Fantastic Wilderlands Beyonde

by Judges Guild

Official game aid for

DUNGEONS & DRAGONS™

67 $8

With Four 17x22" Judge's Campaign Maps & Four Players' Campaign Maps & 32 Page Guideline Booklet

THE FANTASTIC WILDERLANDS BEYONDE

A FANTASY GAME AID

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Table of Contents

Page 4 Desert Lands Villages
Page 5 " " Castles & Citadels, Lurid Lairs
Page 6 " " Idylic Islands
Page 7 " " Ruins
Page 8 " " Ruins
Page 9 " " Ruins
Page 10 Sea of Five Winds Villages, Castles & Citadels
Page 11 " " " " Idyllic Islands
Page 12 " " " " " " Ruins
Page 13 " " " " Ruins
Page 14 " " " " "
Page 15 " " " " "
Page 16 " " " " " , Lurid Lairs
Page 17 Art Work
Page 18 Elephand Lands Villages
Page 19 " " Castles & Citadels, Lurid Lairs, Idyllic Islands
Page 20 " " Idyllic Islands, Ruins
Page 21 " " Ruins
Page 22 " " "
Page 23 Lenap Villages, Castles & Citadels
Page 24 " Idyllic Islands
Page 25 " " "
Page 26 " Ruins
Page 27 " "
Page 28 " " , Lurid Lairs
Page 29 Booty List
Page 30 Booty List

ABBREVIATIONS that are commonly used by our authors

SL- Social Level (status as in the Guide to the City State)
HTK- Hits to Kill (damage points able to sustain before killed; hit points; accumulative hits)
LVL- Experience Level (fighting level)
HD- Hit Dice (which roughly relates to experience level)
HP- Hit Probability bonus to hit (if plus number stated)
NA- Number Appearing (number of monsters encountered)
FEM- Female character
FTR- Fighter class
MU- Magic user class
CL- Cleric class
TH- Thief class (1st mentioned in Greyhawk, page 4)
IL- Illusionist class (1st mentioned in Strategic Review, Vol I, #4, page 5)
BA- Bard class (1st mentioned in Strategic Review, Vol II, #1, page 11)
RGR- Ranger class (1st mentioned in Strategic Review, Vol I, #1, page 4)
DR- Druid (1st mentioned in Greyhawk, page 35 & Eldritch Wizardry, page 4)
MNK- Monk class (1st mentioned in Blackmoor)

SG- Sage class (1st mentioned in Blackmoor)
ExPt- Experience Points. WPN- Weapon. r- Melee Round. t- Turn. PROB- Probability of occurence. S- Strength. I- Intelligence. W- Wisdom. CON- Constitution. DEX- Dexterity. CHAR- Charisma. PSY- Psyonic Ability (from Eldritch Wizardry. AC- Armor Class. @- each. ALIGN- Alignment. HO %- House Odds, GAM- Gambling Skill characteristic (both explained in Guide to the City State). CE- Chaotic-Evil, LG- Lawful-Good (& combinations thereof), N- Neutral. HALFL- Haflings. PP- Platinum Pieces. EP- Electrum Pieces. GP- Gold Pieces. CP- Copper Pieces. SP- Silver Pieces. NPC- Non Played Character. ST- Saving Throw.

Desert Lands Campaign Map Seven

Desert Lands Villages

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER,LEVEL,ALIGN,CLASS & TYPE	RESOURCES
0105	Athelsward	280	Men	4	N	Dommer the Cruel 6,LE,FTR,Man	Market
0117	Hothme	95	Men	6	N	Coltar Big-hands 7,N,FTR,Giant	Salt
0132	Melasures	120	Elf	2	CG	Darth Hoth-man 4,CG,SA,Man	Market
0216	Nydad	214	Men	7	N	Motley Muzhik 8,N,FTR,Man	Wine
0403	Dyta	105	Elf	7	CG	Snig of the Signet 5,CG,MU,H-Elf	Market
0609	Nashurpals	340	Men	7	N	Maid Cephopeia 4,LG,MU,Man	Oil
0723	Zakuta	158	Men	7	N	Kravton the Cryptic 6,N,IL,Man	Market
0724	Birjani	126	Men	3	LE	The Horde-master 6,LE,FTR,Man	Iron
0803	Doughty	100	Half.	1	N	Chaff Bone XI 5,N,FTR,Man	Market
0822	Ell Bastis	153	Orc	6	CE	Stygilan Deeth 4,LE,MU,Man	Wine
0923	Shealoh	85	Dwarf	6	LG	Piddling Nathan 4,LG,FTR,Dwarf	Iron
0924	NabiNagiab	96	Men	7	LE	Primarus IV 9,LE,CL,Man	Market
1008	Laudenesh	168	Dwarf	7	N	Breach Barin 6,N,FTR,Dwarf	Iron
1030	Olgerd	242	Men	5	N	Burloon the Just 5,LG,CL,Man	Market
1106	Rymafore	107	Men	4	N	Rachitix Pock 3,CE,FTR,Man	Zinc
1210	Dimark	268	Men	5	LG	Ladnem the Strict 6,LG,FTR,Man	Coal
1304	Ihnnyas	148	Hob.	6	N	Pug-little Sonat 4,N,TH,Man	Baskets
1317	Jarab	180	Elf	6	LG	Laughing Vamtar 6,N,TH,Elf	Rope
1511	Ajjibawn	193	Orc	7	LE	Nimrodil the Vile 8,LE,CL,Man	Hides
1603	Mateh	329	Men	7	N	Proctor Glimring 9,N,FTR,Man	Timber
1621	Ferech Idu	250	Men	8	N	Craftarvan II 8,LE,MU,Man	Market
1731	Larif	146	Half.	7	CG	Moonstruck Med 4,CG,FTR,Elf	Bows
1808	Abdu-Kab	393	Men	6	N	Wixnon the Curious 9,CE,FTR,Man	Torches
1919	Kod'l	148	Men	5	LG	Fenbow of Alas 5,LG,FTR,Man	Market
2002	Taz'm	78	Men	5	N	Tenijan Crakface 3,N,FTR,Man	Pelts
2012	Ordurt	150	Elf	4	N	Eternal Doxula 5,N,MU,Elf	Wine
2106	Fongridge	235	Men	5	CG	Chekabim Bussy 5,LG,FTR,Man	Petroleum
2115	Arramas	272	Men	2	N	Ayeshia the Fair 4,N,IL,Man	Market
2123	Shiktat	136	Half.	3	N	Purple Pimbor 4,N,BA,Halfling	Herbs

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER,LEVEL,ALIGN,CLASS & TYPE	RESOURCES
2318	Alas	125	Men	4	N	Salop Kaumast 5,N,FTR,Man	Fish
2404	Stonewright	201	Men	5	N	Happy Hogmany 5,LG,CL,Man	Horses
2425	Davinotern	246	Men	6	N	Rastalgart the Bear 6,N,FTR,Man	Limestone
2515	Rowan	67	Men	4	LG	Conchobarin III 7,LG,FTR,Man	Market
2607	Befalls	166	Men	4	N	Dedalis Grey-Club 6,N,FTR,Man	Sheep
2616	Nightsward	230	Men	4	N	Captain Belarmin 7,N,FTR,Man	Pelts
2728	Frasket	117	Orc	3	CE	Hlgathon Elf-Slayer 7,Le,FTR,Man	Pitch
2807	Sursa Gales	250	Hob	6	N	Hegiran the Stout 6,N,FTR,Man	Market
2820	Cragthrob	284	Half.	5	N	Grandmaster Fatas 10,LE,TH,Halfling	Leather
2926	Goll	176	Elf	4	CG	Farret Farling 3,N,FTR,Elf	Horses
3002	Unneffer	70	Halfling	3	N	Morglag the Lucky 4,N,TH,Man	Oil
3129	Bassam	241	Gnome	2	LG	Lumpy Larwix 4,LG,CL,Gnome	Iron
3212	SmoulderHil	158	Dwarf	1	N	Bull Bungrek 5,LE,FTR,Man	Quartz
3403	Wortess	357	Men	7	LE	Cartarn One-leg 6,N,IL,Man	Boats
3419	Silmet	119	Men	6	N	Mandod the Bold 5,N,MNK,Man	Fish
3708	Dagonsharp	215	Goblin	5	LE	Big Pragnok 4,LE,FTR,Goblin	Slaves
3718	ValleyVilla	124	Men	6	LG	Sir Tancredan 7,LG,FTR,Man	Market
3730	Phial Fen	326	Orc	3	N	Branban Battleaxe 4,LE,FTR,Man	Ore
4022	Laudehesh	176	Men	3	LE	Gonerial Evil-dog 3,LE,MU,Man	Barrels
4311	Belitsward	280	Men	6	N	Sarlenina Holin 5,N,BA,Man	Trade
4319	Grindwell	133	Dwarf	7	N	Tristronar the Cany 6,CE,MU,Elf	Market
4325	Parapet Scarpe	77	Gnoll	5	CE	Bolg Baren Bar 3,CE,FTR,Gnoll	Hides
4332	Lasthill	384	Elf	4	CG	Capulan Tree-friend 4,CG,MU,Elf	Leather
4610	Vardane	264	Men	4	N	Tithonis Fair-Hair 4,LG,FTR,Man	Fish
4628	Questravale	387	Goblin	4	N	Ighthan Fo 5,LE,CL,Man	Market
4709	Moramines	213	Dwarf	2	N	Bane Bodian 4,N,FTR,Man	Tins
4823	Narrowridge	306	Orc	2	LE	The Eye of Green 7,LE,MU,Man	Market
4904	Gadorsalt	273	Men	3	LG	Deirdren Hunter 4,N,FTR,Man	Pelts
5009	Snarl	161	Men	3	CG	Snippy Quitam 3,N,TH,Man	Timber
5027	Blackmarsh	343	Men	3	N	Mondugus Marow 5,CG,IL,Man	Market
5102	Dier	292	Men	5	N	General Rekwalf 5,N,FTR,Man	Pitch
5131	Varnage	157	Goblin	6	LE	Dog-Killer Delf 5,CE,FTR,Goblin	Sugar Cane
5213	Quitzit	113	H-Elf	6	LG	Angthor Mag 7,N,FTR,Man	Market

Desert Lands

Castles & Citadels

Hex No.		Class	Level	Align.	Men
0403	Cas.	MU	8	LG	165
0425	Cit.	FTR	4	CE	25
0522	Cit.	FTR	6	N	60
0605	Cit.	MU	3	LG	10
0708	Cit.	CL	5	N	55
0823	Cas.	SA	6	N	115
1206	Cas.	MU	7	CE	165
1213	Cit.	FTR	4	CE	25
1332	Cit.	CL	7	LG	70
1807	Cit.	RGR	5	LG	20
2109	Cit.	MU	8	CE	45
2116	Cit.	FTR	4	N	35
2221	Cit.	FTR	7	CE	60
2311	Cit.	CL	4	CG	25
2317	Cas.	FTR	8	N	140
2433	Cit.	PAL	6	LG	25
2502	Cit.	MU	4	N	30
2816	Cit.	BA	6	CE	55
3119	Cit.	CL	5	N	30
3209	Cit.	CL	8	CE	60
3226	Cas.	FTR	7	N	150
3333	Cit.	MNK	8	LG	30
3403	Cas.	MU	6	N	135
3722	Cit.	FTR	4	CE	55
3829	Cit.	SA	6	LG	55
3915	Cit.	FTR	4	N	20
4027	Cit.	MU	4	N	35
4625	Cas.	SA	6	LG	120
4710	Cas.	FTR	7	N	150
4731	Cit.	FTR	3	CE	15
4903	Cit.	CL	5	CG	45
5112	Cit.	FTR	4	N	35

Desert Lands

Lurid Lairs

Hex No.	
0107	Giant Scorpions--4
0122	Baboons--16
0302	Wolves--13
0327	Wild Camels--15
0507	Leopards--10
0629	Giant Toads--8
0719	Lions--10
0806	Rocs--7
1002	Giant Spiders--11
1225	Blink Dogs--3
1420	Giant Cobra--4
1503	White Apes--5
1533	Wild Asses--7
1906	Bears--15
2224	Giant Rats--11
2407	Wolves--21
2630	Giant Wasps--10
2813	Wild Dogs--17
3026	Mountain Lions--9
3216	Giant Leeches--12
3428	Giant Beavers--5
3507	Crocodiles--16
3518	Boring Beetles--4
3707	Lampreys--10
3727	Fire Lizards--2
3802	Giant Sharks--5
3813	Giant Wasps--7
3833	Wild Pigs--13
3910	Snakes--24
3922	Giant Skunks--7

Hex No.	
3931	Rams--18
4001	Plesiosaurus--2
4016	Giant Weasels--7
4024	Wild Dogs--12
4208	Aquatic Elves--10
4227	Giant Ticks--9
4305	Weed Eels--17
4315	Giant Toads--9
4334	Giant Spiders--5
4409	Sea Horses--12
4422	Giant Leeches--11
4430	Giant Ants--135
4506	Mermen--8
4527	Dire Wolves--5
4615	Sea Monster--1
4702	Wolverines--7
4721	Giant Fish--10
4908	Rocs--3
4914	Giant Squids--6
4926	Wart Hogs--13
5011	Giant Porcupines--7
5022	Mermen--11
5029	Dolphins--18
5103	Giant Goats--7
5116	Giant Squids--4
5129	Giant Sea Spiders--9
5206	Giant Otters--7
5214	Giant Crabs--5
5223	Manta Rays--11

4106 A dense blue fog covers the two neighboring islands from dusk to dawn. The fog causes anyone spending the night to lose their hair, no saving throw. A band of small dogs that inhabit the island remain in the halls of a beached merchant galley. The dogs eat the roots of leafless gray trees that are scattered throughout the island to prevent the loss of their hair from the fog.

4919 These two small islands are occupied by cannibals that have been at war with each other for 100 years. A giant frogs head carved from stone rests on the highest point of the northern island. The head sprays a green mist from its eyes(radius of 20') which causes cannibalism in everyone breathing the mist. (saving throws applicable -2)

5120 An insane exiled warlord rules this island of halfling fishermen with the help of his loyal wizard. An oily drizzle which prevents any vegatation from growing, comes every night contaminating all food it comes in contact with.

5131 LOST ISLAND The sleepy little village of Varnage is tucked away in the middle of the island. But at night a light salty breeze causes the women of the island go insane and attack anyone wandering out of their huts. It is rumored that a beached longship will reflect moon light off its silver-plated figurehead of a giant goat, towards a buried treasure of gold and silver shark teeth.

5132 This is the sacred burial ground of sea turtles. Anyone landing on this island will forever be followed by a giant turtle that will try to ram the ship. When a sacrifice of four blue pearls is tossed to the turtle it will leave.

DESERT LANDS RUINS & RELICS

0103 Seven abandoned log cabins of crude construction are overgrown with underbrush. A totem pole has toppled and lies covered with weeds. The surrounding high weeds are inhabited by six Wild Boars; HD 3+3, HTK 16-18-23, AC 7, Damage 3-12. Under a flagstone in the cabin on the western edge of the clearing is a backback with three vials of Holy Water and one Potion of Healing.

0126 A crytallized Iguanadon is half-buried in a huge mound of broken pottery, rusted iron implements, and debris.

0212 A brass gate, sixty foot of 16' high wall of stone, and a rotting wooden cart are all that remain of a once active fortified village. The wall is partially overgrown with vines and portions of various buildings within 300 yards are collapsed and charred.

0426 Partially sunken in a marshy dell are the vestiges of three water fountains and a carved wall. Giant frogs frequent the area and an occassional spear or arrow protudes from the marsh.

0518 A fifteen foot gong made of heavy brass protrudes from some boulders amidst dense underbrush. Twenty-three skeletons in rusted chainmail tunics and armed with scimitars lay in a ring nearby.

0526 A crumbling palace is filled with cobwebs, green dust, and three Giant Scorpians; HD 5+5, HTK 36-41-27, AC 3. The lower rooms are filled with a cool damp mist and the wine cellar crypts are occupied by four Ghouls; HD 2, HTK 9-12-6-6, AC 6. In a niche above the balcony is hidden a copper tube in which is rolled a Flying Carpet.

0630 A collapsed fortified manor house stands on a windy hillock. A huge red stain covers the roof.

1016 A large arched bridge protrudes from the earth. Along the castellated sides of the bridge are engravings of various dinosaurs and runes.

1128 A barbarian female is chained to a fifty-foot stone pillar standing in the center of a collapsed village. Living in the stone piles of debris are fourteen clerics of an ancient cult. In a dry well nearby, a Poisonous Giant Snake; 4 + 2 HD, HTK 25, AC 5; is sleeping. The well is lined with the skeletal remains of many victims.

1324 A glove, astrolobe, lantern, and wrought iron table are partially buried in a sandy pit. Sixty foot east, the charred remains of a stage coach lies on it's side.

1427 A thirty-foot wooden door is partially buried and overgrown with vines. Under the door are two horned helms, a large battleaxe, a spiked shield, and a red marble throne. Sixty foot north of the site is a pit filled with burnt debris and shaped stones.

1615 Within a cave filled with thousands of bats hanging upside down from the rough hewn ceiling is a forty-two foot skeleton of a giant. Cut deeply into the cave wall is the name "Nemainikham". If pronounced aloud, the skeleton will jerk. Huge beams support the walls.

1726 Covered with dense brush is a twenty-foot stone gargoyle with a Mirror of Life Trapping clutched in it's claws. The mirror cannot be removed without breaking it.

1921 On a vine covered altar beneath a rocky overhang sits a horned skull of an ancient wizard. A dented breastplate with a flying eagle embossed upon it and a broken two-handed sword lies at the foot of the altar.

2023 Within a small cave is the entrance to an ancient crypt wherein hangs a two-foot cube of crytal on a silver chain worth 1,490 SP. The pulsating heart of some long forgotten wizard is contained in the cub and will cast one geas spell and one charm person spell per day by shear strength of willpower. The crystal can speak any human language and will explode causing 6-36 points of damage if 10 points of damage are caused upon it. The crypt contains three charmed Goblins; HD 1-1, HTK 3-2-4, AC 6, Sword armed; which will defend the crytal to the death. A chest filled with magical apparatus worth 3,920 SP stands on a wooden bench and inside the sealed sarcophagus is a jeweled necklace worth 1,650 GP. The wizard's body has long ago changed to dust.

2209 An ancient cup-shaped altar stone carved with images of lions made of granite stands atop the highest bluff in the area. Runes of Summoning permit one person to summon a Roc; HD 6, HTK 36, AC 4; once per month. The Roc will obey the person summoning him for three weeks.

2328 A six foot diameter beam of light jets out of a twenty foot deep hole. A phosphorescent meteor at the bottom of the hole will burn anything approaching within 10' for 3-18 points of damage. Nothing will change the entropy or cool the meteor.

2431 A boulder carved in the shape of a baby dragon is nestled over the active source of lava deep below the surface. At any one time, there is a 30% chance that the dragon's mouth will spew forth superheated steam via an iron pipe connected with the cavern of lava and dripping water. The superheated steam will leap forth 60' and cause 8-48 points of damage, saving throw applicable.

2619 The statue of an amazon with a grinning crystal skull is tilted crazily over a deep pit. Vines have partially covered the statue. The skull is actually a Crystal Ball and the spear the Amazon is hurling is a Cursed Iron Pilum...treat as a -2 Cursed Sword.

2712 The collapsed ruins of an ancient temple stands amidst a dense grove of trees. Seven black marble pillars which once supported the roof still stnad. Each pillar has a Magic Mouth cast upon it which will scream "Die, Die'! You all will Die!" upon approaching within 10' of the pillars. Behind the altar stone a niche contains a ruby handled knife worth 1,780 GP.

2732 An overturned wooden house on wheels with the skeletal remains of 136 horses attached to the front lies on a gentle slope. Within the house are 37 barrels of petrified fish, a petrified lizard on an iron chain, broken kegs of oil, and twenty-six daggers of unusual design.

2912 A long white pillar standing over a pile of crumpled and decayed blocks. Several dozen blue stemmed flowers with yellow petals are growing between the blocks and if smelled cause a loss of memory for a day (no saving throw).

2931 A sealed pear shaped lead urn containing the ashes of an ancient king lies tangled in the center of a large dead bush. Anyone attempting to grab the urn causes 3 inch long poisonous thorns (type 2) to cover the bush and the branches grow in an attempt to grab the victim.

3016 A long red worm eaten tapastry of dancing women hangs on the branches of two trees. Ten large parrots with golden beaks worth 25gp@ guard the tapastry which will act as a rug of smothering if touched.

3027 The skeletal remains of a man sized lizard with two rows of ivory teeth worth 2425 gp@ as a set is in a standing position on it's hind legs in a pit. A giant spitting cobra; AC5,HTK4+2; is coiled around it.

3120 A grave covered with grass is the final resting place of an ancient Viking hero. A plus 1 neutral sword still remains clutched in his hand. A small petrified mast with an orange tattered sail marks the site of the grave of this ancint hero.

3327 A small clay figure of a young halfling child is wedged on a rocky slope. A small black iron helmet with two curled rams horns on top rests on the head of the halfling. The helmet when worn gives the wearer a +1 on knocking in doors, but is covered with typhoid carrying ticks.

3328 An oval shaped copper gong worth 2750 cp with a large red bat painted in the center hangs by a chain wrapped around a thick branch of a dead tree. Under the gong is a collapsed blood stained sacrifical stone alter. Hidden in the rubble is an ancient cursed ring of bat lycanthropy.

3413 A giant skull is stuck in the center of a contaminated pool of elf wine. Any moisture landing in the pool causes a column of purple mist to arise from the pond which corrodes all metal it contacts and then the skull will at random tell the fortune of someone nearby with a 25% accuracy.

3522 A silver balance worth 3875 gp hangs from a stone staff embedded in the ground. Small dwarf runes are written on the bottom of the staff but are covered by green slime; AC9, HTK10. A large black, talking crow with an intellegence of 16 often roosts on the top of the staff in the daylight.

3617 A vine covered marble statue of a monk is down on one knee praying to a row of five weeping willow trees. A large eye is carved in the trunk of each tree and is pointed at the monk. When the wind blows a wailing sound echos from the branches of the trees causeing everyone to make their saving throw against fear.

3626 Sitting atop a rocky slope is a vine covered flat stone alter. Two scimitars are carved in a ring in the center of the stone. A statue of a goblin with a gold wristband on each hand wirth 475 GP@ stands between the scimitars.

3706 A large white pearl worth 7895 GP rests on a velvety soft layer of sand surrounded by identical orange and blue stalagmites. Small weed eel eggs have been spawned around the pearl and are guarded by three female Weed Eels: AC8, HTK7-5-7; that are hidden in a clump of nearby sea weed.

3731 Directly atop a high mountain is a small shallow pool of contaminated green water. Red berries grow on small bushes that encircle the pond and skunks come in the daylight to eat the berries. Anyone gazing into the pool under the moonlight will age ten years (saving throw applicable).

3925 A flat crystal cube 10'by10' is embedded into the ground 10' so that only the vine covered top shows. Exploding runes are engraved on the top of the crystal and deep inside an ancient magic-user with a ring of Ant Summoning lies in state.

4119 An ivory white column three feet in diameter and three feet high with a concave top, sets in a small crator. Every full moon a golden sphere worth 300 GP appears on the column with an imprisioned female leprechaun weeping inside. The sphere will disappear when moonlight stops hitting it, or when the sphere is removed from the column.

4308 A giant over-turned empty snail shell sets partially buried on a sand bar. The remains of an ancient octupi rests inside. Anyone entering the shell is cursed and can't breathe water for one hour (saving throw applicable -3).

4532 Contained in an iron cage is a floating mass of brown clay. The clay continually writhes into different elvish letters spelling out a poem of victory.

4616 A large round iron shield with compass directions engraved on it is partially buried in the mud. Unable to move from the shield is a skeleton of a shark: AC5,HD5,HTK38,with an intelligence of 18. The shark will direct anyone asking for directions in common and will defend itself as if hastened ,if attacked.

4803 Nine blue leafed trees connected by an old rusty chain that is spiked into the trees encircles an orange phosphorescent sphere. Protruding out of the sphere is a +1 Dagger with an elephant head handle. Under the dagger are elf runes that warn elves not ot remove the dagger because of the type 1 poison that is trapped inside.

5006 A thin black vertical rod 20" in length, rotates in a small slab of dried mud. A black diamond worth 7695 GP is permantly attached to the top of the rod. By toucking the diamond while the rod is rotating causes one level drained.

5016 A hollow figure head of a singing female lies stuck in a coral reef. A type 1 poisonous sea snake :AC5,HD8,HTK47, lives in the belly of the figure head and guards the sacred ruby eyes that are worth 1950 GP each.

5210 Beside a guardian Ent (AC2,HD8,HTK41) in a small clearing stands a black three legged cauldron. The cauldron is full of boiling mud and sitting in the bottom is a pair of pearl dragon eyes worth 4250 GP each.

5222 Long strands of sea weed hide a cave opening which leads to a huge pit of rich layers of creamy mud. This is the sacred ground that giant frogs come to bury themselves and there will always be 1-10 of them here. Anyone buring themselves in the mud is automatically cured of all wounds, but an unknown curse is put on them that causes their head to permantly change into a frogs head within a week.

Sea Of Five Winds Campaign Map Eight

Sea Of Five Winds Villages

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER, LEVEL, ALIGN, CLASS, & TYPE	RESOURCE
0131	Muster	65	Men	6	N	Valacar the Small, 4, N, MU, Man	Timber
0203	Kalieman	79	Elf	4	CG	Wulflimb Gam, 4, CG, FTR, Elf	Market
0208	Wardholm	145	Men	3	N	Puranor Jiloman, 6, CE, IL, Man	Tin
0221	Ladenhollow	236	Men	4	N	Astik the Ox, 7, LE, FTR, Man	Weapons
0312	Tater Grove	316	Dwarf	5	N	Garundan Irongrip, 8, LE, FTR, Dwarf	Lead
0433	Forfold	162	Men	5	N	Zanat of the Marut, 5, N, FTR, Man	Market
0503	Serpeant-Tail	105	Elf	4	CG	Dairin the Fair, 4, LG, FTR, Elf	Rope
0517	Looming Pass	84	Men	6	N	Pazdolar II, 3, CG, MU, Man	Iron
0712	Encircle	78	Men	2	LE	Howling Bankiler, 3, N, FTR, Man	Cattle
0822	Dunghill	143	Men	1	N	Winter-Spear, 5, LG, FTR, Man	Pottery
0903	Mimic	218	Orc	3	LE	Calcedon Emibex, 4, LE, MU, Half-Orc	Pitch
0915	Elveskeep	91	Halfling	4	LG	Sarman High-Top, 3, LG, FTR, Halfling	Pipeweed
1005	Halfling	204	Men	4	LG	Princeling Vakeif, 6, LG, FTR, Man	Market
1132	Treeslayer	160	Men	3	N	Baldon the Fox, 5, LE, FTR, Man	Timber
1202	Ochida	86	Men	0	CE	Altar-born Ubon, 4, N, MU, Man	Hides
1215	Loregirt	97	Goblin	2	LE	Kenat Cowkeeper, 4, N, FTR, Man	Spices
1309	Carrion	94	Elf	3	CG	Torwulf Dyrin, 4, N, FTR, Elf	Horses
1327	Miarseld	115	Men	4	N	Morthor Amdis, 6, N, MU, Man	Market
1418	Pillage	305	Dwarf	4	CG	Dwarelf Hedmark, 7, CG, FTR, Dwarf	Copper
1528	Errand Row	273	Men	3	LG	Theomar the Wise, 7, LG, SA, Man	Jewels
1602	Marcantine	183	Men	3	LE	Kirmiran Tapirk, 5, LE, FTR, Man	Boats
1615	Halgorn Hold	120	Men	4	N	Skafilth Gunar, 4, N, BA, Man	Tradepost
1723	Pale Gourge	142	Men	4	N	Wulfing the Red, 4, LG, FTR, Man	Goats
1809	Sunny Bank	64	Orcs	5	LE	Naikasheyan, 4, LE, MU, Man	Market
1929	Ganesa	119	Gnoll	4	N	Kandithun XII, 6, LE, FTR, Man	Timber
2021	Oathcoomb	209	Men	3	N	Bristly Lips Gylf, 6, LE, FTR, Man	Market
2231	Dotard	131	Men	3	N	Lavan Long-walker, 5, LG, RGR, Man	Pelts
2321	Longbottle	316	Elf	3	CG	Alf-queen Gerdana, 6, CG, Elf	Market
2522	Greydowns	152	Men	4	CE	Eofor Niping, 4, CE, MU, Man	Perfumes
2525	Kubera	93	Men	6	N	Agnivar the Splendid, 5, N, IL, Man	Fishing
2629	Frogbourn	162	Men	2	N	Madrik Torcman, 5, FTR, Man	Leather
2726	Thistlefield	100	Men	1	N	Shade Viswam, 4 LE, CL, Man	Oil
2823	Tlan	488	Men	6	N	Voystar Bhojan, 6, N, TH, Man	Market
2831	Grimwood End	302	Men	4	N	Rasp Dragon-slayer, 7, LG, FTR, Man	Bows
3026	Fallowfield	228	Halfling	3	LG	Marishgold II, 4, LG, FTR, Halfling	Market
3120	Kerealia	355	Men	3	N	Daksin the Hideous, 7, LE, FTR, Man	Clams
4204	Marechal	91	Halfling	2	LG	Dewey Ditil, 4, N, MU, Man	Spices
4505	Lanka	107	Men	3	N	Sacerdot Two-horse, 4, N, FTR, Man	Quartz
4602	Calfat	74	Men	3	N	Jacinth Chanak, 3, N, MU, Man	Lobsters
4704	Heratus	82	Men	6	CE	Cobra Nila Nimi, 4, N, MU, Man	Market
4802	Dalmaric	126	Halfling	3	N	Malignant Bomgal, 7, LE, FTR, Halfling	Market
4803	Talimanor	102	Men	3	N	Gand the Nympth, 4, N, MU, Man	Fish

Sea of Five Winds

CASTLES & CITADELS

Hex No.	Class	Level	Align	Men
0110 Cas.	FTR	5	LG	145
0124 Cas.	MU	6	N	110
0215 Cit.	FTR	4	N	25
0325 Cit.	CL	6	CG	30
0404 Cas.	SA	8	LG	125
0408 Cit.	MU	4	CE	20
0729 Cit.	PAL	7	LG	55
1002 Cit.	FTR	8	CG	48
1117 Cas.	CL	7	N	160
1124 Cit.	FTR	4	LE	35
1205 Cit.	FTR	6	N	50
1227 Cas.	MU	8	LG	165
1319 Cit.	BA	5	LG	25
1504 Cas.	MNK	7	N	140
1506 Cit.	FTR	4	CE	26
1513 Cit.	AS	6	LG	35
1716 Cas.	FTR	8	LG	110
1726 Cit.	RGR	4	LG	15
1922 Cit.	IL	7	N	25
2227 Cit.	FTR	3	N	16
2322 Cit.	MU	6	CE	12
2331 Cit.	CL	4	CG	54
2726 Cit.	SA	5	N	35
3028 Cas.	FTR	7	CE	125
4306 Cas.	MU	8	N	63
4503 Cit.	BA	4	N	17
4803 Cas.	FTR	6	LG	130

1914 Large mallards inhabit these sand covered islands on the northern shores. A pond of cool blue water rests in the center of each island. Anyone drinking this water automatically has his constitution raised by one for one hour. Hungry crocodiles (3-24, AC 5, HD 3,) live in the rocky channels in between the two islands waiting for ships trying to navigate around the rocks.

3407 Trees bearing large red fruit cover the center of the island. Tree monkeys that feed off the triangular shaped fruit drop the remains of the fruit to small lizards that rest in the shade of the trees. Man-sized mushrooms grow wildly around the edge of the island, but only the green spotted ones are edible.

2602 The larger of the two islands is the burial grounds of giant sea spiders. A huge volcanois in in the center of the island that sends a gentle outpour of mud once a week that covers the entire island. The smaller island is covered with webs and tangl vines. Small sea spiders inhabit this island until they are large enough to leave. The frame of a wrecked pirate ship is beached on the northern shore with a small chest of jewels hidden in the bow.

3416-3516 INSFAILE ISLE is covered with huge boulders that prevent vegatation from growing, except for a few wild flowers that have popped up between the rocks. A giant toad AC 6- HD2+4 HTK-10 with a blue gem encrusted on its head devours water rats AC7, HD 1-4 Hit points that have infested the island.

3501 Giant leeches(AC9,HD1-4) inhabit the three swampy islands. Several human skeletons that are stuck in the sea weed sway with the waves. An empty chest chained to a dead tree hangs over the remains of a destroyed raft. Small biting ticks that cause a high fever and protuding eyes for one to six days skim across the top of the swampy water.

3903 A wild band of wart hogs(AC7,HD3) that will only attack along the cliffs at the southern shore. A loud whistling sound is made from a petrified tree when the wind blows. A small gully of flowing mud that acts as quicksand, divides the island from east to west. An old raft with a broken oar has washed up on the northern shore.

4007 This island is rich in vegatation and is covered withfruit bearing plants and trees. Wild goats roam the island and live off the bark from trees. A hot spring sets in a clearing on the eastern shore. Anyone bathing in the water will be able to to see into the future with only 20% accuracy.

4031 A lagoon that turns into a whirlpool during full moons has giant clams resting at the bottom. Ten shipwrecked Vikings mourning the loss of their fortune and ship have set up camp on the northern shore. An old hermit living in a hollow tree in the center of the island is dying from the black plague.

4107 An overturned boat, partially sunk in a sandy beach on the northern shore is covered with slugs. A band of army deserters are hiding in a nearby rocky slope. Heavy rains have flooded out a small village of primative tribesmen and they are now scattered throughout the island.

4131 A burnt clearing in the center of the island is the sacred mating ground of werefrogs. A giant marble statue of a leaping frog stands over the clearing. The skeletons of a dozen buccaneers are hung on poles as a warning to trespassers. A small raft with an empty wine skin, is anchored on the northern shore.

4206-4207 ANDAMAN ISLES is a fertile and densely populated with edible vegatation. A band of chaotic pygmies inhabit the islands. The pygmies forever carry out the will of an insane wizard who won their favor by performing huge fireworks displays for them.Ten deformed dwarves hide among the rocks on the northern most island. A wrecked merchant ship containing barrels of salt have washed up on the shore of the soutern most island.

4421 A band of twenty gnomes have fragments of a treasure map they found on this island. Four monks have vowed to a year of secluded silence under a huge stone near the cliffs on the southern edge of the map.
TIRNAGOG ISLE is traditionally a stopping point for migrating ducks. Monkeys infest the jungles on this island due to the large amounts of banana trees that grow there.

4902 A barren rocky island that is surrounded by a huge reef. Small geysers that sprout out pumice clouds keep the island under a dense cloud cover. Giant slugs nest on huge boulders on the northern edge.

4905 A sparce isle with a deadly silence about contains the crumbled walls of an ancient temple with a water spout shooting out from it. An exiled noble sits on a rock formation staring out towards the sea.

5212 A peaceful island of the fishermen who live in the shells of giant sea turtles along the beach. Cannibal canoes are hidden in the bushes at the southern edge of the island. Sand bars surrounding the island are used by Aquatic Elves as a gathering point in times of trouble.

5228 A rugged island of rocky slopes and dense thickets. A pit with three skeletal remains and a rusty knife is covered by bushes. Several broken oars have washed ashore at the southern tip of the island. Large parrots sit in the trees along with several pythons. Five castaways have set up camp in a small clearing by the rocky shoreline.

SEA OF FIVE WINDS RUINS

0102 On a small grassy mound is a flat round calendar stone embedded in the ground. Three Goblins; HD 1-1, Htk 4-3-3, AC 6, Spear armed; are on their knees trying to dig up the calendar stone with their hands. The wheel has elf runes on the outer edge and a pink diamond worth 1235 GP at the center. The calendar is divided by four silver rays coming from the diamond and seperating the seasons.

0117 A Su-Monster; 4+2 Hd, HTK 20, AC 6; and three very young Su-Monsters (unable to defend themselves) are nesting in the hollow chamber of a giant bronze statue of a tiger poised to leap. The monster will not leave the chamber but will attack anyone who enters or disturbs the statue.

0206 A leafless bush on a barren mountainside appears to be dead. Growing on the branches are seven tiny skulls that have glowing eyes. The skulls swing to and fro with the breeze and make a chattering noise with their teeth when anyone approaches. The skulls can shoot poisonous thorns (Class 3) that grow on the bush 200' in any direction. Any hit upon a skull will cause it to crumble (AC 9) and a pearl worth 80 GP can be found in the dust.

0307 A horned dragon head is mounted atop a carved wood pillar 25' high. A silver crown worth 8,700 SP is on the dragons head and small winged dragons are carved on the deeply set pole. Anyone removing the crown will cause a spray of acid from the dragons mouth which will cause 1-10 pips of damage until the crown is replaced. Stepping upon a stone platform in front the pillar will cause a recording and PA system beneath the stone to activate. The audio system will not function if removed. The device will demand a sacrifice and then moan louder and louder while on the stone.

0320 A small fortified manor is partially collapsed. The only entrance is a small wooden door slightly ajar. On the door is a brass handle in the shape of a ram's head. Anyone pulling on the handle triggers a poisonous dart (Class 4). Inside the manor is a large Skeleton; 3 HD, HTK 14, AC 7; dancing in front of a huge fireplace. It is waving a jade scepter worth 950 GP over it's head and will attack anyone entering the room. The basement is filled with a huge Green Slime.

0329 A golden sword worth 4980 GP is stuck in a marble block covered with elvish runes. The block is partially buried in the earth and two Dwarves; 3 LVL, HTK 18-21, AC 4, Armed with hammers; are vigorously pounding on the block trying to free the sword. They will attack anyone attempting to get the sword.

0427 In this heavily wooded area stands a worm-eaten wooden statue of an old hump-backed man wearing a tattered cloak and wearing a heavy torc about his neck that has two dophin heads meeting at the ends. A large green thorny bush is growing around the figure with highly poisonous orange fruit (Class 5) growing on it. Within the statue is a sealed jar of helium gas.

0515 Partially buried in a pit of mud are two identical bronze wine flagons that have red and yellow goblin faces painted on them. They are both sealed and full of tasty wine. Even a samll amount of the wine will cause the imbiber to believe he can fly like a bird or that they are stronger than anyone living. The effect will last for ten days unless Remove Curse is cast upon the hapless drinker.

0602 Grass covers the burial mound of Fleanor the Ancient Elf and nought but a flat stone marks the position. Beneath the flat stone is the entrance shaft which extends 50' below the surface and is sealed at the bottom with a blocking stone pivots in such a manner as to permit entrance but not exit. Fleanor's remains are still mounted in the red chariot in which he died. A long +1 Sword is clenched in his fist and the chariot is covered with elvish runes. The skeletons of six would be thieves, a chest filled with 1,370 SP and 2,620 CP, and twenty elvish shields are in the chamber. The only way to open the 6 ton pivot boulder from the inside is to place one silver and one copper into the chest.

0632 Two curved ivory horns protrude from the earth (worth 820 GP @) and are attached to a buried pony cap. There are runes under the eye holes of the pony cap and a man's face is carved on the forehead. Buried six feet deeper is the remains of an entire army: skeletons, helms, shields, harness, and miscellaneous gear which was inundated by a flood wall of mud. There is a tunnel complex of Giant Ants at the same level.

0810 At the foot of a rocky hillside is a collapsed shrine with a 20' high pillar protruding from it. The pillar is leaning badly toward the north and a large marble goose is perched atop the carved column. In nitches along the length of the pillar are three skulls with yellow sapphires worth 110 GP each in the eye sockets. If a skull is removed the goose will topple(PROB 25% of striking for 6-36 points of damage) and if another is removed the pillar will fall (PROB 20% of striking for 8-48 points of damage). Two turns after the pillar falls the shrine will collapse from the weight dumping the surrounding 20' area into a pit 40' deep.

0879 Four giant frog heads are carved in the facing rock of a high cliff. The two frogs at the top have their eyes open while the two frogs beneath have their mouths open. Inside the open mouths is an horseshoe shaped cave. In the cave are four Lizardmen; 2+1 HD, HTK 9-11-14-15, AC 5, Sword armed; watching a small frog-headed boy stir a three-legged cauldron filled with boiling oil and red frogs which are attempting to jump out. Large ancient runes are written on the cave wall behind the boy. Several frogs have managed to leap out of the cauldron and a leaping toward a crack in the wall beneath the runes. The Lizardmen will attack anyone entering the cave whereupon the boy will wave a green dagger in the air and disappear.

0906 An oval shaped granite stone stands in the center of a shallow pond of clear blue mineral water and a jet of water leaps ten feet into the air out of the oval stone to fall back into the pond. Anyone standing in the spray will have light wounds cured upon them (As Spell) every four turns. Metal in the spray will disentigrate in two turns. Many large trees surround the pond...one of which is an Ent; 8 HD, HTK 39, AC 2; and guardian of the pond. The ent will attack anyone attempting to foul the water or harm the plant life nearby.

1014 A large black gate and the remains of a gazebo that has burnt to the ground rests in a small valley. The iron gate leans slightly toward the west and is covered with vines hiding the runes upon it. A mass of stone and debris is all that is left of a small cottage which once stood nearby. Amidst the gazebo is the skull of a collosal giant with the hand of a warrior within it's grinning teeth. The hand wears a ring with a small ruby worth 124 GP. A Spitting Snake; 4+2 HD, HTK 23, AC 5; is nesting in the skull on a pile of skins.

1331 Underbrush has grown up around the entrance to a small cave and just within stands a solitary stone arch covered with the webs of a Giant Spider; 4+4 HD, HTK 27, AC 4; and carved with the heads of fire breathing horses. Stuck in the web is a sword with a horse head shaped pearl pommel worth 360 GP. A large round shield with a black horse painted on it lies beyond the arch across the skeleton of a large warrior in rotted leather armor.

1520 Alarge stone pile marks the crypt of a long dead king atop a rocky mound. Beneath a layer of stones are a pair of double banded iron doors. Within the crypt is a large silver urn worth 1,240 SP and two wooden statues of beserkers. The urn contains the ashes of the king and a Ring of Stone to Flesh. If the urn is removed from the marble table upon which it sits, the statues will antimate and attack as Zombies; HD 1, HTK 3-6, AC 8; until dead or the urn is replaced.

1713 A large red helmet with many small dents on it is grown over by a blackberrry bush. A small red shield with dwarvish runes upon it is under the helmet. Beneath the shield is a small black box with two buttons, red and green. Depressing the red button will cause the box to wail as a siren for six turns. Depressing the green button will cause the box spin rapidly for several minutes and then disappear. Four turns later the black box will reappear with a blue button and a green button. Depressing the blue button will cause the box to absorb all sound in a ten foot radius until the green button is depressed again...thence spin rapidly, disappear, and four turns later appear with a red and green button.

1828 A partially burnt cottage with a splintered door hanging on one hinge contains three Dwarves; 2 LVL, HTK 8-7-10, AC 5, Hammer armed; which are checking the fireplace for loose stones. On the worm-eaten table stands a wooden box full of gears, nails, and screws. A useable periscope lies under the table amidst some dusty scraps of paper and moldy clothing.

1911 A sunken marble statue of a giant multi-headed serpeant protrudes out of the muck. Four Mermen; HD 1+1, HTK 4-6-3-4, AC 7, Trident armed; are trying to pry three red rubies out of the serpeant's foreheads worth 430 GP each. The marble statue is part of a wall which stretches for six miles.

2032 A narrow crevice contains the remains of an ancient ship with iron plates on it's hull. Within the mouldering ship live five Cavemen; 1 LVL, HTK 1-6-6-4-2, Club armed; and two infant children. The Cavemen have dressed a Giant Boar on the stone hearth in the hull and are trying to start a fire. Within the logs are three gems worth 150 GP each.

2207 A gigantic ivory vase worth 4,980 GP painted with red dragon designs is half buried in silt. The vase has a hairline crack running down one side and will break if not handled carefully.

2329 A worm-eaten wagon partially buried in sand has a blue zircon worth 1,440 GP in a secret compartment under the seat. Three Cobras also nest in the compartment and will strike at anyone reaching into the recess. The remains of a brick road protrude from the ground for several hundred feet leading off towards the east.

2330 A petrified True Troll has toppled off of a pedestal made of green marble in a damp dell. Upon the pedesta stands an altar of sandstone with an inscription denoting six diseases...measles, mumps, typhoic jaundice, plague, and leprosy. In front of the altar are six Gnomes inflicted with the same diseases chanting passionately. Once every full moon, one chanter will be healed of their affliction if they chant under the proper inscription.

2419 A Giant Clam under a moss-covered stone bridge has a black pearl in it worth 1400 GP. The bridge has many stones missing, and any weight will make it collapse. Water snakes swarm in the stream but will not attack.

2507 A slime-covered stone statue of a multi-headed man wearing a Chain Tunic is partially sunk in the ground. It has a Sword in its right hand with Orc runes written on it, pointing directly south. The sword's name is 'Elf-torch' and it is a +2 vs Elves +1 Chaotic Sword with an ego of 10 and an intelligence of 4.

2720 A collapsed Man-O'-War lays on its side in s mall valley. A Giant Octopus; HD 4, HTK 10, AC 7, 6 Tentacles; sits on deck beside a small trunk that contains 1400 GP and a small Compass. The Octopus will attack only those boarding the ship.

3029 Five Trolls are carved into the base of a Fountain with a dancing girl squirting contaminated water out of her mouth. There is 30 CP, 19 SP and 7 GP that have been tossed into the Fountain. Anyone taking a coin out of the Fountain animates the dancing girl. She will put a curse on that one, turning him to stone if he doesn't make his saving throw. Immediately after casting the spell the girl will become part of the fountain again and not antimate again that day.

3112 A huge pile of cinders and a collapsed forging furnace lies of the edge of a deep chasm. The area around the furnace is dotted with miscellaneous tools; axes, hammers, tongs, and crow bars of an uncorroded shiney metal. Beneath the pile of stones is 390 iron girders 20' long on an iron wagon coated with thick oil.

3316 The crumbled remains of an ancient village lies in a sea valley. Within the principal structure is the abode of school of sharks and a large mouldering library. The library contains a Librim of Silver Magic and four Manuals of P. Skill at Arms.

3402 The crytallized remains of a giant lizard lies beside three story tower on a rocky slope covered with shifting sand. On the third floor, the laboratory of an alchemist is completely intact in an air pocket extending to the second floor.

3631 A large war galley with a gaping hole in the stern has settled in a crevice. The war engines mounted on the huge deck are fully operational and the hold contains 67,850 GP as well as many swords of unusual design.

3709 A 40' diving bell shaped like a whale drifts gentle along the bottom. Within the compartment are six skeletons and several bars of silver worth a total of 3,270 SP.

3907 The span of an iron reinforced bridge juts out of the mud to a peak of 130'. The bridge will collapse under the weight of three persons (unemcumbered). The walls of a castle barely peaks out of the mud 80' toward the north.

4031 The eroded inscription on a sandstone cliff tells of the expedition of the Sea-Lords of Krahmis against the Valtanorian Horde during the reign of an ancient King of the Seas-Eternal. The story tells of the mines of mithril and gold worked by the Sea-Lords and gives clues as to their location. The whole location can only be ascertained by reading the Chronicles of the Sea Kingdoms in the sacred Library Silentenis Dragonrun within an extinct? volcanoe far away.

4207 The toppled temple of an ancient cult of snake worshippers is the entrance to the a long tunnel complex reaching far beneath a mountain to a chamber filled with giant snake eggs.

4210 A gigantic raft is crazily jutting out of a sinkhole with a monolithic column of mottled marble tied to the length of the raft with leather bands. The raft will float to the surface if pulled free of the sinkhole.

4230 Inside a large sea cavern is the carcass of a huge red dragon and his horde. The area is subject to shifting rock strata and there is a cumulative 02% chance per turn upon entering the cave of the complete collapse of the 70 tons of rock above.

4305 A sheer column of rock supports the small tower of a long dead wizard. Within the tower is a pit which contains the entire population of a miniature village in crytal vials. Breaking a vial will release the individual trapped within.

4512 Sixteen monolithic blocks of granite are arranged in a perfect circle on the sandy bottom. Anyone entering the exact center ten feet of the configuration will be teleported to the nearest dry land due north of the spot into the center of a similiar site.

4621 Ten merchant ships of various sizes are neatly stacked in a huge pile on the rocky bottom. The ships lie within an enclosure of giant sea shells with a gate of green bronze.

4728 A thirty foot wide set of stairs leads from a rocky crevice in the sea bed to a huge underwater chamber wherein gigantic furnishings can be found. The chamber contains a 40' spear, 15' diameter shield, two pearls 10' across, and a bowl 8' in diameter. If the pearls are taken out of the water they will hatch two green giants. The giants will cry out in rage and dive quickly into the sea and disappear.

4805 Four hundred statues of miscellaneous creature types are arranged along a broad paved avenue raised above the sandy bottom. The statues are all life-size and made of granite.

4830 A worm-eaten merchant vessel lies on the sea-bed surrounded by huge coral deposits. The merchant vessel contains many jars of perfume and sixteen kegs of oil.

4911 A large jade idol worth 12,380 GP stands on a reef amidst the collapsed vestiges of a small village. The area around the village is filled with deep pits full of iron spikes.

5021 A gigantic sculpture of a bird is terraformed from the sea-bed of rocky granite. At the eye of the bird is the collapsed aviary wherein thousands of bird skeletons line the bottom.

5029 A large glass jar is chained to a large stone block. The jar contains a living liquid which will gladly answer any question telepathically (PROB 56% Accurate) if released in one year.

5112 A stone wolf 18' high and a pyramid tomb juts out of the coral. The pyramid can only be entered by a Pass Wall Spell and contains the remains of ten ancient sages.

5219 The castellated top of a castle wall lies toppled over the collapsed tower of a keep. Within the keep are supplies for an army of 200 men, six large chests full of copper coins, and a +2 Sword with Water Walking ability.

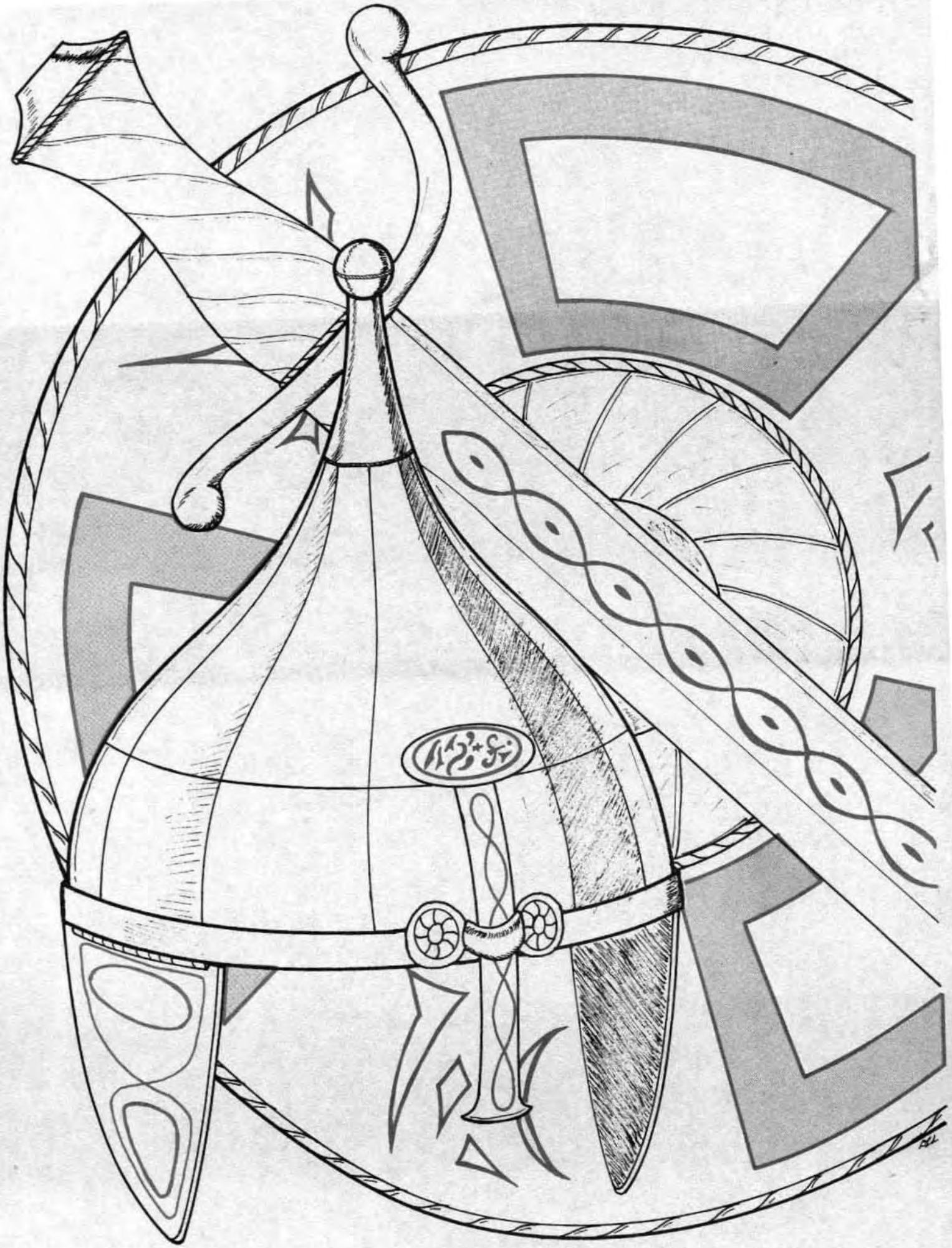
Sea Of Five Winds

Lurid Lairs

Hex No.	
0106	Giant Porcupine--5
0117	Rats--75
0128	Wolves--21
0210	Mtn. Lions--5
0231	Owl Bears--7
0302	Wild Pigs--13
0323	Giant Snakes--8
0333	Stags--17
0508	Pegasi--6
0515	Stirges--14
0525	Giant Eagles--7
0605	Wild Cattle--10
0612	Cave Bears--5
0620	Mtn. Lions--2
0708	Irish Deer--10
0731	Giant Rams--9
0911	Wild Dogs--14
0920	Giant Ants--140
0930	Giant Lynx--2
1005	Jaguars--7
1014	Giant Frogs--10
1024	Wild Horses--24
1107	Mastodons--2
1128	Giant Goats--5
1211	Griffons--7
1217	Flightless Birds--14
1304	Blink Dogs--5
1313	Bears--7
1325	Mammoths--9
1406	Hippos--6
1511	Spotted Tigers--10
1522	Giant Weasels--4
1606	Giant Snakes--9
1613	Catoble Pas--2

Hex No.	
1631	Elephants--7
1706	Giant Crocs--8
1717	Wild Pigs--5
1729	Giant Toads--13
1814	Lizard Men--10
1824	Wild Dogs--90
1904	Mermen--12
1932	Giant Rats--16
2009	Giant Fish--30
2022	Jackals--9
2030	Apes--7
2101	Giant Gar--21
2114	Giant Squids--4
2128	Leeches--45
2305	Manta Rays--7
2318	Dolphins--35
2326	Hippos--7
2510	Giant Sea Spiders--8
2713	Whales--5
2720	Giant Crabs--7
2804	Giant Fish--18
2818	Mermen--11
2829	Giant Lizards--8
2907	Nixies--7
2920	Tritons--5
3110	Giant Snakes--8
3205	Giant Octopi--4
3219	Giant Turtles--2
3311	Sea Horses--7
3325	Whales--5
3403	Plesiosaurus--1
3413	Tritons--7
3522	Sea Monster--1
3529	Lizard Men--5

Hex No.	
3606	Giant Fish--9
3617	Mermen--14
3633	Giant Eels--19
3701	Giant Sharks--5
3713	Giant Crayfish--13
3725	Sea Hag--1
3909	Sea Horses--5
3928	Whales--4
4104	Sea Monster--1
4116	Mermen--7
4210	Queen Dragon Turtle--1
4220	Nixies--7
4229	Barracuda--13
4404	Stags--10
4416	Giant Pike--1
4601	Crocodiles--12
4622	Portuguese Man-O-War--1
4710	Aquatic Elves--10
4725	Giant Crabs--7
4804	Giant Ticks--14
4817	Tritons--8
4830	Weed Eels--19
4908	Pungi Rays--2
4922	Giant Sea Spiders--7
5003	Sahuagin--4
5016	Lamprey--9
5028	Giant Octopi--5
5110	Sea Horses--13
5120	Sea Lions--6
5132	Giant Crocodiles--5
5207	Giant Fish--8
5216	Sea Monsters--2
5225	Mermen--22



ELEPHAND LANDS VILLAGES

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN	RULER, LEVEL, ALIGN., CLASS & TYPE	RESOURCES
0106	Stonewater	221	Men	4	N	Matorwik Limpleg 5,N,Ftr, Man	Salt
0126	Archfield	153	Half	2	LG	Corky Mendal 3, LG,CL,Half.	Market
0201	Treebattle	176	Men	0	N	Rhoniby Stout-arm 4,N,Ftr,Man	Hides
0216	Oxhorn	252	Men	1	CE	Manwag Seeker of Moons 5,CE,MU,Man	Sand
0334	Ridgewell	324	Men	4	N	Norfran Surcoat 4,LG,FTR,H-Elf	Hides
0411	Windguard	276	Men	2	N	Santif The Soul Toucher 7,N,IL,Man	Pelts
0525	Quickstep	148	Orc	1	CE	Fangarsh II 5,CE,Ftr,Orc	Pitch
0701	Castell	270	Men	3	N	Whelp Casterlin 4,N,CL,Dwarf	Iron
0812	Hetep	123	Gob	2	LE	Darkastagh 6,LE,Th,Man	Vineyards
0826	Sekhet	166	Men	5	N	Garthbowlin 3,N,Ba,Man	Copper
0922	Tehant	202	Men	3	CE	Peredar Big-nose 6,CE,Ftr,Man	Market
1032	Murias	180	Elf	2	LG	Eldandar Sidebeam 4,LG,MU,Elf	Timber
1110	Belial	153	Men	1	N	Rostol the Reverent 5,N,Mnk,Man	Market
1204	Stourhead	226	Orc	4	N	Boshnos the Glutton 3,N,Ftr,Man	Market
1223	Elfwine	105	Men	3	CE	Bagarsh the Scourge 6,CE,Ftr,Orge	Oil
1318	Bighsdale	163	Dwarf	1	N	Stindalin Longbeard 4,N,CL,Dwarf	Iron
1411	Aztlan	157	Orc	2	CE	Gormog the Bold 6,Ce,Ftr,Orc	Timber
1507	Bawar	130	Half.	3	LE	Hlothwell 3,LG,Th,Half.	Rope
1616	Swarga	117	Men	2	N	Grimbane the Depraved 4,Ce,Ftr,Man	Tin
1722	Aratar	210	Men	3	CE	Hendors Roundheels 5,CE,MU,Man	Quartz
1801	Narvonshire	296	Men	1	N	Whinsder the Rumhound 7,N,Ftr,Man	Market
2008	Kolpia	198	Men	0	N	Valacar the Horseman 7,N,Ftr,Man	Limestone
1827	Greencastle	147	Orc	0	N	Watsgulmash 6,Ce,Ftr,Giant	Coal
2120	Taunting	118	Men	2	LG	Mootish Marn 4,LG,Sa,Man	Zinc
2213	Falias	384	Elf	0	N	Elsarn the Guide 3,LG,Ftr,Elf	Market
2305	Shopshire	90	Men	1	LE	Bosintol the Bragart 6,CE,Ftr,Orc	Wine
2327	Wildflower	112	Men	5	N	Harabil Abstruse 8,LG,RGR,Man	Lead
2518	Quinden	128	Half	2	N	Drampinill the Slasher 5,CE,Ftr,Man	Fish
2601	Greatstone	202	Men	1	CE	Hofield Honer of Heads 4,CE,Ftr,Man	Market
2621	Khaled	164	Men	3	N	Rornark the Serpant Runner 6,N,Cl,Man	Hides
2715	Damkina	151	Men	0	LG	Winsindor the White 5,LG,PAL,Man	Market

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER,LEVEL,ALIGN,CLASS & TYPE	RESOURCES
2910	Adar	65	Men	1	LG	Bayflorn the Bald 4,N,Ftr,Man	Market
2926	Tarsa	362	Elf	0	LG	Elfes Llawes 3,LG,Ftr,Elf	Market
3115	Duat	89	Men	3	N	Dorjatthe Club 6,CE,Ftr,Orc	Spices
3205	Aelfheim	104	Men	4	N	Vartern Angel-face 4,N,Ba,Man	Salt
3231	Bress	207	Dwarf	2	N	Dwaflin the Rock-fist 4,CG,Ftr,Dwarf	Iron
3318	Firhola	306	Orc	1	CE	Varnax the Death-hand 7,CE,Ftr,Ogre	Pelts
3501	Blackpit	62	Men	0	N	Vascard the Obscure 5,N,IL,Man	Market
3511	Frikka	217	Dwarf	0	LG	Gladderfin III 4,LG,Ftr,Dwarf	Copper
3606	Sirat	154	Half	2	LG	Glammerwine 4,N,TH,Half.	Market
3621	Ailill	315	Elf	4	LG	Faron Mighty-grasp 6,LG,MU,Elf	Vineyards
3817	Kailasa	98	Men	2	N	Carfender the Steady 3,N,Ftr,Man	Herbs
4003	Fairfields	68	Men	1	N	Drafeld the Honored 5,N,Ftr,Man	Silk
4025	Sipar	195	Gob	3	CE	Bashnor the Lessor 6,CE,Ftr,Troll	Market
4112	Gwaelod	214	Elf	4	LG	Eltranderlion 5,LE,CL,Elf	Market
4205	Kahil	215	Half	2	LG	Morndil Bagsworn 3,N,Ftr,Half.	Market
4233	Hillcrest	110	Men	0	N	Paredur Yellow Hair 5,LG,Ftr,Man	Cattle
4315	Havamal	208	Men	1	CE	Erban the Lion Tamer 4,N,Ftr,Man	Goats
4407	Blacksheep	148	Men	1	N	Cafill Big-eye 6,N,TH,Man	Timber
4624	Kalastar	252	Men	2	N	Zorfear 8,CE,Ftr,Ogre	Sulfur
4702	Westrim	230	Orc	0	CE	Banzid the Black 7,N,Ftr,Man	Petrolium
4711	Norgood	243	Men	3	LG	Rosmix Repald 6,LG,Pal,Man	Market
4819	Honeywax	171	Men	4	N	Ystan the Red 5,CE,MU,Man	Market
5028	Leechfields	163	Men	2	N	Branon Kamlan 6,N,Ftr,Man	Horses
5105	Turnkeep	178	Men	2	LG	Derthar Nine-teeth 5,LG,SA,Man	Market
5124	Blackspell	215	Half.	3	N	Culwane the Winged 3,LG,Ftr,Half.	Market
5211	Wenglor	401	Dwarf	1	CE	Valin Surfeit 5,N,Ftr,Dwarf	Silver

Elephand Lands Castles & Citadels

Hex #	Class	Level	Align.	Men
0104 Cit.	FTR	5	CE	45
0225 Cas.	MU	4	N	70
0314 Cit.	IL	5	CG	65
0430 Cit.	FTR	7	LG	30
0506 Cit.	CL	4	CG	45
0612 Cas.	FTR	6	N	75
0720 Cit.	AS	5	LE	20
0832 Cas.	BA	6	N	35
0908 Cit.	CL	8	LG	145
1024 Cit.	FTR	3	CE	110
1206 Cit.	FTR	7	CG	50
1310 Cas.	MU	4	N	115
1428 Cit.	PAL	7	LG	80
1617 Cas.	FTR	3	N	15
1725 Cit.	MNK	6	LG	40
1929 Cas.	CL	4	N	25
2005 Cit.	FTR	5	CE	130
2128 Cit.	MU	4	N	20
2233 Cit.	FTR	7	N	40
2404 Cas.	SA	5	LG	90
2512 Cit.	FTR	8	CE	65
2623 Cit.	FTR	6	CG	35
2801 Cit.	MU	5	N	40
2911 Cas.	RGR	8	LG	75
3017 Cit.	FTR	6	N	35
3106 Cas.	CL	5	CG	80
3328 Cit.	FTR	4	LE	40
3630 Cit.	AL	4	CG	15
3721 Cas.	FTR	7	LE	125
3928 Cit.	MU	4	N	30
4007 Cit.	IL	7	LG	50
4118 Cit.	PAL	8	LG	40
4134 Cas.	FTR	4	N	100
4323 Cit.	CL	3	CT	30
4411 Cas.	FTR	6	N	145
4528 Cit.	FTR	4	LG	35
4601 Cit.	TH	6	N	20
4713 Cit.	FTR	3	N	25
4816 Cit.	AS	5	CG	35
4928 Cas.	FTR	8	LG	170
5105 Cas.	MU	7	N	110
5220 Cit.	FTR	3	N	40

Elephand Lands Lairs

0113	Giant Spiders--10	2025	White Apes--2
0223	Wild Pigs--16	2211	Crocodiles--10
0404	Giant Ants--21	2304	Giant Rats--15
0518	Boars--17	2416	Saber-tooth Tiger--1
0532	Lions--8	2626	Owlbears--2
0607	Wild Wolves--9	2710	Pegasi--2
0716	Giant Toads--15	2830	Giant Tick--12
0901	Giant Beetles--11	3021	Blink Dogs--3
1020	Snakes--22	3107	Giant Slug--1
1109	Leopards--16	3213	Giant Leaches--14
1329	Wild Horses--30	3333	Bears--24
1404	Giant Boars--3	3503	Cavemen--27
1417	Giant Goats--19	3618	Giant Ants--16
1624	Bears--13	3824	Centaur--1
1734	Unicorns--3	3907	Giant Snakes--8
1907	Rocs--7	4132	Wolves--10
		4217	Giant Spiders--17

Elephand Lands Idyllic Islands

4110 Red Cauldron Isle This island is the northernmost of the three islands and is surrounded by sharp volcanic rocks. On the east side of the island is the small harbor of Mechiev, namesake of the fishing village that is located there. The inhabitants of Mechiev, one hundred men, women, and children, make up the largest settlement on the island. Vascava, the second village is located at the northern foot of Jaskaira, the volcano. The ninety-three men and women living there are farmers and small shop owners. At the southern end of the island is a group of forty-six cave dwelling men with whom little contact has been made. All of the island's inhabitants have lived in peace and harmony from the day Ornzak arrived there. The ruler of the island is Murac the Unwise; AC 4, HD 7, HTK 22.

4110 Isle of the Leash Largest of the three islands in Deeprock Lake, Leash is ruled by Shain the Tiger-Eye; AC 4, HD 8+1, HTK 33. The island has three deep water ports that are populated by fishing villages and farms. The largest port village is Lakeland. Its inhabitants, some two hundred and ten men, women and children, have a peaceful existence with nature. It is located at the northern end of the island. Siazee, a smaller port, is populated by sea-going tribesmen called Kershie. Its ninety-one inhabitants have little concern with the outside world. Maonis is the smallest settlement that is populated by women. They carry on trade with the other small islands. Shain the Tiger-Eye has tried to arouse his people to conquer the other two islands. This has had no effect because the people from the isles remember the teachings of Ornzak.

4110 Isle of the Hoary Head This island is the southernmost of the three islands in Deeprock Lake. It is under the protection of Kallay the Hasty; AC 2, HD 8+1, HTK 30. The island has no ports. In the center of the island are gathered the sum total of its population. The eighty-three people of this island live in a communal society. They are farmers and craftsmen who carry on trade with the people of Leach and Cauldron. The island is a garden of wildlife. From time to time they are bothered by Bal-Bar the Sea Dragon; AC 2, HD 10, HTK 54. Kallay has been able to defend against this powerful foe by feeding the monster Giant Rats every time a ship anchors near the island.

The Great Staff of Ornzak This Staff holds great power in that it functions as a Staff of Wizardry. It also holds the following powers:

1. Adds +3 to saving throws of the wielder.
2. Reduces the saving throw of opponents by -2.
3. Charm person once per day.
4. Charm monster once per day.
5. Shape Change once per week.

Ornzak, the Master of the Staff, fashioned it so that it will break down into three parts. Each part was to have one third of the power of a Staff of Wizardry. When the three Wands were combined, they would have in addition the powers mentioned above.

Ornzak spent the bulk of his time as the protector of the Idyllicia. The old Wizard used his power to bring prosperity to all that inhabited the isles. He asked for no taxes, nor was there a need for the erection of an army.

Years ago on old Black Dragon named Corruptis laid waste to Leash, the leargest of the three islands. This was the island where Ornzak had made his home. Corruptis destroyed the Tower of Ornzak, killing his wife, Metrah the Witch. Only his three sons survived the destruction. Shain, the eldest, Kal Tag, and Murac fled to the forest to await the arrival of their father.

When Ornzak arrived at his home he saw Corruptis gathering the spoils of his victory. Ornzak slew Corruptis in a Rage of Powerful Spells, but not before the beast had struck a fatal blow. Ornzak would die a slow and painful death. His sons rushed to his aid but lacked the knowledge to help their father. With his last strength, Ornzak took his Staff and broke it down into its three sections, giving one to each of his sons. He instructed them to protect the three islands and to unite to defend against any foe.

As the years passed, the sons became lustful of the united power of the complete Staff. Along with this desire for power came a distrust for each other. For fifty years each son has tried every form of deceit to obtain the other two Wands that would give him unmatched power.

Wand of Murac the Unwise

Cold Spell--6 dice Damage on the Cold Ray
Striking Spell--Fire Elemental, Water Elemental; Roll 1 in 2
Invisibility Spell
Web Spell

Wand of Kal Tag

Fireball Spell--6 dice Damage on the Fireball
Continual Light--Earth Elemental, Water Elemental; Roll 1 in 2
Paralyzation Spell
Whirlwind Spell

Wand of Shain the Tiger-Eye

Lightning Bolt--6 dice Damage on each Lightning Bolt
Telekinesis Spell
Wall of Fire Spell--Elementals; Roll 6-sided dice:
1-4 Air, 5-6 Water

Elephand Lands Ruins & Relics

0119 A stone arch partially covered by vines has a large eye carved in it. Pushing in the pupil of the eye causes a secret door on the inside of the arch to slide open. This reveals a small red box with a poison dart ready to shoot out when the box is opened. A golden bracelet of snake form worth 1,500 GP is inside. A miniature sword suitable for a pixie is wedged in a crack.

0207 A partially sunken wooden statue of a man with two goat heads holds a Potion of Healing over his head. If the potion is taken out of its hands, the two goat heads animate and cast a curse. Victims missing their saving throw have goat heads until Remove Curse is cast upon them.

0329 A giant stone spear is stuck straight up and down in some rocks. A goldfinch (bird) has built a nest on top of the spear. The goldfinch is nesting on three golden eggs worth 800 GP@.

0415 A small fountain with contaminated water squirting out of the mouth of a stone sprite stands amidst some rocks. If a coin is tossed in the fountain and a wish is made, the opposite of the wish will happen. The fountain contains 12 GP, 45 SP, and 149 CP.

0625 A large chariot wheel partially sunk in the ground is covered with webs and has a family of spiders nesting between the spokes. One of the spokes is loose. When the spoke is taken off, it is found to be hollow with a +1 arrow in it.

0833 A small sod-covered hut has a balance hanging on a peg. A bowl of rotted fruit is on a three-legged table under the balance. Thousands of flying maggots are on the ceiling and in the fruit. They will swarm on anyone coming in. The maggots are harmless.

0910 A large pitted stone tablet is partially covered with grass. The right side of the tablet is hallow and contains several flutes. Carved on three flutes are maps to the ruins in hexes 1016, 1514, and 2301.

1016 A pyramid with a secret passageway leading to a tomb of an old Sage is covered with vines. Two Mummies guard the door from Thieves that might attempt to steal the gold handles from the Sarcophagus. The handles are worth 2,500 GP.

1125 A bronze-covered throne worth 1,500 GP is covered with webs and dust. A Skeleton is sitting in the throne; AC 7, HD 1/2, HTK 3; and two other Skeletons are standing on each side of him holding spears. Scorpions; AC 0, HD 1/2, HTK 1; breed by the hundreds in this sheltered nook.

1206 An oval-shaped pool of water is nestled in a small dell. In the daylight the pool is red. Anyone getting in the pool will receive 2-12 pips of Damage. At night the pool is clear blue. Anyone getting into the pool will be cured 2-12 pips. At dawn and dusk wounded predatory animals gather here by the score.

1514 A giant marble Snake is holding its head ten foot in the air. Its forked tongue is sticking out of its mouth. Two diamonds worth 1220 GP each are in the Snake's eyes. Anyone getting within arm's reach of its face triggers a spray from the mouth that causes insanity for a week (saving throw applicable).

1602 A beam of light five feet high is coming from a bottomless pit four foot in diameter. The pit creates illusions of beautiful women and treasure. There is a 25% chance (less Wisdom and Intelligence of the viewer) of being lured into the pit.

1630 An iron bell hangs on a petrified wooden arch with a golden clanger. A roc nests on top of the arch.

1910 A decaying wooden bridge over a wide ditch will raise your Dexterity 1 if you can walk across without falling through. There is an 80% chance that the bridge collapses, causing the victim 4-24 pips of Damage.

2014 A vine-covered chimney has a blue fire in it. Looking at the blue flames will cause the viewer to save for Fear with a -2 saving throw. Two loose bricks in the chimney have a Ring of Fire Resistance behind them. The blue flame is caused by a phosphorescent moss.

2223 A partially caved-in and vine-covered tower stands thirty feet high. Three Orcs; AC 6, HD 1, HTK 2-5-3; are inside playing with a periscope.

2301 A golden plaque worth 1,700 GP is mounted on an ash-covered stone wall. Four Hell Hounds live nearby.

2408 A sacred mound with the totem of a giant eagle is always mist-covered. Praying at the feet of the totem will cause one wish to be granted during a full moon. A show of disrespect causes a curse on all present, saving throw -6, which causes one limb to rot and crumble to dust per day.

2429 The bust of an Amazon lies in a large crater. The bust sets on a +1 shield and a Cobra lives under it. A map to the White Mountain at 2407 is engraved on the shield. A slime-covered monument of a giant Dwarf leans against a boulder. A large Boa Constrictor is wrapped around the body of the Dwarf. Buried in the ground beneath the monument is a chest containing 25 PP, 385 GP, 1,680 SP, and 470 CP.

2513 A partially collapsed windmill turns in the wind. A purple cloak with a disease-spreading Centipede under the collar is hanging on a peg within. Only Giant Rats lurk in the basement.

2719 A Shrine with thickets surrounding the entrance between two giant oak trees is carved with animals. Four Rocs with emerald eyes worth 350 GP each are engraved on the Shrine. Twenty Stirges; AC 7, HD 1, HTK 4-3-6-1-2-2-6-1-5-3-6-1-1-2-4-2-4-3-3-2; nest in the larger trees south of the Shrine.

2908 A giant candle is embedded in the ground. The flame is two foot high. Hot wax drips down the side of the candle. A golden tipped spear is stuck through the candle worth 755 GP. Extinguishing the flame will cause six Shadows; AC 7, HD 2+2, HTK 8-13-10-15=11=13; to emerge from the whisps of smoke to attack.

2923 A stone statue of two Giant Lizards fighting is partially covered with thickets beneath an overhang. The thickets have poisonous blackberries growing on them (Poison Class III).

3211 A petrified overturned wagon is partially buried in the ground. There are 50 GP hidden under the seat.

3325 A large stone plaque with a battle scene engraved on it just out of the ground. The stone plaque covers a pit wherein a copper mask worth 3,440 GP and two Giant Spiders; AC 5, HD 3+3, HTK 21; repose.

3408 A multi-horned Ram's head is mounted on a cinder-covered brick wall. Two Vultures are sitting on the wall.

3615 An ivory vase setting on a large slime-covered rock sprays an endless stream of contaminated water. The vase is worth 2,080 GP.

3703 A worm-eaten wooden statue of a giant Monk bowing toward the east has moss growing on the north side. The statue is hollow. The head unscrews. A Giant Cobra lives in the body of the statue. A large white pearl worth 2,320 GP is in the head.

3928 A fully operational Roc carriage is in a partially burnt hall where a Hill Giant lives; AC 4, HD 8, HTK 43.

4014 A rock-covered crypt contains the ashes of a Baron and his wife in a gold urn worth 3,400 GP. A Vampire; AC 2, HD 7, HTK 32; lies in a lead casket on a shelf above the urn.

4207 A giant oak tree infested with Black Spiders; AC 3, HD 1/2, HTK 1; has hollowed out a hole in the trunk. 1,000 SP lays inside. A partially operational tape recorder lies beneath the silver.

4313 A multi-eyed stone bust of a Wizard with a gold necklace worth 1,520 GP is partialy buried in the earth. If the necklace is touched an eye will shoot a Ray out doing 3-18 pips of Damage every round at random living targets.

4324 Three Stone Trolls holding shovels stand in a pit 20' deep. Five foot farther down is a chest with two miniature Polar Bears; AC 6, HD 6+6, HTK 37. The Bears are kept alive by suspended animation. They will awaken if exposed to moonlight.

4520 A cobblestone road leads to a broken-down old cottage. Eating utensils and parts of a clock are scattered on the floor. A Ghost lives in the attic; AC 8, HD 10, HTK 46.

4633 A blood-stained sacrificial altar is covered with vines. The altar is shaped like a Lion's head. Inside the mouth is an obsidian knife worth 250 GP.

4704 The peak of a black mountain top is actually the tower of a Sage that collected Scrolls and Tablets. The dust-covered chambers contain huge piles of mouldy and crumbling parchments wherein the larvae and eggs of various Giant Wasps wriggle.

4727 A green slime-covered pillar with a multi-horned Dragon head on top lies upside down. The Dragon's mouth is open. The tongue is worth 835 GP.

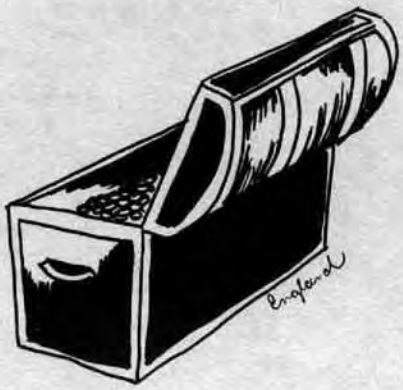
4814 A vine-covered pool of very high potency wine is nestled in s small grove. Each drink gives the imbiber a 10% chance of becoming wildly drunk for an hour. In the bottom of the pool lies a purple quartz cube which will change one quart of water to wine in eight hours.

4910 The stone statue of the three-eyed Roc has another Roc nesting on its back between its spread wings. The middle eye is a diamond worth 700 GP.

5001 An earth-covered hut contains a copper doll worth 1,900 GP. An old man dying of a disease lies in a corner under a pile of rags. Each turn in the hut you have a 35% chance of catching the Black Plague.

5119 A vine-covered brick altar partially sunk in the ground has an arrow on top of it pointing to the North Star. There is also a compass behind one of the loose bricks in the altar.

5228 A giant painting of ten Monks praying to an Idol is hanging from two large columns. Anyone cursing or touching the painting will let one of the monks in the painting out to fight the group until the party leaves or the monk dies. The Monk will then re-appear in the painting.



Lenap Campaign Map Ten

Lenap Villages

HEX NO.	NAME	POP.	TYPE	CIV.	ALIGN.	RULER,LEVEL,ALIGN,CLASS & TYPE	RESOURCES
0113	Sledgetower	283	Orc	4	LE	Hoglip Syledyr 5,LE,Th,Orc	Market
0227	Winmoot	148	Men	2	N	Wyfagyl 4,N,Ftr,Man	Zinc
0307	Wovenmist	221	Men	5	CG	Torbask 5,CE,MU,Man	Timber
0417	Nettle	417	Elf	1	N	Fender the Avenger 8,LG,Ftr,Elf	Cattle
0430	Hewn Dell	362	Men	2	CG	Sir Pinwikle 4,CG,Ftr,Man	Market
0712	Rovertop	238	Orc	3	CE	Greidar the Cold 3,CE,CL,Man	Jewels
0725	Gravel Gate	175	Half.	5	LE	Bandel Winderwhip 6,CG,Ftr,Half.	Oil
1020	Windless	264	Men	3	N	Blytarlaint 4,N,Th,Man	Horses
1033	Princeling	191	Dwarf	4	N	Derunrih 3,CE,Ftr,Dwarf	Iron
1114	Lidenstrand	337	Men	4	N	Cat Licor the Sure 6,N,SG,Man	Market
1222	Swanrill	486	Half.	3	N	Allewn 4,CE,Ftr,Man	Hides
1328	Goldfall	283	H-Elf	3	LG	Luken the Long 6,LG,CL,H-Elf	Market
1404	Tuftipsy	198	Gob	3	LE	Razan the Listless 4,LE,DR,Man	Baskets
1512	Flamgard	216	Men	2	N	Zenrax 5,CE,Ftr,Troll	Market
1532	Willowwithy	176	Men	4	LG	Ventore 7,LG,Ftr,Man	Market
1616	Rushkindle	302	Men	1	N	Dryfed Bending 3,N,CL,Man	Market
1625	Arngold Quay	476	Elf	5	N	Gwanlt 6,LG,Ftr,Elf	Horses
1808	Evergloom	317	Men	4	N	Badyr Skywalker 7,CE,Ftr,Giant	Leather
1921	Reek Hill	158	Orc	3	CE	Cyfael the Silent 4,CG,MU,Elf	Bows
2009	Wondernesse	355	Dwarf	4	N	Bynt Baber 5,N,AL,Man	Ropes
2214	Delan	205	Men	2	CE	Mecsan of Old 7,CE,Ftr,Gnome	Timber
2503	Forsaken	119	Men	0	N	Dyrsh the Many Tongues 4,N,Ftr,Man	Market
2515	Boghra-Little	144	Men	1	CE	Bladdadent 5,CE,Ftr,Troll	Oil
2712	Ashwood	370	Half	3	N	Pathinvor 3,N,CL,Dwarf	Silver
2820	Lenap	673	Men	5	LE	Grief Giver 6,LE,Ftr,Man	Market
2907	Eldma-Vilyet	203	Men	0	N	Slynnon Strong-Shoulder 7,N,MU,Man	Torches
3112	Cloven	178	Men	3	N	Lupid Green-Teeth 5,CE,Ftr,Man	Timber
3121	Valeyard	394	Men	2	LE	Lufore the Lean 3,LE,Ftr,Man	Market
3116	Beacon	347	Men	0	N	Travinish 5,N,CL,Man	Goats
3308	Woodken	226	Gob.	0	CE	Sinpat the Stalker 5,N,Ftr,Troll	Market
3501	Redwraith	143	Men	4	N	Findolperth 4,CE,Ftr,Man	Market
3603	Cower	374	Dwarf	4	N	Treylin Stiff-Beard 3,N,Ftr,Dwarf	Weapons
4002	Iffing	133	Men	3	Ce	Dawgarsh Long-fingers 5,CE,Ftr,Orc	Pitch
4119	Knoll	261	Orc	1	N	Flagash the Toothless 6,CE,Ftr,Ogre	Market
4814	Baluster	403	Elf	4	LG	Honder of the Wind 4,LG,MU,Elf	Horses

Lenap Castles & Citadels

Hex No.	Class	Level	Align.	Men
0222 Cit.	FTR	5	N	20
0232 Cit.	CL	4	CE	25
0406 Cit.	FTR	7	N	40
0631 Cit.	MU	3	CE	10
0816 Cit	BA	6	N	30
1118 Cit.	FTR	3	CE	25
1133 Cas.	FTR	8	N	155
1203 Cit.	AS	6	N	50
1226 Cit.	FTR	4	CG	35
1410 Cit.	MU	6	CE	70
1424 Cas.	CL	7	CG	140
1720 Cit.	FTR	4	N	65
1818 Cit.	SA	5	CG	30
1909 Cas.	MU	7	N	130
1921 Cas.	PAL	6	LG	115
2211 Cit.	FTR	5	CE	60
2218 Cit.	FTR	7	CG	35
2414 Cas.	MU	7	N	140
2619 Cit.	FTR	4	CE	50
2810 Cit.	FTR	6	N	35
2913 Cas.	MNK	7	N	135
3107 Cas.	CL	8	LG	160
3409 Cit.	IL	5	CE	25
3605 Cit.	FTR	4	CE	40
3701 Cas.	RGR	8	CG	155
4120 Cit.	FTR	6	CG	30
4815 Cas.	FTR	5	N	130

1928-1929 ISLES OF FLAME It is rumored that Varun the Goddess of Wine walks these vine-covered isles on foggy evenings. Lizard men visit the sea-caverns beneath the principal island to worship a Giant Squid and elect a new tribal cheiftain by force of arms every month. Access to the cavern is gained through a cave high on the eastern side of the island. A hermit knows of the entrance and will aid any party offering to assist him in recapturing his escaped pigs.

2027 A geyser (water spray) glows at night to mark the location of a magical altar. During a full moon, an intellegent parrot will guide anyone at the geyser to a cave filled with dinosaur bones and broken weapons. The blind castaway inhabiting the cave is the former ruler of Lenap who befreinded the Wizard Khouligan. The wizard stole the ruler's princess, the Jewels of Apazar, and a Flying Carpet. The ruler was transported to the cave to die, blind, weakened, and without weapons to defend against the Giant Rats which frequent the cave complex.

2732 A spring of healing waters (1-6 per day spent bathing) issues from a crack in a huge boulder shaped like a mermaid. Chimpanzees avoid the pride of Lions which stalk the sparse prey amongst the lush vegetation. A fruit shaped like golden globes grow on vines covering a crumbled wall. The fruit will drive anyone eating one to insanity for two weeks...doubling strength.

3020-3120-3219-3220 MANGANIA ISLE A sage's curse has made zombies of ten brigands which roam the island seeking the Windward Horn, an artifac which will release them from the curse. A lascivious Amazon and three warriors dwells in a small fortified manor in the high lands. These exiles protect a small community of poor elfs on the lower slopes.

3419 An enraged bull stalks any intruders mercilessly. An abandoned Viking longship is beached on the west side of the island. Four apes follow the orders of an intellegent chimpanzee (polymorphed dwarf) nearby. A crude hut built of Viking shields and palm leaves contains provisions for fifty Vikings and thirty-two miniature statues of long-haired warriors.

3534 A rope bridge across a deep chasm leads to a giant sea shell inhabited by a castaway elven engineer. The bridge will spring into a net shape (trapping pedestrians) unless a vine is pulled back and tied to a tree before crossing.

3617 Twenty skeletons line the beach and wreckage of a large merchant ship protrudes from ten feet of water. A steaming fumerole has turned the only stream into a sour-tasting yellow slush. Within ten feet of a petrified pterydactl all life completes a life cycle in 24 hours...from new-born to death. Any one steeping in this circle will age one year per turn.

3721 Gas issuing from fissures will cause all to make their saving throw for sleep every two turns or sleep for sixteen hours. No provisions are availiable.

3816 This island is known for it's many varietys of tropical fish of unusual shape and configuration. Many of them possess a tougue similiar to frogs and can reach 5' out of a stream to pull the unwary under the water. Some have iron sharp fangs to tear and rend armor. Some can speak the common tongue and others can fly 15' per jump. A particularly desired variety covers it's small torso with a coat of pearls cemented together with a rubber like saliva.

4018-4019 BOUYAN ISLE A terrible island with a cinder cone volcanoe and sparse provisions. Home of blue lizards which jump 20' and have poisonous fangs (not capable of penetrating armor). The blue lizards swarm in packs of 11-16 and one exceptionally large male capable of dissolving metal with it's venom. Ferrets frequent the trees in large numbers.

4031 Four ship-wrecked passengers of a small merchant ship light signal fires regularly. One is the emissary of the prince of a distant land to the north.

4114 An island with provisions for the taking but surrounded by strong currents and winds which make it impossible to avoid hidden rock by any but the smallest ships.

4121 This island is unbearable hot year-round. Rocks will burn bareflesh and vegetation adapted to life here will freeze if allowed to cool to 70 degrees F. At noon in summer months, wood which has been brought to this island will spontaneously catch fire.

4317 Quicksand, spider webs, tangle vines, and hidden pits dot this island. The pits and traps are serviced by a cult of fanatic magic users which worship the idol of Swarsthamon the Star-Mage. The idol is covered with silver plate worth 35,890 SP and the middle eye is a blue sapphire worth 16,480 GP. The Arch-Mage is a twelve level Wizard which has a Staff of Wizardry.

4326 A prison and exile island filled with undesireables of all classes and circumstances. A strong spell permits landings only. Once per year the spell permits one prisoner only to leave and the chosen person is picked up by a war galley 200 yards west of the isle. It requires 36 levels of spell casting ability to obtain a 10% cahnce of sucess to dispell the strong spell.

4411 A small tribe of cave people hide in the dense underbrush on this island and will not attack unless threatened. The cave people are especially shy and timid with strangers. They dislike fire and won't touch iron. An abandoned manor house is held sacrid by the cave dwellers.

4512 A starving crew of pirates live amidst the rocks near a large wrecked merchant ship. The pirates have been reduced to a cannibalistic madness and only thirty-two are left alive out of 154. The captain has long since been killed. only the strongest have survived.

4614-4715 KEYS OF SHADOW A merchant trading post is run by myrmidon and twenty gnomes on the north end of the island. The merchant permits none to land, prefering to trade by hand signal in the small quay. At the east end of the island are three run-away gnomes bent on robbing the dwarf merchant.

4732 A dense fog surrounds this island perpetually. A tribe of cannibals led by a witch doctor lives in the interior and their canoes are hidden in the shoreline. A water sprite in the lagoon protects the small village of peaceful natives living on the beach.

4816 A small invasion force of three war galleys have gathered here to provision their ships. The island is especially lush and filled with game.

5016 Small fire-breathing frogs live in the coconut trees stretching along the beach. The frogs can only breathe once per day for 1-3 points of damage. A waterfall hides the entrance to an abandoned city of tall glassine spires filled with unusual fabrics and glass balls of all colors.

5017 The interior of this island is completely devoid of vegetation and in the exact center is a stone statue of Cloud Giant which will answer questions about lands within 50 miles in return for one magical item per question. The statue comunicates telepathically.

5019 A small manor sits on a sloping hill on the north side of this island which is inhabited by a witch. The beautiful witch will attempt to turn anyone not having a charisma of 16 or above into a halfling unless she needs some geased assistance at the moment PROB 35%.

5108 A small pool of water in the hills will change any wooden object in a spear, arrow, or mug dipped into it and pulled out immediately. If the object is not pulled out immediately it will change to sand and fill the bottom of the pool. Animal life is unaffected.

5218 All vegetation on this island has a highly acid base and will cause one point of damage if touched and two points of damage if tasted. Giant Ants live in the rocky hills.

0126 There is a curse written on the tombstone of an ancient King's burial mound. A gold crown with a black diamond in the middle rests on the dead King. The crown is worth 7,140 GP.

0203 Two clay pots are half buried in the sand. One contains a five foot long silver chain belt worth 2,500 SP. The other pot contains 6,350 CP. A Giant Cobra lives under each pot; AC 5, HD 4+3, HTK 23.

0321 A small well has a chain hanging down to the bottom. At the end of the chain is a bucket containing a clock with zircon numbers worth 1,600 GP. Fifty small spiders have made their webs on the chain; AC 0, HD 1/2, HTK 1; five of which are poisonous; AC 0, HD 1, HTK 5-4-6-1-5-2, (Poison Class V).

0510 The remains of a man-sized Warrior still holding his battle-axe lies face down on top of a golden doll worth 490 GP. Five Giant Spiders nest in webs over the Warrior; AC 4, HD 4+4, HTK 20-17-29-23-28.

0716 Two Large trunks covered with Grey Ooze; AC 8, HD 3, HTK 17; contain wine that is moldy and contaminated.

0732 The ruins of a tower covered by earth can only be entered by a 3' diameter tunnel. Eight Gnome worshippers; AC 5, HD 1, HTK 3-5-6-1-1-4-2-5; are bowing to a golden skull worth 2,300 GP.

0804 The ruins of an Altar for the Lost stands on a hummock. If a prayer is said at the Altar, a beam of light will point to the nearest shelter.

1010 The remains of a High Elf lays in the rocks with a worm-eaten cloak and a pair of decaying Elf Boots. A poisonous Snake is inside the left boot. Protruding from the rocks is an iron helm six foot in diameter enscribed with Dwarven runes.

1026 A small cottage covered with vines on a rocky slope has a ship's figurehead inside. The Ghost of an old sailor guards the figurehead; AC 5, HD 7, HTK 31.

1217 A caved-in hut at the bottom of the hill has three bottles of acid on a small wooden table. A Hill Giant; AC 4, HD 8, HTK 42; often visits the little hut.

1334 Two vine-covered pillars have a Giant Spider; AC 4, HD 4+4, HTK 25; in its web between them. A Wand of Metal Detection is stuck in the webs.

1420 A giant Ram's head is setting on a large rock. The head is hollow. A Giant Stag Beetle; AC 4, HD 2+2, HTK 10; nests inside. Buried beside the head is a viking longship with a cargo of silver fittings worth 3,220 GP.

1508 A fully covered Vault lies two foot under the sand. The top of the Vault is corroded. A heavy person has a 60% probability of falling through. Six Skeletons; AC 7, HD 1/2, HTK 3-1-1-2-3-3-2; guard the Vault wherein a Necklace of Human Control is worn by a dead Mage.

1602 A trunk covered by sand has a Potion of Healing inside. Four giant Crabs; AC 3, HD 3, HTK 13-9-11; nest nearby.

1623 A small cottage in a grove is infested with insects. A stone calendar stands on a small table of granite within.

1813 An antique miniature lamp shines out the window of a large crumbling hall. Trolls; AC 4, HD 6+3, HTK 30; sleep in the wine cellar.

1931 A Man-O-War sits on the bottom covered with green moss. Littering the deck are many corroded weapons. A Skeleton with a gold peg leg captains an Octopi crew of six; AC 7, HD 3, HTK 10-13-17-12-15-18-11.

2107 The remains of a giant Lizard is being eaten by four Were Rats; AC 7, HD 3, HTK 12-15-18-11; The Lizard wears a silver-studded saddle worth 1,200 GP. In a leather pouch attached to the saddle is a corroded battery.

2117 Four moldy barrels sit side-by-side in a ditch. They contain 1,500 GP and loaves of bread. A Blue Dragon; AC 2, HD 8, HTK 48; constantly keeps watch from another ditch 150' to the north.

2123 A small raft floats just off the coast. An ancient man-sized throne is tied down on the raft. A closer look reveals four Mermen swimming along the side of the raft; AC 7, HD 1+1, HTK 6-3-7-5. The throne functions as a crystal ball.

2410 An ash-covered city almost burnt to the ground lies in a blackened clearing. A Red Dragon lives in a huge cistern in the middle of town holding six virgin maidens captive. Thirty traps are set about the ruins to feed the Dragon. In one crumbled Temple is a dangerously operational steam locomotive.

2421 A vine-covered grinding wheel set in the clearing is the abode of a Giant Spider; AC 4, HD 4+4, HTK 23; which is weaving a web over it. Scattered about in a clay brick pile are four Ankylosaurus harnesses.

2426 A mithril breast plate worth 2,960 GP is covered by sand and shines in the light. Two killer Shrews; AC 5, HD 3, HTK 13-16; live inside the cavity.

2904 A marble slab is buried in the sand with rubies worth 750 GP each set in the corners. The slab is inscribed with runes which permit the translation of any ancient language. The slab's encumberance is 45,000 GP.

2917 A cold clammy fifty foot cave with the Totem of a Were Tiger's head standing within the entrance contains a sword ten foot long worth 1,730 GP. Three pair of red eyes glow from inside the cave where a pack of Were Tigers live.

2928 Three Giant Turtles are attempting to push a barrel with an Efree Bottle inside of it. The Efreet will attempt to kill the person releasing him; AC 3, HD 10, HTK 56.

3109 A heavy set of Chain Mail covered by thousands of Biting Black Ants; AC 8, HD 1/2, HTK 2; is rusting in a thicket.

3403 A Giant Bear's skull rests on top of a large rock with 15 cavemen sleeping inside. A bright red glow is coming from a large red stone in the skull that is worth 2,450 GP.

3419 A giant statue of a Triton stands on the island. It has a golden crown worth 5,260 GP on his head and animates if the crown is removed. The statue is 100% Magic Resistant; AC 5, HD 13, HTK 115; and regenerates two points per melee round. Once the statue regains the crown it will place the crown on its head and again resume an inantimate state.

3432 An overturned longboat has eight sharks swimming around it. Large furs are tied up in the hull. A figurehead worth 915 GP decorates the prow. The ship's anchor is an airplane propeller.

3608 A small moss-covered cave has a treasure chest buried inside. A poison dart will spring out when the trunk is opened. There is 3,540 GP worth of gems inside. A mechanical doll will perform an intricate dance if wound up by a key on its back.

3904 Three vultures are eating on the remains of what appears to be a human. A Signet Ring in on the left hand of the victim that is worth 320 GP. A pair of handcuffs (requiring a Strength of 20 to break) and keys are hanging on the victim's belt.

4015 A sunken city from another time is on the sea bed. Decaying musical instruments are strewn over the bottom. Golden Harps are in the larger buildings. Giant fish often swim in and out of this town. The Harps cannot be removed from the buildings as they are automatically teleported back to the pedestals upon which they rest.

4102 A ten foot ivory covered cross worth 1,990 GP is partially covered by vines. The Cross turns to face the sun at all times. Bears often come by and scratch their backs on it.

4417 Mermen constantly swim by this floating tower which has a large beacon pointing the way back to land. The beacon is powered by an unknown power source. No entrance is apparent, and forcing an opening will cause the beacon to sink in 1-6 rounds.

4705 The water becomes very still and the wind stops blowing. Three mermen in dolphin chariots ride up and demand 10 GP a head for crossing their Holy Water. The water is tinted green by a tank of chemicals on the sea floor. The green water will burn if ignited by an open flame.

4822 A Giant Clam; AC 2, HD 4, HTK 27; rests under a decayed bridge arch in some green sea weed. It holds a huge green pearl worth 110 GP.

4912 A Mermaid is weeping over the collapsed tower of an ancient wizard. She has a golden dagger worth 850 GP hidden in her long black hair. If anyone touches her she will try to kill the tresspasser with the dagger. Beneath the tower lies a Dolphin Chariot made of a giant shell and six deep-sea diving suits with twelve oxygen tanks.

5002 A patch of blue sea weed with foot long poisonous stickers surrounds a wrecked barge. Ten bright red rubies worth 75 GP each are at the bottom of the sea weed. An empty antique chest lies nearby.

5016 A ruined air baloon with a carriage lies on a bed of muck. Within the carriage is a chest containing an astrolabe, compass, telescope, and an ornate tea pot.

5028 A sunken merchant ship contains 65 barrels of rabid monkies. The monkies have been kept alive by the water-tight barrels and suspended animation. The monkies will awake two minutes after breathing fresh air.

5208 A sunken city of Mermen and a temple with beautiful women trapped inside bubbles lie in a sea valley.

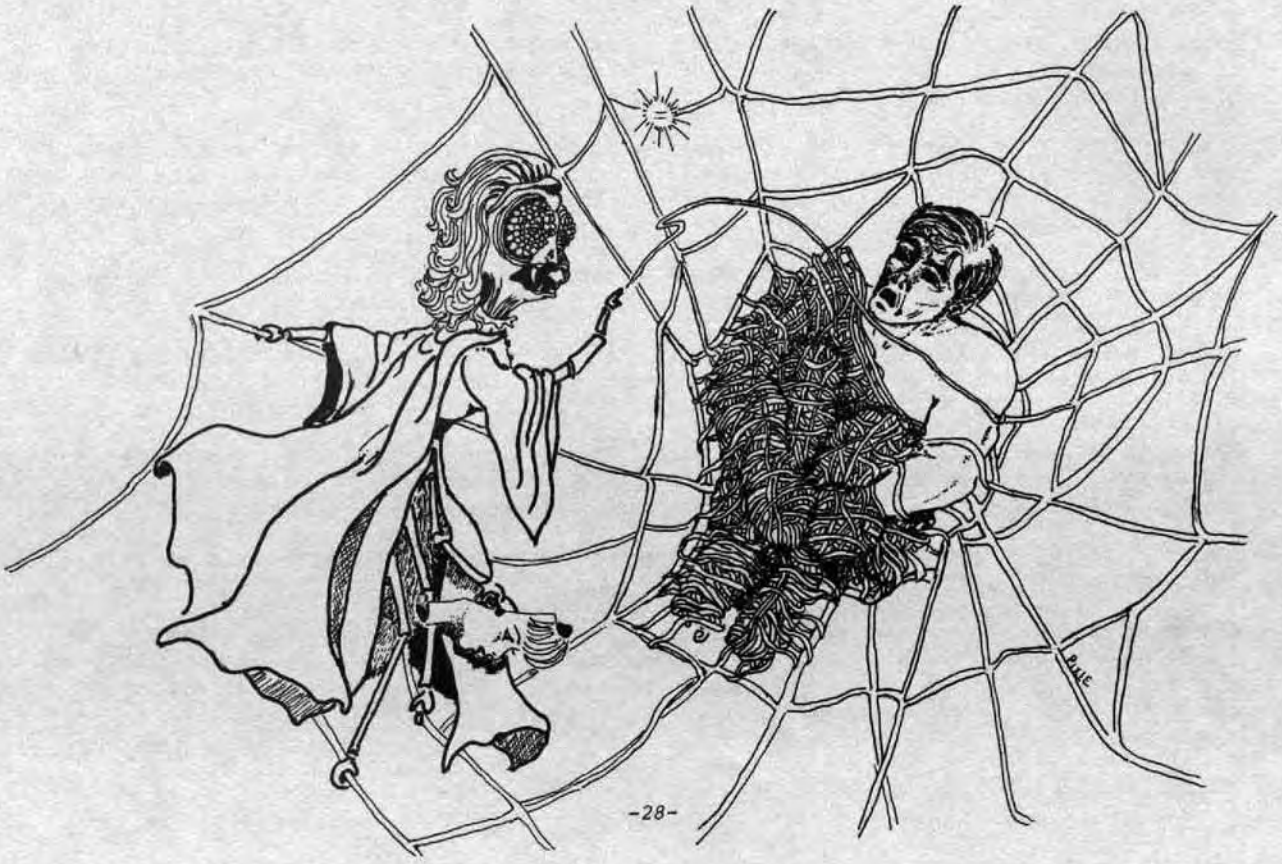
5232 A spiral staircase going down to the bottom of the sea has six tame sea horses guarded by a young Merman with a shell horn; AC 7, HD 1+1, HTK 5. Upon blowing the horn, 1-20 Mermen will appear. A crumbled road meanders away from the bottom to a tumbled monolith beside a huge cave where a Sea Monster sleeps; AC 5, HD 10, HTK 48.

Lenap Lurid Lairs

Hex No.	
0106	Giant Cobra--6
0216	Baboons--24
0413	Giant Scorpions--7
0423	Giant Centipedes--18
0628	Ropers--3
0707	Wild Dogs--14
0720	Bears--8
0833	Blink Dogs--4
0902	Wild Asses--12
0923	Giant Snakes--8
1107	Leopards--5
1230	Giant Goats--15
1414	Rocs--4
1630	Giant Spiders--23
1806	Air Elemental--1
1928	Lizard Men--24
2011	Wolves--16
2226	Mermen--10

Hex No.	
2408	Giant Weasels--9
2716	Giant Leeches--22
2731	Tritons--5
3102	Wild Camels--16
3223	Giant Fish--30
3515	Sea Turtles--17
3802	Bears--12
3826	Giant Squids--3
4121	Nixies--12
4301	Wild Pigs--14
4329	Water Elemental--1
4408	Giant Octopi--2
4422	Mermen--35
4503	Giant Crabs--9
4525	Dragon Turtles--2
4612	Tritons--8
4728	Sea Monster--1
4733	Sea Turtles--12

Hex No.	
4801	Giant Sea Snakes--6
4818	Giant Octopi--7
4909	Mermen--16
4926	Giant Fish--8
5005	Dragon Turtles--5
5023	Giant Squids--6
5115	Nixies--40
5131	Giant Crabs--12
5203	Tritons--6
5225	Giant Sea Snakes--10



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Desert Lands
Campaign Map Seven

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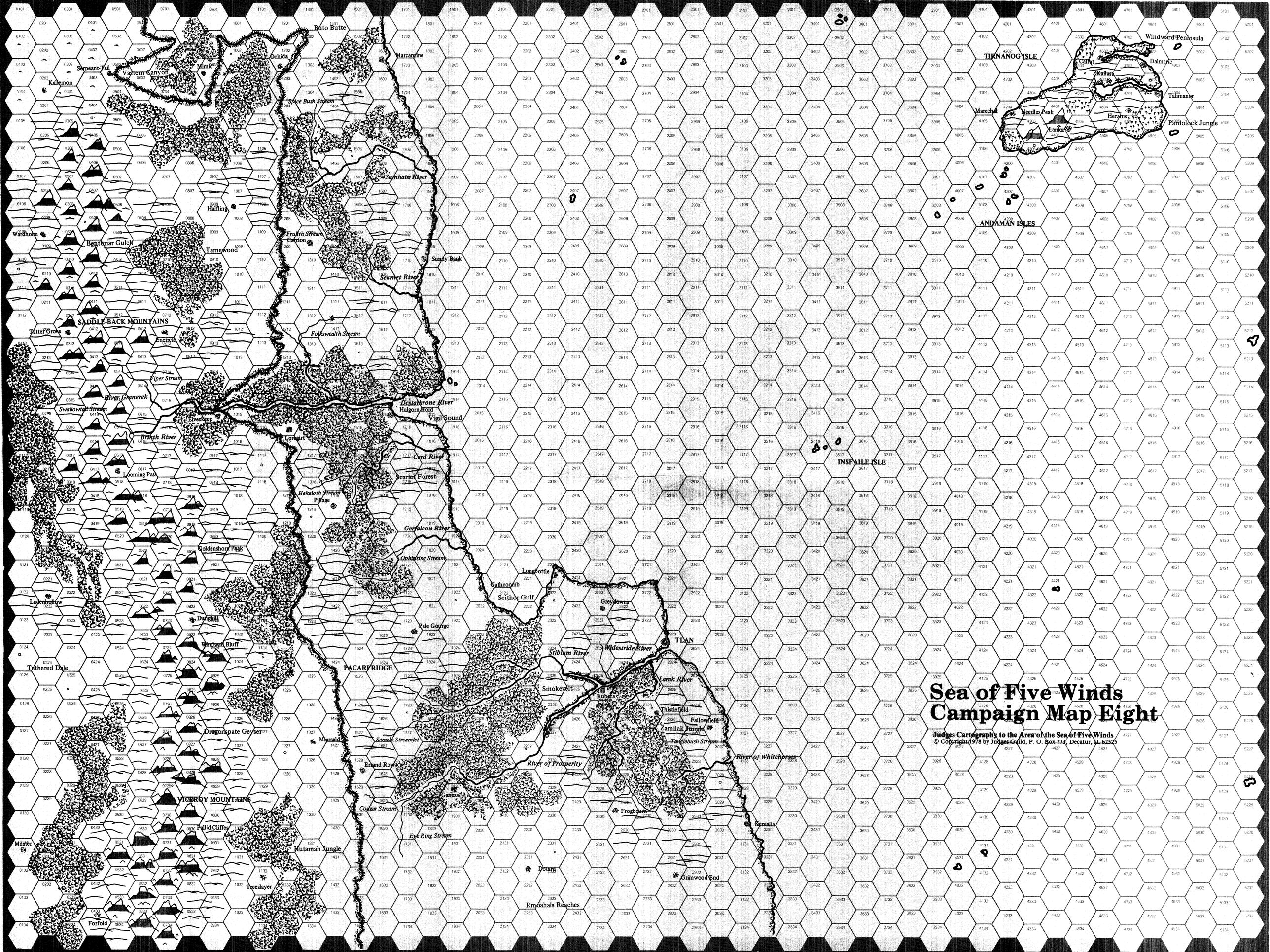
Somnimorte Caves
Dyra
Boughn
Athelsward
Elemair River
Rymafon
Turinian River
Forsaken Bridge
Ihnnyas
Mateh
Laz
Cabral Jungle
Unneffer
Stonewright
Fangridge
Wartess
Cleft Roads
Grand Fordway
Place of Reeds
River of Maldewar
Dagonsharp
Begrown Vale
Gadorsalt
Dier
Westlands
Scout's Pass
Wandering Stream
Laudenesh
Abdu-Kab
Stoning Valley
Betalls
Sarina Galesh
Pendate Stream
Cording Stream
Moramines
Snarl
Vardane
Belitsward
Gristly Jungle
Nashurpalseddes
Demark
HAUNTING RANGE
Ajiinawn
Kantaron Summit
Desert of Blood
Elftears Creek
Ordurt
HOLLOWCASTE MOORS
Smoulder Hill
Holdsforth Stream
Qoitzk
CAPE KUMARI
Fire-emerald Grotto
Arramas
Rowan
Madrepone River
Nightwood
Nyzad
Hothme
Jarab
Blustering Dunes
Kodt
Alas
Underwing Jungle
Valley Villa
Tarrenil River
Grindwell
Teithoir River
Valley of Repose
Lifehane River
Hills of Naught
Silmet
Craftheob
ANOUET CATARACT
Ferech Idu
THE HOLY CITIES
Ell Bastis
Zakuta
Inferna Wells
Shealoh
Birjani
Nabi Naziab
Shikhat
Wetlands Passing
Weaving Streamlet
Elsden River
Laudenesh
Silverhorn Ford
Cestmast River
Morunda Stream
Narrowridge
Redsands Stream
Parapet Scarpe
Davlaseth
Gall
PATCHWORT DESERT
Blackmarsh
Frasket
Bassam
ERED DEMIYAND
Questravale
Tuirenn River
Opressing Sands
Bushmaster Jungle
Redshaft Fens
Phialfan
Olgerd
Larif
LOST ISLAND
Varnag
Melasurek
Castbill


Sea of Five Winds
Campaign Map Eight
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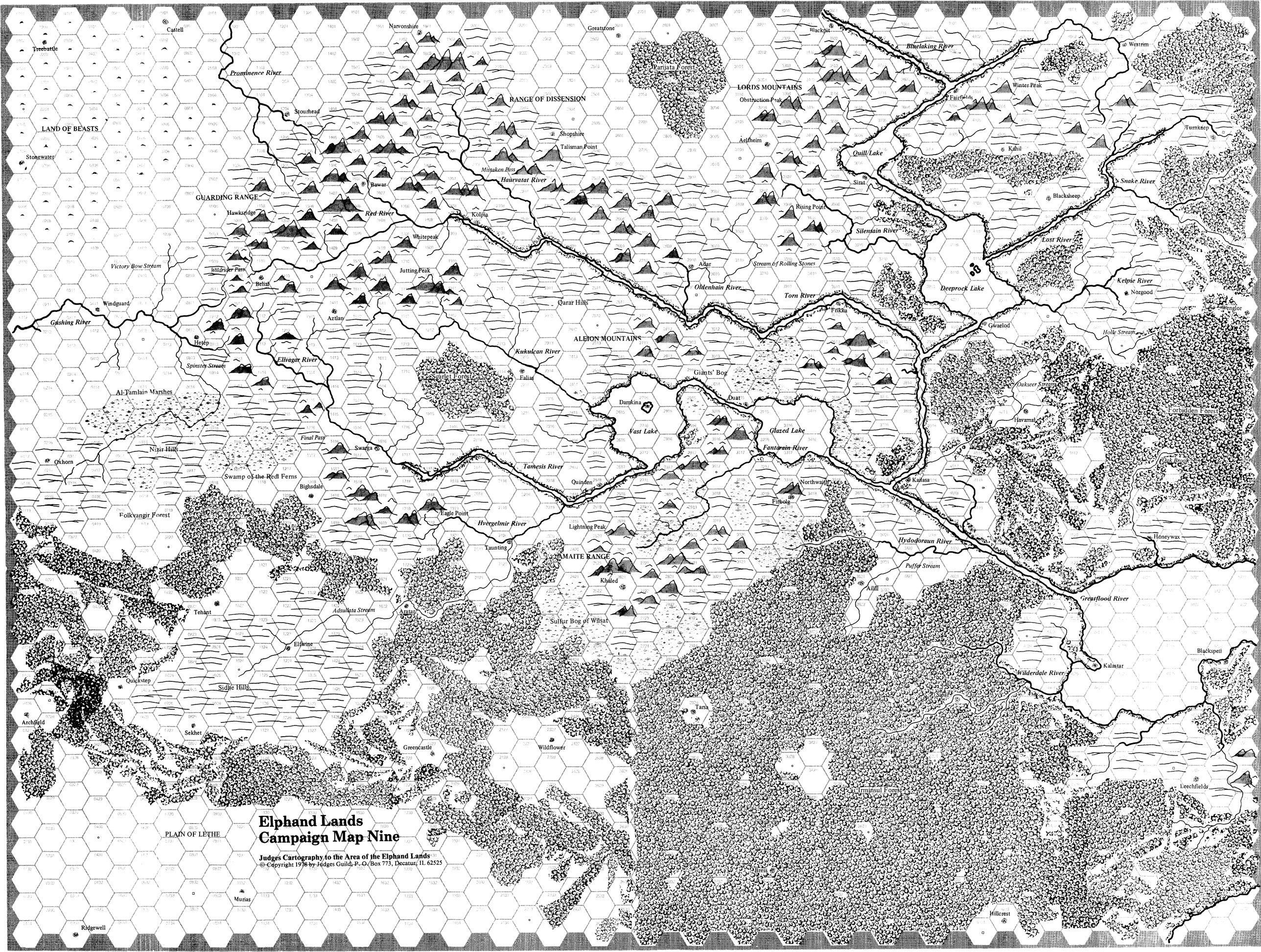
Buto Butte
Ochida
Marcantine
Serpeant-Tail
Vastern Canyon
Mimic
Kallemon
Spice Bush Stream
Samhain River
Halfling
Wardhorn
Bentbriar Gulch
Tamewood
Fruith Stream
Carrion
Sunny Bank
Sekmet River
SADDLE-BACK MOUNTAINS
Tatter Grove
Encircle
Folkswealth Stream
Open River
Viper Stream
River Granerek
Swallowtail Stream
Elveskeep
Destathrone River
Halgorn Hold
Vigil Sound
Brikth River
Longcirt
Cerd River
Looming Pass
Scarlet Forest
Hekaloth Stream
Pillage
Gerfalcon River
Ophinsing Stream
Goldenshorn Peak
Longbottle
Oathcoomb
Seithor Gulf
Greydowns
Ladenhollow
Dunhill
Pale Gourge
Windwan Bluff
Tethered Dale
PACARI RIDGE
Stibium River
Widestride River
TLAN
Larak River
Smokevell
Kubera
Thistlefield
Fallowfield
Zamilak Jungle
Dragonspate Geyser
Marseld
Semele Streamlet
Twiglebush Stream
River of Whitehorses
Errand Rows
River of Prosperity
VICEROY MOUNTAINS
Ganesa
Frogbourn
Kerealia
Cougar Stream
Pallid Cliffes
Eve Ring Stream
Muster
Hutamah Jungle
Dotard
Grimwood End
Treeslayer
Rmoahals Reaches
Forfold
TIRNANOG ISLE
Windward Peninsula
Calfet
Dalmaric
Kailash
Talimaner
Marechal
Needles Peak
Heratim
Pardolock Jungle
Lanka
ANDAMAN ISLES
INSFAILE ISLE


Elphand Lands
Campaign Map Nine
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Narvonshire
Greatstone
Blackpit
Bluelaking River
Westrim
Treebattle
Prominence River
Parijata Forest
LORDS MOUNTAINS
Winter Peak
Fairfields
RANGE OF DISSENSION
Obstruction Peak
Stourhead
LAND OF BEASTS
Shopshire
Aeltheim
Turnkeep
Talisman Point
Quill Lake
Kahil
Stonewater
Mistaken Pass
Haurvatar River
Sirat
Snake River
Bawar
GUARDING RANGE
Blacksheep
Hawksridge
Red River
Kolpia
Rising Point
Silensain River
Whitepeak
Lost River
Victory Bow Stream
Wildrider Pass
Jutting Peak
Adar
Stream of Rolling Stones
Belial
Oldenhain River
Deeprock Lake
Kelpie River
Torn River
Norgood
Windguard
Qarar Hills
Frikka
Wenglor
Aztlan
Gwaelod
Gushing River
Holle Stream
Hetep
ALEION MOUNTAINS
Kukulcan River
Elivagar River
Spinster Stream
Falias
Giants' Bog
Oakseer Stream
Al-Tamlain Marshes
Damkina
Duat
Forbidden Forest
Havamal
Vast Lake
Glazed Lake
Final Pass
Fantarain River
Nizir Hills
Swarga
Oxhorn
Tamesis River
Oak Bay
Swamp of the Redl Ferns
Quinden
Kailasa
Bighsdale
Northwaith
Firbolg
Folkvangir Forest
Eagle Point
Hvergelmir River
Lightning Peak
Honeywax
Hydodoraun River
Taunting
AMAITE RANGE
Puffer Stream
Khaled
Ailill
Greatflood River
Tehant
Adsullata Stream
Antar
Sulfur Bog of Wilsat
Elfwine
Blackspell
Kalastar
Wilderdale River
Quickstep
Sidhe Hills
Tarsa
Archfield
Sekhet
Greencastle
Wildflower
Irminsul Forest
Leechfields
PLAIN OF LETHE
Bless
Murias
Hillcrest
Ridgewell

Lenap Campaign Map Ten

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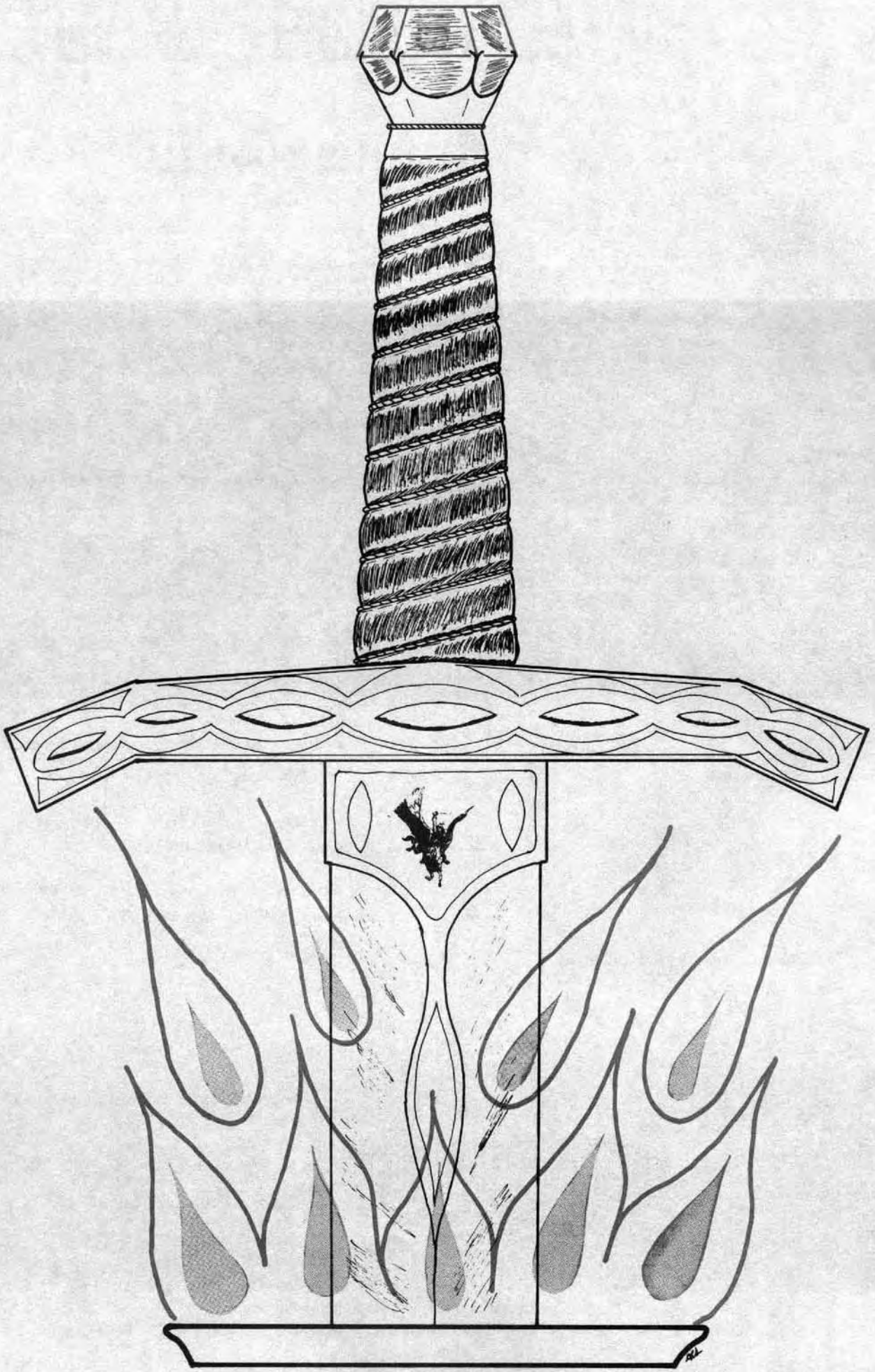
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