the Dawn Campaign Map Fifteen

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BLUEFIN REEF

RASTAL CAY

T'DONNA CAY

K'dda

GALLMAYNE ISLE

Korden

BLUE LIGHTNING ROCK

K'BANI KAY

Dourten

Sindalerian Bay

Diagoncar

Bondpari

Closewind Cave

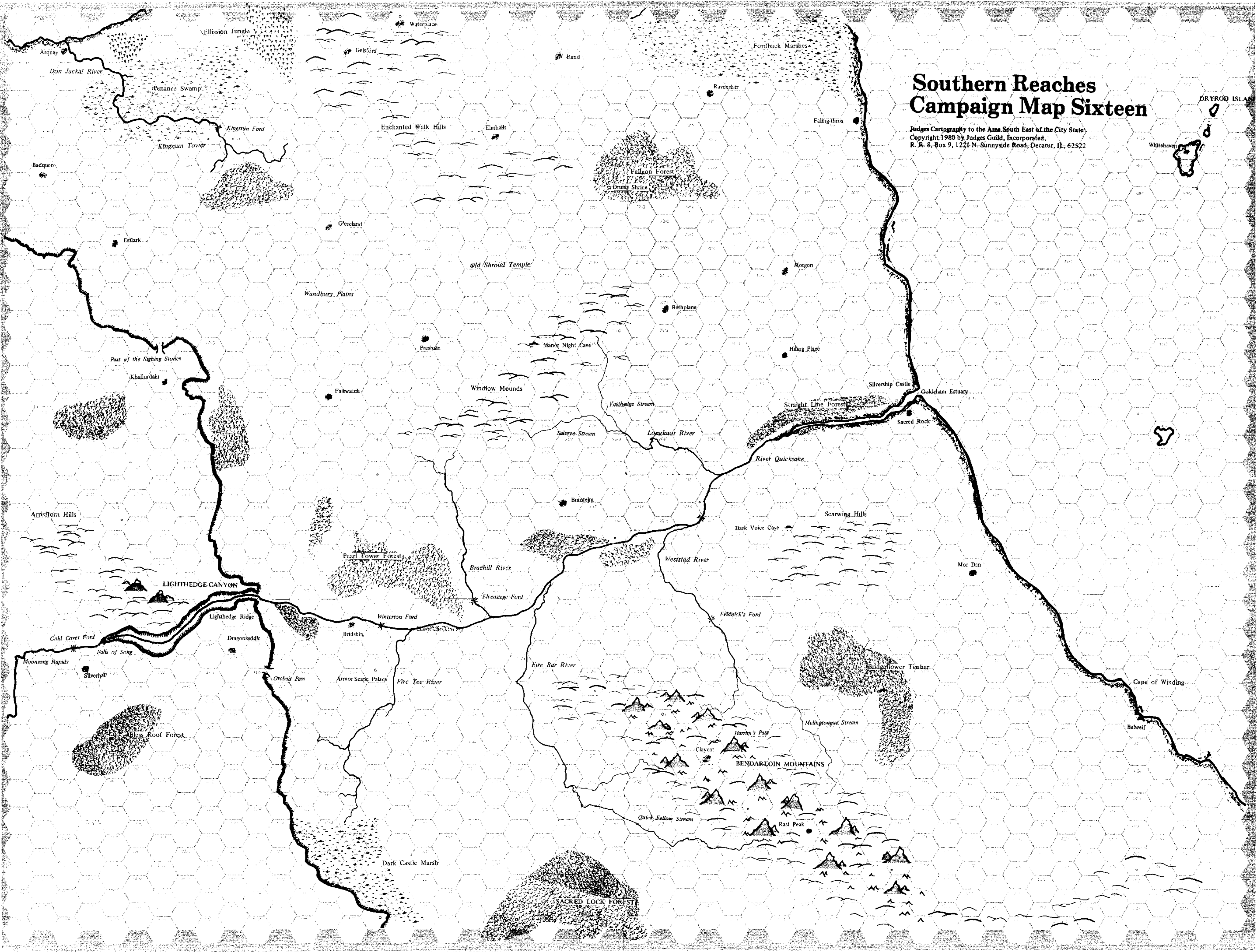
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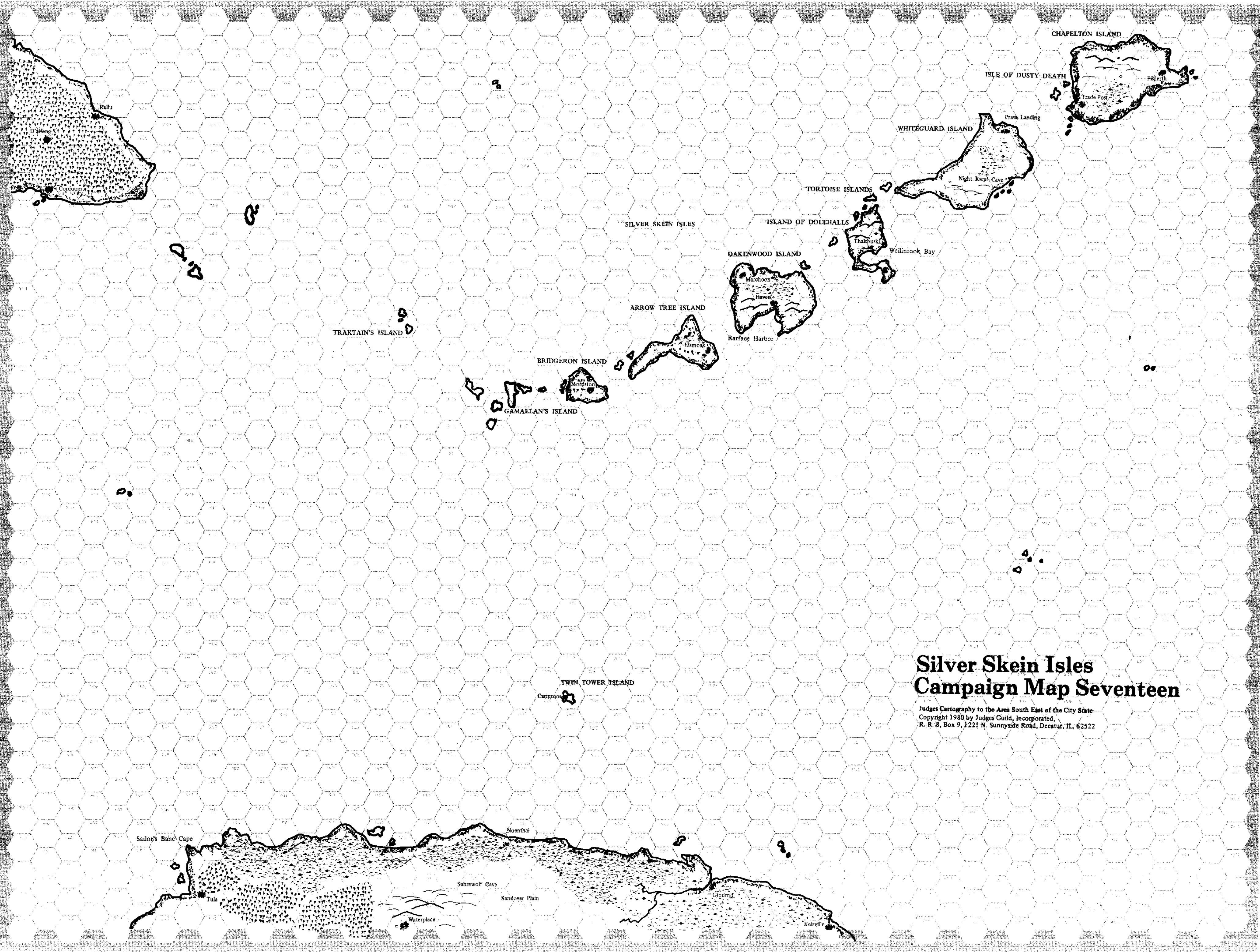
Southern Reaches Campaign Map Sixteen

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DRYROD ISLAND

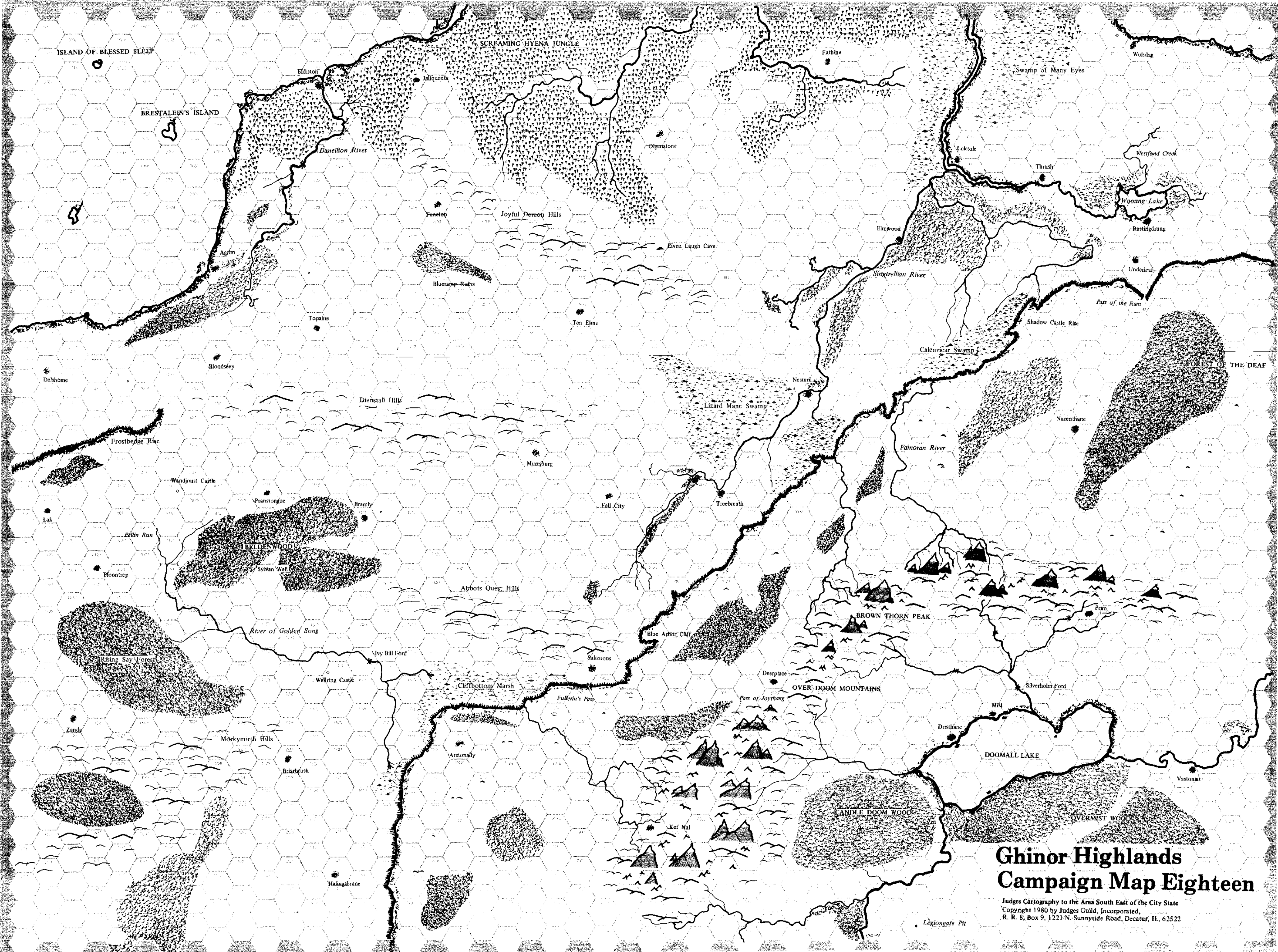
Whitehaven





Silver Skein Isles Campaign Map Seventeen

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Ghinor Highlands Campaign Map Eighteen

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Legiongate Pit